



A s f a r a s t h e
i m a g i n a t i o n
c a n s e e ...

MONSTERS DEMONS

By Doug Morrison-Cleary

Credits

Playtesters: The players in the Shorn Campaign

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Demons

On the following pages are some demons to add variety to the normal stable of these paragons of evil chaos. These demons range from a CR 7 demon to a CR 16 demon.

The pengizu is my answer to the desire of my son to have a penguin phobia as a flaw. "Go ahead", I said, "and I'll throw in some demonic penguins to make this a real threat to you and your

party!"

The rabizu is my open game answer to a closed source demon assassin that appeared in one of our games. Go ahead and add a few levels of the assassin prestige class to this demon for your very high level campaigns and have some fun.

Most of the remaining demons have a distinctly Mesopotamian feel (Sumerian, Akkadian, Babylonian and/or Assyrian). Originally, I needed a replacement for a certain closed source clerical demon, and then it just grew! Now there is the galzu, the cleric demon; a psionic demon, the alzu; the three bird-footed sisters, the akhazu, the lamatzu and the lilitu; and the asag, an ugly brute of a disease carrying demon.

Lastly, the incubus is thrown in just for a sense of completeness. One of the critical elements in designing this demon was that it should be unique in comparison to its companion demon, the succubus.

Most of these demons are designed to be advanced using class levels. Only the asag, incubus and pengizu are not class focused.



Akhazu

One of a trio of bird-footed female demons, the akhazu brings plagues and flies into seize her prey

Akhazu **CR 12**
XP 19,200

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

Init +6; **Senses** darkvision 60 ft, low-light vision, 360° vision; Perception +19

Aura *unholy aura* (DC 23)

Defence

AC 24, touch 15, flat-footed 22 (+2 Dex, +9 natural, +4 deflection, -1 size)

hp 148hp (11d10+88)

Fort +19, **Ref** +13, **Will** +18

Defensive Ability tainted skin **DR**

10/good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 23

Offence

Speed 30 ft, fly 90 ft (good)

Melee bite +18 (2d6+7), 2 claws +18 (1d8+7 and grab)

Space 10 ft; **Reach** 10 ft

Special Attacks breath weapon (20 ft cloud, disease, Reflex DC 23 for none, usable every 1d6 rounds), rake (bite +18, 1d8+7)

Spell-Like Abilities (CL 11th; concentration +16)

Constant—*unholy aura* (DC 23)

At will—*chaos hammer*, *deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 4, 1 lamatzu 35% or 1 lilitu 35%), *unhallow*

Druid Spells Prepared (CL 9th; concentration +14)

5th (2/day) *control winds*, *insect plague*

4th (3/day) *blight*, *giant vermin*, *summon nature's ally IV*

3rd (4/day) *contagion*, *dominate animal*, *greater magic fang*, *wind wall*

2nd (5/day) *animal trance*, *fog cloud*, *gust of wind*, *owl's wisdom*, *summon swarm*

1st (5/day) *charm animal*, *detect animals or plants*, *obscuring mist*, *pass without trace*, *speak with animals*

0 (6/day) *detect magic* x2, *detect poison*, *guidance*, *resistance* x2

Statistics

Str 25, **Dex** 15, **Con** 27, **Int** 14, **Wis** 20, **Cha** 20

BAB +11; **CMB** +19; **CMD** 31

Feats Dodge, Fly-by Attack, Improved Fly-by Attack, Improved Initiative, Iron Will, Mobility

Skills Bluff +19, Fly +24, Handle Animal +27, Intimidate +19, Knowledge (planes) +16, Perception +19, Sense Motive +19, Stealth +16; **Racial Modifiers** +8 Fly, +8 Handle Animal

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ Animal companion

Ecology

Environment any (Abyss)

Organisation solitary (with animal companion), triad (1 akhazu, 1 lamatzu, 1 lilitu, each with an animal companion)

Treasure standard

Special Abilities

Animal Companion (Ex) The akhazu has an owl as an animal companion. The owl has the fiendish template and all the improvements of an animal companion of a 9th level druid. The animal companion is immune to the breath weapons and taints of the akhazu and its sisters (the lamatzu and the lilitu).

Breath Weapon (Su) The breath weapon of the akhazu is a cloud of bubonic plague. The cloud is centred on any corner of a square adjacent to the akhazu and spreads at 20 ft per round for 4 rounds. Even if a reflex save is made in the first round of being within the cloud,

any creature remaining in the cloud must hold its breath or be infected.

Spells (Sp) The akhazu can cast spells as a 9th level druid. This spellcasting is Wisdom based. The spells listed are those most commonly prepared by an akhazu.

Tainted Skin (Ex) Each of the sisters has a special defensive taint under their skin. Anyone touching the wounds of an akhazu, or dealing lethal unarmed or natural weapon damage to it will be effected by the Abyssal Taint.

The akhazu and its sisters are demons with bird like talons for feet and a penchant for disease and corruption. They also have a strange relationship with nature which includes an animal companion and druidic spell use.

Akhazu are formed from the souls of those who refused to use their power to prevent the spread of disease or to aid those afflicted, and those who used disease as a weapon. They stand 9 ft tall and weigh 300 pounds. Their bodies look like beautiful women but their lower legs and feet are those of an owl. They have no arms, large birds wings, and the head of an owl. The feathers of their lower legs, wings and heads are most commonly black, grey or burnt orange.



Alzu

With only one leg and arm, this leprous demon overwhelms the mind, as well as the body

Alzu

CR 15

XP 51,200

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

Init +6; **Senses** darkvision 60 ft; Perception +25 (+18 when shape-changed)

Defence

AC 25, touch 16, flat-footed 19 (+6 Dex, +9 natural)

hp 253hp (14d10+154)

Fort +20, **Ref** +15, **Will** +19

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **PR** 25

Offence

Speed 10 ft, fly 60 ft

Melee bite +16 (2d4+11 plus disease)

Space 5 ft; **Reach** 5 ft

Special Attacks Diseased bite

Power-Like Abilities (ML 14th)

Constant—*psionic fly*

At will—*death urge* (DC 15 or 22), *psionic greater teleport* (self plus 50 lb of objects only), *hostile empathic transfer* (DC 13 or 20), *psionic suggestion* (DC 13 or 20)

3/day—*mind wipe* (DC 15 or 22), *psionic dominate* (DC 17 or 24)

1/day—*insanity* (DC 18 or 25), *summon* (level 5, 1 alzu 20%, 1d4 asag 40%)

Statistics

Str 15, **Dex** 23, **Con** 32, **Int** 26, **Wis** 26, **Cha** 13

BAB +14; **CMB** +19; **CMD** 28

Feats Ability Focus (Psionic Dominate), Hover, Iron Will, Narrow Mind, Power Penetration, Psionic Fist, Unavoidable Strike

Skills Autohypnosis +25/+18, Bluff +18/+25, Escape Artist +23, Fly +23, Heal +25/+18, Intimidate +18/+25, Knowledge (arcana) +25, Knowledge (planes) +25, Knowledge (psionics) +29, Perception +25/+18, Sense Motive +25/+18, Spellcraft +33, Stealth +23, Use Psionic Device +18/+25; **Racial Modifiers** +4 Knowledge (psionics), +8 Spellcraft

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ androgynous, change shape (S or M humanoid, *alter self*), psionic potential

Ecology

Environment any (Abyss)

Organisation solitary, pair, warband (1 alzu, 2 asags, 6 young asags)

Treasure standard

Special Abilities

Androgynous (Ex) The alzu is functionally androgynous. In its natural form it is neither male nor female. But when using its change shape ability, it is completely male or female based on the form it takes.

Change Shape (Su) The shape the alzu takes on will be a beautiful version of the humanoid form. It may choose either a male or a female form and is completely functional in that form. When taking the shape, it swaps its Wis and Cha scores.

Its new form will have one random feature that marks it as a demon.

d%	Feature
01-25	two small horns above forehead
26-50	thin, leathery tail with forked tip
51-70	leprous scabs on part of the body
71-85	exaggerated body part (overly large legs, eg)
86-95	bird feet
96-00	glowing red eyes

Disease (Ex) *Alzu's Gloom*: Type disease, injury; Save Will DC 18; Onset

2d4 days; *Frequency* 1d4 days; *Effect* 1d3 Con damage and 1d6 Cha damage. A creature that reaches 0 Cha becomes wretched (see wretched template); *Cure* 2 consecutive saves

A victim's self-worth crumbles as their body breaks out in leprous scabs. Those that succumb to the disease become one of the wretched.

Psionic Potential (Ex) The alzu's psionic potential is such that it has a power point reserve of 46 power points. If it has class levels as a psion or a telepath, it adds 7 levels ($\frac{1}{2}$ racial HD) to its class levels.

Perhaps unique amongst the demons, the alzu is a psionic magic user. It excels at using psionic powers which affect the mind.

Alzu are formed from the souls of those who used their intellect to perpetrate or justify great evil. They stand 7 ft tall and weigh 200 pounds. They look like leprous humans with scraggly hair, glowing red eyes, and only one arm and leg. Only in their humanoid forms are they likely to use their legs to move. In their natural form they always levitate and fly. If forced to move on their leg, they hop but never need to make balance checks unless normal movement would require one.



Asag

The asag is a monstrously ugly rock demon of disease and ruin

Asag

CR 13

XP 25,600

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

Init -1; **Senses** darkvision 60 ft, tremorsense; Perception +20

Aura aura of horror (60 ft, DC 16)

Defence

AC 25, touch 16, flat-footed 25 (-1 Dex, +18 natural, -2 size)

hp 210hp (12d10+144)

Fort +22, **Ref** +7, **Will** +15

DR 10/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

Offence

Speed 30 ft, burrow 30 ft

Melee 2 slams +24 (2d8+12 plus disease)

Space 15 ft; **Reach** 15 ft

Special Attacks diseased touch

Spell-Like Abilities (CL 12th)

Constant—*stone tell*

At will—*greater teleport* (self plus 50 lbs. of objects only), *soften earth and stone*

3/day—*contagion*, *move earth*, *wall of stone*

1/day—*earthquake*, *summon* (level 4, 1 asag 20%, 1d3 young asags 40%)

Statistics

Str 35, **Dex** 9, **Con** 35, **Int** 10, **Wis** 20, **Cha** 10

BAB +12; **CMB** +26; **CMD** 35

Feats Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

Skills (72 ranks) Intimidate +23, Knowledge (dungeoneering) +15, Perception +20, Sense Motive +20, Stealth +14, Survival +20; **Racial Modifiers** +8 Intimidate

Languages Abyssal, Terran; telepathy 100 ft.; *stone tell*

Ecology

Environment any (Abyss)

Organisation solitary, family (1 asag and 5-10 young asag)

Treasure standard

Special Abilities

Aura of Horror (Ex) Anything viewing the asag must make a Will save or become nauseated from the sight of this monstrous demon. An opponent who successfully saves cannot be affected by the aura for 24 hours.

Diseased Touch (Ex) The asag's skin sloughs off as it moves. Each time it slams an opponent, diseased skin falls off the asag and lands on the victim. Also, as the asag moves, diseased skin falls onto the ground. This leaves pools of disease in each 1d3 squares along its path. Anyone stepping in one of these squares has made contact with the disease unless they take conscious and thorough precautions to avoid contact. The disease is a contact form of demon fever.

Asag are very large, brutish, ugly and diseased demons that are often used as the immovable centre in demon armies. They are somewhat squat, about 16 feet tall and weigh over 6,000 pounds.

These demons are formed from the souls of those who stubbornly go along with oppression and terror or who arrogantly refuse to change their diseased lifestyles.



Galzu

The galzu is the only demon that is truly religious. It is found most often in service to one of the gods dwelling in the Abyss, but may also serve demon lords in a similar manner

Galzu **CR 10**

XP 9,600

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

Init +6; **Senses** darkvision 60 ft; Perception +29

Aura unholy aura (DC 21)

Defence

AC 24, touch 16, flat-footed 22 (+2 Dex, +8 natural, +4 deflection)

hp 103hp (9d10+54)

Fort +16, **Ref** +12, **Will** +21

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21/25 vs good spells & good spellcasters' spells

Offence

Speed 50 ft, fly 60 ft (good)

Melee 2 claws +9 (1d6), sting +9 (1d4 plus poison), 2 tentacles +7 (1d3 plus grab)

Space 5 ft; **Reach** 5 ft

Special Attacks Channel Divine Energy, Channel Smite

Spell-Like Abilities (CL 9th)

Constant—*fly*, *unholy aura* (DC 21)

At will—*deeper darkness*, *freedom of movement*, *greater teleport* (self plus 50 lb of objects only)

3/day—*harm* (DC 19), *plane shift* (self only)

1/day—*blasphemy* (DC 20), *summon* (level 4, 1 vrock 50%)

Spells (CL 9th)

5th (3/day) *greater command*, *slay living*, *unhallow*

4th (4/day) *dimensional anchor*, *dismissal*, *inflict critical wounds*, *tongues*

3rd (5/day) *bestow curse*, *dispel magic*, *inflict serious wounds*, *invisibility purge*, *prayer*

2nd (6/day) *bear's endurance* x2, *bull's strength* x2, *death knell*, *desecrate*

1st (7/day) *bane*, *bless*, *cause fear*, *curse water*, *doom*, *obscuring mist*, *protection from good*

0 (4/day) *detect magic*, *guidance*, *inflict minor wounds*, *resistance*

Statistics

Str 11, **Dex** 15, **Con** 23, **Int** 16, **Wis** 28, **Cha** 16

BAB +9; **CMB** +9; **CMD** 21

Feats Channel Smite, Improved Channel, Improved Initiative, Iron Will, Multiattack

Skills (90 ranks) Bluff +15, Diplomacy +15, Fly +14, Intimidate +15, Knowledge (planes) +15, Knowledge (religion) +23, Perception +29, Sense Motive +21, Spellcraft +15, Stealth +14; **Racial Modifiers** +8 Knowledge (religion), +8 Perception

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

Ecology

Environment any (Abyss)

Organisation solitary, pair of raiders (1 rabizu or 1 marilith or 1 alzu, and 1 galzu), platoon (1 marilith, 1 galzu, 1-2 glabrezus, and 3-14 babaus)

Treasure standard

Special Abilities

Channel Divine Energy (Su) The galzu can channel divine energy as a cleric of the same level. It channels negative energy, but can also use this energy to heal or harm other demons, as if it had the appropriate alignment channel feat. The galzu does not need to present an holy symbol to use this ability.

Poison (Ex) injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d3 Con and nauseous 1d4 rounds; *cure* 2 saves.

Spells The galzu casts cleric spells as if it were a cleric of the same level as its racial hit dice (usually 9th). It gains spells daily as a cleric, usually by praying to its Abyssal patron. If a galzu gains levels as a cleric or an equivalent class, it adds its cleric levels to its racial hit dice to determine its cleric level for spell use and the channel divine energy ability. It only gains domain spells if it takes class levels as a cleric or equivalent class.

The galzu is a most unusual demon. It is the only religious demon, gaining even the channel divine energy ability of the average cleric. But it is the galzu's ability to *plane shift* that sets it apart from almost every other demon. It can travel to the material planes on its own initiative. It need not be summoned or called from the Abyss!

Formed from the souls of depraved and traitorous priests, the galzu is about 6 feet tall with long legs ending in the sharp talons of bird's feet. It has a long tail with a stinger and two tentacles in constant motion coming from its lower torso. Its arms are long and clawed, its skin is brownish red, and its eyes are a sallow colour.



Incubus

A male demon with many similarities to a succubus, it is the most common father of half-demons

Incubus

CR 7

XP 3,200

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

Init +5; **Senses** darkvision 60 ft, detect law; Perception +19

Aura animalistic magnetism (30 ft, DC 22)

Defence

AC 22, touch 15, flat-footed 17 (+5 Dex, +7 natural)

hp 76hp (8d10+32)

Fort +10, **Ref** +11, **Will** +7

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18

Offence

Speed 30 ft, fly 50 ft (average)

Melee 2 claws +12 (1d6+4)

Space 5 ft; **Reach** 5 ft

Special Attacks animalistic magnetism, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect law*, *tongues*

At will—*detect thoughts* (DC 20), *dimension door* (self plus 50 lbs. of objects only), *greater command* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1d4 dretches 50%)

Statistics

Str 19, **Dex** 21, **Con** 18, **Int** 12, **Wis** 12, **Cha** 27

BAB +8; **CMB** +12; **CMD** 27

Feats Cleave, Combat Reflexes, Iron Will, Power Attack

Skills (56 ranks) Acrobatics +8, Bluff +10, Diplomacy +8, Fly +8, Intimidate +19, Knowledge (local) +8, Perception +19, Sense Motive +8, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Abyssal, Celestial, Draconic; *tongues*, telepathy 100 ft.

SQ change shape (Small or Medium humanoid, *alter self*), demonic fatherhood

Ecology

Environment any (Abyss)

Organisation solitary, pair or gang (3-12)

Treasure standard

Special Abilities

Animalistic Magnetism (Su) The incubus exudes an aura of lust and desire which attracts anyone who comes within the aura and fails their Will save. This aura is mind-affecting and the incubus may switch it off as a free action and reactivate it at will as a swift action.

Anyone affected by the ability is drawn to the incubus' side. They will move, at their normal movement rate, as close to the incubus as they can while taking only defensive actions as they move.

Once within the incubus' reach, the incubus can touch suggestively one victim per round. Each victim must make a saving throw or be effected by either a *suggestion* or a *greater command* at the incubus' choice.

Demonic Fatherhood (Ex) Any child fathered by an incubus has the fiendish template. That creature's descendants may have either the fiendish template or the abyssal character trait as indicated in the table below. Any sorcerer amongst the creature's descendants will have the abyssal bloodline unless there are multiple ancestral bloodlines from which to choose.

Generations	Fiendish Template	Abyssal Trait
1-2 (grand-) children	50%	25%
3-4	25%	50%
5-9	10%	50%
10-	-	15%

Profane Gift (Su) Once per day as a full-round action, an incubus 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 an incubus or succubus at a time. As long as the profane gift persists, the incubus can communicate telepathically with the target across any distance (and may use his *greater command* or *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The incubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Like the succubus, the incubus has horns, bat-like wings and a sinuous tail. However, the incubus has larger horns and is more often a bulkier demon. Also like the succubus, the incubus is often closely involved with those of great power. The incubus, though, is not usually subtle or clever and so is more likely to be a servant of the great than a manipulator of them. An incubus is formed from the souls of lustful and rapacious men of power, especially those who used their appearance to overwhelm others.



Lamatzu

One of a trio of bird-footed female demons, the lamatzu preys on mothers and children, infecting them with abyssal taint

Lamatzu **CR 12**
XP 19,200

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

Init +8; **Senses** darkvision 60 ft, low light vision, scent; Perception +19

Aura *unholy aura* (DC 23)

Defence

AC 28, touch 21, flat-footed 20 (+8 Dex, +7 natural, +4 deflection, -1 size)

hp 115hp (11d10+55)

Fort +16, **Ref** +19, **Will** +18

Defensive Ability tainted skin **DR**

10/good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 23

Offence

Speed 30 ft, fly 90 ft (good)

Melee bite +19 (3d6+4 plus disease), 2 claws +19 (1d8+4 and grab)

Space 10 ft; **Reach** 10 ft

Special Attacks rake (bite +19, 2d6+4 plus disease), vampiric bite

Spell-Like Abilities (CL 11th)

Constant—*unholy aura* (DC 23)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *nightmare* (DC 20 with no modifiers for knowledge or connection) *vampiric touch* 1/day—*summon* (level 4, 1 akhazu 35% or 1 lilitu 35%), *unhallow*

Spells (CL 9th)

5th (2/day) *insect plague*, *wall of thorns*

4th (3/day) *blight*, *giant vermin*, extended *greater magic fang*

3rd (4/day) *contagion*, *dominate animal*, *greater magic fang*, *wind wall*

2nd (5/day) *animal trance*, *cat's grace*, *gust of wind*, *owl's wisdom*, *summon swarm*

1st (5/day) *charm animal*, *detect animals or plants*, *magic fang*, *pass without trace*, *speak with animals*

0 (4/day) *detect magic* x2, *detect poison*, *guidance*

Statistics

Str 19, **Dex** 27, **Con** 21, **Int** 14, **Wis** 20, **Cha** 20

BAB +11; **CMB** +16; **CMD** 34

Feats Ability Focus (vampiric bite), Extend Spell, Fly-by Attack, Improved Fly-by Attack, Improved Natural Attack (bite), Iron Will

Skills Bluff +19, Fly +30, Handle Animal +27, Intimidate +19, Knowledge (local) +16, Perception +19, Sense Motive +19, Stealth +22; **Racial Modifiers** +8 Fly, +8 Handle Animal

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ Animal companion

Ecology

Environment any (Abyss)

Organisation solitary (with animal companion), triad (1 akhazu, 1 lamatzu, 1 lilitu, each with an animal companion)

Treasure standard

Special Abilities

Animal Companion (Ex) The lamatzu has a viper as an animal companion. The viper has the fiendish template and all the improvements of an animal companion of a 9th level druid. The animal companion is immune to the breath weapons and taints of the lamatzu and its sisters (the akhazu and the lilitu).

Spells (Sp) The lamatzu can cast spells as a 9th level druid. This spellcasting is Wisdom based. The spells listed are those most commonly prepared by a lamatzu.

Tainted Skin (Ex) Each of the sisters has a special defensive taint under their skin. Anyone touching the wounds of an lamatzu, or dealing lethal unarmed or natural weapon damage to it will be effected by the Abyssal Taint.

Vampiric Bite (Su) As the lamatzu sucks up a victims blood through its fangs, it regains hit points at the rate of one for every hit point of damage done by the bite. If the victim is a woman of childbearing age or a child, it gains two hit points for each point of damage. This gain continues even above its normal maximum hit points by adding temporary hit points equal to, at most, twice its current Constitution modifier. Its bite also transmits Demon Fever to its victims.

The lamatzu and its sisters are demons with bird like talons for feet and a penchant for disease and corruption. They also have a strange relationship with nature which includes an animal companion and druidic spell use.

Lamatzu are formed from the souls of mothers who have abused their children or allowed their children to be abused by others. They stand 10 ft tall and weigh 400 pounds. Their bodies look like beautiful women but their lower legs and feet are those of a vulture. They have no arms, large birds wings, and the head of a snake. The feathers of their lower legs and wings are most commonly brown and grey.



Lilitu

One of a trio of bird-footed female demons, the lilitu is a beautiful demon of nightmares

Lilitu **CR 12**

XP 19,200

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

Init +6; **Senses** darkvision 60 ft, low-light vision, scent; Perception +19

Aura seduction (20 ft, Fort DC 23), *unholy aura* (DC 26)

Defence

AC 24, touch 15, flat-footed 22 (+2 Dex, +9 natural, +4 deflection, -1 size)

hp 137hp (11d10+77)

Fort +18, **Ref** +13, **Will** +19

Defensive Ability tainted skin **DR**

10/good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 23

Offence

Speed 30 ft, fly 90 ft (good)

Melee bite +13 (2d6+3), 2 claws +13 (1d8+3 and grab)

Space 10 ft; **Reach** 10 ft

Special Attacks rake (bite +13, 1d8+3), seduction

Spell-Like Abilities (CL 11th)

Constant—*unholy aura* (DC 23)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 21)

3/day—*contagion* (DC 22), *nightmare* (DC 23 with no modifiers for knowledge or connection)

1/day—*summon* (level 4, 1 lamatzu 35% or 1 lilitu 35%), *unhallow*

Spells (CL 9th)

5th (2/day) *baleful polymorph*, *insect plague*

4th (4/day) *blight*, *empowered flaming sphere*, *giant vermin*, *scry*

3rd (5/day) *call lightning*, *contagion*, *dominate animal*, *greater magic fang*, *wind wall*

2nd (6/day) *animal trance*, *cat's grace*, *flaming sphere*, *fog cloud*, *owl's wisdom*, *summon swarm*

1st (6/day) *charm animal*, *entangle*, *magic stone*, *obscuring mist*, *pass without trace*, *speak with animals*

0 (4/day) *detect magic* x2, *guidance*, *resistance*

Statistics

Str 15, **Dex** 15, **Con** 25, **Int** 14, **Wis** 26, **Cha** 26

BAB +11; **CMB** +14; **CMD** 26

Feats Dodge, Empower Spell, Fly-by Attack, Improved Fly-by Attack, Improved Initiative, Weapon Finesse

Skills Bluff +22, Fly +24, Handle Animal +30, Intimidate +22, Knowledge (planes) +16, Perception +22, Sense Motive +22, Stealth +16; **Racial Modifiers** +8 Fly, +8 Handle Animal

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ Animal companion, change shape (M to H humanoid, monstrous humanoid, animal or magical beast, *greater polymorph*)

Ecology

Environment any (Abyss)

Organisation solitary (with animal companion), triad (1 akhazu, 1 lamatzu, 1 lilitu, each with an animal companion)

Treasure standard

Special Abilities

Animal Companion (Ex) The lilitu has a lion as an animal companion. The lion has the fiendish template and all the improvements of an animal companion of a 9th level druid. The animal companion is immune to the breath weapons and taints of the lilitu and its sisters (the akhazu and the lamatzu).

Change Shape (Su) The shape the lilitu takes on will be a stunningly beautiful version of the female form of the type chosen. Note that a lilitu is absolutely unable to produce offspring in any form.

Seduction (Su) Seduction is the lilitu's primary weapon and is an aura effect. The lilitu exudes a magical pheromone-like substance that arouses males and repels females. The creatures affected include humanoids, animals, magical beasts, and monstrous humanoids. If the form of the lilitu matches that of the creature, then they suffer a -5 morale penalty on their saving throw. This is not a mind-affecting ability. The lilitu can use this ability for 11 rounds per day (Cha based).

Males will immediately start attacking other males of any species in the area while females will immediately begin moving away from the lilitu. Males may move but must make at least one attack, either physical or magical, against another male of their choice each round while affected by this ability. Females must take a full round to move at their normal movement (or run if they wish) away from the lilitu. The female may choose the direction but must not come closer to the lilitu than when they began. The effect continues for 2d3 rounds after leaving the aura, however, another saving throw is allowed each round outside the aura.

The lilitu may choose any one male affected by the aura to use a *suggestion* on. This *suggestion* is not language dependent and the male creature suffers a -5 morale penalty on the save. The *suggestion* will fit the context of the seduction aura.

Spells (Sp) The lilitu can cast spells as a 9th level druid. This spellcasting is Wisdom based. The spells listed are those most commonly prepared by a lilitu.

Tainted Skin (Ex) Each of the sisters has a special defensive taint under their skin. Anyone touching the wounds of an lilitu, or dealing lethal unarmed or natural weapon damage to it will be effected by the Abyssal Taint.

The lilitu and its sisters are demons with bird like talons for feet and a penchant for disease and corruption. They also have a strange relationship with nature which includes an animal companion and druidic spell use.

Lilitu are formed from the souls of prostitutes and unfaithful wives who knowingly gave their companions diseases, or who killed, robbed or blackmailed their companions. They stand 9 ft tall and weigh 300 pounds. Their bodies look like beautiful women but their lower legs and feet are those of an eagle. They have no arms, large birds wings, and the head of a lion. The feathers of their lower legs, wings and heads are most commonly grey and pale yellow.



Pengizu

Awkward on land, these are swift and deadly hunters in the waters of the Abyss.

Pengizu

CR 11

XP 12,800

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

Init -1; **Senses** blindsense 60 ft, darkvision 60 ft, scent; Perception +14

Defence

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 155 (10d10+100)

Fort +17, **Ref** +6, **Will** +10

DR 10/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 20, fire 10; **SR** 22

Offence

Speed 10 ft, swim 60 ft

Melee bite +18 (4d4+8 plus regurgitate) or slam +18 (2d8+8)

Space 10 ft; **Reach** 10 ft

Special Attacks Regurgitate

Spell-Like Abilities (CL 10th)

At will— *greater teleport* (self plus 50 lbs. of objects only), *murk & gloom*, *whirlwind of ice*

3/day—*cone of cold*, *solid ice*

1/day—*blasphemy*, *summon* (level 4, 1 pengizu 35%)

Statistics

Str 27, **Dex** 9, **Con** 31, **Int** 12, **Wis** 12, **Cha** 22

BAB +10; **CMB** +19; **CMD** 28 (38 vs grapple or pin)

Feats (5) Cleave, Greater Bull Rush, Improved Bull Rush, Iron Will, Power Attack

Skills (70 ranks) Bluff +14, Escape Artist +20, Intimidate +19, Knowledge (planes) +9, Perception +14, Stealth +12,

Survival +14, Swim +29; **Racial Modifiers** +8
Escape Artist, +8
Swim

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious, feathers of slipperiness, underwater tracking, wave mastery

Ecology

Environment any (Abyss)

Organisation solitary, raft (3-8) or waddle (5-20)

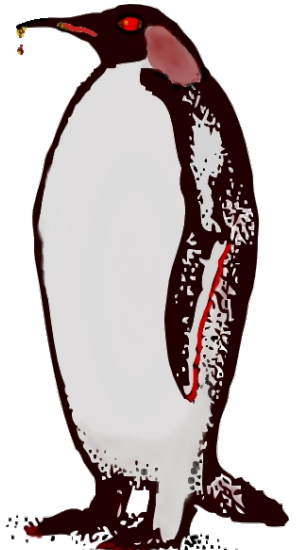
Treasure standard

Special Abilities

Feathers of Slipperiness (Ex) The feathers of the pengizu are oily to keep out water and retain warmth. This gives the pengizu +8 racial bonuses to Escape Artist and Swim checks, and +10 racial bonuses to its cold resistance, and to its CMD against grapple and pin combat manoeuvres.

Regurgitate (Ex) The pengizu can regurgitate the contents of its stomach. Once it has regurgitated, it cannot do so again for 1d4 rounds. This foul smelling and acidic mess does 4d4 points of acid damage and causes the victim to be nauseated for 1d4+1 rounds (Fort DC 25 for 1 round). It can regurgitate on a successful bite or, as a standard action, into an adjacent square, making a touch attack to hit whatever occupies the square. Any creature sized Tiny or smaller is considered to have concealment against the clumsy pengizu's touch attack.

Underwater Tracking (Ex) As well as being able to use its scent ability to track



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creatures on land, the pengizu is able to track creatures underwater using scent. Underwater, the pengizu's scent ability has twice the range as on land.

Wave Mastery (Su) For up to 10 minutes per age category per day, a pengizu, along with creatures or vessels within 30 feet, can move at twice its normal speed in water.

While there are other demons capable of handling water, like the hezrou, the pengizu is uniquely designed for the water. It is the hunter and killer of the Abyssal seas and is especially at home on the colder layers of that chaotic plane. Only rarely is the pengizu used on the material planes—perhaps the arrogant pirate prince or the foolish barbarian chief on the coast of some ice-bound land will summon a pengizu. Occasionally, a demon horde called to battle a seagoing people or onto a water world will include large numbers of pengizu. However, they have little concern for demonic empires of their own.

Pengizu are formed from the souls of evil pirates and corsairs, and monstrous barbarian hordes. They stand 10 ft tall and weigh 3,000 pounds. They look like oversized penguins with black, dirty white and dark red feathers, and their beaks are long and wicked.



Rabizu

The rabizu is the killer who lurks in the shadows—an assassin demon.

Rabizu

CR 16

XP 76,800

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

Init +14; **Senses** darkvision 60 ft, low-light vision, true seeing; Perception +32

Defence

AC 35, touch 20, flat-footed 25 (+10 Dex, +15 natural)

hp 172 (15d10+90)

Fort +16, **Ref** +20, **Will** +18

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

Offence

Speed 40 ft., fly 60 ft. (good)

Melee +1 wounding kenuki +24/+19/+14 (1d8+4/19-20 plus bleed damage, poison), +1 wounding kris +24 (1d4+2/x3 plus bleed damage, poison) or 2 claws +25 (1d6+4 plus poison)

Space 5 ft; **Reach** 5 ft

Special Attacks Poison, Sneak attack +8d6

Spell-Like Abilities (CL 15th)

Constant—*true seeing, undetectable alignment*

At will—*deeper darkness, detect chaos/evil/good/law* (any one at a time), *greater teleport* (self plus 50 lbs. of objects only), *nondetection*

3/day—*greater invisibility* (self only), *polymorph* (self only)

1/day—*summon* (level 5, 1 nalfeshnee 30%, 1d4 hezrous 40%, or 1d4 vrocks 60%)

Statistics

Str 19, **Dex** 31, **Con** 23, **Int** 18, **Wis** 22, **Cha** 22

BAB +15; **CMB** +19; **CMD** 39

Feats Combat Reflexes, Critical Focus, Exotic Weapon Proficiency (kenuki)^B, Exotic Weapon Proficiency (kris)^B, Improved Critical, Improved Initiative, Iron Will, Staggering Critical, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +23, Bluff +24, Diplomacy +14, Disguise +24, Escape Artist +28, Fly +28, Intimidate +24, Knowledge (local) +12, Knowledge (nobility) +12, Knowledge (planes) +12, Perception +32, Sense Motive +24, Stealth +36; **Racial Modifiers** +8 Perception, +8 Stealth

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

SQ evasion, uncanny dodge

Ecology

Environment any (Abyss)

Organisation solitary, pair of raiders (1 rabizu and 1 galzu)

Treasure standard (+1 wounding kenuki, +1 wounding kris, other treasure)

Special Abilities

Evasion (Ex) A rabizu can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. When helpless, the rabizu does not gain the benefit of evasion.

Poison (Ex) injury *Save* Fortitude DC 23; *Frequency* 1 round for 4 rounds; *Effect* 1d4 Con damage; *Cure* 2 consecutive saves

The rabizu exudes a poison from its hands. It can take a standard action to rub this poison onto a weapon. The weapon remains poisonous for 1 hour. The rabizu's hands are always coated with this poison which is reddish brown in colour and slightly sticky.

Uncanny Dodge (Ex) A rabizu can react to danger before his senses would

normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilised. A rabizu can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him.

In the Abyss there is always need for the assassin who can bring destruction and mayhem from the shadows. Used by the powerful, or the foolish, rabizu can be found on the material planes almost as often as they can be found in the Abyss.

In combat, a rabizu will always seek to use stealth, *greater invisibility* and *deeper darkness* to enter combat flanking his target. Rarely will a rabizu stay in combat facing multiple targets. Instead, he will withdraw and follow through with his assassination attempt another time.

A rabizu stands between 6 and 7 feet tall and weighs 200 pounds. His skin colour is a dull reddish brown, close to the colour of dried humanoid blood. Apart from his skin colour, his wings, and his clawed hands and feet, a rabizu looks surprisingly human! Only the most sly and treacherous evil souls, typically those of assassins, cruel traitors, and exceptionally depraved rogues, can trigger the manifestation of a rabizu.



Additional Rules

Afflictions

Abyssal Taint

Type curse, disease, contact; **Save** Fort DC 23

Frequency 1/week

Effect Each failed save moves your alignment one closer to CE; after two failed saves and each following failed save you take on one outward sign of your developing fiend-like nature as per the Taint Random Features table (reroll if any feature except the exaggerated body parts feature is rolled a second time); after your alignment has reached CE, you gain the Tainted template; **Cure** *Remove disease* automatically grants you a successful saving throw the next time you must make it, but it does not remove the taint or its effects; only after two successful saves is a cure possible, and this requires *remove curse* to be cast in two successive weeks after the successful saves.

Taint Random Features

d%	Feature
01-30	feathers on lower legs, with colours matching the feathers of the demon tainting the creature
31-60	reddish skin
61-90	exaggerated body part (overly large legs, eg)
91-95	bird feet
96-00	glowing red eyes

Alzu's Gloom

A victim's self-worth crumbles as their body breaks out in leprous scabs. Those that succumb to the disease become one of the wretched.

Type disease, injury; **Save** Will DC 18

Onset 2d4 days; **Frequency** 1d4 days

Effect 1d3 Con damage and 1d6 Cha damage. A creature that reaches 0 Cha becomes wretched (see wretched template); **Cure** 2 consecutive saves

Galzu Poison

Type poison, injury; **Save** Fort DC 20

Frequency 1/round for 4 rounds

Effect 1d3 Con and nauseous 1d4 rounds; **Cure** 2 saves.

Rabizu Poison

Type poison, injury; **Save** Fortitude DC 23

Frequency 1 round for 4 rounds

Effect 1d4 Con damage; **Cure** 2 consecutive saves

Character Traits

Abyssal Character Trait

The fiendish blood in your ancestry is particularly strong in your life. As well as the nubs of horns at your hairline above your forehead, you gain Resist electricity 5. If your alignment is either chaotic or evil, you can intuitively hear demons communicating telepathically near you. However, you cannot communicate telepathically with them unless you have that ability from some other source.

Spells

These are the spells that are spell-like abilities of the pengizu and are open game content.

Murk and Gloom

School Transmutation **Level** Drd 1, Clr 1, Sor/Wiz 2

Casting Time 1 standard action

Components V,S,M (a handful of dirt)

Range Medium (100 ft. + 10 ft./level)

Area 10 ft./level radius sphere

Duration 1 round/level

Saving Throw None

Spell Resistance No

You are able to call forth sand and sediment, and cause an area of water to become dark and gloomy, greatly effecting visibility in the area. Even creatures adapted to marine life will be affected as the water becomes thick with dirt. The visibility range in the affected area of water is reduced as if the water was gloomy. This spell has no effect on water that is already classified as gloomy.

Solid Ice

School Transmutation; **Level** Clr 5, Drd 4, Sor/Wiz 5

Components V, S

Casting Time 1 standard action

Range Long (400 ft. + 40 ft./level)

Area up to four 5 foot cubes/level in fresh water or two 5 foot cubes/level in salt water

Duration 1 hour/2 levels

Saving Throw None

Spell Resistance No

This spell may only be cast upon a body of water that is at least 3 feet deep. You create either a single continuous sheet of fresh water ice that forms on the surface of the water and has a depth of at least 5 feet, or multiple bergs of ice of at least one 5 foot cube per berg up to the maximum volume of ice.

The surface of a continuous sheet of ice is fairly smooth and characters can walk upon it as per the ice effects rules with the addition that the DC for any Ride skill check also has a +5 modifier. A berg requires a Climb skill check (DC 30) to move anywhere upon it without sliding into the water. When determining the cold danger of being on or near the ice the air within 20 feet of the ice counts as cold weather while the water within 10 feet of the ice is the equivalent of severe cold.

This spell can be cast in front of or around a ship. If the ship was



moving before the ice is created in front of or around the ship then treat the ship as if it rammed the ice. If the ice surrounds the ship then the ship is frozen into the ice for the duration of the spell or until the ice is destroyed.

Whirlwind of Ice

School Evocation [Cold] **Level** Drd 1

Casting Time 1 standard action

Components V

Range 5 ft.

Area 5-ft.-radius spherical emanation centred on you

Duration 1 round/level (D)

Saving Throw Reflex half

Spell Resistance Yes

This spell creates a whirling cloud of icy shards about you. All creatures except you caught within or moving into the area of effect take 1d4 points of cold damage and 1d4 points of slashing damage. A successful Reflex save halves all damage.

Templates

Tainted Template (+o)

The tainted template is an acquired template resulting from being infected with Abyssal Taint. Creatures with the tainted template retain their creature type but add the chaotic and evil subtypes. A tainted creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR 5/good and resistance cold 5 electricity 5; **SR** gains SR equal to new CR; **Skills** suffer a -8 profane penalty to Bluff, Diplomacy and Sense Motive checks involving those of the same type as tainted creature, unless they share the evil sub-type.

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