



“Alkrom” © Antonio J. Manzanedo, accessed at his ArtStation [here](#)

[Alastor the Grim was originally introduced in a Dragon Magazine article in the very early days of D&D, and was name-checked in the original *Monster Manual II*. I discovered him through ENWorld’s Creature Catalogue website, which eventually formed the basis of the original *Tome of Horrors*. The Pathfinder edition of the *Tome of Horrors Complete* has a version of Alastor in it, but the balance is wonky, as are all of the TOHC unique fiends.

I like the idea of Alastor as the Darth Vader of Hell—outside of the normal hierarchy, loyal only to

the ultimate authority, the devil even other devils fear.]

Pit Fiend Noble, Alastor

CR 25 LE Outsider

This towering, red-skinned fiend is clad in piecemeal armor and carries an enormous, blood-stained axe.

Alastor the Grim is the Executioner of Hell. He is among the most powerful of pit fiends, and he enforces the will of Asmodeus with swift death. Alastor can be found on the frontlines of incursions from other planes, suppressing rebellions of Hell's miscellaneous denizens against devilish rule, and keeping the schemes of the Dukes of Hell and the malebranches from interfering with their duties. He is the manifestation of Hell's cruel law, and is an unquestioning and faithful servant of the Prince of Darkness.

Alastor the Grim is a melee combatant first and foremost, although he does supplement his incredible strength with the spell-like abilities common to pit fiends, and a few more besides. His chosen weapon is *Hellcleaver*, an enormous headsman's axe which he wields with staggering efficiency. He is clad in spiritual armor forged from the quintessence of a thousand executed traitors, and his blows can ignore the defenses of even the Archfiends. Alastor is often found alone on his missions of vengeance, but does not hesitate to work with troops of elite cornugons or osyluth inquisitors. Not even death can stop Alastor—when slain, he is reborn in Nessus by the grace of Asmodeus. As such, he will readily fight to the death unless in battle with a powerful angel or another servant of good gods that could intercede and prevent his resurrection.

Alastor maintains strongholds on all nine layers of Hell, and travels between them regularly. The one vanity he allows himself is to collect trophies of important or memorable missions. Each of his domains features a gallery of the severed heads of his most prominent victims. Alastor concerns himself mostly with ensuring the stability of Hell, and has little patience for mortal affairs. He disdains worship and has no interest in granting spells—perhaps this is why he has resisted promotion to full Infernal Duke. His origins are mysterious; some claim he is a fallen god of justice, others that he was the first pit fiend created, or he was a mortal petitioner who remembers his previous life. The Executioner of Hell is silent on all of these rumors, and is silent on most subjects. When Alastor speaks, it is typically to pronounce doom upon his victims.

Alastor CR 25

XP 1,640,000

LE Large outsider (devil, evil, extraplanar, lawful)

Init +13; **Senses** Perception +37, see in darkness, *true seeing*

Aura fear (30 ft., DC 32)

Defense

AC 45(-1 size, +9 Dex, +20 natural, +7 armor)

hp 487(25d10+350), regeneration 15 (good spells and weapons)

Fort +22, **Ref** +23, **Will** +24 (+32 vs. mind-influencing effects)

DR 20/good and silver; **Immune** cold, *dismissal*, divinations, electricity, fire, poison, sonic; **Resist** acid 10; **SR** 36

Defensive Abilities *death ward*, rejuvenation, soul armor

Offense

Speed 40 ft., fly 60 ft. (good)

Melee *Hellcleaver* +45/+40/+35/+30 (2d8+30/19-20x3), bite +37 (4d6+7 plus disease and poison), 2 wings +37 (2d6+7), tail +37 (2d8+7 plus grab) or 2 claws +39 (2d8+15), bite +39 (2d8+15 plus disease and poison), 2 wings +37 (2d6+7), tail +37 (2d8+7 plus grab)

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

Special Attacks constrict (2d8+22), devil shaping, devilsbane

Spell-like Abilities CL 23rd, concentration +33

Constant—*death ward*, *mind blank*, *true seeing*

At will—*blasphemy* (DC 27), *create undead*, *dimensional anchor*, *fireball* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 27), *invisibility*, *magic circle against good*, *mass hold monster* (DC 29), *persistent image* (DC 25), *plane shift* (between levels of Hell only, DC 27), *power word stun*, *scorching ray*, *trap the soul* (DC 28), *unholy aura* (DC 28)

3/day—quicken *greater dispel magic*

1/day—*dimensional lock*, *meteor swarm* (DC 29), *summon* (level 9, any 1 CR 19 or lower devil, 100%)

1/year—*wish*

Statistics

Str 41, **Dex** 29, **Con** 39, **Int** 28, **Wis** 32, **Cha** 30

Base Atk +25; **CMB** +41 (+45 grapple); **CMD** 61

Feats Combat Expertise, Combat Reflexes, Dazzling Display, Disruptive, Flyby Attack, Greater Vital Strike, Greater Weapon Focus (greataxe), Greater Weapon Specialization (greataxe), Improved Critical (greataxe), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Lunge, Multiattack, Power Attack, Quicken SLA (*greater dispel magic*), Shatter Defenses, Spell-breaker, Stand Still, Step Up, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Appraise +31, Bluff +35, Diplomacy +32, Disguise +32, Fly +36, Intimidate +50, Knowledge (arcana) +31, Knowledge (history) +34, Knowledge (planes) +34, Knowledge (religion) +34, Linguistics +31, Perception +37, Sense Motive +36, Spellcraft +31, Stealth +30, Survival +33, Use Magic Device +32

Languages Abyssal, Celestial, Common, Draconic, Infernal, 22 others, telepathy 100 ft.

SQ martial mastery

Ecology

Environment any land or underground (Hell)

Organization unique

Treasure triple standard (*Hellcleaver* [+4 vorpal greataxe], other treasure)

Special Abilities

Devil Shaping (Su) Three times per day, Alastor can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Alastor has no ability to control the devils so created

Devilsbane (Ex) Alastor ignores all of the damage reduction of any creature with the devil subtype, and gains a +4 racial bonus on caster level checks to overcome the spell resistance of a creature with the devil subtype. If Alastor strikes a devil with regeneration, that regeneration is suppressed for 1 round.

Disease (Su) *Devil Chills*: Bite—injury; *save* Fort DC 36; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Martial Mastery (Ex) Alastor is treated as a 20th level fighter for the purposes of qualifying for feats. In addition, he gains ten bonus feats, all of which must be drawn from the list of fighter bonus feats.

Poison (Ex) Bite—injury; *save* Fort DC 36; *frequency* 1/round for 10 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Rejuvenation (Su) If Alastor is slain, he reforms in the depths of Nessus in 1d10 days. This can only be prevented if, within 1 minute of his death, a *miracle* is cast by a good-aligned outsider or cleric of a good-aligned god specifically to negate his rejuvenation. At the GM's discretion, certain rituals or artifacts can also be used to negate this ability.

Soul Armor (Su) Alastor is clad in supernatural armor that protects him without hindering his movements. This armor grants him a +7 armor bonus to AC and immunity to cold, electricity, and sonic damage, as well as immunity to the spell dismissal. The spells *chaos hammer*, *holy smite*, *holy word*, and *word of chaos* destroy this armor if Alastor fails his save against them, removing his armor bonus to AC and immunities (his cold immunity is replaced with the devil's normal cold resistance of 10). The armor is automatically destroyed if Alastor is slain. If uninterrupted for 1 hour, Alastor can summon new armor to replace his destroyed protection.



Artist unknown

[Of all of the fiends I'm converting in this wave, the amnizu is the one with the oldest pedigree, being the only devil to appear in the 1e *Fiend Folio*. They also have the unusual characteristic of having a signature ability that changes in every version of their stat block. I've followed suit with my own variant on stupefying touch.

Also, for some reason I've always imagined these guys sounding like Danny DeVito.]

Devil, Amnizu

This green-skinned humanoid has a face combining the worst features of a pig and a bat, with beady eyes and a pug nose on a grossly swollen head. It is stout-bodied but has thin limbs, and silver and black wings grow from its shoulders. Despite its grotesque appearance, it is clad in finery.

Amnizu, called gate devils or Styx devils by mortals, are charged with protecting gates, portals and other methods of entering and exiting Hell. This task requires a high level of responsibility and autonomy, and so amnizu are fairly high ranking in infernal hierarchy. Despite their freedoms and privileges, they covet the status of those higher ranked. Most amnizu maintain at least one scheme to undermine, discredit or even kill a more elite fiend in order to attain greater territory and status.

Many amnizu are found outside of Hell, warding over permanent hellmouths or at wayposts along the banks of the River Styx. They command the loyalty of barbed devils who serve them as security

and cannon fodder while they themselves rarely deign to enter combat directly. The touch of a gate devil withers both the mind and body, and many amnizu keep a coterie of magically impaired mortals and monsters to serve as slaves and bargaining chips. Unusually for devils, they are capable of magical healing, but they typically reserve this right for themselves and resent being called in as medics to tend to their superiors.

Amnizu are short for a Medium creature, barely exceeding four feet in height. Amnizu are ostentatious creatures and typically bedeck themselves in fine jewelry and clothing, often times magical.

Amnizu (Gate Devil) CR 15

XP 51,200

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +12; **Senses** darkvision 60 ft., Perception +25, see in darkness, *true seeing*

Defense

AC 35, touch 23, flat-footed 26 (+8 Dex, +12 natural, +1 dodge, +4 deflection)

hp 212 (17d10+119); regeneration 4 (good)

Fort +21, **Ref** +17, **Will** +19

DR 10/good and silver; **Immune** fire, mental ability damage and drain, negative levels, poison;

Resist acid 10, cold 10; **SR** 26

Defensive Qualities secured spirit

Offense

Speed 30 ft., fly 60 ft. (average)

Melee touch +25 (10d6 plus stupefy)

Spell-like Abilities CL 17th, concentration +23

Constant—*true seeing*, *unholy aura* (self only, DC 25)

At will—*arcane sight*, *charm monster* (DC 21), *dispel magic*

3/day—*enervation*, *feeblemind* (DC 22), quickened *fireball* (DC 20), *restoration*

1/day—*energy drain*, *heal*, *imprisonment* (DC 26), summon (2 barbed devils, 50%, 6th level), *summon hellmouth*

Statistics

Str 12, **Dex** 27, **Con** 24, **Int** 24, **Wis** 20, **Cha** 25

Base Atk +17; **CMB** +18; **CMD** 37

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Quicken SLA (*fireball*), Spring Attack, Vital Strike, Weapon Finesse, Whirlwind Attack

Skills Bluff +27, Diplomacy +27, Escape Artist +25, Fly +28, Intimidate +27, Knowledge (arcana) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +28, Use Magic Device +24

Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.

Ecology

Environment Hell

Organization solitary, conspiracy (2-4) or troupe (1-4 plus 2-8 barbed devils)

Treasure double standard

Special Abilities

Secured Spirit (Ex) An amnizu is immune to ability damage or drain to its mental ability scores, as well as penalties to these scores. It also is immune to negative levels.

Stupefy (Su) The touch of an amnizu deals 1d6 points of ability drain to each Intelligence, Wisdom and Charisma. A successful DC 25 Will save reduces this to 1 point of ability damage to each score. This is a mind-influencing effect.

Summon Hellmouth (Sp) This ability acts as the planar travel function of the *gate* spell, except that

it can only allow travel to the Prime Material Plane or to any layer of Hell. This is the equivalent of a 7th level spell.



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[Commissioned by @justicegundam82. Unlike many of the creatures from *The Book of Fiends*, I've actually used the bulugon in a game, many years ago. Bulugons are among the many monsters that feel fat-shamy, especially in 3rd party products, and so I wanted to stress why this was fat and evil, not evil because it's fat or fat because it's evil. As such, I ended up turning them into caricatures of celebrity chefs. Name them after your least favorite Food Network personality!]

Devil, Bulugon **CR 5 LE Outsider (extraplanar)**

This scaly humanoid has the head of a horned crocodile, the hands and feet of a frog, and leathery wings. It is nearly spherical, and a stream of drool oozes from its mouth. It clutches a trident in its hands.

Bulugons, or glutton devils, are creatures of physical pleasure. They work hard to create situations that indulge others. They are pushers of idleness and sloth, encouraging mortals to ignore their responsibilities and duties, and causing them to slide into evil through spiritual inertia. A bulugon in the Material Plane may be found providing encouragement to a contract devil's marks, using victuals to tempt creatures towards evil, or accepting and devouring live sacrifices to devilish powers.

A typical bulugon would rather be in a court or kitchen than on the front lines, but they are sometimes called upon to fight for their lords. If their personal domains are intruded upon, they fight gleefully. They serve well as artillery and magical support, strafing formations and spraying them with acid or spells. A bulugon usually enters melee with a dive—they are not agile flyers, but they have enough inertia to make such attacks devastating. A bulugon can and will swallow man-sized targets whole.

Many bulugons apply their minds to culinary matters, serving in the staffs of infernal courts and diabolists. As neither they nor higher ranking devils truly require food, this allows them a huge amount of freedom in what they prepare and how. Such feasts may be used to impress mortal guests, poison them, or both. They are fond of extravagant waste, spending hundreds of gold pieces to create the “perfect” dish if allowed to. A bulugon is obsequious towards superior devils, but a tyrant to lesser creatures, and most of them have a staff of imps and mephits that they browbeat and humiliate at all times. When a bulugon's temper or hunger gets the better of it, they are known to eat their underlings. They prefer warm climes, and their kitchens can be stiflingly, deadly hot to mortal

intruders.

Bulugon CR 5

XP 1,600

LE Large outsider (devil, evil, extraplanar, lawful)

Init -1; **Senses** darkvision 60 ft., Perception +10, see in darkness, scent

Defense

AC 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +10 natural)

hp 57 (6d10+24)

Fort +6, **Ref** +4, **Will** +7

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Offense

Speed 30 ft., swim 30 ft., fly 50 ft. (poor)

Melee masterwork trident +10/+5 (2d6+6), bite +4 (1d8+2 plus grab), gore +4 (1d6+2) or bite +9 (1d8+4 plus grab), gore +9 (1d6+4)

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

Special Attacks breath weapon (5d4 acid, 15 foot cone, Ref DC 18 half, 1d4 rounds), dive bomb +2d6, swallow whole (AC 15, hp 5, 5d4 acid)

Spell-like Abilities CL 6th, concentration +8

At will—*darkness*, *delusional pride* (DC 13), *greater teleport* (self plus 50 lbs only)

3/day—*create food and water*, *fear* (DC 16, single target only), *suggestion* (DC 15)

1/day—*fireball* (DC 15), *poison* (DC 16), *summon* (3 imps, 50%, 3rd level), *unholy blight* (DC 16)

Statistics

Str 18, **Dex** 9, **Con** 18, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 20

Feats *Death From Above (B)*, Hover, Persuasive, Power Attack

Skills Bluff +10, Diplomacy +12, Fly +2, Intimidate +12, Perception +10, Profession (chef) +10, Sense Motive +10, Swim +17

Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.

SQ create feast

Ecology

Environment any land or underground (Hell)

Organization solitary, pair, troupe (3-6) or staff (1-3 plus 2-9 imps and mephits)

Treasure standard (masterwork trident, other treasure)

Special Abilities

Create Feast (Su) When a bulugon casts *create food and water*, it can choose to make fine food and wine instead of gruel and water.

Dive Bomb (Ex) Whenever a bulugon makes a charge from higher ground, it deals an additional 2d6 points of damage.



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

[The paeliryon has the unusual distinction of being a monster that has appeared in three books and had the same piece of art in all of them. The original flavor text on the paeliryon comes off as rather transphobic, and has been modified, but a certain amount of misogyny comes with the territory of having a monster that's a fat woman wearing lots of makeup. 4e went one direction, hardly mentioning the paeliryon's appearance (while using this art), whereas I'm attempting to confront the problematic elements face-on. Do let me know if you think it works or not.]

Devil, Paeliryon

This immense fiend resembles a cruel caricature of an overweight woman. She stands as tall as a house, and beady eyes glare from over her enormous toothy maw. Her face is painted with splashes of garish makeup. A heady perfume surrounds her.

Although Hell is a militaristic society, there are other ways to advance than skill on the battlefield. Paeliryons, or corruption devils, excel at spreading vice and decadence in order to lure souls into Hell. A paeliryon may have dozens of plots whirling around her at once to corrupt mortals, from the fall of a single beggar into temptation to the ruining of an entire kingdom. Among the gifts they bestow upon favored pawns is transformation into an infernal monster—paeliryons reserve such rewards for those who bring dozens or hundreds of souls into their fold.

The extravagant, feminized appearances of paeliryons attract scorn and disdain, from mortals and devils alike—and the paeliryons are fine with that. Better to be underestimated than to allow their full potential to be realized. In Hell's misogynistic courts, paeliryons are often ignored or dismissed by those who unwittingly serve them as pawns. Corruption devils delight in the irony of being seen as a “weak and feeble woman” while running mental circles around their enemies and crushing those who stand in their way.

If a paeliryon finds herself alone in combat, rather than behind a host of minions, something has usually gone wrong. Despite their usual hands-off approach to violence, they are exceedingly skilled at it. The claws of a paeliryon can extend and retract at will, inflicting grievous, deforming wounds from a safe distance. A favorite tactic of a paeliryon is to surround herself in an *antilife shell* while bombarding her opponents with insults and deadly spells.

A paeliryon stands 20 feet tall and weighs 10,000 pounds. Despite her bulk, she is nimble and powerful, carrying herself through the air on immense membranous wings.

Paeliryon (Corruption Devil) CR 18
XP 153,600

LE Huge outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., Perception +31, see in darkness, *true seeing*

Aura intoxicating scent (10 ft., Will DC 27)

Defense

AC 38, touch 23, flat-footed 33(-2 size, +5 Dex, +10 deflection, +15 natural)

hp 261 (18d10+162); regeneration 6 (good spells and effects)

Fort +20, **Ref** +11, **Will** +21; +8 vs. mind-influencing effects

DR 15/good and silver; **Immune** divinations, fire, poison; **Resist** acid 10, cold 10; **SR** 29

Defensive Abilities shield of the pit

Offense

Speed 40 ft., burrow 20 ft., fly 100 ft. (poor)

Melee 2 claws +26 (2d6+10 plus 1d4 Cha damage/17-20 x3), bite +26 (2d8+10), 2 wings +21 (1d8+5)

Space 15 ft.; **Reach** 15 ft. (30 ft. with claws)

Special Attacks augmented critical, belittle

Spell-like Abilities CL 20th, concentration +30

Constant—*mind blank*, *see invisibility*

At will—*charm monster* (DC 24), *clairaudience/clairvoyance*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 50 lbs. of objects), *hold monster* (DC 25), *mass suggestion* (DC 26)

3/day—*antilife shell*, empowered *delayed blast fireball* (DC 27), *enervation*, quickened *blasphemy* (DC 26)

1/day—*destruction* (DC 27), *forbiddance* (DC 26), summon devil (level 7, 1 horned devil, 60%)

Statistics

Str 30, **Dex** 21, **Con** 28, **Int** 27, **Wis** 30, **Cha** 30

Base Atk +18; **CMB** +30; **CMD** 55

Feats Blinding Critical, Combat Reflexes, Critical Focus, Empower SLA (*delayed blast fireball*), Flyby Attack, Hover, Improved Critical (claws), Improved Initiative, [Infernal Legist](#) (B), Quicken SLA (*blasphemy*)

Skills Appraise +26, Bluff +31, Diplomacy +31, Disguise +31, Fly +18, Intimidate +31, Knowledge (arcana) +26, Knowledge (local) +26, Knowledge (planes) +29, Linguistics +29, Perception +31, Sense Motive +31, Stealth +18, Use Magic Device +28

Languages Celestial, Common, Draconic, Infernal, 18 more, telepathy 100 ft.

SQ change shape (*greater polymorph*), dark covenant

Ecology

Environment Hell

Organization solitary, intrigue (2-4) or conspiracy (1-2 plus 2-4 horned devils, 2-8 ice devils)

Treasure double standard

Special Abilities

Augmented Critical (Ex) A paeliryon's claws threaten a critical hit on a roll of 19-20 and deal triple damage on a successful critical. Most paeliryons improved this further with the Improved Critical feat.

Belittle (Su) At will as a standard action, a paeliryon can unleash a torrent of insults in a 60 foot cone. All creatures in the cone except devils must succeed a DC 29 Will save or be stunned for 1 round and shaken for 1 minute. Creatures that succeed their save are instead shaken for 1 round. Creatures that successfully save against this effect are immune to the belittling of that paeliryon for the next 24 hours. This is a mind-influencing fear effect. The save DC is Charisma based.

Dark Covenant (Su) Once per day, a paeliryon may transform a willing creature into a half-fiend in a ritual that takes 10 minutes.

Intoxicating Scent (Su) All creatures within a 10 ft. radius of a paeliryon must succeed a DC 27

Will save or be affected as per a *mind fog* spell, taking a -10 penalty to all Will saves and Wisdom checks for the next 2d6 rounds. Creatures that save cannot be affected by the intoxicating scent of that paeliryon for the next 24 hours. This is a mind-influencing effect. The save DC is Constitution based.

Shield of the Pit (Su) A paeliryon gains a deflection bonus to its AC equal to its Charisma modifier.



Image by Kieran Yanner, © Wizards of the Coast. Accessed at the Fiendish Codex II Art Gallery [here](#)

[Commissioned by @justicegundam82. Something weird is going on with the xerfilstyx and the [myrmyxicus](#). Both appeared in the same book originally, the 3.0/3.5 hybrid Fiend Folio. Both are aquatic, evil outsiders with a blood draining maw on their lower body and a breath weapon. It feels like they were two different drafts of the same concept that ended up both making it into the finished product. I hope my versions, at least, feel distinctive.]

Devil, Xerfilstyx (Styx Devil)

This leering fiend appears to be something like a centaur from an impossible nightmare. It is a muscular, horned humanoid from the waist up, and a grotesque slug from the waist down. It clutches a mighty blade in its hands.

The xerfilstyxes are the mad mystics of Hell. Also known as Styx devils, they are born of and dwell in the River Styx, its tributaries and offshoots. As a result, they are quite mad, their psyches eroded by constant exposure to the lost memories, hopes and dreams of mortals. Their minds are infused with the knowledge of a thousand lifetimes, and some remember things even the dukes of Hell have forgotten. They are highly prized for their intellectual prowess and forgotten lore, but learning a Styx devil's secrets is frustrating and dangerous for even other devils.

A xerfilstyx is comfortable in all terrains, capable of swimming, flying, or pulling itself across land in an inchworm fashion. Its leech-like lower body is believed by some to be a separate creature in its own right, some bizarre form of Stygian life that the xerfilstyxes graft to their own flesh.

Although as creatures of spirit, a Styx devil does not truly require food, it enjoys draining blood using its lower half, which is studded with dozens of tiny, ravenous sets of leech-like jaws. This blood is mixed in the xerfilstyx's body with Styx water and the creature's own essence to form a potent breath weapon, a cone of fog that damages both mind and body.

Xerfilstyx CR 14

XP 38,400

LE Large outsider (aquatic, devil, evil, extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft., Perception +21, see in darkness

Aura fear (20 ft., 1d6 rounds, DC 22)

Defense

AC 28, touch 15, flat-footed 27 (-1 size, +1 Dex, +13 natural, +5 profane)

hp 202 (15d10+120); fast healing 5

Fort +17, **Ref** +6, **Will** +10

DR 10/good and silver; **Immune** fire, poison, confusion and madness effects; **Resist** acid 10, cold 10; **SR** 25

Defensive Abilities Styx-born

Offense

Speed 30 ft., fly 40 ft. (poor), swim 60 ft.

Melee +1 *falchion* +23/+18/+13 (2d6+13/15-20), bite +20 (1d8+4), gore +20 (2d6+4 plus push), tail +20 (2d6+4 plus grab) or bite +22 (1d8+8), gore +22 (2d6+8 plus push), tail +20 (2d6+4 plus grab)

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

Special Abilities blood drain (1d4 Con), breath weapon (40 ft. cone, Fort DC 25, 10d6 negative energy plus 1d6 Int damage), constrict (2d6+12), powerful charge (gore, 4d6+16 plus push), push (10 ft.)

Spell-like Abilities CL 15th, concentration +20

At will—*confusion* (DC 19), *dispel magic*, *hold person* (DC 17), *greater teleport* (self plus 50 lbs objects only)

3/day—*improved invisibility*, *legend lore*, *scrying* (DC 19)

1/day—*insanity* (DC 22), *power word blind*, summon (1 barbed devil, 50%, 5th level)

Statistics

Str 26, **Dex** 12, **Con** 27, **Int** 16, **Wis** 9, **Cha** 21

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 35 (cannot be tripped)

Feats Alertness, Combat Reflexes, Improved Critical (*falchion*), Iron Will, Multiattack, Power Attack, Stealthy, Step Up

Skills Escape Artist +23, Fly +13, Knowledge (arcana) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +21, Sense Motive +21, Stealth +19, Swim +34; **Racial Modifiers** +10 Knowledge (all)

Languages Celestial, Draconic, Infernal, telepathy 100 ft.

SQ amphibious, knowledgeable

Ecology

Environment any marshes or aquatic (Hell)

Organization solitary or cabal (2-6)

Treasure standard (+1 *falchion*, other treasure)

Special Abilities

Knowledgeable (Ex) A xerfilstyx gains a +10 racial bonus on all Knowledge checks and treats all Knowledge skills as if they were class skills. It may make Knowledge checks untrained, in which case it still gets a +10 racial bonus.

Styx-born (Ex/Su) A xerfilstyx is immune to the waters of the River Styx as well as all other confusion or insanity effects. It also gains a profane bonus to its Armor Class equal to its Charisma bonus (+5 for the average specimen).