CE MEDIUM FIEND DEMON

Perception +19; darkvision

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

Skills Acrobatics +19, Deception +25, Diplomacy +25, Intimidation +22, Religion +17, Society +19, Stealth +19

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

Mistress Said So The succubus Delvahine is the mistress to all four of these alu-demon submissives. If any of these alu-demons ever willingly disobeys Delvahine or willingly allows her to come to harm, they lose all of their supernatural abilities save for their claws and Rejection Vulnerability and become drained 3.

AC 29; Fort +19, Ref +16, Will +22 (+1 status to all saves vs. magic)

HP 171; **Immunities** bleed; **Resistances** slashing 10, non-lethal 10; **Weaknesses** cold iron 10, good 10

Rejection Vulnerability As alu-demons are beings of pure lust, creatures that reject their lust can metaphysically harm them. When a creature succeeds at its save against an alu-demon's mental spell or ability, the alu-demon takes 2d6 mental damage. For one hour after causing mental damage to a alu-demon in this way, a creature can deal 2d6 mental damage to the alu-demon 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 an alu-demon takes a -2 circumstance penalty to checks and DCs to oppose the alu-demon's mental spells, Deception, and Diplomacy.

Shield the Mistress Whenever Delvahine would be hit by a ranged attack or melee attack and the alu-demon submissive is within 5 feet of Delvahine, the submissive may make a DC 27 Reflex save to be hit by the attack instead. If Delvahine is forced to make a Reflex save against an effect that normally allows a Reflex save for half damage, the submissive may make that Reflex save against the effect to take the full damage from the effect while preventing any of that damage from harming the mistress. The submissive must be aware of the attack and cannot be flat-footed in order to use this ability.

Speed 25 feet, fly 35 feet

Melee ❖ claw +21 (agile, evil, finesse, magical), Damage 2d10+7 slashing plus 1d6 evil Divine Innate Spells DC 29, attack +21; 5th dimension door; 4th dimension door (at will), suggestion (at will); 3rd mind reading (at will); 2nd detect alignment (at will);

Divine Rituals DC 29; abyssal pact

Change Shape → (concentrate, divine, polymorph, transmutation) The alu-demon can take on the appearance resembling a beautiful Medium humanoid similar in appearance to their human heritage. 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).