

## Syrania, Betrayer of Heaven

*"No matter the outcome, I will always win."*

Syrania is a despicable creature who, through hating herself and her own deformities, has grown to hate all other life as well. Her hatred is so strong that she desires nothing less than the utter annihilation or corruption of all other beings. Unfortunately, she more than has the skills and preparation to back up her overweening ambitions. She prefers to remain unseen, working through lackeys and servitor creatures (usually the inhabitants of whatever town or kingdom she happens to inhabit at the time) while she plots and schemes. She's quite prepared to abandon servants and attempts if they fail, and simply try again later in a better way (though her schemes are always designed to benefit her regardless of their outcome). It is her sole hobby to corrupt and manipulate the rulers of small kingdoms, destroying the population through politics and hate, often keeping an entire kingdom's treasure for herself after it falls to deadly sin. Syrania frequently spins simultaneous intrigues, and with her vile powers ever growing, she seems content to view existence as nothing more than a dull game with one inevitable conclusion.



Even before her birth, it was foretold in her peoples' prophecies that a "hidden evil" would one day come and destroy all. Raised by cultists to believe that she was the subject of the prophecy, Syrania grew into a living symbol of corruption and evil. While still young, the ambitious Syrania lured a group of powerful angels into a deadly trap, and usurped their holy powers for herself—knowingly destroying her own cult in the process. Within a year of her "rebirth," as a sorceress possessing divine power, Syrania had used her newfound powers of persuasion to subjugate her entire kingdom from the shadows, ultimately leading the nation's citizens to destroy themselves through infighting.

Since engineering the utter annihilation of her own homeland through guile alone, Syrania has moved on to other lands, making use of her unsurpassed abilities of subterfuge to bring down kingdom after kingdom. Nobody knows how many kingdoms Syrania has actually destroyed in this manner...indeed, few even know that she exists at all.

# Syrania, Betrayer of Heaven

Asexual halfling sorcerer 15

NE Small humanoid (halfling)

**Init** +1; **Senses** Perception +2

**Languages** Abyssal, Celestial, Common, Dwarven, Elven, Gnome, Halfling, Infernal

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## DEFENSE

**AC** 17, touch 13, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 size); *mage armor*

**hp** 130 plus *false life* (15 HD)

**Fort** +15, **Ref** +12, **Will** +15; +2 vs. fear

**Immune** alignment discernment, *detect thoughts*, *discern lies*; **Resist** acid 10, cold 10; **SR** 21

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## OFFENSE

**Speed** 30 ft. (6 squares), fly 60 ft. (good); wings of heaven

**Melee** mwk longspear +8/+3 (1d6–1/×3)

**Ranged** heavenly fire +9 touch (1d4+7) or mwk sling +10 (1d3–1)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Spell-Like Abilities** (CL 15<sup>th</sup>; Concentration +26)

15/day – heavenly fire (1d4+7 divine energy)

**Sorcerer Spells Known** (CL 15<sup>th</sup>; Concentration +29)

7<sup>th</sup> (6/day) – *banishment*<sup>B</sup>, *mass hold person*, *plane shift*<sup>B</sup>, *summon monster VII*

6<sup>th</sup> (8/day) – *greater dispel magic*<sup>B</sup>, *mass suggestion*, *planar binding*<sup>B</sup>, *sirocco*<sup>APG</sup>, *true seeing*<sup>M</sup>

5<sup>th</sup> (8/day) – *dominate person*, *flame strike*<sup>B</sup>, *telekinesis*, *teleport*

4<sup>th</sup> (8/day) – *bestow curse*, *charm monster*, *contagion*, *dimensional anchor*, *malicious spite*<sup>MUM</sup>, *remove curse*<sup>B</sup>

3<sup>rd</sup> (9/day) – *ash storm*<sup>UM</sup>, *haste*, *magic circle against evil*<sup>B</sup>, *major image*, *slow*

2<sup>nd</sup> (9/day) – *detect thoughts*, *disguise other*<sup>UM</sup>, *false life*, *haunting mists*<sup>UM</sup>, *invisibility*, *resist energy*<sup>B</sup>

1<sup>st</sup> (9/day) – *bless*<sup>B</sup>, *mage armor*, *magic aura*, *magic missile*, *protection from evil*, *shield*

0 (at will) – *arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Bloodline** celestial

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## STATISTICS

**Abilities** Str 8 (–1), Dex 13 (+1), Con 18 (+4), Int 16 (+3), Wis 10 (+0), Cha 32 (+14); *circlet of persuasion*

**Base Atk** +7; **CMB** +5; **CMD** 17

**Feats** Childlike, Cosmopolitan (diplomacy, disguise), Craft Wondrous Item, Deceitful, Dodge<sup>B</sup>, Eschew Materials<sup>B</sup>, Expanded Arcana (2), Extend Spell<sup>B</sup>, Persuasive, Skill Focus (intimidate)

**Skills** Bluff +36 (may take 10 to act innocent), Diplomacy +36, Disguise +36 (+38 to pose as human child), Fly +7, Intimidate +42, Knowledge (planes) +18, Linguistics +4, Perception +2, Spellcraft +20, Stealth +5;

**Racial Bonuses** +2 Perception

**SQ** bloodline arcana (summoned creatures gain DR 7/evil), celestial resistances, fleet of foot, weapon familiarity, wings of heaven (15 minutes/day)

**Combat Gear** material components (*malicious spite* 4, *true seeing* 5), *potions of cure moderate wounds* (8), sling bullets (10); **Other Gear** *belt of mighty constitution* +6, *circlet of persuasion*, *cloak of resistance* +5, broken soul glabrezu bodyguards (2, see below), *headband of alluring charisma* +6, jewelry (worth 100gp), *mantle of spell resistance*, masterwork longspear, masterwork sling, *ring of mind shielding*, tender (44gp, 5sp), *tome of leadership and influence* +5 (already read)

**Encumbrance** light 19 lb. 8 oz., medium 39 lb. 12 oz., heavy 60 lb.; **Weight Carried** 17 lb. 4 oz. (excluding tender)



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## SPECIAL ABILITIES

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**Bloodline Arcana** Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/evil equal to  $\frac{1}{2}$  your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

**Celestial Resistances (Ex)** You gain resist acid 10 and resist cold 10 (included above).

**Conviction (Su)** You can reroll any one ability check, attack roll, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability once per day.

**Heavenly Fire (Sp)** You can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4 points of damage + 1 for every two sorcerer levels you possess. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Weapon Familiarity** You are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.

**Wings of Heaven (Su)** You can sprout feathery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments.

## Phaborlo & Uglolek

*“As the mistress commands!”*

Phaborlo and Uglolek were once proud glabrezu demons long ago. Captured by Syrania and tortured into giving up their true names, they are now eternal prisoners to Syrania’s will. They continue to exist only as broken souls, torment and pain made manifest, and no longer possess any will of their own. Tortured to the extremes of both physical and mental endurance, and then taken beyond those barriers, they have gained extraordinary reserves of fortitude and resilience as well as the ability to inflict a measure of their own terrible suffering on others. Their skin is a mass of scar tissue, marred with bruises that do not fade and scored with countless scars. Much of their flesh has been flayed away, revealing the musculature and bone underneath. Weeping sores and open cuts cover their bodies, wounds that will never fully heal. Their limbs are twisted, the result of broken bones that were never set properly, and there are more than a few missing fingers, toes, and other appendages. Phaborlo’s and Uglolek’s existence is one of unending suffering, and the constant pain long ago drove them irrevocably mad.



The two fiends primarily serve as her loyal bodyguards, but fanatically follow any orders given them by their mistress for fear of disappointing her and bringing about her great wrath. While traveling with their lady, they generally *veil* themselves as her parents, so as to not disrupt her various machinations. Even when away from prying eyes, they often continue to use *veil* to conceal their horrific mutilations. While wearing such guises, they do not have access to their baleful gaze attack.

## Phaborlo & Uglolek

Broken Soul Glabrezu

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

**Init** +0; **Senses** darkvision 60 ft., *true seeing*; **Perception** +21

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

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### DEFENSE

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**AC** 32, touch 8, flat-footed 32 (+24 natural, –2 size)

**hp** 246 (12 HD)

**Fort** +24, **Ref** +4, **Will** +7

**DR** 10/good and 5/–; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10, sonic 5; **SR** 24

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### OFFENSE

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**Speed** 30 ft.

**Melee** 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

**Special Attacks** rend (2 pincers, 2d8+15)

**Spell-Like Abilities** (CL 14<sup>th</sup>; Concentration +9)

Constant – *true seeing*

At will – *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day – *power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month – *wish* (granted to a mortal humanoid only)

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### STATISTICS

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**Str** 31, **Dex** 11, **Con** 39, **Int** 16, **Wis** 8, **Cha** 20

**Base Atk** +12; **CMB** +24; **CMD** 34

**Feats** Cleave, Diehard<sup>B</sup>, Endurance<sup>B</sup>, Great Cleave, Great Fortitude<sup>B</sup>, Improved Critical (pincer), Persuasive, Power Attack, Toughness<sup>B</sup>, Vital Strike

**Skills** Bluff +28, Diplomacy +22, Intimidate +30, Knowledge (history) +18, Knowledge (local) +18, Perception +21, Sense Motive +14, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Intimidate, +8 Perception

**Gear** none; apparent gear is nonfunctional

**Encumbrance** light 2,448 lb., medium 4,896 lb., heavy 7,360 lb.; **Weight Carried** 0 lb.

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### SPECIAL ABILITIES

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**Agonized Wail (Su)** As a standard action, a broken soul can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a Will save or become shaken for as long as they remain within 120 feet of the broken soul. A successful save renders a creature immune to that broken soul's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

**Baleful Gaze (Su)** Any creature within 60 feet of a broken soul must succeed at a Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

**Torturous Touch (Su)** A broken soul can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful Fortitude save negates the Dexterity damage and the convulsive fit.

