

# ANDRAZKU

## CREATURE 5

CE

MEDIUM

FIEND

DEMON

**Perception** +12; darkvision, scent (imprecise) 30 ft.

**Languages** Abyssal, Giant, telepathy 100 ft.

**Skills** Athletics +13, Intimidation +13

**Str** +5, **Dex** +2, **Con** +5, **Int** +0, **Wis** +0, **Cha** +2

**Ice Climb** An Andrazku can climb on ice as though it had the listed climb Speed. It ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

**AC** 22; **Fort** +17, **Ref** +12, **Will** +9

**HP** 95; **Immunities** cold; **Weaknesses** cold iron 5, good 5, fire 5

**Bully's bluff** When an Andrazku takes physical damage from a creature smaller than itself or one it believes to be female, it gains the frightened 1 condition, or adds 1 to its existing frightened condition. If this effect would ever cause the Andrazku to gain frightened 4, it instead gains the fleeing condition until its frightened value reaches zero.

**Speed** 30 ft., climb 30 ft.

**Melee** ♦ fist +15, **Damage** 2d8+7 bludgeoning

**Melee** ♦ bite +11, **Damage** 2d6+6 piercing plus 1d6 persistent bleed and 1d6 cold

**Divine Innate Spells** DC 20, attack +12 ; **4th dimension door**; **3rd agonizing despair, impending doom**; **cantrips (3rd)** bullhorn, chill touch

**Divine Rituals** DC 20; *abyssal pact*

**Mutilating gouge** (curse, divine, necromancy) When the Andrazku hits a creature with a fist Strike, the creature must succeed at a DC 21 Fortitude save or become physically mutilated. The creature then takes a -1 status penalty to Charisma-based checks. This penalty is cumulative up to -3, and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Chill Breath** ♦ (cold, evocation, primal) The Andrazku breathes out a 10-foot cone of freezing moisture that quickly condenses into ice, dealing 3d6 cold damage. (DC 20 basic Reflex save). The demon can't use Chill Breath again for 1d4 rounds.

**Powerful Charge** ♦♦ The demon Strides twice, then makes a fist Strike. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 3d8+7.

The Andrazku, or misogyny demon, is a bully that uses its physical strength to dominate those it perceives as weaker.

An andrazku is created from the soul of a person who hated women and used its power to harm them. This hatred carries over into demonhood - the misogyny demon will attack any enemy it perceives as female first. It will then prioritize attacking smaller enemies and unarmored enemies: its cowardice will cause it to avoid "fair" fights with visibly powerful adversaries if easier targets are available.