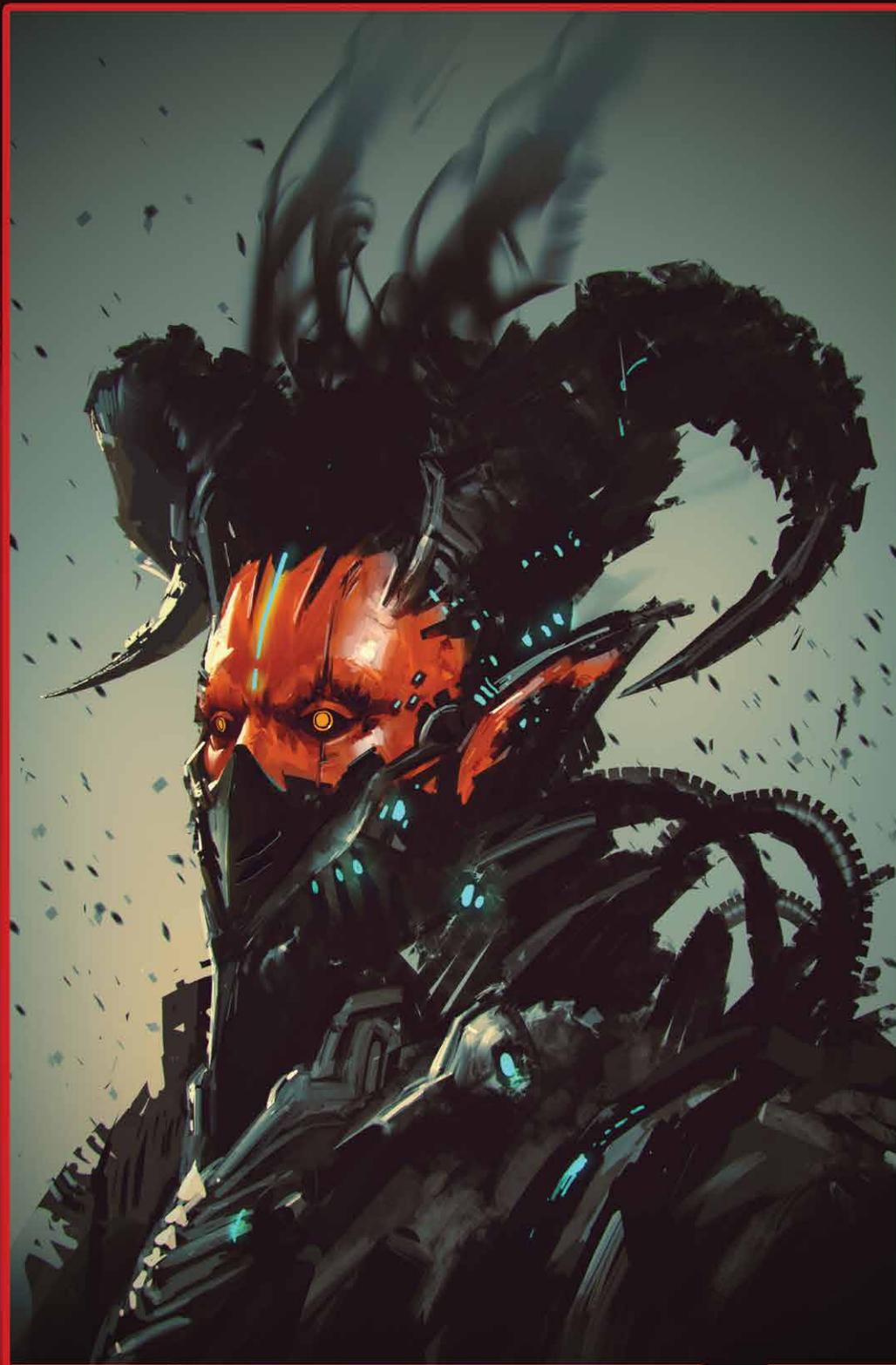


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CLOSE ENCOUNTERS:
**HYPERSPACE
FIENDS**

CLOSE ENCOUNTERS: HYPERSPACE FIENDS

CREDITS

Author: Michael Ritter

Editor: Lucus Palosaari

Copy Editor: Troy Daniels

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Landon Winkler, Matt Roth, Michael Ritter, Rodney Sloan, Taylor Hubler, Lucus Palosaari, Rick Hershey, and Troy Daniels

Line Developer: Michael Ritter

Business Manager: Tristan Hershey

Publisher: Rick Hershey of **Fat Goblin Games**

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CONTENTS

Introduction	5
Fiendish Magic	6
Terrain	6
Time	7
Bestiary	8
Demon, Babau	9
Demon, Balor	10
Demon, Dretch	12
Demon, Glabrezu	13
Demon, Hezrou	14
Demon, Marilith	15
Demon, Nalfeshnee	16
Demon, Succubus	17
Demon, Vrock	18
Devil, Barbed (Hamatula)	19
Devil, Bearded (Barbazus)	20
Devil, Bone (Osyluth)	21
Devil, Horned (Cornugon)	22
Abyssal Dreadrazor	23
New Ships	23
Making Adventures	25

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers ([The Fat Goblin Hoarde](#)), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Travelling through hyperspace can sometimes lead to strange and terrifying results. Each time a ship uses its hyperspace engine, the crew may soon find themselves either flying through empty hyperspace to their intended destination or passing by a random chunk of another plane. Few people would be pleased to find themselves in either Hell or the Abyss, and even fewer would want to be steering through a hybrid of these two fiendscapes!

Close Encounters: Hyperspace Fiends introduces brand new rules for interacting with this treacherous subsection of hyperspace and provides stats for 15 of these demons and devils, from the lowly dretch, to the vicious bone devil, to the sword-and-rifle wielding marilith. Also included are two new ships straight from the Lower Planes: the Hellish Soulreavers and the Abyssal Dreadrazors.

Close Encounters is a line of *Starfinder Roleplaying Game* compatible books from **Fat Goblin Games** filled with a ready-made encounter and numerous plot hooks and adventure seeds for Gamemasters to quickly adapt for their own tables. Each book includes fully statted monsters and NPCs for the *Starfinder Roleplaying Game*, sometimes all new, sometimes adapted from other game systems, sometimes both.

INTRODUCTION

This stretch of hyperspace, sometimes called the Fiendish Wastes, was first formed centuries ago when a piece of the Abyss fused with part of Hell due to the tears in reality using hyperspace engines creates. This nightmarish landscape took on the features of both planes, combining the volcanic landscape often seen in Hell with the toxic swamps found in the Abyss. At first, the demons and devils who were ripped from their homes found themselves at odds with one another, after all, though both live in planes that would be inhospitable to most mortals, the two groups are vastly different in nature. Devils are beings of pure law, and every action they take works towards a greater overall goal of stripping away free will and dominating not only mortals but other outsiders. Demons, meanwhile, tend to be wild and hedonistic beings, focused on equal parts destruction and pleasure (and unfortunately for all non-demons, these two things tend to go hand and hand).

When the Abyss and Hell combined to form the Wastes, the vastly outnumbered devils found themselves being slaughtered en masse by their demonic counterparts. Unable to match the raw might of the demons, the devils proposed a bargain: the two factions work together to escape from the Fiendish Wastes and return to their home planes. Thus an uneasy alliance was formed. Though the two groups of fiends would almost certainly betray each other in order to escape should they get the chance, they currently use their combined powers to deceive and capture those unlucky enough to accidentally encounter the Wastes while travelling through hyperspace. Once they do this, the fiends usually strip apart any spacecrafts they seize and use the parts to repair their own ships which have been too damaged to utilize ever since the planes clashed together. Today, both groups only need a single part to complete their spacecrafts: a new hyperspace engine.

THE FIENDISH WASTES

The Fiendish Wastes is a strange amalgamation of land from both Hell and the Abyss. As such, it is a several mile wide stretch of land that features alien geographic patterns, swamps that leak poisonous gas, and chunks of burning brimstone rising out of the ground. In the center of the Wastes is an active volcano that bubbles with a combination of lava and boiling acid, creating an environment that is uncomfortable, even for demons and devils. Below is a list of rules to keep in mind when adventuring through this treacherous realm.



FIENDISH MAGIC

Due to the Wastes being a combination of two Lower Planes, outsiders to either of these planes will find that their magic simply isn't as powerful here. Every time a non-demon or non-devil casts a spell here, they must attempt a DC 18 Will save or treat their caster level as 2 lower than normal for that spell's effects. Should the caster roll a 1 on this saving throw, they must also roll randomly on the table below to see what else happens.

d%	Effect
01–19	If the spell normally damages or otherwise hinders enemies, the caster takes the full effects of the spell, or if the spell cannot affect the caster it is instead redirected to a non-demon or non-devil within the spell's range; for example, if the spell <i>explosive blast</i> was cast, it is centered on the caster. If no valid target for the spell exists, then it simply fails and the caster loses the spell slot.
20–24	As soon as the spell is cast, the air around the caster superheats, dealing 3d6 fire damage.
25–29	Before the spell can be cast, acidic gas coalesces around the caster, dealing 3d6 acid damage.
30–59	The spell does not function. Instead, the caster is affected by an <i>inflect pain</i> spell (DC 16 Will) for 5 rounds.
60–74	The spell does not function. Instead, all non-demons and non-devils within 15 feet of the caster (including the caster themselves) are affected by a <i>confusion</i> spell (DC 17) for 5 rounds.
75–94	The spell functions as normal, though the caster still treats their caster level as 2 lower than normal for the purposes of this spell.
95–100	1d4 bearded devils are conjured within 30 feet of the caster.

TERRAIN

Though it has standard gravity, the environment in the Fiendish Wastes is strange and hostile to most life. To those who have never ventured through either Hell or the Abyss, it can best be described as a poisonous and volcanic swamp. The land throughout the Wastes counts as difficult terrain either due to the rocky surface being stretched into random and oftentimes impossible shapes or because of the numerous bogs which pockmark the ground. These bogs generally have two different depths: knee deep mud which deals 1d6 points of acid damage per round a creature is exposed to it, and bottomless bogs which creatures must swim through. These bottomless bogs often have lava flows directly below them and so can often be found boiling. Creatures attempting to swim through these bottomless bogs takes 5d6 acid damage and 5d6 fire damage per round they are submerged.

Additionally, poisonous gas can visibly be seen steaming out of the ground in many parts of the Wastes. There are two different types of gases which can be spotted here: grey smoke which can be found near lava flows and chunks of brimstone and greenish clouds which can be found near bogs. The effects on characters not immune to poison are listed below.

ABYSSAL SWAMP GAS

Type poison (inhaled); **Save** Fortitude DC 18

Track Constitution; **Frequency** 1/round for 6 rounds

Cure 1 save

INFERNAL VOLCANIC GAS

Type poison (inhaled); **Save** Fortitude DC 14

Track Strength; **Frequency** 1/round for 6 rounds

Cure 2 consecutive saves

The last detail to note is the volcano which rests at the center of the Wastes. Perhaps the most significant

obstacle to survival, outside of the fiends which live here, this volcano is perpetually active and erupts every $1d4+1$ days, wreaking havoc on the environment. These eruptions typically last for 24 hours, violently shooting a mixture of acid and lava throughout the entirety of the Wastes. Every hour during these eruptions, creatures have a 10% chance of being exposed to a splash of this acid/lava mixture, taking $3d6$ acid damage and $3d6$ fire damage. Those foolish enough to be climbing near or on the volcano itself while an eruption is happening is likely to be exposed to flows of acid and lava, taking $10d6$ acid damage and $10d6$ fire damage per round they are submerged.

TIME

Because the Fiendish Wastes are a combination of the ruthlessly structured Hell and the hopelessly chaotic Abyss, time follows a unique set of rules while within the Wastes. On the first day the PCs enter the Wastes, time works exactly the same as it does elsewhere in the universe. After the very first 24 hour period, however, the next 24 hours within the Wastes translates to a week of time outside of it. The next 24 hour period translates to a month, and the final 24 hour period translates to only a minute on the outside. After this, the cycle loops (1 day, 1 week, 1 month, 1 minute).

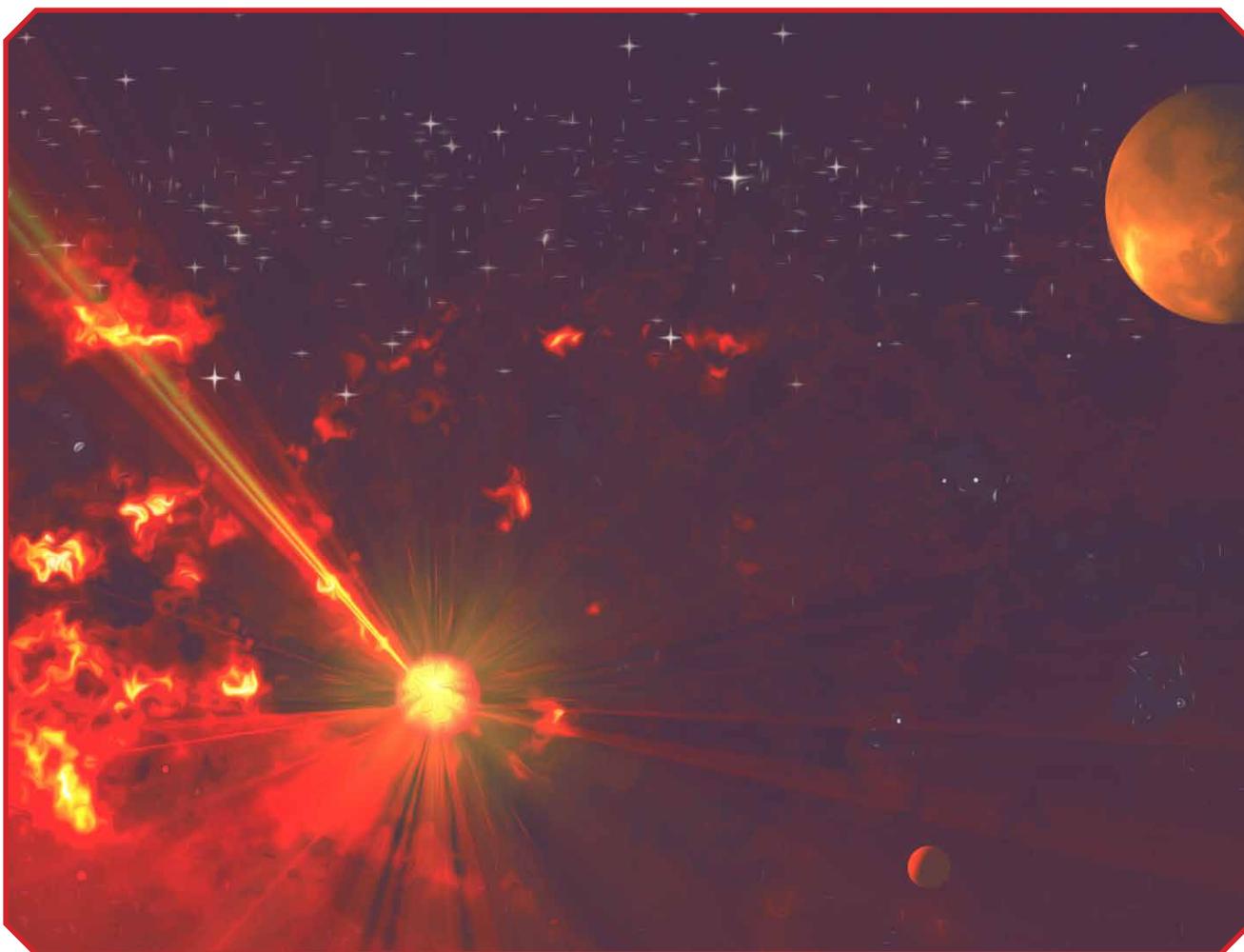




BESTIARY

The following section includes several demons and devils compiled from the *Pathfinder Roleplaying Game Bestiary* that have been updated for play in the *Starfinder Roleplaying Game*. Some of the fiends found herein have been given updated equipment—after all, why would outsiders want to let have mortals have all the fun with updated technology? Others have been given updated abilities and spell-like abilities to represent a change in tactics which were necessary as technology marched forward and to better fit the rules of the *Starfinder Roleplaying Game*.

It is important to note that while that the demons and devils within the Fiendish Wastes are a bit unique in how they use their abilities. While most fiends can easily summon allies from the Lower Planes, it is impossible to enter hyperspace with magic, so instead summoned allies come from elsewhere in the Wastes, only to be shunted back to where they came from when the time limit on the ability runs out or they are defeated. Likewise, while fiends outside the Wastes can use their *interplanetary teleport* ability to travel vast distances whenever they'd like, those trapped within the Wastes cannot use it to escape hyperspace. Instead, they use this spell-like ability as a safety mechanism to bring them to another part of the Wastes whenever they find the need.



DEMON, BABAU**CR 6****XP 2,400****COMBATANT**

CE Medium outsider (chaotic, evil, demon, extraplanar)

Init +2; **Senses** darkvision 60 ft., *see invisibility*;

Perception +13

DEFENSE**HP 90****EAC** 18; **KAC** 20**Fort** +10, **Ref** +8, **Will** +5**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immunities** electricity, poison; **Resistances** acid 10, cold 10, fire 10; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** *flaming tactical pike* +17 (1d8+11 F & P)**Multiattack** bite +11 (1d6+11 B & P), 2 claws +11 (1d6+11 S)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *flaming tactical pike*)**Offensive Abilities** deadly precision +2d6**Spell-Like Abilities** (CL 7th)**Constant**—*see invisibility***At will**—*interplanetary teleport* (self plus 50 lbs. of objects only)**3/day**—*dispel magic, invisibility***1/day**—*summon allies* (1 babau 35%; 1 hour)**TACTICS**

If they are alone when combat begins, the babau will attempt to summon another babau before engaging enemies in melee combat. Babaus will make effective use of their invisibility spell to try and sneak up on enemies and catch them unaware, flanking with any allies they can so that they could use their deadly precision ability. If reduced to 15 Hit Points, a babau will use interplanetary teleport to escape, returning to attack at a later time.

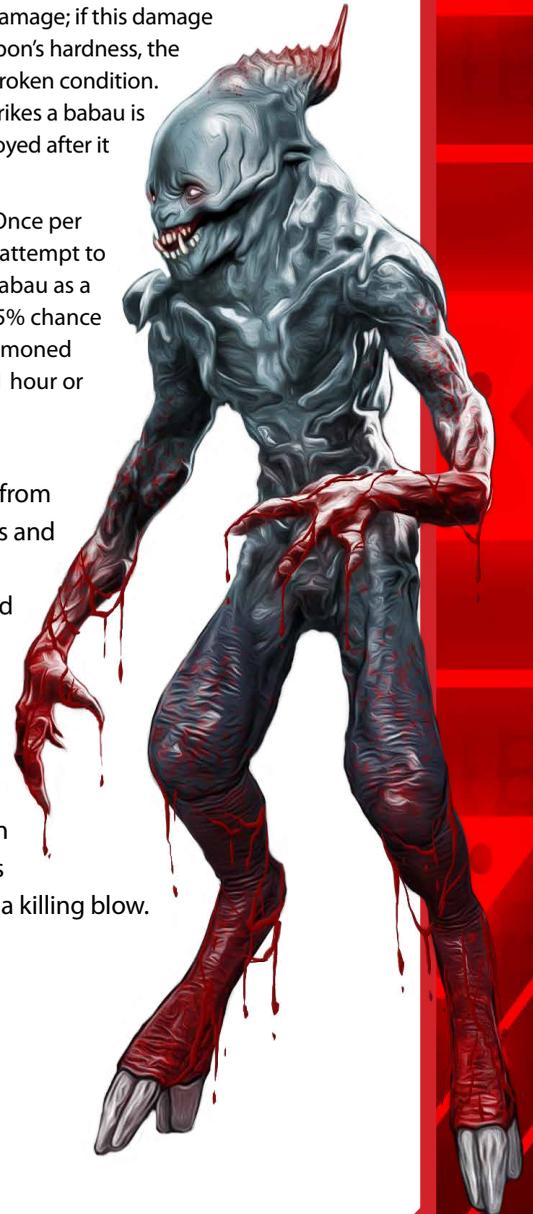
STATISTICS**Str** +5, **Dex** +2, **Con** +3, **Int** +2, **Wis** +1, **Cha** +3**Skills** Acrobatics +13, Sense Motive +13, Stealth +18**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**Gear** *flaming tactical pike***ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, or gang (3–8)**SPECIAL ABILITIES**

Deadly Precision (Ex) Whenever the babau successfully attacks an enemy that it flanks or has the flat-footed condition, it deals another 2d6 points of damage in addition to its normal damage.

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 14 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 14 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Summon Allies (Sp) Once per day, the babau can attempt to summon another babau as a full action, with a 35% chance of success. The summoned babau remains for 1 hour or until it dies.

Babaus are formed from the souls of murderers and assassins, a role they kept once transformed into demons. Babaus relish in setting up ambushes for those foolish enough to wander into their territory and will often play with their victims before finally landing a killing blow.



DEMON, BALOR**CR 20****XP 307,200****COMBATANT**

CE Large outsider (chaotic, evil, demon, extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +34

Aura flaming body

DEFENSE**HP 465**

EAC 35; **KAC** 37

Fort +21, **Ref** +21, **Will** +19

DR 15/cold iron and good; **Immunities** electricity, fire, poison; **Resistances** acid 20, cold 20; **SR** 31

OFFENSE

Speed 40 ft., fly 90 ft. (average)

Melee *vorpal unholy dimensional slice longsword* +35 (14d8+32 S) or *vorpal flaming monowhip* +35 (10d4+32 F & S)

Multiattack *vorpal unholy dimensional slice longsword* +29 (14d8+32 S), *vorpal flaming monowhip* +29 (10d4+32 F & S), 2 slams +29 (8d6+32 B each)

Space 10 ft.; **Reach** 10 ft. (20 ft. with monowhip)

Offensive Abilities entangle

Spell-Like Abilities (CL 20th)

Constant—*true seeing*

At will—*confusion* (DC 23), *interplanetary teleport* (self plus 50 lbs. of objects only), *wall of fire* (DC 23)

3/day—*dominate person* (DC 24), *mislead* (DC 24), *telekinesis* (DC 24)

1/day—*disintegrate* (DC 25), *mass suggestion* (DC 25), *shadowy fleet* (DC 25), *snuff life* (DC 25), summon allies (any 1 CR 19 or lower demon 100%; 1 hour)

TACTICS

Though always eager for battle, a balor will generally allow whatever minions it commands to engage enemies in melee combat first, using spells such as *confusion* and *dominate person* to wreak havoc. Once chaos has been spread across the battlefield, a balor will charge into battle and engage the strongest looking enemies first, hoping for a good battle. A balor will never flee, believing itself too powerful to be destroyed by anything less than a deity.

STATISTICS

Str +12, **Dex** +6, **Con** +9, **Int** +5, **Wis** +5, **Cha** +5

Skills Acrobatics +39, Bluff +34, Intimidate +34, Stealth +34

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Other Abilities death throes, vorpal strike

Gear *vorpal flaming monowhip*, *vorpal unholy dimensional slice longsword*

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 balor and 2–5 glabrezus)

SPECIAL ABILITIES

Death Throes (Su) When killed, a balor explodes in a blinding flash of fire that deals 100 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 25 halves).

Entangle (Ex) If a balor strikes a Medium or smaller foe with its monowhip, the balor can immediately attempt to grapple that foe. If the balor succeeds, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

Flaming Body (Su) A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 8d6 points of fire damage each round the grapple persists.

Summon Allies (Sp) Once per day, the balor can attempt to summon any CR 19 or lower demon as a full action, with a 100% chance of success. The summoned demon remains for 1 hour or until it dies.

Vorpal Strike (Su) Any slashing weapon a balor wields (including its dimensional slice longsword and monowhip) gains the vorpal weapon infusion. Weapons retain this infusion for one hour after the balor releases the weapon, but after this, the weapon reverts to its standard magical qualities, if any.

Balors are seen as some of the most fierce and cunning demons in existence, and often command legions of demons in the Abyss. The lone balor here in the Fiendish Wastes, however, has a small but elite force of demons and devils who follow his lead as he experiments in the isolation of the volcano at the center of the Wastes.



DEMON, DRETCH**CR 2****XP 600****COMBATANT**

CE Small outsider (chaotic, evil, demon, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE**HP 40**

EAC 11; **KAC** 13

Fort +4, **Ref** +4, **Will** +3

DR 5/cold iron or good; **Immunities** electricity, poison;
Resistances acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee bite +11 (1d6+4 P)

Spell-Like Abilities (CL 2nd)

1/day—*fear II* (DC 12), *fog cloud* (DC 12), summon allies (1 dretch 35%; 1 hour)

TACTICS

Most dretches are cowardly and will only initiate an attack, if they know that they outnumber their enemies or if there are more powerful demons that can also join the battle. A dretch will flee from battle when it reaches 5 Hit Points but will fight to the death if there are powerful demons nearby (more out of fear than loyalty).

STATISTICS

Str +2, **Dex** +1, **Con** +4, **Int** -3, **Wis** +0, **Cha** +0

Skills Athletics +7, Acrobatics +7, Stealth +12

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3-5), crowd (6-12), or mob (13+)

SPECIAL ABILITIES

Summon Allies (Sp) Once per day, the dretch can attempt to summon another dretch as a full action, with a 35% chance of success. The summoned dretch remains for 1 hour or until it dies.

Seen as the lowest form of demon, dretches are cowards and are easily intimidated into following orders if they are alone. In vast numbers, however, enemies of the Abyss find that the attacks of these minor demons can be overwhelming.



DEMON, GLABREZU**CR 13** | **XP, 25,600****COMBATANT**

CE Huge outsider (chaotic, evil, demon, extraplanar)

Init +4; **Senses** darkvision 60 ft., *true seeing*;
Perception +23**DEFENSE** **HP 225****EAC** 27; **KAC** 29**Fort** +15, **Ref** +15, **Will** +14**DR** 10/good; **Immunities** electricity, poison; **Resistances**
acid 10, cold 10, fire 10; **SR** 24**OFFENSE****Speed** 40 ft.**Melee** slam +27 (3d12+21 B)**Multiattack** 2 pincers +21 (2d8+21 B or P each), 2 claws
+21 (2d8+21 S)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** rending strike**Spell-Like Abilities** (CL 14th)**Constant**—*true seeing***At will**—*explosive blast* (DC 18), *interplanetary teleport*
(self plus 50 lbs. of objects only), *veil***3/day**—*confusion* (DC 19), *cosmic eddy* (DC 19), *flight IV*,
wall of fire (DC 19)**1/day**—*summon allies* (1 glabrezu 35% or 1d2 vrock 50%; 1 hour)**1/month**—*wish* (granted to a mortal humanoid only)**TACTICS**

The typical glabrezu attempts to avoid combat with mortals if it can, preferring to corrupt them by cloaking their identities with the *veil* spell and granting a corrupted *wish* if possible. If their deceptions are seen through, glabrezus prove to be fearsome foes, using *confusion* to start most battles and following up with a barrage of damaging spells. If an enemy is brave enough to face the glabrezu in melee combat, it matches brawn for brawn and uses full attacks to crush their foe. If brought to 20 Hit Points, a glabrezu will use *interplanetary teleport* to escape.

STATISTICS**Str** +8, **Dex** +4, **Con** +6, **Int** +3, **Wis** +3, **Cha** +4**Skills** Bluff +28, Culture +23, Diplomacy +23, Sense
Motive +23**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**ECOLOGY****Environment** any (Abyss)**Organization** solitary or troop (1 glabrezu, 1 succubus,
and 2–5 vrocks)**SPECIAL ABILITIES****Rending Strike (Ex)** If a glabrezu successfully attacks a single creature with both of its pincers when making a multiattack, the enemy takes an additional 2d8+21 slashing damage.**Summon Allies (Sp)** Once per day, the glabrezu can attempt to summon either another glabrezu as a full action, with a 35% chance of success or 1d2 vrocks with a 50% chance of success. The summoned demons remain for 1 hour or until they die.

Though massive and clearly physically powerful, glabrezus are formed from the souls of deceptive mortals and so they continue with their lies and tricks as a demon. A glabrezu enjoys corrupting mortals above all else and will have a series of deceptions ready to ensnare mortals with dreams of a wish.



DEMON, HEZROU**CR 11****XP 12,800****COMBATANT**

CE Large outsider (aquatic, chaotic, evil, demon, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +20

Aura stench (DC 18; 10 rounds)

DEFENSE**HP 180**

EAC 24; **KAC** 26

Fort +15, **Ref** +13, **Will** +10

DR 10/good; **Immunities** electricity, poison; **Resistances** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +24 (4d6+19 P plus grab)

Multiattack bite +18 (2d8+19 P plus grab), 2 claws (2d8+19 S)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities nausea

Spell-Like Abilities (CL 13th)

At will—*fear II* (DC 16), *interplanetary teleport* (self plus 50 lbs. of objects only) *invisibility*

3/day—*arcing surge* (DC 17), *displacement*, *haste*, *slow* (DC 17)

1/day—*corrosive haze* (DC 18), *summon allies* (1 hezrou 35%; 1 hour)

TACTICS

If given time to prepare before combat, a hezrou will cast *displacement*, *haste*, and *invisibility* as well as try to summon another hezrou. Once it does this, it will jump straight into melee combat. If there is an opportunity, the hezrou will attempt to drag weaker looking creatures under water or mud if there is any deep enough nearby. Hezrous are generally ravenous and will not flee from combat.

STATISTICS

Str +8, **Dex** +3, **Con** +5, **Int** +2, **Wis** +2, **Cha** +3

Skills Acrobatics +25, Athletics +25 (+32 when swimming), Intimidate +20, Mysticism +20

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Other Abilities amphibious

ECOLOGY

Environment any swamp (Abyss)

Organization solitary or gang (2–4)

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 18 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 18 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first.

Stench (Ex) All non-demons within 30 feet of the hezrou must succeed on a DC 18 Fortitude save or be sickened for 10 rounds. Creatures who successfully save cannot be affected by the same hezrou's stench ability for 24 hours. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Summon Allies (Sp) Once per day, the hezrou can attempt to summon another hezrou as a full action, with a 35% chance of success. The summoned hezrou remains for 1 hour or until it dies.

Formed from the souls of those who used poisons or drugs on themselves or those around

them, hezrous continue this lifestyle as a demon.

They are vicious and brutal beings but prefer to poison mortals around them unseen and over time rather than engage in combat.



DEMON, MARILITH**CR 17** **XP 102,400****COMBATANT**

CE Large outsider (chaotic, evil, demon, extraplanar)

Init +5; **Senses** darkvision 60 ft., *true seeing*; Perception +29**DEFENSE** **HP 340****EAC** 31; **KAC** 33**Fort** +21, **Ref** +19, **Will** +15**DR** 10/cold iron and good; **Immunities** electricity, poison; **Resistances** acid 15, cold 15, fire 15; **SR** 28**OFFENSE****Speed** 40 ft.**Melee** *unholy anarchic cold iron ultrathin longsword* +32 (6d12+28 S) or tail slap +32 (6d12+28 B plus grab)**Ranged** advanced autobeam rifle +29 (8d6+17 F)**Multiattack** 2 *unholy anarchic cold iron ultrathin longswords* +26 (3d12+28 S each), 2 advanced autobeam rifles +26 (3d12+17 F each)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** close shot, crushing coils (6d12+28 B)**Spell-Like Abilities** (CL 16th)**Constant**—*true seeing***At will**—*flight IV*, *interplanetary teleport* (self plus 50 lbs. of objects only)**3/day**—*greater synaptic pulse* (DC 21), *mislead* (DC 21), *telekinesis* (DC 21)**1/day**—*chain surge* (DC 22), *mass suggestion* (DC 22), summon allies (1 marilith 35%, 1 nalfeshnee at 40%, or 1d4 hezrous at 50%; 1 hour)**TACTICS**

Mariliths are vicious demons that actively seek combat, though will never fight 'fairly'. They will either attack with allies, or lacking those, attempt to summon other demons. If the marilith can catch an enemy unaware, it will use *greater synaptic pulse* and then jump straight into combat, effortlessly using both its rifles and swords to make full attacks (preferably making all attacks against the same creature). Mariliths will flee from combat when reduced to 30 Hit Points.

STATISTICS**Str** +11, **Dex** +5, **Con** +8, **Int** +4, **Wis** +4, **Cha** +5**Skills** Acrobatics +34, Bluff +29, Sense Motive +29**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**Gear** 2 advanced autobeam rifles, 2 *unholy anarchic cold iron ultrathin longswords***ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, or platoon (1 marilith, 1–3 glabrezus, and 3–14 babaus)**SPECIAL ABILITIES**

Close Shot (Ex) So long as it wields at least one of its *unholy anarchic cold iron ultrathin longswords*, the marilith does not provoke attacks of opportunity when making a ranged attack.

Crushing Coils (Ex) A creature grappled by the marilith takes 6d12+28 bludgeoning damage at the start of each of the marilith's turns. Creatures that take damage in this way must succeed on a DC 22 Fortitude save or lose consciousness for 1d8 rounds.

Summon Allies (Sp) Once per day, the marilith can attempt to summon either another marilith as a full action with a 35% chance of success, a nalfeshnee with a 40% chance of success, or 1d4 hezrous with a 50% chance of success. The summoned demons remain for 1 hour or until they die.

Mariliths show a unique skill in leading armies of demons against other planes, whether it be Hell, Heaven, or even the Material Plane. They are tacticians first and foremost and will often have a platoon of loyal demons between themselves and any opposition.



DEMON, NALFESHNEE**CR 14****XP 38,400****COMBATANT**

CE Huge outsider (chaotic, evil, demon, extraplanar)

Init +4; **Senses** darkvision 60 ft., *true seeing*;

Perception +25

Aura demonic aura (DC 20)**DEFENSE****HP 250****EAC** 28; **KAC** 30**Fort** +16, **Ref** +16, **Will** +15**DR** 10/good; **Immunities** electricity, poison;**Resistances** acid 10, cold 10, fire 10; **SR** 25**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** bite +28 (8d6+22 P)**Multiattack** bite +22 (4d8+22 P), 2 claws +22 (4d8+22 S each)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** unholy nimbus**Spell-Like Abilities** (CL 12th)**Constant**—*true seeing***At will**—*bestow curse* (DC 18), *interplanetary teleport* (self plus 50 lbs. of objects only), *slow* (DC 18)**3/day**—*confusion* (DC 19), *corrosive haze* (DC 19), *enervation* (DC 19)**1/day**—*greater dispel magic*, *mislead* (DC 20), summon allies (1 nalfeshnee 35%, 1d4 hezrous 35%, or 1d4 vrock 40%; 1 hour)**TACTICS**

The typical nalfeshnee prefers to attack enemies in groups, using its demonic aura ability to bolster nearby demons. Once other demons have engaged their enemies, the nalfeshnee uses its spells to harass them further. If forced into combat alone, it only flees when brought to 20 Hit Points or less.

STATISTICS**Str** +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +3, **Cha** +3**Skills** Bluff +25, Mysticism +30, Sense Motive +25**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**ECOLOGY****Environment** any (Abyss)**Organization** solitary or warband (1 nalfeshnee, 1

hezrou, and 2–5 vrock)

SPECIAL ABILITIES

Demonic Aura (Su) All demons within this aura gain a +2 enhancement bonus to AC and saving throws and SR 25 against spells cast by non-demons. Furthermore, if a non-demon attacks a guarded demon, the attacker must succeed a DC 20 Fortitude save or take 1d6 points of Strength damage.

Summon Allies (Sp) Once per day, the nalfeshnee can attempt to summon either another nalfeshnee as a full action with a 35% chance of success, 1d4 hezrous with a 35% chance of success, or 1d4 vrock with a 40% chance of success. The summoned demons remain for 1 hour or until they die.

Unholy Nimbus (Su) Three times per day as a swift action, a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 20 Will save or be dazed for 1d10 rounds as visions of madness hound it.

Nalfeshnees often work towards mysterious and unexplainable goals, even when compared to other demons. Claiming to serve the Abyss before all else, they show great skill in making demons around them more powerful during battle and will ruthlessly destroy any opposition to their unfathomable plans.



DEMON, SUCCUBUS**CR 7****XP 3,200****SPELLCASTER**

CE Medium outsider (chaotic, evil, demon, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****HP 90****EAC** 18; **KAC** 19**Fort** +6, **Ref** +8, **Will** +10**DR** 10/cold iron or good; **Immunities** electricity, fire, poison; **Resistances** acid 10, cold 10; SR 18**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** claw +12 (1d8+9 S)**Ranged** *flaming advanced shirren-eye rifle* +14 (2d10+7 F & P)**Offensive Abilities** energy drain, profane gift**Spell-Like Abilities** (CL 12th)**Constant**—*true seeing*, *tongues***At will**—*charm person* (DC 18), *ethereal jaunt* (self plus 50 lbs. of objects only), *mind thrust I* (DC 18)**6/day**—*daze monster* (DC 19), *fear II* (DC 19), *mystic cure II*, *hold person* (DC 19)**3/day**—*ray of exhaustion* (DC 20), *suggestion* (DC 20)**1/day**—*summon allies* (1 babau 35%; 1 hour)**TACTICS**

Succubi will attempt to avoid physical combat, using trickery and guile in order to gain the trust of mortals all while thinking of ways to utilize its energy drain to deadly effect. If alone and faced with a group of mortals, succubi will attempt to persuade them to follow her into an ambush with other demons. Failing this, a succubi will attempt to escape using *ethereal jaunt*. Though she will not fight alone, she will use her rifle and spells to attack enemies who are already engaged in combat.

STATISTICS**Str** +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** +3, **Cha** +5**Skills** Acrobatics +14, Bluff +19, Diplomacy +19, Disguise +14 (+24 with change shape)**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.**Other Abilities** change shape (humanoid)**Gear** *flaming advanced shirren-eye rifle***ECOLOGY****Environment** any**Organization** solitary, pair, or harem (3–12)**SPECIAL ABILITIES**

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 17 Will save to negate the suggestion. The DC is 17 for the Fortitude save to remove a negative level.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *break enchantments*. The succubus can remove it as well as a swift action (causing 2d6 Charisma drain to the victim, no save).

Summon Allies (Sp)

Once per day, the succubus can attempt to summon a babau as a full action, with a 35% chance of success. The summoned babau remains for 1 hour or until it dies.

Not particularly concerned with others of their own kind, succubi are willing to ally themselves with anything and anyone that could gain them more power, be they demon, devil, or mortal. That said, they will never pass up the opportunity to drain those foolish enough to be swayed by their temptations.



DEMON, VROCK**CR 9****XP 6,400****COMBATANT**

CE Large outsider (chaotic, evil, demon, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +17**DEFENSE****HP 145****EAC** 22; **KAC** 24**Fort** +13, **Ref** +11, **Will** +8**DR** 10/good; **Immunities** electricity, poison; **Resistances** acid 10, cold 10, fire 10; **SR** 20**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** bite +22 (2d10+15 P)**Ranged** LFD screamer +19 (2d10+9 So)**Multiattack** 2 claws +16 (2d6+15 S each), bite +16 (2d6+15 P)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** dance of ruin, spores, stunning screech**Spell-Like Abilities** (CL 12th)**At will**—*interplanetary teleport* (self plus 50 lbs. of objects only), *jolting surge* (DC 18)**3/day**—*invisibility*, *mirror image***1/day**—*summon allies* (1 vrock 35%; 1 hour)**TACTICS**

Vrocks are vicious beings that don't know fear and crave the flesh of mortals. As such, they generally attack on sight (after casting *mirror image*), eschewing tactics for a more straightforward assault. When possible, they try and catch as many enemies as possible with their stunning screech ability. Vrocks will attack the weakest looking enemies first, usually trying to attack obvious spellcasters. They will not flee from combat, no matter the foe.

STATISTICS**Str** +6, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +3**Skills** Acrobatics +17, Intimidate +17, Survival +22**Languages** Abyssal, Celestial, Common; telepathy 100 ft.**Gear** LFD screamer**ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, or gang (3–10)**SPECIAL ABILITIES**

Dance of Ruin (Su) A vrock can dance and chant as a full action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 15 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a swift action. Adjacent creatures take 2d6 points of damage from the spores, plus 1d6 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *lesser remove condition* or *remove affliction* on the affected creatures. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 19 Fortitude save or be stunned for 1 round.

Summon Allies (Sp) Once per day, the vrock can attempt to summon another vrock as a full action, with a 35% chance of success. The summoned vrock remains for 1 hour or until it dies.

Vrocks are scavengers amongst demonkind and will often wait for their pray to be weakened or distracted before jumping into battle themselves, staying at a distance with their LFD screamers until they are sure the battle is won. Due to their love of violence, vrocks can often be taunted into dropping their weapons and jumping right into melee combat.



DEVIL, BARBED (HAMATULA)**CR 11 | XP 12,800****COMBATANT**

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; Perception +20**DEFENSE****HP 180****EAC** 24; **KAC** 26**Fort** +13, **Ref** +13, **Will** +12**Defensive Abilities** barbed defense; **DR** 10/good;**Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 22**OFFENSE****Speed** 30 ft.**Melee** claw +24 (4d6+19 S plus grab)**Offensive Abilities** fear, impale (4d6+19)**Spell-Like Abilities** (CL 12th)**At will**—*hold person* (DC 16), *interplanetary teleport* (self plus 50 lbs. of objects only), *overheat* (DC 16)**3/day**—*arcing surge* (DC 17), *dispel magic* (DC17), *explosive blast* (DC 17), *haste***1/day**—summon allies (1 barbed devil 35%; 1 hour)**TACTICS**

Whether alone or in a group, barbed devils will never back down from a fight. They will use their spells to harass opponents who attack from a distance, but they prefer to cast *haste* and jump straight into melee combat. Barbed devils are fairly cautious and will flee if brought to 15 Hit Points.

STATISTICS**Str** +8, **Dex** +5, **Con** +3, **Int** +1, **Wis** +2, **Cha** +3**Skills** Acrobatics +20, Intimidate +20, Sense Motive +25**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, team (3–5), or squad (6–11)**SPECIAL ABILITIES**

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 2d6+19 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 18 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.

Impale (Ex) A barbed devil deals 5d6+19 points of piercing damage to a grabbed opponent with a successful grapple.

Summon Allies (Sp) Once per day, the barbed devil can attempt to summon another barbed devil as a full action, with a 35% chance of success. The summoned devil remains for 1 hour or until it dies.

Barbed devils serve as jailers in Hell, keeping watch over the souls of the damned and relishing in every aspect of their job. When a mortal is brave enough or foolish enough to try and escape from a devil's grasps, it is often these fiends that are the first to start the hunt.



DEVIL, BEARDED (BARBAZU)**CR 5****XP 1,600****COMBATANT**

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +11**DEFENSE****HP 70****EAC** 17; **KAC** 19**Fort** +9, **Ref** +7, **Will** +4**DR** 5/good or silver; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 16**OFFENSE****Speed** 40 ft.**Melee** carbon steel curve blade +15 (1d10+10 S plus infernal wound) or claw +15 (1d6+10 S)**Spell-Like Abilities** (CL 12th)**At will**—*interplanetary teleport* (self plus 50 lbs. of objects only)**3/day**—*hold portal*, *overheat* (DC 12), *supercharge weapon***1/day**—*summon allies* (1 bearded devil 35%; 1 hour)**TACTICS**

Before combat, bearded devils will cast *supercharge weapon* on their carbon steel curve blade and jump into melee. They often underestimate their foes and so will attack the strongest looking opponents before they turn their attention to spellcasters. When alone, they will flee if brought to 7 Hit Points, but they will refuse to surrender if they are being watched by other devils.

STATISTICS**Str** +5, **Dex** +2, **Con** +3, **Int** -2, **Wis** +1, **Cha** +0**Skills** Athletics +16, Intimidate +11, Stealth +11**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Gear** carbon steel curve blade**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, squad (3–10), or troop (10–40)**SPECIAL ABILITIES**

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks during a full attack, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d6+5 points of damage and must succeed on a

DC 15 Fortitude save or contract devil chills. *Devil Chills*: Disease—injury; *save* Fort DC 15; *onset* 1d4 days; *track* physical; *frequency* 1/day; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its carbon steel curve blade inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 15 Medicine check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 15 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

Summon Allies (Sp) Once per day, the barbed devil can attempt to summon another barbed devil as a full action, with a 35% chance of success. The summoned devil remains for 1 hour or until it dies.

Bearded devils are elite warriors that serve in Hell's legions and are almost rarely left to their own devices. These devils serve as the rank and file soldiers for the armies commanded by greater fiends such as horned devils and serve proudly in their duties.



DEVIL, BONE (OSYLUTH)**CR 9****XP 6,400****COMBATANT**

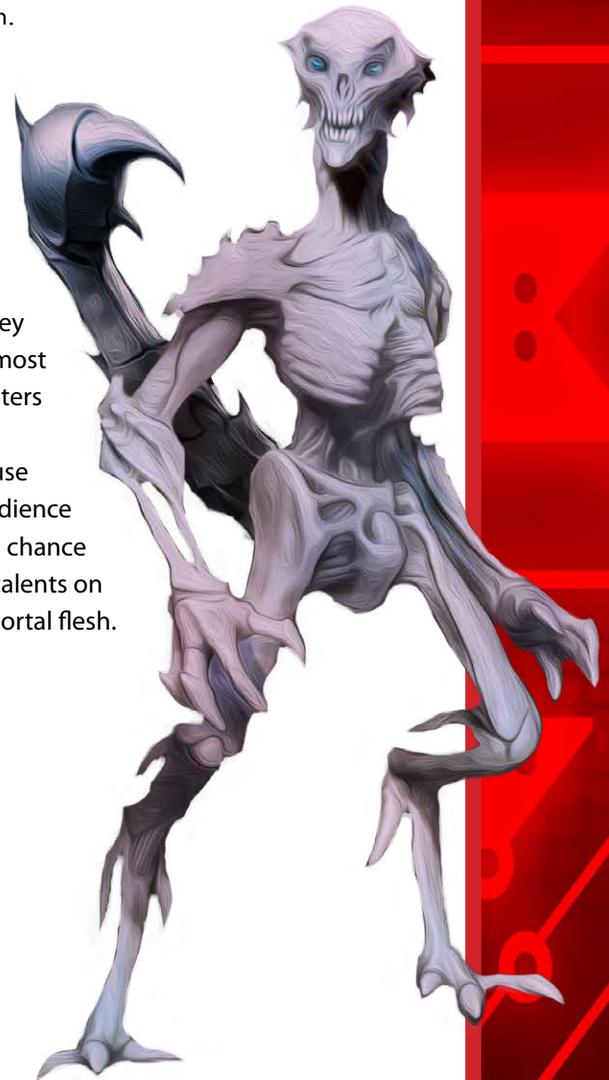
LE Large outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness; Perception +17**Aura** fear aura (5 ft., DC 16, 1d6 rounds)**DEFENSE****HP 145****EAC** 22; **KAC** 24**Fort** +13, **Ref** +11, **Will** +8**DR** 10/good; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 20**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** sting +22 (2d10+15 P plus poison)**Multiattack** bite +16 (1d10+15 P), 2 claws +16 (1d10+15 S each), sting +16 (1d10+15 P plus poison)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 12th)**At will**—*interplanetary teleport* (self plus 50 lbs. of objects only), *invisibility***3/day**—*flight II*, *fog cloud*, *mirror image***1/day**—summon allies (1 bone devil 35%; 1 hour)**TACTICS**

Bone devils will cast *mirror image* and *invisibility* before combat begins, charging into melee combat soon after. Bone devils tend to use hit-and-run tactics, often attacking simply to poison their foes, before quickly turning invisible again and waiting for the next opportunity to make an attack. When they want to cause confusion, a bone devil will cast *fog cloud* centered on as many enemies as possible before returning to combat. Bone devils do not flee from combat, but if it becomes clear that they are likely to die, all bone devils that are still alive single out a single opponent that they will all attack in an attempt to kill them as well.

STATISTICS**Str** +6, **Dex** +4, **Con** +3, **Int** +3, **Wis** +2, **Cha** +3**Skills** Acrobatics +22, Bluff +17, Mysticism +17**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Other Abilities** swift invisibility**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, or inquisition (3–10)**SPECIAL ABILITIES****Fear Aura (Su)** Any non-devils that come within 5 feet of the bone demon must succeed a DC 16 Will save or become frightened for 1d6 rounds.**Poison (Ex)** Sting—injury; *save* Fort DC 16; *track* Strength; *frequency* 1/round for 6 rounds; *cure* 2 consecutive saves.**Summon Allies (Sp)** Once per day, the bone devil can attempt to summon another bone devil as a full action, with a 35% chance of success. The summoned devil remains for 1 hour or until it dies.**Swift Invisibility (Sp)** Three times per day, a bone devil can cast *invisibility* as a swift action instead of a standard action.

Torturers and inquisitors, these devils sadistically perform their duties with absolute glee. They are perhaps the most loyal to their masters compared to any other devil because reporting disobedience means they get a chance to practice their talents on more than just mortal flesh.



DEVIL, HORNED (CORNUGON) CR 16 XP 76,800 COMBATANT

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +28

DEFENSE **HP 300**

EAC 30; **KAC** 32

Fort +20, **Ref** +18, **Will** +14

DR 10/good and silver; **Immunities** fire, poison; **Resistances** acid 10, cold 10; **SR** 27

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee white star plasma doshko +31 (5d10+26 E & F) or tail +31 (6d10+26 S plus infernal wound)

Multiattack 2 white star plasma doshkos +25 (5d10+26 E & F each), bite +25 (3d10+26 P), tail +25 (3d10+26 S plus infernal wound)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 16th)

At will—*holographic image IV* (DC 20), *interplanetary teleport* (self plus 50 lbs. of objects only), *wall of fire* (DC 20)

3/day—*crush skull* (DC 21), *greater dispel magic*, *heat leech* (DC 21), *waves of fatigue* (DC 21)

1/day—*summon allies* (3 barbed devils 35%; 1 hour)

TACTICS

Before any combat, a horned devil will attempt to summon allies. They will do their best to keep at a distance, harassing their foes with spells before charging in to attack with their doshkos. As horned devils are proud warriors, they will never flee from a combat unless ordered to by a greater devil.

STATISTICS

Str +10, **Dex** +7, **Con** +5, **Int** +2, **Wis** +5, **Cha** +5

Skills Bluff +33, Intimidate +28, Mysticism +28, Stealth +33

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear white star plasma doshko

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or wing (3–10)

SPECIAL ABILITIES

Infernal Wound (Su) The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 22 Medicine check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 22 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Stun (Su) Whenever a horned devil hits with a plasma doshko, the opponent must succeed on a DC 22 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the plasma doshko.

Summon Allies (Sp) Once per day, the horned devil can attempt to summon 3 barbed devils as a full action, with a 35% chance of success. The summoned barbed devils remains for 1 hour or until they die.

Horned devils serve as commanders in the legions of Hell and rule with absolute efficiency. They often serve directly to an archdevil and due to their talents on the battlefield and their steely discipline they may often find themselves as advisors for their superiors. Left to their own devices, horned devils will quickly raise an army of fiends and fight Hell's enemies wherever they may be.



NEW SHIPS

The two ships listed below are most often utilized by the forces of Hell and the Abyss when fighting off good-aligned outsiders such as angels, but can also be found in space within the Material Plane. It should be noted that though both the Abyssal Dreadrazor and the Hellish Soulreaver are normally outfitted with hyperspace engines, the ships encountered within the Fiendish Wastes do not have one, but are otherwise fully functional.

ABYSSAL DREADRAZOR

TIER 10

Huge cruiser

Speed 8; **Maneuverability** average (turn 2); **Hyperspace** 1

AC 22; **TL** 22

HP 230; **DT** 5; **CT** 46

Shields medium 200 (forward 60, port 40, starboard 40, aft 60)

Attack (Forward) mass driver (2d6x10)

Attack (Port) chain cannon (6d4)

Attack (Starboard) chain cannon (6d4)

Attack (Turret) heavy torpedo launcher (5d8)

Power Core Nova Ultra (300 PCU); **Hyperspace Engine**

Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 4 armor, mk 4 defenses, mk 3 duonode computer; **Expansion Bays** arcane laboratory, cargo holds (3), life boats, shuttle bay

Modifiers +3 any two checks per round, +2 Computers;

Complement 60

CREW

Captain Bluff +18 (10 ranks), Computers +20 (10 ranks), Diplomacy +18 (10 ranks), Engineering +18 (10 ranks), gunnery +20, Intimidate +20 (10 ranks)

Engineer (1 officer, 20 crew) Engineering +20 (10 ranks)

Gunners (3 officers, 10 crew each) gunnery +24

Pilot (1 officer, 3 crew) Piloting +20 (10 ranks)

Science Officer Computers +22 (10 ranks)

Abyssal Dreadrazors are as strange and horrifying as the plane they come from, the design of each being unique and often left up to the mad whims of the demons who created them, with only a few features — such as a gaping maw at the front of the ship which functions as a mass driver — that are actually consistent. These ships are used to wage war against both the Material Plane and Heaven, with the cargo holds being used to transport prisoners as if they were cattle and an arcane laboratory to “experiment” on those unlucky enough to find themselves as captives of the crew.



HELLISH SOULREAYER

TIER 6

Large destroyer

Speed 8; **Maneuverability** average (turn 2); **Hyperspace** 1

AC 19; **TL** 19

HP 170; **DT** —; **CT** 34

Shields light 60 (forward 10, port 20, starboard 20, aft 10)

Attack (Forward) light particle beam (3d6)

Attack (Port) coilgun (4d4)

Attack (Forward) coilgun (4d4)

Attack (Forward) heavy laser cannon (4d8)

Power Core Arcus Maximum (200 PCU); **Hyperspace**

Engine Signal Basic; **Systems** basic long-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, mk 1 trinode computer; **Expansion Bays** cargo bay, escape pods (3)

Modifiers +1 any three checks per round, +2 Computers;

Complement 13

CREW

Captain Bluff +15 (6 ranks), Computers +15 (6 ranks), Diplomacy +15 (6 ranks), Engineering +15 (6 ranks), gunnery +15, Intimidate +15 (6 ranks), Piloting +15 (6 ranks)

Engineer (1 officer, 3 crew) Engineering +18 (6 ranks)

Gunners (2 officers, 2 crew each) gunnery +13

Pilot Piloting +13 (6 ranks)

Science Officer Computers +15 (6 ranks)

Hellish Soulreavers are most often used by devils in the Material Plane. These ships and their crew are contracted by mortals desperate enough to consort with Hell; as such they are sometimes used as mercenary forces in strategic attacks while other times they can be found protecting civilian populations or high-value targets. The devils who command these Soulreavers pride themselves in their ruthless efficiency, meaning that the price for their services tend to be quite costly indeed. One can only shudder to think of how many mortal souls Hell requires to contract a fleet of these ships.





MAKING ADVENTURES

The Fiendish Wastes provides great opportunities for PCs of all levels to adventure. The alliance between the demons and devils which call this place home is extremely tenuous and oftentimes does not last. Of course, quest givers themselves tend to be treacherous as well! Below are a list of possible encounters that PCs can be expected to face at particular levels as well as different adventure hooks that can be used while in the Wastes.

LEVELS 2-4

At these levels, the PCs are still fairly weak when compared to most demons or devils. As such, it is important not overwhelm the PCs with sheer numbers or even a single powerful fiend. Players at these levels can be expected to deal with 1 dretch (CR 2), 2 dretches (CR 4), 3 dretches with only half their normal Hit Points (CR 4), or — for a particularly challenging encounter — 1 bearded devil (CR 5).

ADVENTURE HOOK

The PCs crash their ship right a bog, damaging the hyperspace engine. The PCs must race against time to fix their ship while fighting off waves of dretches. Just as they are about to leave they are confronted by a bearded devil who wants to leave along with them. It will try and negotiate, but will attack the PCs if they refuse him.

LEVEL 5-7

At levels 5–7, PCs are much better equipped to deal with the threat that fiends pose and so options as a GM become more varied. Players at these levels can be expected to face 1 bearded devil (CR 5), 1 babau (CR 6), 1 bearded devil at full health and 2 dretches at half their normal Hit Points (CR 6), 1 succubus (CR 7), or even 3 bearded devils (CR 8). A good rule of thumb for these levels is that a fiend that is wounded (with half of its Hit Points) when the PCs encounter them will decrease their normal CR by 1.

ADVENTURE HOOK

The PCs are captured by a group of bearded devils and a succubus who they swear fealty to. The succubus approaches the PCs alone and asks for them to “take care” of the devils for her. She offers her profane gift to the PC who can kill them most... assuming they take her with them once they escape from the Wastes.

LEVEL 8-10

At levels 8–10, the PCs are battle hardened and can face fiends on a more frequent basis. Players at these levels can be expected to face 2 babaus (CR 8), 3 bearded devils (CR 8), 1 vrock (CR 9), 1 bone devil (CR 9), 1 bearded devil and 2 babaus (CR 9), 3 succubi (CR 10), 1 bone devil and 2 bearded devils (CR 10), 1 barbed devil (CR 11), 1 hezrou (CR 11), or 1 vrock and 2 succubi (CR 11).

ADVENTURE HOOK

The PCs are approached separately by a barbed devil and a hezrou. They both want the PCs to kill the other for them and promises to reward them with treasures beyond their wildest dreams. After the PCs make their decision and kill their target and whatever protection they may have, they discover that the other has stolen their hyperspace engine.

LEVEL 11-13

At levels 11–13, the PCs will start facing higher caliber fiends that are capable of much more cunning and destruction than they have seen before as well as packs of lesser foes. Players at these levels can be expected to face 1 barbed devil (CR 11), 1 hezrou (CR 11), 6 babaus (CR 12), 2 succubi and 2 vrocks (CR 12), 3 bone devils (CR 12), 1 glabrezu (CR 13), 2 bone devils and 2 vrocks (CR 13), or 1 nalfeshnee (CR 14).

ADVENTURE HOOK

A glabrezu approaches the PCs in the guise of an angel who was stranded in the Fiendish Wastes, claiming the other angels were killed. He begs the PCs to help him take revenge and kill the devils responsible. If the PCs agree and help him and succeed in their quest, he offers them a *wish* as a reward...

LEVELS 14-16

At levels 14–16, PCs are ready to battle the upper echelon of fiends including horned devils and mariliths. Players at these levels can be expected to face 1 nalfeshnee (CR 14), 2 hezrous and 2 bone devils (CR 14), 1 glabrezu and 1 barbed devil (CR 14), 1 nalfeshnee and 2 vrocks (CR 15), 4 vrocks and 4 bone devils (CR 15), 1 horned devil (CR 16), 3 glabrezus (CR 16), or 1 marilith (CR 17).

ADVENTURE HOOK

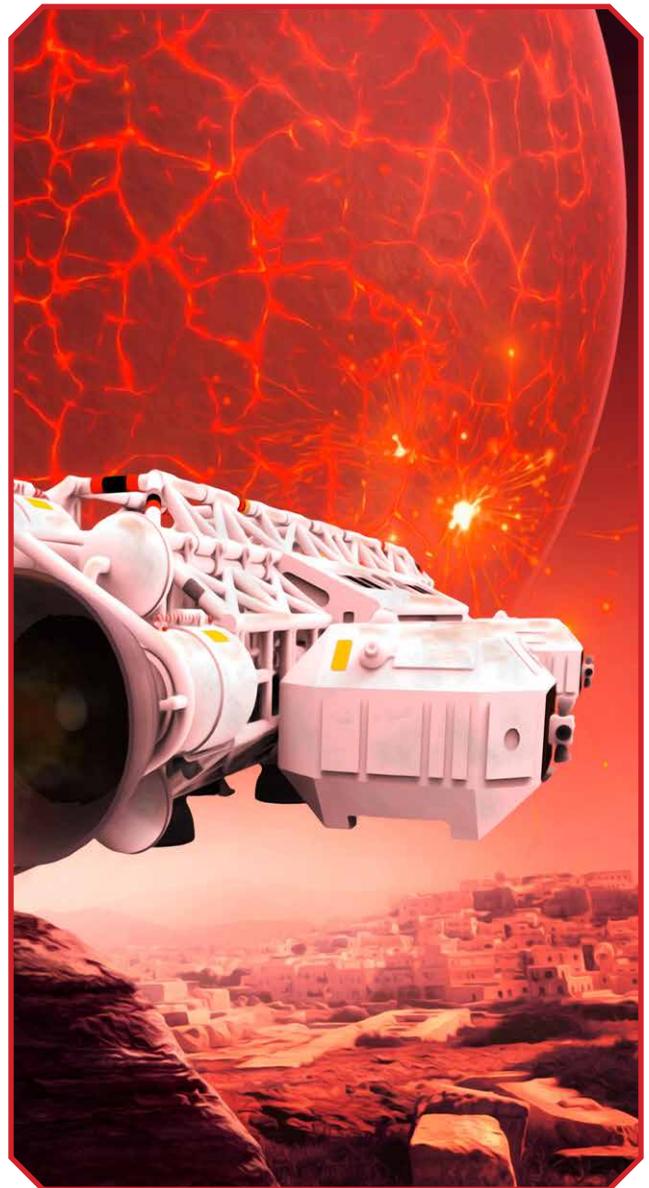
The PCs encounter a horned devil who offers them a deal. If they can slay the marilith who spurned him as a lover and return with her head, that he will provide them with treasures beyond imagination. When the PCs return, they find him rummaging through their ship with a makeshift crew of both demons and devils.

LEVELS 17-20

At levels 17–20, the PCs are able to take on all previously mentioned threats as well as the infamous balor. PCs can also be expected to combat the environment itself for a greater challenge, such as wandering through an active volcano. Players at these levels can be expected to face 1 marilith (CR 17), 2 horned devils (CR 17), 2 nalfeshnees, 3 hezrous, and 6 vrocks (CR 18), 1 horned devil, 2 glabrezus, and 2 barbed devils (CR 18), 2 mariliths (CR 19), 1 marilith, 1 horned devil, and 1 glabrezu (CR 19), or 1 balor (CR 20).

ADVENTURE HOOK

The sole balor who lives in the Fiendish Wastes has isolated himself from the rest of Wastes' inhabitants and went to live in the volcano at the center of the island. The PCs are approached by a group of devils and demons who are worried that the balor has found a way to open a permanent portal that connects the Wastes, the Material Plane, the Abyss, and Hell. Though both groups are not too worried about the Material Plane, neither are too happy with the idea of Hell and the Abyss being connected.



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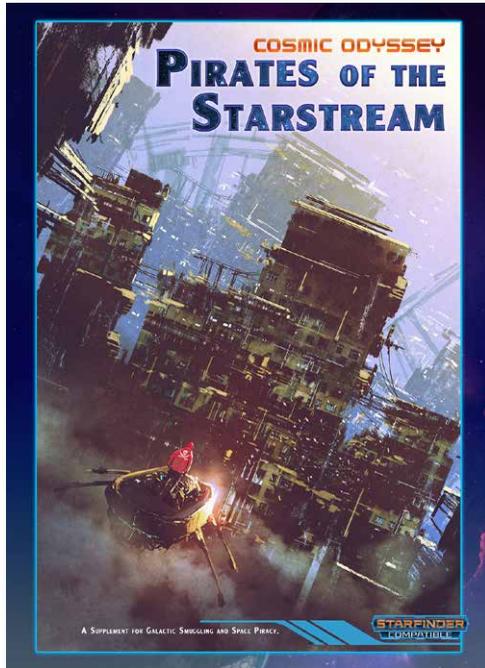
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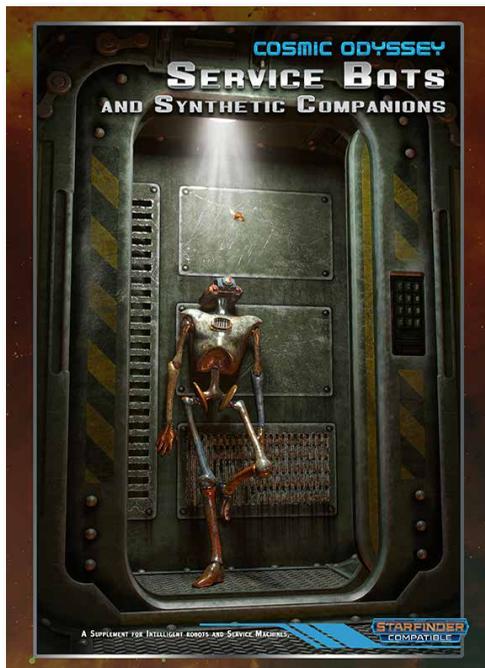
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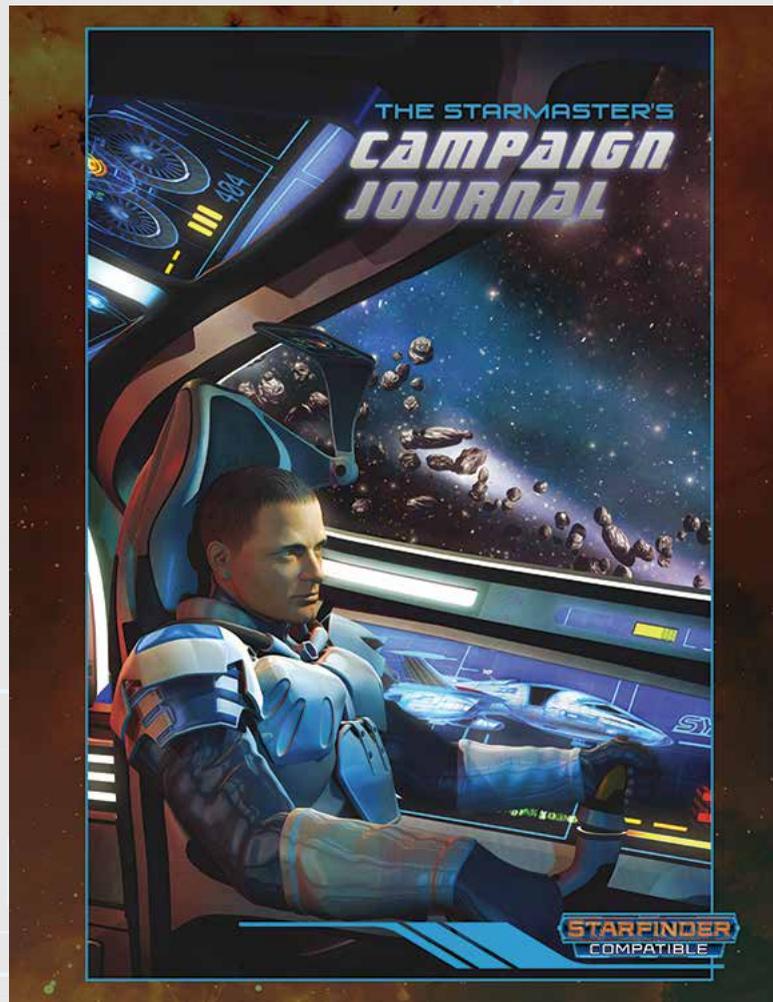
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