DELVAHINE CREATURE 15

UNIQUE CE MEDIUM FIEND DEMON

Perception +26; darkvision

Languages Abyssal, Celestial, Common, Draconic; three additional mortal languages; telepathy 100 feet, tongues

Skills Acrobatics +27, Deception +30, Diplomacy +33, Intimidation +30, Religion +25, Society +27, Stealth +27

Str +4, Dex +6, Con +6, Int +6, Wis +4, Cha +9

AC 36; Fort +26, Ref +23, Will +29 (+1 status to all saves vs. magic)

HP 271; Immunities electricity, fire, poison; Weaknesses cold iron 15, good 15

Rejection Vulnerability As succubi are beings of pure lust, creatures that reject their lust can metaphysically harm them. When a succubus fails a Diplomacy check to Embrace or Request, or when a creature succeeds at its save against a succubus's mental spell or ability, the succubus takes 2d6 mental damage. For one hour after causing mental damage to a succubus in this way, a creature can deal 2d6 mental damage to the succubus with a successful Demoralize incorporating its rejection.

Seductive Presence (aura, charm, emotion, mental) 10 feet. Any creature in the aura that could be sexually attracted to a succubus takes a -2 circumstance penalty to checks and DCs to oppose the succubus's mental spells, Deception, and Diplomacy.

Embrace ❖ (attack) The succubus attempts to Grapple a creature using their Diplomacy bonus instead of Athletics. If the creature is willing, the succubus grapples it automatically.

Speed 25 feet, fly 35 feet

Melee ◆ claw +28 (agile, evil, finesse, magical), Damage 3d10+14 slashing plus 1d6 evil
Occult Innate Spells DC 36, attack +28; 7th force cage, warp mind; 6th dominate, vampiric exsanguination, zealous conviction; 5th dimension door, subconscious suggestion, synaptic pulse; 4th dimension door (at will), suggestion (at will), aromatic lure; 3rd mind reading (at will), enthrall, heroism; 2nd detect alignment (at will), blistering invective, charitable urge; 1st agitate, bane, charm; cantrips (8th) guidance, dancing lights, prestidigitation, summon instrument, join pasts

Change Shape ◆ (concentrate, divine, polymorph, transmutation) The succubus can take on the appearance of any Small or Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Passionate Kiss ❖ (divine, emotion, enchantment, mental); Frequency Once per round. Effect The succubus engages a creature they have grabbed in an embrace or other act of passion to drain its vital essence. The kiss makes the creature drained 1 or increases its drained condition by 1, to a maximum of 4. The creature takes 3d6 negative damage and the succubus regains Hit Points equal to the damage dealt. The target must succeed at a DC 36 Will save or be affected by a suggestion to submit to more actions of passion rather than trying to Escape.

Profane Gift (divine, enchantment, mental); **Frequency** once per day. **Effect** The succubus can give a willing humanoid a profane gift. That creature gains a +1 status bonus to attack rolls, skill checks, and saving throws. As long as the gift persists, the succubus can communicate telepathically with the target at any distance, see through the creature's senses, and target the creature with suggestion through the telepathic link. In addition, the creature uses an outcome one degree of success worse than it rolls on saving throws against the lust demon's

suggestions.

A humanoid can't have more than one profane gift at a time, and a succubus can't grant more than one profane gift at a time. Removing the gift requires an atone ritual. The succubus can remove the gift as a free action to give the recipient a permanent stupefied 3 condition. A 4th-level restoration spell is required to reduce this stupefied condition by 1. A summoned succubus can't grant a profane gift.