



“Hexxus” © Xavier Ward, accessed at his deviantArt page [here](#)

[Commissioned by [@menaceomysterio](#). They asked for a high ranking Harbinger of Pollution, inspired by Pollution’s role as a Horseman in *Good Omens* and by Hexxus from *Ferngully: The Last Rainforest*. After some consideration, I decided to just make Hexxus straight up. So polish off your Tim Curry impressions.

The flavor text here makes reference to the events in the movie, so Hexxus is currently trapped in Ferngully [and if we’re using Pathfinder canon, it’s currently the 1920s on Earth, so he’s going to make a quick break in seventy years and then get trapped again]. But, of course, he could be an active power player in your campaign world, instead of a behind-the-scenes figure. The reference to the Permian extinction in the flavor-text is inspired by a Cthulhu Mythos story I forgot the name of, in which an oil rig discovers that “shoggoths” are in fact oil deposits that remember, and try to recreate, the lifeforms they once were.]

Daemonic Harbinger, Hexxus

CR 25 NE Outsider

This immense being appears as a humanoid skeleton from the waist up, and a seething mass of ooze below. It wears a mantle of tar like a cape, and an inner fire burns in its ribcage, casting eerie shadows through its bones.

Hexxus

The Paragon of Pollution, Toxic Lover

Concerns deforestation, extinction, pollution

Domains Death, Destruction, Evil, Fire

Subdomains Catastrophe, Daemon, Decay*, Smoke

Worshippers industrialists, nihilists, poisoners

Minions blights, daemons, trench mists

Unholy Symbol a black skull dripping with slime

Favored Weapon greataxe

Obedience Kill an animal or plant, burn its body and inhale the smoke until you begin to cough and choke. Gain a +4 profane bonus on saves against poisons

*Clerics of Hexxus can use the Decay subdomain to modify the Death domain.

Hexxus is the Paragon of Pollution, a massive entity made of the compressed corpses of a million lives—oil. His genesis was an extinction event widespread enough to murder an entire ocean of life, and he was released when a second extinction event was triggered by an asteroid impact strong enough to crack the planet’s crust. Although he was born of natural disasters, he has since changed

focus. Mortal life is capable of creating death and destruction on that scale in a fraction of the time, and Hexxus stokes the fires of greed to create unsustainable consumption and widespread ecocide.

As to be expected from a spirit of pollution, the Toxic Lover is a terror in combat, combining acid, fire and poison in an overwhelming wave of destruction. All poisons are stronger in his wake, and he is enough of a sadist that Hexxus enjoys watching enemies die slowly of poison rather than simply kill them quickly. If foes are immune to poison, or are capable of resisting its clutches, he traps them in sticky sludge, incinerates them with his fiery breath or desiccates them with *horrid wilting*. If battlefield mobility is an issue, he assumes the form of a gaseous cloud to soar above the fray and launch spells and sludge.

Despite his hatred of mortal life and devotion to mass death, Hexxus is a being capable of surprising charm. His appeals to greed can often find purchase in the ears of mortals. Hexxus is an excellent singer, and he sings to himself to while away the hours when he is idle. Unsurprisingly however, this charm is a mere façade for his sadism, and Hexxus views all mortal life in the end as disposable tools. This arrogance has been his downfall in the past and he tends to underestimate mortal strengths.

Hexxus is among the most powerful of the daemonic harbingers, and could theoretically pose a threat to the Horsemen and usurp one of their places among the Four. Fortunately for both the status quo of Abaddon and the fate of multiple worlds, he is currently imprisoned. The Paragon of Pollution is held by a powerful *binding* spell in an ancient rainforest tree on a far-flung planet in the Material Plane. He currently seethes within his prison, using *scrying* spells to keep tabs on the developments around him and directing his worshipers to find and free him. His influence is still relatively strong, for as long as mortals cut down forests for profit, pump toxins into the air and water, and tear up the soil in search of mineral wealth, Hexxus will never be forgotten.

Hexxus CR 25

XP 1,640,000

NE Gargantuan outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., lifesense 120 ft., Perception +40

Aura pernicious poison (60 ft.), *unholy* (DC 26)

Defense

AC 41, touch 14, flat-footed 37 (-4 size, +3 Dex, +1 dodge, +27 natural, +4 deflection)

hp 585 (30d10+420)

Fort +28, **Ref** +26, **Will** +25

DR 15/good and epic; **Immune** acid, charm and compulsion, death effects, disease, fire, poison;

Resist cold 30, electricity 30; **SR** 36

Defensive Abilities adhesive, amorphous, *vitriolic mist*

Offense

Speed 50 ft., fly 50 ft. (perfect) in smoke form

Melee 2 claws +41 (4d6+15/19-20 plus 4d6 fire), bite +41 (2d8+15 plus 4d6 fire plus poison)

Ranged 2 sludge bombs +29 touch (15d6 acid plus entrap)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (Ref DC 39, every 1d4 rounds, 60 foot cone, 30d6 fire plus poison), engulf (Ref DC 40, 20d6 acid plus poison) entrap (Fort DC 39, hardness 5, hit points 20)

Spell-like Abilities CL 25th, concentration +33

Constant—*vitriolic mist*, *unholy aura* (self only)

At will—*arcane sight*, *blight* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs objects only), *poison* (DC 22)

3/day—*acid fog*, quickened *blight* (DC 22), quickened *cloudkill* (DC 23), *disintegrate* (DC 24), *greater scrying* (DC 24), empowered *horrid wilting* (DC 26)

1/day—*greater possession* (DC 26), *incendiary cloud* (DC 26), *summon* (9th level, 1 daemon of CR 20 or lower, 100%), *wail of the banshee* (DC 27)

Statistics

Str 40, **Dex** 17, **Con** 39, **Int** 24, **Wis** 26, **Cha** 27

Base Atk +30; **CMB** +49 (+51 bull rush); **CMD** 66 (68 vs. bull rush, 70 vs. disarm, cannot be tripped)

Feats Awesome Blow, Blind-fight, Combat Reflexes, Critical Focus, Empower SLA (*horrid wilting*), Exhausting Critical, Fatiguing Critical, Improved Bull Rush, Improved Critical (claw), Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken SLA (*blight*, *cloudkill*), Vital Strike

Skills Acrobatics +36 (+44 when jumping), Bluff +31, Climb +45, Escape Artist +33, Fly +38, Intimidate +31, Knowledge (arcana) +37, Knowledge (engineering) +37, Knowledge (nature) +40, Knowledge (planes) +40, Perception +40, Perform (sing) +28, Sense Motive +40, Spellcraft +37

Languages Abyssal, Celestial, Common, Infernal, Ignan, telepathy 100 ft.

SQ compression, daemonic harbinger traits, herbicide, shift form

Ecology

Environment any land or underground (Abaddon)

Organization unique

Treasure standard

Special Abilities

Adhesive (Ex) A creature striking Hexxus with a manufactured weapon must make a DC 39 Reflex save; failure means the weapon sticks to Hexxus and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts. The save DC is Constitution based.

Daemonic Harbinger Traits (Ex/Su) Hexxus is a daemonic harbinger, a powerful unique fiend. This grants him the following traits:

- Immunity to acid, charm and compulsion effects, death effects, disease and poison
- Resistance to cold, electricity and fire 30
- Telepathy 300 ft.
- Hexxus' natural weapons, as well as any weapons he wields, count as evil and epic weapons for the purposes of overcoming damage reduction
- Hexxus can grant spells to his worshippers, as detailed in his divine information.

Engulf (Ex) A creature engulfed by Hexxus does not gain the pinned condition and can move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it takes the listed damage and is exposed to Hexxus' poison. Hexxus' vapors obscure sight as per the spell *obscuring mist*. The save DC is Strength based.

Herbicide (Ex) Poison effects generated by Hexxus are capable of effecting creatures with the plant type.

Pernicious Poison Aura (Su) All creatures within 60 feet of Hexxus suffer a -4 penalty to all saving throws against poison, and any poisons they suffer from have their durations increased by two frequency increments. Any attempt to cure the poison with either skill or magic suffer a -4 penalty. Effects that automatically remove a poison, such as *heal*, must succeed a caster level check equal to Hexxus' spell resistance or fail to work.

Poison (Ex) Contact—bite, breath weapon or engulf; *save* Fort DC 39; *duration* 1/round for 10 rounds; *damage* 1d4 Str, Dex and Con drain; *cure* 2 consecutive saves. The save DC is Constitution based.

Shift Form (Su) As a standard action, Hexxus can transform into a being of smoke, or back into its solid form. In smoke form, Hexxus loses his land speed and gains a fly speed of 50 ft. (perfect maneuverability). It cannot make natural weapon attacks in smoke form and loses the adhesive defensive quality, but can use its breath weapon, spell-like abilities and sludge bombs, and can make engulf attacks.

Sludge Bomb (Ex) As a standard action, Hexxus can throw two balls of acidic sludge. Treat these as ranged touch attacks with a range of 60 feet and five range increments. A creature struck by the sludge bomb takes 15d6 acid damage and must save against Hexxus' entrap attack. Any creature adjacent to this target takes 15 points of acid damage and is entangled for 1d4 rounds—a successful DC 39 Reflex save halves the damage and negates the entangled condition. The save DC is Constitution based.