



Image © Paizo Publishing, from *Book of the Damned*. Artist unknown.

[Commissioned by @tar-baphon. The last of the demon lords I have in queue, thank god. Don't get me wrong, I like Abraxas specifically quite a bit. But these quasi deities are a lot of work, and I've gotten somewhat burned out on them. I have no plans to return to this vein for a while.

Now, Abraxas himself... this is an entity with a lot of history, although it is [somewhat mysterious](#). Its role may have been as a Gnostic angel, an apotropaic symbol, or even the true name of God. Or maybe all of these to different people. It has since been demonized, as seen in the *Dictionnaire Infernal*, which PFRPG borrows heavily from. It may even be linked to that most magical of words, abracadabra.]

Demon Lord, Abraxas **CR 30 CE Outsider**

This green-skinned horror has a head like a fanged bird skull, with a membranous crest growing from the back of its head like a crown. From the waist up it is roughly humanoid, but in place of legs it has two thick serpents, each with draconic crests of their own. It clutches a metal shield in one hand and in the other, a whip that appears to be made from a living snake.

Abraxas

Master of the Final Incantation

CE male demon lord of forbidden lore, magic and snakes

Domains Chaos, Evil, Knowledge, Magic

Subdomains Arcane, Demon, Memory, Thought

Favored Weapon whip

Unholy Symbol demonic face encircled by a serpent, two snake tails emerging from its mouth

Worshippers drow, arcane spellcasters, spirit nagas

Minions mariliths, fiendish and monstrous snakes, xacabras

For information of Abraxas' obedience and boons, see [*Book of the Damned*](#)

Abraxas is among the most powerful of the demon lords, and he is the keeper of untold magical secrets. He favors magic that results in destruction and pain, and claims to be the author of a wide number of spells. Despite his focus on devastating magic, he is often calm and self-possessed in demeanor, and has a reputation (carefully cultivated) of being easy to deal with. He takes an interest in the mortal world, and often answers *contact other plane* spells—although he always has ulterior motives behind how he answers questions. His cult is relatively widespread among amoral researchers and magic-users, and most major cities have at least a small shrine to the Master tucked away in the corner of a library or archive.

Abraxas is never caught unprepared in combat, and he typically does ample research on creatures he feels could threaten him in order to tailor his tactics. He has access to every arcane spell in existence, although he must prepare them ahead of time. He typically looses his shield to fight on his behalf while using barrages of spells. If magic is insufficient to power through a combat, he uses his intelligent whip, *Sophia*, and his bites to inflict grievous damage to enemy ability scores, leaving them broken and drained. Abraxas possesses knowledge of the Final Incantation, which utterly unmakes magic, but using it suppresses his own magical abilities. The Final Incantation, unsurprisingly, is a weapon of last resort for Abraxas.

Abraxas' Abyssal realm is Pleroma, a land of mists and veils. At first glance, it appears a paradise of knowledge and peace, but its custodians extract grueling labor and unfathomable prices from those who come to seek enlightenment. Abraxas often maintains the guise of a distant but kind overseer here, who cultivates worship in himself even as he directs his underlings to torment. One of his favorite lies is to claim to be an avatar of the Monad—aeons are commonly kept as prisoner in Pleroma and forced to serve Abraxas through compulsions.

***Shield of Abraxas*—Minor Artifact**

The *Shield of Abraxas* is a +3 *bashing heavy steel shield*. Its enhancement bonus applies to both its shield bonus and to its attack and damage bonus when used as a weapon. It may be released to fight as a *dancing* weapon, during which time it still provides its shield bonus to the wielder's AC, as if it were an *animated* shield.

***Sophia*—Minor Artifact**

Sophia is Abraxas' whip, which serves the Master as much as a majordomo and advisor as she does a weapon. She is a +3 *deadly unholy whip* with an Intelligence 10, Wisdom 20 and Charisma 20. *Sophia* speaks Abyssal and can communicate telepathically at a range of 100 ft., has 60 ft. darkvision, and can move under her own power. She has 10 ranks each in Bluff, Diplomacy and Sense Motive. Her special purpose is to defend Abraxas and his cult—in pursuit of this purpose, she may cast *divine power* at will. Abraxas may use his mind siphon ability through *Sophia*, but this is not an inherent property of the weapon.

Abraxas CR 30

XP 9,830,400

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

Init +10; **Senses** darkvision 60 ft., *greater arcane sight*, Perception +49, *true seeing*

Aura *unholy* (DC 31)

Defense

AC 48, touch 23, flat-footed 38 (-1 size, +10 Dex, +4 deflection, +20 natural, +5 shield)

hp 752 (35d10+560); regeneration 20 (deific or mythic)

Fort +31, Ref +32, Will +33

Defensive Abilities Abyssal resurrection, *freedom of movement*, superior spell resistance; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, curse effects, death effects, electricity, energy drain, pain effects, petrification, poison; **Resist** acid 30, cold 30, fire 30; **SR** 45

Offense

Speed 50 ft., climb 20 ft., swim 20 ft.

Melee *Shield of Abraxas* +48/+43/+38/+33 (2d6+16), *Sophia* +48/+43/+38 (1d4+16 plus 2d6 unholy plus mind siphon), 3 bites +45 (2d6+7 plus poison) or 3 bites +47 (2d6+13 plus poison)

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

Special Attacks Final Incantation, venom mastery

Spell-like Abilities CL 30th, concentration +43 (+47 casting defensively)

Constant—*detect good*, *detect law*, *freedom of movement*, *greater arcane sight*, *true seeing*, *unholy aura* (self only, DC 31)

At will—*astral projection*, *blasphemy*^M(DC 30), *cloudkill*^M (DC 30), *destruction* (DC 30), *greater dispel magic*, *greater teleport*, *harm*^M (DC 29), *mind probe* (DC 27), *prismatic spray*^M (DC 30)

3/day—*fire storm*^M (DC 31), *horrid wilting* (DC 31), quickened *mass inflict pain* (DC 29), *moment of prescience*, summon demons

1/day—*dominate monster* (DC 32), *foresight*^M, *implosion* (DC 32), *mage's disjunction*^M (DC 32), *power word: kill*^M, *prismatic sphere*^M (DC 32)

Spells Prepared CL 20th, concentration +31 (+35 casting defensively)

9th (6/day)—*mass hold monster* (DC 34), *meteor swarm*^M (DC 34), *time stop*^M

8th (6/day)—*discern location*, *greater prying eyes*, *polymorph any object* (DC 33)

7th (7/day)—*finger of death*^M (DC 32), *greater scrying* (DC 32), *waves of exhaustion*

6th (7/day)—*disintegrate*^M (DC 31), *greater heroism*, *repulsion* (DC 31)

5th (7/day)—*cone of cold*^M (DC 30), *feeblemind* (DC 30), *mind fog* (DC 30), *overland flight*

4th (7/day)—*bestow curse* (DC 29), *crushing despair* (DC 29), *enervation*^M, *greater invisibility*

3rd (8/day)—*displacement*, *haste*^M, *tongues*, *vampiric touch*^M

2nd (9/day)—*fox's cunning*, *mirror image*^M, *scorching ray*^M, *touch of idiocy*

1st (9/day)—*identify*, *mage armor*^M, *magic aura* (DC 26), *magic missile*^M

0th—*acid splash*, *arcane mark*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*

^M = Abraxas can use the mythic version of this spell or spell-like ability in his Abyssal domain
Statistics

Str 36, **Dex** 31, **Con** 42, **Int** 41, **Wis** 33, **Cha** 36

Base Atk +35; **CMB** +49 (+51 disarm or trip); **CMD** 73 (75 vs. disarm or trip)

Feats Combat Casting, Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Double Slice, Greater Two-Weapon Fighting, Heighten Spell, Improved Disarm, Improved Shield Bash, Improved Trip, Improved Two-Weapon Fighting, Magical Aptitude, Multiattack, Quicken SLA (*mass inflict pain*), Quicken Spell, Two-Weapon Fighting

Skills Acrobatics +45, Bluff +51, Climb +36, Diplomacy +51, Fly +43, Intimidate +48, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +60, Linguistics +53, Perception +49, Sense Motive +49, Spellcraft +57, Stealth +44, Swim +36, Use

Magic Device +55; Racial Modifiers +10 Knowledge (all)

Languages Abyssal, Draconic, Infernal, 35 others, telepathy 300 ft.

SQ armed casting, demon lord traits, gnosis, item masteryEcology

Environment any land or underground (Abyss)

Organization solitary (unique)

Treasure triple standard (*Shield of Abraxas*, *Sophia*, other treasure)

Special Abilities

Armed Casting (Ex) Abraxas can perform somatic components for spells while wielding a weapon and shield.

Final Incantation (Su) Once per day, Abraxas can invoke the Final Incantation, which unmakes magic. This is treated as a *mage's disjunction* spell at CL 30th (DC 40 for magic items), except that creatures take 5 points per spell level of damage for every spell on them that is dispelled. It has a 60% chance to dispel *antimagic auras* and destroy artifacts. Once he uses this ability, Abraxas cannot use any spells, spell-like abilities or supernatural abilities for 10 minutes.

Gnosis (Ex) Abraxas treats all Knowledge skills as class skills, and gains a +10 racial modifier on all Knowledge skills.

Item Mastery (Ex) Abraxas can use all spell trigger and spell completion items as if they were on his spell list.

Mind Siphon (Su) A creature that Abraxas strikes with *Sophia* has its mental abilities drained. If the creature succeeds a DC 40 Will save, it merely takes 1d4 points of ability damage to its highest mental ability score. If it fails, it takes 1d6 points of ability drain to its highest ability score and loses the use of one of its highest level spells, if it is a spellcaster. When Abraxas uses this ability against a spellcaster, it gains a spell slot equal to the level of the spell lost. This is a mind-influencing effect, and the save DC is Charisma based.

Poison (Su) Bite—injury; *save* Fort DC 45; *frequency* 1/round per 6/rounds; *effect* 1d6 damage to the ability of Abraxas' choice; *cure* 2 consecutive saves. The save DC is Constitution based and includes a +2 racial bonus from Abraxas' venom mastery ability. If in an *antimagic field* or similar effect, Abraxas' poison is an extraordinary ability that deals 1d6 Con drain.

Spells Abraxas can prepare and cast spells as a 20th level arcanist. He does not gain any other abilities of the arcanist class, such as arcane reservoir.

Superior Spell Resistance (Su) Abraxas can allow spells to bypass his spell resistance whenever he chooses, even if it is not his turn. Three times per day, if a targeted spell fails to overcome his spell resistance, he can choose to reflect it on its caster, as per a *spell turning* effect.

Venom Mastery (Ex) Abraxas gains a +2 racial bonus on the save DCs of any poison spell or effect he creates. Creatures immune to poison are still subject to poisons produced by Abraxas unless their poison immunity comes from a mythic source.



Image by Sam Wood, © Wizards of the Coast. Accessed at the Monsters of Faerun art gallery [here](#)

[The draegloth is the clear breakout star of *Monsters of Faerun*, having first appeared in that book and appearing in every D&D edition since. They even had a cover role in the *War of the Spider Queen* novel series. I've made them full demons, taking a page from Pathfinder's cambions and alu-fiends as specific half-fiends.]

Demon, Draegloth

CR 5 CE Outsider

This black-skinned creature stands twice as tall as a man, with a lean bestial face and a mane of white hair. It has two pairs of arms, one small and man-like, one ending in oversized claws.

The drow elves are one of the few races that intentionally tries to breed half-fiends. Although ordinary half-fiendish drow do exist, if the creature is born to a drow cleric in the Abyss, it is infused with abyssal energy and the faith of their mortal parent. This transforms the infant into a draegloth, a true demon that combines the worst traits of both parents. Although any demon can father a draegloth, all of them resemble glabrezu—this is perhaps due to the treachery inherent to drow society.

Most draegloths accompany their mothers, returning to the Material Plane and acting as elite members of drow society. Although few rise to control their house directly, they are often the majordomo or high ranking officer of the leader, able to act as they please without the responsibilities of full rulership. Those that do remain in the Abyss are often somewhat disdained by other demons due to their mortal parentage, but may become sponsored by the demon lord their mother serves. Others become the leaders of gangs of cambions and alu-fiends, uniting half-breed demons into a powerful force.

Draegloths are gifted in both magic and combat, and the most skilled draegloths advance in classes that support both of these gifts, such as magus. Although they can wield weapons in their smaller pair of arms, they prefer to leave these free for spellcasting. Draegloths enjoy the visceral

experience of tearing into enemies with their bare hands and teeth. Although most draegloths disdain weapons, they do value magical items and jewelry, and take great pride in their appearance. A draegloth stands nine feet tall and weighs four hundred pounds. They grow to maturity very quickly, in a matter of months, and do not die of age. Some draegloths are millennia old, and have steered the fate of their house from behind the scenes for untold ages.

Draegloth CR 5

XP 1,600

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

Init +4; **Senses** darkvision 120 ft., Perception +9

Defense

AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural)

hp 45(6d10+12)

Fort +4, **Ref** +9, **Will** +5; +2 vs. enchantment

DR 5/good or cold iron; **Immune** electricity, poison, sleep effects; **Resist** acid 10, cold 10, fire 10;

SR 16

Weakness elven blood, light sensitivity

Offense

Speed 30 ft. **Melee** 2 claws +9 (1d8+4), bite +9 (1d6+4)

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

Special Abilities abyssal favor

Spell-like Abilities CL 6th, concentration +8 (+12 casting defensively)

3/day—*dancing lights*, *darkness*, *dispel magic*, *faerie fire*, *levitate*

1/day—*divine favor*, *poison* (DC 16), *suggestion* (DC 15), *unholy blight* (DC 16)

Statistics

Str 19, **Dex** 19, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +11; **CMD** 25

Feats Blind-fight, Combat Casting, Power Attack

Skills Acrobatics +13, Bluff +11, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Stealth +9, Use Magic Device +11; **Racial Modifiers** +2 Perception

Languages Abyssal, Elven, Undercommon

Ecology

Environment underground (Abyss)

Organization solitary or troop (2-6)

Treasure standard

Special Abilities

Abyssal Favor (Su) Three times per day, a draegloth can use one of its spell-like abilities of its choice as a swift action. It can only use this ability if its small pair of arms is free.

Elven Blood (Ex) A draegloth is immune to magical sleep effects and gains a +2 racial bonus on its saving throws against enchantment spells. However, it is treated as being both an elf and its true type for the purposes of spells and abilities that rely on creature type.



“Armored Beetle, reg.” © Applibot, by John Silva. Accessed at the artist’s gallery [here](#)

[Commissioned by [@listmaker-lastcity](#), based on the rotlord fiend from *D20 Modern*. One of the particulars about converting creatures from *D20 Modern* into Pathfinder RPG has been sorting out the generic “fiends” into the various evil outsider subtypes that exist in Pathfinder, of which there are many. Another particular has been finding art, since few of them are illustrated. For this guy especially, the challenge was finding good beetle-monster art with only two arms, particularly since I knew it was going to be Large. Five attacks from a Large creature would shred most PCs at the target CR here.]

Demon, Feridol

CR 4 CE Outsider (extraplanar)

This bulky creature resembles a beetle-like humanoid larger than a man, with membranous wings

covered by a shielded back. A green haze surrounds its body, and its jaws drip with brownish slime.

Feridols, sometimes called rot demons, are insectoid horrors rife with corruption and disease. They are created from the souls of slum lords, drug dealers, and others who increased the misery of those less fortunate than themselves. The bottom-dwelling and scavenging that they practiced metaphorically in life is made all too literal in the Abyss. They are sadists and bullies, and prefer to pick on targets smaller and weaker than they are. Likewise, they are often ordered around by more powerful demons, which find them useful minions.

The very presence of a feridol causes the living to rot and the undead to become invigorated. Those that do not flee them may be barraged by spells at a distance and forced to close, whereupon the demon shreds them with powerful claws and mandibles. The bite of a feridol carries a rotting disease, and a feridol will often allow a creature escape if it feels confident it has spread its infection. The fiend will later track down diseased prey and finish it off when it is weakened. Feridols often raise their victims as undead monsters, and may seek out interesting corpses to make into minions.

Feridol CR 4

XP 1,200

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

Init +4; **Senses** darkvision 60 ft., *deathwatch*, Perception +11

Aura necrotic (Will DC 14, 10 ft.)

Defense

AC 17, touch 9, flat-footed 17 (-1 size, +8 natural)

hp 37 (5d10+10); fast healing 3

Fort +6, **Ref** +4, **Will** +3

DR 5/good or cold iron; **Immune** disease, electricity, poison; **Resistance** acid 10, cold 10, fire 10;

SR 15

Defensive Abilities negative energy affinity

Offense

Speed 30 ft., fly 40 ft. (average)

Melee bite +7 (1d8+2 plus disease), 2 claws +7 (1d6+2)

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

Spell-like Abilities CL 5th, concentration +7

Constant—*deathwatch*

At will—*ray of enfeeblement* (DC 13), *scare* (DC 14)

3/day—*death knell* (DC 14), *scorching ray*, *speak with dead* (DC 15)

1/day—*animate dead*, *greater teleport* (self plus 50 lbs. objects only), *stinking cloud* (DC 15),

summon (1 dretch, 50%, level 2nd)

Statistics

Str 15, **Dex** 11, **Con** 14, **Int** 11, **Wis** 14, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 18

Feats Alertness, Blind-fight, Improved Initiative

Skills Climb +9, Fly +6, Knowledge (religion) +5, Knowledge (planes) +5, Perception +11, Sense

Motive +11, Survival +9, Stealth +4

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

Ecology

Environment any land or underground (Abyss)

Organization solitary, pair or congregation (3-6)

Treasure standard

Special Abilities

Disease (Ex) Slimy doom; bite—*injury*; *save* Fort DC 14; *onset* 1 day; *effect* 1d4 Con damage, target must make a second Fort save or 1 point is drain instead; *cure* 2 consecutive saves. The save DC is Constitution based.

Necrotic Aura (Su) All creatures within 10 feet of a feridol must succeed a DC 14 Will save each round or take 1d6 negative energy damage. Undead creatures and creatures with the negative energy affinity trait gain fast healing 3 any round they begin their turn inside the aura. The save DC is Charisma based.



Image © Paizo Publishing, by Sally Gottschalk. Accessed at her website [here](#)

[Commissioned by @tar-baphon. This may be the single longest monster I've written. Part of the problem was that I had my own ideas for Haagenti's abilities, but I also needed to incorporate the canon Pathfinder material from *Book of the Damned*. So if this Haagenti is too lengthy or complicated for your tastes, cut the extracts and the internal alchemy ability. If you do, bump his AC to a more respectable-for-the-CR AC 47. I gave him a lower AC with the assumption that he would boost it on the first round of combat with *shield*, *barkskin* or both.]

Demon Lord, Haagenti

CR 29 CE Outsider

This creature is the epitome of a fiend, appearing as a massive bull-like humanoid with leathery wings and golden horns. Wisps of foul vapor emerge from his nose and mouth.

Haagenti, The Whisper Within

CE male demon lord of alchemy, invention and transformation

Domains Artifice, Chaos, Evil, Strength

Subdomains Construct, Demon, Resolve, Toil

Favored Weapon battleaxe

Unholy Symbol image of the philosopher's stone

Worshippers alchemists, drow, transmuters

Minions fleshwarped creatures, golems, retrievers

For information on his Obedience and boons for his worshippers, see [*Book of the Damned*](#)

Haagenti, the Whisper Within, seems on first glance to be among the more enlightened and beneficial demon lords. He is patron of alchemy and invention, and by his tutelage many wondrous inventions have entered the world. But Haagenti chooses his battles carefully, and bestows his knowledge and devices to people he knows will use them to harm others, destabilize societies and overall spread misery and ruin. He is the originator of the *philosopher's stone*, and by its use has ruined economies and returned villains from the grave.

Haagenti is a master of disguise, and enjoys experimenting with new shapes as a debutante tries on clothing. He always includes some clue to his true identity by incorporating some monstrous feature, although he may hide these or “accidentally” reveal them as he sees fit. This mastery of shapes applies to his battle tactics as well. Not only does he frequently change form in order to use new abilities, he also delights in transforming his opponents. He has mastered various types of transmutation magic, and his very breath turns creatures into warped parodies of themselves, in excruciating pain unless they obey his commands. Haagenti can transform his own blood, bile and bones into alchemical extracts, enhancing his own abilities or decanting them as boons to his minions and servitors.

The layer of the Abyss in which Haagenti dwells is known as Cerebulim. It is a seemingly endless laboratory, filled with libraries, menageries, workshops and galleries. It is also filled with secret passages and traps, and Haagenti can reshape its corridors and rooms at will from several carefully hidden control centers. Those that seek knowledge or a powerful tool here are subject to Haagenti's cruel whims, and few of them escape unchanged in mind and body.

Ring of Haagenti

Minor Artifact

Slot ring; **Aura** strong (no school) **CL** 20th. **Weight** -;

This plain brass ring is inscribed with a single rune representing Haagenti. An alchemist, or creature capable of preparing alchemical extracts, that wears this ring may prepare one additional extract of every level it has access to.

Haagenti **CR 29**

XP 6,553,600

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

Init +13; **Senses** darkvision 60 ft., *detect good*, *detect law*, Perception +48, scent, *true seeing*

Aura *unholy* (DC 30)

Defense

AC 45, touch 22, flat-footed 36 (-1 size, +9 Dex, +4 deflection, +23 natural)

hp 717 (35d10+525); regeneration 30 (deific or mythic)

Fort +30, **Ref** +32, **Will** +33

Defensive Abilities Abyssal resurrection, *freedom of movement*, master of shapes; **DR** 20/cold

iron, epic, and good; **Immune** ability damage, ability drain, charm effects, compulsion effects, critical hits, death effects, electricity, energy drain, pain effects, petrification, poison, sneak attacks; **Resist** acid 30, cold 30, fire 30; **SR** 40

Offense

Speed 40 ft., fly 80 ft. (good)

Melee gore +47 (4d8+13/19-20x3), bite +47 (2d6+13), 2 claws +47 (1d8+13), 2 wings +45 (1d8+6)

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

Infusions Prepared CL 20th

6th—*analyze dweomer* (x3), *heal* (x3), *mislead* (x2), [walk through space](#)

5th—[dust form](#) (x2), *magic jar* (x2, DC 30), [planar adaptation](#) (x2), [resurgent transformation](#), *sending* (x2)

4th—*arcane eye*, *cure critical wounds* (x2), *death ward*, [echolocation](#), *fire shield*, *greater invisibility*, *restoration*, *spell immunity*

3rd—*amplify elixir* (x2), *arcane sight* (x2), *displacement*, *haste*, *heroism*, *protection from energy*, [thorn body](#), *water breathing*

2nd—*barkskin*, *bear's endurance*, [blistering invective](#) (DC 27), *bull's strength*, *cat's grace*, *eagle's splendor*, *false life*, *fox's cunning*, *owl's wisdom*, *undetectable alignment*

1st—[anticipate peril](#) (x2), *expeditious retreat*, *identify*, *shield* (x3), *true strike* (x3)

Special Attacks augmented critical, internal alchemy, mutagenic breath, penetrating gore, powerful charge (gore, 8d8+26)

Spell-like Abilities CL 29th, concentration +42

Constant—*detect good*, *detect law*, *freedom of movement*, *tongues*, *true seeing*, *unholy aura* (DC 30)

At will—*astral projection*, *baleful polymorph* (DC 27) ^M, *blasphemy* (DC 29) ^M, *flesh to stone* (DC 28) ^M, *greater dispel magic*, *greater teleport*, *stone to flesh*

3/day—empowered [caustic eruption](#) (DC 29), [control construct](#), *harm* (DC 28) ^M, *quicken mass suggestion* (DC 28), *polymorph any object* (DC 30), *reverse gravity* (DC 30) ^M

1/day—[arcane cannon](#) ^M, [transmute blood to acid](#) (DC 31), *wish* ^M

^M = Haagenti can use the mythic version of this spell-like ability in his Abyssal realm

Statistics

Str 36, **Dex** 29, **Con** 40, **Int** 40, **Wis** 31, **Cha** 35

Base Atk +35; **CMB** +49 (+51 bull rush and overrun, +53 sunder); **CMD** 72 (74 vs. bull rush, overrun or sunder)

Feats Awesome Blow, Blind-fight, Combat Reflexes, Critical Focus, Empower SLA (*caustic eruption*), Exhausting Critical, Fatiguing Critical, Greater Sunder, Hover, Improved Bull Rush, Improved Critical (gore), Improved Initiative, Improved Overrun, Improved Sunder, Multiattack, Power Attack, Quicken SLA (*mass suggestion*), Skill Focus (Spellcraft)

Skills Appraise +53, Bluff +50, Craft (alchemy) +53, Craft (armor) +53, Craft (traps) +53, Craft (weaponry) +53, Diplomacy +47, Disguise +47, Fly +46, Heal +45, Intimidate +47, Knowledge (arcana, engineering, planes) +53, Knowledge (dungeoneering, history, religion) +50, Perception +48, Sense Motive +48, Spellcraft +59, Use Magic Device +47

Languages Abyssal, Celestial, Draconic, Infernal, telepathy 300 ft., *tongues*

SQ change shape (animal, dragon, elemental, humanoid, magical beast, monstrous humanoid, plant, undead, vermin; [monstrous physique IV](#), *shapechange*, [undead anatomy IV](#), [vermin shape II](#)), demon lord traits, item mastery, ultimate craftsman

Ecology

Environment any land or underground (The Abyss)

Organization solitary (unique)

Treasure triple (*Ring of Haagenti*, other treasure)

Special Abilities

Augmented Critical (Ex) Haagenti's gore attack deals x3 damage on a successful critical hit.

Extracts (Su) Haagenti can prepare and use extracts as a 20th level alchemist with the infusion discovery.

Internal Alchemy (Su) Haagenti can use one extract he has prepared each round as a swift action.

Item Mastery (Ex) Haagenti can use all spell completion and spell trigger items as if they were on his spell list.

Master of Shapes (Su) Haagenti cannot be affected by any polymorph or transmutation effect unless he wants to be. He can use his change shape ability as a move action, and whenever he does, he heals 4d8 hit points.

Mutagenic Breath (Su) Three times per day as a standard action, Haagenti can breathe transformative vapor in a 40 foot cone. All creatures in the area that succeed a DC 39 Fortitude save are staggered for 1d4+1 rounds. A creature that fails gains the [fleshwarped simple template](#) and suffers from intense pain, taking a -4 penalty to all attack rolls, damage rolls, skill checks, saving throws and ability checks. This pain is alleviated for 24 hours when the creature obeys Haagenti's orders, otherwise it is permanent. This effect can be removed only with a *greater restoration*, *miracle* or *wish*. A creature that succeeds its saving throw is immune to the mutagenic breath of Haagenti for the next 24 hours. This is a pain, polymorph effect, and the save DC is Charisma based.

Penetrating Gore (Su) Haagenti's gore attack overcomes all damage reduction and hardness.

Ultimate Craftsman (Ex/Su) Haagenti can make any magical or technological item, as if he possessed all crafting feats. Haagenti takes 1 day to craft an item per 10,000 gp of cost, and can create any mundane alchemical item as a standard action. In addition, once per week, Haagenti may spend one hour to create a *philosopher's stone*.



[here](#)

[Commissioned by @justicegundam82. I can't say I was super impressed by the demons of MMIV. Note that both this guy and the preceding deathdrinker are huge humanoids with horns and hooves wearing armor. The art is technically well done, but the designs are both pretty bland. I did my best to distinguish them mechanically.]

Demon, Kastighur **CR 11 CE Outsider**

This greenish fiend has a body swollen with muscle, barely contained within the heavy armor it wears. It has a pair of long horns pointing out from its helmeted skull, and its feet end in hooves.

Kastighurs, or helmeted demons, are created not from a single soul, but by the fleshwarping of dretches. A whole host of dretches can be combined into a single, massive body by demonic alchemy, their bodies warped into a muscular exaggeration of their naturally flabby forms. As kastighurs are created intentionally, they are typically found in the service of their creator, acting as hunters and trackers. Kastighurs have keen senses and an excellent sense of direction, and they delight in terrorizing mortal intruders and celestial armies alike.

Kastighurs are hardly subtle creatures, but they are nevertheless dangerous combatants. Their teleportation abilities are more precise than that of most fiends, and they can teleport into the second rank of an army and attack its weakest members in the same turn. Their charges hit with a devastating impact, and a favorite sport of kastighurs is to teleport high into the air and then plummet onto unsuspecting foes beneath. They are so impressed with their own strength and power, however, that they will rarely flee from a combat.

Kastighurs typically dislike each other, viewing others of their kind as competition for attention. If forced to work together by a more powerful demon, they will compete ferociously, and may sabotage each other's efforts in an attempt to look superior. They enjoy pushing around smaller and weaker demons, especially dretches. Like many bullies, they will kowtow to a more powerful demon with a minimum of effort.

A kastighur stands twenty feet tall and weighs eight tons.

Kastighur **CR 11** **XP 12,800**

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

Init +3; **Senses** darkvision 60 ft., Perception +23, scent

Aura frightful presence (120 ft., DC 21)

Defense

AC 25, touch 7, flat-footed 25 (-2 size, -1 Dex, +9 armor, +9 natural)

hp 152 (16d10+64)

Fort +9, **Ref** +9, **Will** +14

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

Defensive Abilities armor training 4

Offense

Speed 40 ft.

Melee gore +20 (2d8+6), 2 slams +20 (2d6+6 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks fear-bolstered, mobile grappler, stunning charge (gore, 4d8+12), trample (DC 24, 1d8+9)

Spell-like Abilities CL 16th, concentration +20

At will—*feather fall*, *teleport* (self plus 150 lbs. objects only), *unholy blight* (DC 17)

3/day—quicken *dimension door*, *dimensional anchor*, quickened *protection from good*

1/day—*locate creature*

Statistics

Str 22, **Dex** 9, **Con** 19, **Int** 8, **Wis** 18, **Cha** 17

Base Atk +16; **CMB** +24 (+28 grapple); **CMD** 33

Feats Blind-fight, [Dimensional Agility](#), Improved Initiative, Intimidating Prowess, Quicken SLA (*dimension door*, *protection from good*), Power Attack, Skill Focus (Survival)

Skills Climb +23, Intimidate +28, Perception +23, Sense Motive +23, Survival +33; **Racial Modifiers** +4 Survival

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

Ecology

Environment any land and underground (the Abyss)

Organization solitary or patrol (2-6)

Treasure standard (+1 *half-plate*, other treasure)

Special Abilities

Armor Training (Ex) A kastighur gains the armor training class feature of a fighter equal to its hit dice. It can move its full speed in heavy or medium armor.

Fear-Bolstered (Ex) A kastighur gains a +2 morale bonus on all attack and damage rolls against opponents suffering from a fear effect.

Mobile Grappler (Ex) When a kastighur succeeds on a CMB check to move a grappled opponent, it may move up to its full speed.

Stunning Charge (Ex) This ability works as powerful charge, except that the creature struck must succeed a DC 24 Fortitude save or be stunned for 1 round. The save DC is Strength based.



Image by Puddnhead, © Wizards of the Coast. Accessed at the Fiend Folio Art Gallery [here](#)

[Commissioned by [@razzelmire](#). The klurichir appeared first in the 3rd edition *Fiend Folio*, where it is said to be the tool of the demon lords. This is likely a case of one hand not knowing what the other hand is doing—demon lord statistics appear in the *Book of Vile Darkness*, released the same year. The klurichir sits comfortably in the middle of the demon lords in terms of CR on paper (CR

25 against a range between CR 20 and 30), but even the weakest demon lord in that book has more hit points, a better AC and more nasty abilities than the klurichir. The klurichir also seemed to have gone through several major revisions before publication, leaving it a bit muddled. It has Multiweapon Fighting but only one weapon, claws but no claw attacks, and no range given on its spine attacks.

So my take on the klurichir is plopped in the middle of the CR range for nascent demon lords in PFRPG, weak enough to be a valuable tool for the true demon lords but not their equal. It also streamlines and clarifies their abilities (why did they cast spells as a 10th level sorcerer?) and borrows the malign aura from the D&D 4e version.]

Demon, Klurichir

CR 23 CE Outsider (extraplanar)

This hideous fiend stands as tall as a building, with four clawed arms. Two of these arms hold an oversize axe. Its head is like that of a snarling beast, with a pug nose and crooked teeth. Spines cover its shoulders, back and crown. Its skin is a dark, unhealthy green, and its membranous wings are the color of arterial blood. Most horrifying is its chest and stomach—a gnashing maw with multiple rows of teeth and a pair of scissor-like mandibles splits the beast open like a gaping wound.

A klurichir is sometimes called a catastrophe demon, as the effects of a single one of these creatures are truly cataclysmic. They do not form from mortal souls directly, instead being sculpted by a demon lord when it has need of a powerful catspaw, inquisitor or general. They are as strong as or stronger than nascent demon lords. The history of the Abyss is littered with nascent demon lords whose ambitions outstretched their powers and were slain by a klurichir assassin. When not on missions, a klurichir may incite wars between demons and other planes for the sheer fun of it. Some demon lords allow this behavior as a distraction from their own internal plotting, whereas others attempt to stymie it and kill any rogue klurichir they can.

A klurichir is an absolutely devastating combatant. They carry great axes or other two-handed weapons, but prefer to leave some of their hands free in order to grab opponents. The maw set in their stomachs is too awkwardly placed to attack creatures that a klurichir hasn't grabbed, but it can do overwhelming damage to held foes, even severing heads in a single bite. Opponents that are faster or more agile are barraged by spines infused with negative energy. If facing multiple foes at once, a klurichir uses its impressive magical abilities, in particular its ability to evoke symbols with a mere thought. A klurichir almost never flees from combat once it is joined, choosing to die rather than surrender to mortals.

All klurichirs look almost identical, and they rarely make their allegiances to a particular demon lord clear. Lesser demons scurry for cover at mere rumors of a klurichir's presence, and are typically obsequious if the beast appears directly. They are fiendishly intelligent and excellent judges of character, and do not tolerate being lied to. Klurichirs lead armies of fiends when their goals dictate so, and even balors bend the knee to a klurichir's orders (albeit reluctantly). A klurichir considers its greatest enemies to be solars and other klurichirs.

Klurichir

CR 23

XP 820,000

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

Init +10; **Senses** darkvision 120 ft., *detect good*, *detect law*, Perception +35, scent, *true seeing*

Aura malign (30 ft.), *unholy aura* (DC 28)

Defense

AC 38, touch 18, flat-footed 32 (-2 size, +6 Dex, +20 natural, +4 deflection)

hp 471 (23d10+345)

Fort +26, **Ref** +23, **Will** +26

DR 20/good and cold iron or epic; **Immune** electricity, energy drain, poison; **Resist** acid 10, cold 10, fire 10; **SR** 34

Offense

Speed 50 ft., fly 90 ft. (poor)

Melee +3 *greataxe* +39/+34/+29/+24 (4d6+25/19-20x3), 2 claws +31 (2d6+7 plus grab) or 4 claws +36 (2d6+15 plus grab)

Ranged 4 spines +27 (2d8+15 plus enervate)

Space 15 ft.; **Reach** 15 ft.

Special Attacks multigrab, planar champion, rake (bite +36, 4d6+24), powerful blows (bite), vorpal maw

Spell-like Abilities CL 23rd, concentration +33

Constant—*detect good*, *detect law*, *true seeing*, *unholy aura* (DC 28, self only)

At will—*greater dispel magic*, *greater teleport* (self plus 50 lbs. objects only), *mass charm monster* (DC 28), *mass suggestion* (DC 26), *slay living* (DC 25), *telekinesis* (DC 25)

3/day—quicken *blasphemy* (DC 27), empowered *fire storm* (DC 28), quickened *greater dispel magic*, master symbol (DC 29)

1/day—*gate* (planar travel only, DC 29), *meteor swarm* (DC 29), summon (9th level, 1 demon of CR 20 or lower, 100%), *wail of the banshee* (DC 29)

Statistics

Str 41, **Dex** 23, **Con** 40, **Int** 28, **Wis** 28, **Cha** 31

Base Atk +23; **CMB** +40 (+44 grapple); **CMD** 60

Feats Combat Reflexes, Empower SLA (*fire storm*), Flyby Attack, Improved Critical (*greataxe*), Improved Initiative, Improved Vital Strike, Point-Blank Shot, Power Attack, Precise Shot, Quicken SLA (*blasphemy*, *greater dispel magic*), Vital Strike

Skills Acrobatics +32, Bluff +36, Diplomacy +33, Fly +24, Intimidate +44, Knowledge (arcana, dungeoneering, history) +32, Knowledge (planes, religion) +35, Perception +35, Sense Motive +43, Spellcraft +32, Stealth +28, Use Magic Device +33; **Racial Modifiers** +8 Intimidate, +8 Sense Motive, +4 Stealth

Languages Abyssal, Celestial, Draconic, Infernal, Protean, telepathy 100 ft.

Ecology

Environment any land or underground (Abyss)

Organization solitary or warband (1 plus 2-5 mariliths)

Treasure double standard (Huge +3 *greataxe*, other treasure)

Special Abilities

Enervate (Su) A creature struck by a klurichir's spine attack must succeed a DC 31 Fortitude save or gain 1 permanent negative level. A creature with a number of negative levels equal to its Hit Dice dies immediately.

Malign Aura (Su) No creature can gain hit points within 30 feet of a klurichir. A klurichir is immune to this ability, as is a demon lord.

Master Symbol (Sp) As a standard action, a klurichir can trace a symbol in the air, which automatically resolves as a triggered *symbol of death*, *fear*, *insanity*, *pain*, *stunning* or *weakness*. A klurichir is immune to the effects of its own master symbol, and it can choose to attune a number of creatures equal to its Charisma modifier as part of the action made to cast the spell. Creatures can resist the effect with a successful DC 29 saving throw, as appropriate to the symbol represented (Fortitude for *death*, Will for *fear* or *insanity*, etc.). This is the equivalent of a 9th level spell.

Multigrab (Ex) A klurichir can choose to grapple a Large or smaller creature using two free arms

without taking a -20 penalty for not using its entire body in the grapple. If it has two creatures held in its four arms, it can make rake attacks against them both.

Planar Champion (Ex) A klurichir can bypass the damage reduction of all creatures with the outsider type, save creatures capable of granting divine spells, with its manufactured and natural weapons. It has a +4 bonus on all caster level checks made to overcome the spell resistance of outsiders.

Spines (Ex) As a standard action, a klurichir can fire four spines. Treat these as thrown weapons with a range increment of 100 feet. A klurichir has an effectively infinite supply of spines, and does not risk running out.

Vorpal Maw (Ex) If a klurichir rolls a natural 20 and successfully confirms the critical hit with its bite attack, it severs the head of its opponent. This kills most, but not all opponents instantly, as per a *vorpal weapon*.



“Gnaw Demon” by Wayne England, © Wizards of the Coast.

[A straightforward, if depowered, conversion of the gnaw demon from the 4e Monster Manual 2. I wanted to make a CR 1 demon, since there aren’t any.]

Demon, Mastikar **CR 1 CE Outsider**

This green, bloated imp is nearly spherical, and its body is dominated by a toothy maw.

Called “gnawing demons” by some, mastikars are among the weakest of fiends. They are not

spawned from mortal souls in the same way as other demons, but instead form from maggots and other vermin consuming demonic flesh. Maggots that feed on demons become filled with a violent frenzy, feeding on each other as readily as the carcass on which they grow. The victor or victors form leathery cocoons the size of a human head, which hatch into mastikars. Thus, even a slain demon can spawn further horrors.

Unusually for demons, mastikars are as common on the Material Plane as in the Abyss, if not more so. They are most common in lands suffering from demonic incursions. They are cowardly opportunists, killing and eating the weakest preferentially and only attacking well armed and armored adventurers if cornered or if they are distracted by fighting other monsters. Although they do not physically require food, they are obsessed with consumption, tearing bodies to shreds and eating until they cannot physically contain more meat.

A chaotic evil spellcaster of 5th level or higher can take a mastikar as a familiar using the Improved Familiar feat.

Mastikar **CR 1**

XP 400

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

Init +0; **Senses** darkvision 60 ft., Perception +5

Defense

AC 13, touch 11, flat-footed 13 (+1 size, +2 natural)

hp 12 (1d10+7)

Fort +6, **Ref** +0, **Will** +3

DR 2/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

Speed 20 ft., fly 30 ft (poor)

Melee bite +3 (1d4+3 plus grab)

Special Attacks anklebiter, grab (Medium)

Spell-like Abilities CL 1st, concentration +0

1/day—*bane* (DC 10), *doom* (DC 10)

Statistics

Str 15, **Dex** 11, **Con** 18, **Int** 9, **Wis** 12, **Cha** 9

Base Atk +1; **CMB** +0 (+4 grapple); **CMD** 10

Feats Toughness

Skills Fly +2, Perception +5, Stealth +8

Languages Abyssal, telepathy 100 ft.

Ecology

Environment the Abyss

Organization solitary, pair or flock (3-12)

Treasure incidental

Special Abilities

Anklebiter (Ex) A creature bitten by a mastikar must succeed a DC 12 Fortitude save or have its land speed reduced to half, as if it had stepped on caltrops. Any magical healing or a DC 15 Heal check removes this effect. The save DC is Strength based.



Image © Paizo Publishing, by Luca Sotgiu. Accessed at his ArtStation [here](#)

[Commissioned by [@monstersdownthepath](#). I haven't read the *Extinction Curse Adventure Path*, a series of Pathfinder 2e adventures that deal with Zevgavizeb's cult, but I did read through the Pathfinder Wiki article, which draws heavily from that source. So this version might not be 100% canon approved.]

Demon Lord, Zevgavizeb
CR 26 CE Outsider (extraplanar)

This hideous monstrosity is the size of a building. It looks vaguely like a carnivorous dinosaur, being a biped with a fanged maw and long tail, but bat-like wings grow from its shoulders and instead of arms it has tentacles tipped with extra, slime-dripping mouths. The stench is appalling, almost a physical presence.

Zevgavizeb, Lord of the Troglodytes

CE male demon lord of caverns, reptiles and troglodytes

Domains Animal, Chaos, Evil, Strength

Subdomains Demon, Ferocity, Resolve, [Saurian](#)*

Favored Weapon spiked gauntlet

Unholy Symbol a twisted tentacle ending in a talon

Worshippers chaotic evil lizardfolk, morlocks, chaotic evil saurians, troglodytes

Minions fiendish dinosaurs, fiendish giant reptiles, phantosaurs

For information on his Obedience and boons for his worshipers, see [Book of the Damned](#)

*Zevgavizeb's followers can use the Saurian subdomain to modify the Animal domain

Zevgavizeb is the Lord of the Troglodytes, a demon lord of great power but little ambition. In ancient times, he was a powerful qliploth, but was transformed into a demon lord by a chorus of proteans who infused him with soul energy half as an experiment, half as a distraction. He dwells in the Glutondark, an Abyssal layer consisting of multiple strange hollow worlds filled with cruel and wicked monsters. The residents of the Glutondark wage war in his name, for once a realm is defeated, Zevgavizeb visits it to consume all of its denizens down to the smallest insect. When not feasting, he slumbers fitfully, lashing out at anything in his path if his rest is disturbed.

Zevgavizeb is immensely strong, and he enhances his natural weapons with magic before charging into battle. The fluid that oozes from his body is filled with supernatural venom, and creatures that succumb to its stench are nauseated forever unless treated by magic. He can summon demons and demonically warped dinosaurs to fight on his behalf, and usually uses these to soften up foes for a few rounds while studying their tactics and learning their weaknesses. If his natural weapons are insufficient, Zevgavizeb can vomit forth an army of the ghosts of the greatest beasts he has eaten, and conjure meteors and walls of lava to crush and burn his enemies.

Zevgavizeb cares little for his worshipers except for as a source of sacrifices, but desires them to dominate other races in their strength and devour the weak as he does. Evil reptilian humanoids are his most common worshipers, with the species of troglodytes having been a fulcrum of his religion for eons. As Zevgavizeb retreats from actively nurturing his cult, his form has grown even more bizarre and debased. In addition, qliploths are known to tolerate his worshipers instead of attempting to murder them on sight. Some scholars suggest that Zevgavizeb may be regressing into his original qliploth form, whereas others insist that such a transformation is impossible.

Zevgavizeb **CR 26**

XP 2,457,000

CE Colossal outsider (chaos, demon, demon lord, evil, extraplanar)

Init +8; **Senses** blindsense 200 ft., darkvision 120 ft., Perception +35, scent, *true seeing*

Aura *cloak of chaos* (DC 26), frightful presence (150 ft., DC 33), impossible stench (30 ft., DC 33)

Defense

AC 41, touch 14, flat-footed 33 (-8 size, +8 Dex, +27 natural, +4 deflection)

hp 635 (31d10+465); regeneration 20 (deific or mythic)

Fort +29, **Ref** +31, **Will** +32

DR 20/cold iron, good and epic; **Immune** ability damage, ability drain, charm effects, compulsion effects, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, cold 30, fire 30; **SR** 37 (43 vs. divinations)

Defensive Abilities abyssal resurrection, *cloak of chaos*, fortification (25%), *nondetection*, unstoppable

Offense

Speed 50 ft., climb 30 ft., swim 30 ft., fly 120 ft. (average)

Melee great bite +42 (4d6+19/19-20 plus grab), 2 tentacle bites +42 (2d8+19 plus poison), 2 wings +40 (2d8+12 plus trip), tail slap +40 (4d6+12 plus push)

Space 30 ft.; **Reach** 30 ft.

Special Attacks fast swallow, iron stomach, push (10 ft.), spectral stampede, swallow whole (AC 37, 63 hp, 4d6+21 plus 4d6 acid), trample (4d6+21, DC 44)

Spell-like Abilities CL 26th, concentration +34

Constant—*cloak of chaos* (DC 26), *greater magic fang* (+5, all weapons), *nondetection* (self only), *true seeing*

At will—*cloudkill* (DC 23)^M, *dispel good* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 lbs. only), *mind thrust VI* (DC 24)

3/day—*earthquake*^M, *finger of death* (DC 25)^M, *fluid form*, empowered *psychic crush IV* (DC 26), quickened *strong jaw*, summon demons and dinosaurs, *word of chaos* (DC 25)^M

1/day—*clashing rocks* (DC 27), *dominate monster* (DC 27), *meteor swarm* (DC 27)^M, *wall of lava*

^M = Zevgavizeb can use the mythic version of this spell-like ability in his realm

Statistics

Str 48, **Dex** 26, **Con** 40, **Int** 19, **Wis** 29, **Cha** 27

Base Atk +31; **CMB** +53 (+57 grapple); **CMB** 75

Feats Cleave, Combat Reflexes, Critical Focus, Empower SLA (*psychic crush IV*), Exhausting Critical, Fatiguing Critical, Great Cleave, Hover, Improved Critical (great bite, tentacle bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken SLA (*strong jaw*), Stand Still

Skills Acrobatics +34 (+42 when jumping), Climb +48, Fly +33, Intimidate +31, Knowledge (arcana, dungeoneering, nature, religion) +27, Knowledge (planes) +30, Perception +35, Sense Motive +35, Stealth +30, Swim +48; **Racial Bonus** +8 Stealth

Languages Abyssal, Celestial, Draconic, Undercommon, telepathy 300 ft.

SQ demon lord traits, no breath

Ecology

Environment any land or underground (Abyss)

Organization unique

Treasure incidental

Special Abilities

Impossible Stench (Su) All living creatures within 30 feet of Zevgavizeb must succeed a DC 33 Fortitude save or be permanently nauseated. A creature that succeeds its save is immune to the impossible stench of Zevgavizeb for the next 24 hours. This is a poison effect, and the save DC is Charisma based.

Iron Stomach (Ex) Zevgavizeb's stomach has his full natural armor bonus to AC. If a creature cuts its way free of Zevgavizeb's stomach, it can use swallow whole again the next round its regeneration is functioning.

Poison (Su) Bite—*injury*; save Fort DC 40; *frequency* 1/round for 10 rounds; *effect* 6d6 acid damage and 1d8 Con drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

Spectral Stampede (Su) As a standard action, Zevgavizeb can create a stampede of spectral dinosaurs and other prehistoric beasts that fills an area 30 feet across and 100 feet long, starting from a square adjacent to him. All creatures in the area take 15d12 points of force damage (Ref DC 33 half). Any creature that takes damage from this ability must succeed a DC 33 Fortitude save or be stunned for 1 round. Zevgavizeb can use this ability three times per day, and must wait 1d4 rounds between uses. The save DC is Charisma based.

Summon Demons and Dinosaurs (Sp) When Zevgavizeb uses his summon demons ability, he may

also summon dinosaurs with the half-fiend template.

Unstoppable (Ex) If Zevgavizeb starts his turn suffering from any or all of the following conditions, he recovers from them at the end of his turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.