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[Commissioned by [@justicegundam82](#), converted from Pathfinder 2nd Edition. This commission hews pretty close to the 2e version, although I opened its SLAs up a bit and reconfigured things so the mechanics work in 1e. I also gave it a swim speed—it seems weird for a monster that hangs out in sewers and pollutes water to be able to climb but not swim. It was the commissioner’s request that I tie it to [Hexxus, the Daemonic Harbinger](#) I have already statted up based on *Ferngully: The Last Rainforest*. I’m always down for some synergy.]

In case you were wondering, “sordes” is Latin for filth or scum. It is used as the generic name for *Sordes pilosus*, the first pterosaur described with a fuzzy coat. In medicine, sordes refers to a black crust that forms on the gums, lips and teeth of people suffering from chronic fevers. Fun!]

Daemon, Sordesdaemon

CR 15 NE Outsider (extraplanar)

This humanoid creature stands half again as tall as a man, and is nearly as large around. Its body appears swollen with strange fluids that roil beneath the surface, and its broken horns ooze a green slime.

Sordesdaemons are sometimes called “filth demons” by laypersons; they represent death by pollution. A sordesdaemon is more patient than the typical daemon, as pollution requires time to kill. They sometimes allow themselves to be summoned to the Material Plane to act as tutors for alchemical secrets. They know many ways to despoil an environment, and happily pass on new ideas or inventions into the mortal world to accelerate this process. When on the Material Plane, they prefer to spend time in toxic environments, such as sewers, garbage dumps, manure lagoons or mine tailings.

Although sordesdaemons are willing to postpone violence in pursuit of a goal, they nevertheless love it. They typically open combat with their breath weapon, spewing acidic filth on enemies before wading in with their fists and horns. The very presence of a sordesdaemon spoils mundane food and magical potions alike, and they enjoy fighting alchemists, investigators or others that rely on extracts for their martial prowess. The ooze from their horns spreads a creeping corruption, causing its victims to melt into infectious sludge. Sordesdaemons rarely fight to the death, preferring to escape and spread their contamination elsewhere.

Sordesdaemons are young in the eyes of Abaddon, and they cooperate well with all of the Horsemen and their goals. After all, a mortal weakened by pollution can die more easily from a thousand other deaths. Their true goal, however, is to elevate their creator, the daemonic harbinger Hexxus, to the rank of full Horseman. Some plan to do this through the assassination of another Horseman, whereas others hope to corrupt the remains of the Oinodaemon in hopes of getting it to seep more power, or even to pollute another plane to merge with Abaddon.

Sordesdaemon CR 15

XP 51,200

NE Large outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect good*, *detect magic*, Perception +23

Aura miasma (30 ft., Fort DC 26)

Defense

AC 30, touch 12, flat-footed 27 (-1 size, +3 Dex, +18 natural)

hp 217 (15d10+135)

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

DR 15/good; **Immune** acid, death effects, disease, poison, sickened and nausea effects; **Resist** cold 10, electricity 10, fire 10; **SR** 26

Defensive Abilities fortification (50%)

Offense

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee 2 slams +22 (2d6+8 plus 2d6 evil), gore +22 (2d8+9 plus pollution infusion)

Space 10 ft.; **Reach** 10 ft. (15 ft. with slam)

Special Attacks breath weapon (30 ft. cone, 8d6 acid and 8d6 typeless, Reflex DC 26, 1d4 rounds), unholy strikes

Spell-like Abilities CL 15th, concentration +20

Constant—*detect good*, *detect magic*

At will—*cloudkill* (DC 20), *greater teleport* (self plus 50 lbs. goods only)

3/day—*dispel good* (DC 20), quickened *eruptive pustules* (DC 18), *greater dispel magic*, [*mass*](#)

fester (DC 21)

1/day—*horrid wilting* (DC 23), summon (2 piscodaemons, 50%, level 6th), transmute blood to acid (DC 24)

Statistics

Str 27, **Dex** 17, **Con** 29, **Int** 22, **Wis** 20, **Cha** 20

Base Atk +15; **CMB** +24 (+28 disarm); **CMD** 37 (39 vs. disarm)

Feats Blind-fight, Combat Expertise, Combat Reflexes, Greater Disarm, Improved Disarm, Improved Initiative, Lightning Reflexes, Quicken SLA (*eruptive pustules*)

Skills Climb +16, Craft (alchemy) +24, Heal +23, Intimidate +23, Knowledge (arcana, dungeoneering, engineering) +21, Knowledge (planes, religion) +24, Perception +23, Spellcraft +21, Stealth +17, Survival +23, Swim +16

Languages Abyssal, Aquan, Common, Draconic, Infernal, telepathy 100 ft.

SQ improved swift alchemy

Ecology

Environment any land or underground (Abaddon)

Organization solitary, pair or workshop (3-6)

Treasure standard

Special Abilities

Improved Swift Alchemy (Ex) A sordesdaemon can craft alchemical items in half the time, and apply poison to a weapon as a swift action. It never runs the risk of wasting a dose of poison.

Miasma (Su) A sordesdaemon emits a supernatural stench in a 30 foot radius. All creatures in the aura must succeed a DC 26 Fortitude save or be sickened for 1 day. A creature that succeeds this save is still sickened for 1d4 rounds, but is then immune to the miasma of that sordesdaemon for the next 24 hours. All unattended food, water, potions or other edibles become contaminated and useless automatically—such items that are held are unspoiled if the creature carrying them succeeds a DC 26 Fortitude save. A creature with the plant type or water subtype can still be affected by this ability even though it is a poison effect, and any such creature that fails this save is staggered as long as they remain sickened. The save DC is Constitution based. A sordesdaemon can turn off or activate this aura as an immediate action. This is a poison effect.

Pollution Infusion (Su) Curse, disease; gore—*injury*; *save* Fort DC 23; *onset* immediate; *frequency* 1/day; *damage* 1d6 Con drain and stench; *cure* magic only. A creature that has taken Con drain from pollution infusion emits a 10 foot radius of stench, as per the universal monster rule, using the disease's DC. A creature suffering from pollution infusion cannot heal any ability damage while the curse is in effect, and a successful *remove curse* or similar magic must be used before the disease can be cured. A creature reduced to 0 Con dissolves into a puddle of stinking sludge—this sludge can transmit the pollution infusion if ingested or exposed to an open wound. The save DC is Charisma based.

Unholy Strikes (Su) A sordesdaemon's slam attacks deal +2d6 damage to non-evil opponents, as if they were *unholy* weapons.