

EVIL ROBOT GAMES

FANTASTIC RAMBLINGS



RECALL KNOWLEDGE
FIENDS

PATHFINDER®
COMPATIBLE

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CREDITS AND THANKS

Written and Developed by

Jim Milligan

Editor

Paul Fields

Cover and Interior Artwork by

Elite Design Elements © Rising Phoenix Games

Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

Rogue Genius Games Stock Art © Jacob E. Blackmon

Rogue Genius Games Stock Art © Liz Courts

Layout And Production

Jim Milligan

With Special Thanks to:

Jim's Patreon Supporters

(Guild Member and Guild Master Tiers: Matthew Elliot, Paul Fields, James Jandebeur, Rebecca Larson, and Matthew Regan)

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Fiendishly Delightful

Fiends.

They have so many names. Call them what you will — Daemon, Demon, Devil — they are not to be trifled with. The shadows of our better natures, they dwell in the lower planes of existence, lurking in the darkness, seeking power for themselves or promising it to others. Some of the most popular adversaries in every iteration of the game, Fiends have gone from simple piles of hit points with vague connections to mythology to complexly layered families of foes, each with their own abilities, ecologies, and motivations. The advent of the Pathfinder Second Edition RPG comes with new updates to old faces, many of which will be familiar, but some that may surprise even veteran players.

With this *Recall Knowledge* product, we hope to provide players and GM's with all the knowledge that's fit to learn. Whether that knowledge is accurate, dubious, or outright wrong, well...

That's all part of the game, isn't it?

Jim Milligan and Paul Fields

Using This Product

When characters attempt a skill check to identify a monster, use the Lore skill and DCs indicated in the creature's title block. In this supplement that will be *Lore: (Daemons, Demons, or Devils)* or *Religion*. All non-unique fiends are considered to be *Common* rarity.

Critical Success You recall the creature's best known ability and gain one additional piece of information or context.

Success You recall the creature's best known ability or gain a useful clue about your current situation.

Failure You get nothing unless you have *dubious knowledge*.

Critical Failure You recall incorrect information or gain an erroneous or misleading clue.

Dubious Knowledge You recall one true piece of information and one piece of Incorrect Information or Erroneous Knowledge.

TABLE 1: DCS BY LEVEL

Level	DC	Level	DC
-1	13	13	31
0	14	14	32
1	15	15	34
2	16	16	35
3	18	17	36
4	19	18	38
5	20	19	39
6	22	20	40
7	23	21	42
8	24	22	44
9	26	23	46
10	27	24	48
11	28	25	50
12	30		

TABLE 2: DC ADJUSTMENTS

Difficulty	Adjustment	Rarity
Incredibly easy	-10	—
Very easy	-5	—
Easy	-2	—
Normal	—	Common
Hard	+2	Uncommon
Very hard	+5	Rare
Incredibly hard	+10	Unique

TABLE 3: CREATURE IDENTIFICATION SKILLS

Creature Trait	Skills
Aberration	Occultism
Animal	Nature
Astral	Occultism
Beast	Arcana, Nature
Celestial	Religion
Construct	Arcana, Crafting
Dragon	Arcana
Elemental	Arcana, Nature
Ethereal	Occultism
Fey	Nature
Fiend	Religion
Fungus	Nature
Humanoid	Society
Monitor	Religion
Ooze	Occultism
Plant	Nature
Spirit	Occultism
Undead	Religion

Recall Knowledge — Daemons

The following tables reflect truths and untruths about Daemons as a whole. Each daemon has more specific entries under their listing.

Basic Knowledge — Daemons

1d8 True Knowledge

- 1 Daemons come from a lower plane that is an infinite, bleak wasteland that holds the headwaters of the river Styx.
- 2 Daemons can see exceptionally well in the dark, although they appear to have no special powers to see through magical darkness.
- 3 Daemons are devoted to the destruction of all life, even themselves. This doesn't seem to bother them.
- 4 Daemons are dedicated to a group of powerful entities known as the Four Horsemen.
- 5 Daemons of all types are especially vulnerable to Good-aligned weapons, spells, and effects.
- 6 Daemons disguise their plots and plans as the work of other fiends in order to create fear and confusion in mortals.
- 7 Only one of the Four Horsemen — Death — has never been overthrown by a usurper.
- 8 Daemons are completely immune to death effects.

1d8 Incorrect Information or Erroneous Knowledge

- 1 Daemons repeat certain tasks on a set schedule. Breaking this schedule will vastly hinder them.
- 2 Daemons turn into objects known as *soul gems* when they die. These gems can be traded for lost souls.
- 3 Daemon blood is a prime component in the creation of life-extending elixirs.
- 4 Daemons keep their hearts in special jars, hidden away in safe places, which empowers their immunity to death.
- 5 Daemons are neutral in the conflicts between the lower planes, and are used as go-betweens.
- 6 Daemons are unable to lie if asked a yes or no question.
- 7 Any Daemon can become a Horseman if it collects enough *soul gems* and finds the previous Horseman's heart.
- 8 Daemons have no sense of smell or taste.

Cacodaemon

Category — Daemon

Rarity — Common

Lore: Daemons DC 15,

Creature 1

Type Trait — Fiend

Religion DC 20

Best known ability Cacodaemons can infect any creature they bite with a disease that not only impairs the target, but enables the Cacodaemon to communicate with the infected at any distance on the same plane.

1d4 True Knowledge

- 1 Cacodaemons can ingest the souls of the recently dead, turning it into a *soul gem*.
- 2 Cacodaemons can change their shape into small creatures such as lizards or scorpions.
- 3 Cacodaemons are naturally telepathic.
- 4 When a fiend ingests a *soul gem*, they recover from injuries at a remarkable rate.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Cacodaemons can spit compact balls of fire from their mouths in any of their forms.
- 2 Cacodaemons are naturally aquatic and cannot be drowned.
- 3 The disease spread by the cacodaemons bite cannot be cured by normal means, requiring an elaborate ritual to cleanse.
- 4 Cacodaemons can burst into fire if killed by a piercing weapon.
- 5 Cacodaemons are immune to bludgeoning weapons: they simply bounce off of the daemons hide.
- 6 Cacodaemons are fond of rotten fruits and vegetables, but cannot resist the smell of rotting meat, which they consider a delicacy.



Ceustodaemon

Category — *Daemon*

Rarity — *Common*

Lore: Daemons DC 22,

Creature 6

Type Trait — *Fiend*

Religion DC 27

Best known ability Ceustodaemons can breathe fire several times in rapid succession. This fire takes the shape of a cone emanating from the daemons mouth, and can cause anything within its confines to catch fire, including the daemon itself.

1d8 True Knowledge

- 1 Ceustodaemons are crafted from the souls of loathsome mortals, many of whom tried to hasten their own deaths.
- 2 Ceustodaemons can see invisible objects and foes without effort.
- 3 Ceustodaemons are summoned and bound as guardians, and are able to be put into service far easier than other fiends.
- 4 Ceustodaemon claws have the same properties as some magical weapons.
- 5 Ceustodaemons will always seek to subvert the terms of their contracts if at all possible.
- 6 Ceustodaemons cannot fly.
- 7 Ceustodaemons can cause its target to suffer from horrible wounds, but the daemon also suffers from these same wounds on its own body.
- 8 Ceustodaemons cause Evil-aligned damage with their natural attacks.

1d8 Incorrect Information or Erroneous Knowledge

- 1 Ceustodaemons cannot pretend to be bound, and will never falsely call someone their master.
- 2 Ceustodaemons cannot benefit from *soul gems* if they have opened wounds on themselves.
- 3 Ceustodaemons can gore an opponent with their horns, causing terrible wounds.
- 4 Ceustodaemons are vulnerable to silver weapons dipped in goats' blood.
- 5 Ceustodaemons can escape their contracts if offered a clearly better bargain.
- 6 Ceustodaemons are vulnerable to cold immediately after using their fiery breath weapon.
- 7 Ceustodaemons can jump tremendous distances without a running start.
- 8 Ceustodaemons can be bribed with objects of beauty, such as songs, poems, and artwork.

Leukodaemon

Category — *Daemon*

Rarity — *Common*

Lore: Daemons DC 26,

Creature 9

Type Trait — *Fiend*

Religion DC 31

Best known ability Leukodaemons radiate an aura of disease, causing all creatures within the confines of the aura to suffer detrimental effects and making them susceptible to infections and plagues.

1d6 True Knowledge

- 1 Leukodaemons can detect disease within a nearby target.
- 2 Leukodaemons are immune to disease.
- 3 Leukodaemons can breathe a cloud of vicious black flies that strip the flesh from their targets, and can cause disease.
- 4 Leukodaemons spread a disease to their targets with their jaws, claws, and longbows.
- 5 Leukodaemons can communicate telepathically with any creature infected with its disease.
- 6 Leukodaemons can cause diseases and plagues to advance rapidly if the target it within their aura of disease.

1d8 Incorrect Information or Erroneous Knowledge

- 1 Leukodaemons are vulnerable to iron weapons coated in the blood of a child.
- 2 Leukodaemons can be driven away by the smell of a burned mixture of lavender, sage, and moonflower.
- 3 Leukodaemons who lose their longbows suffer a tremendous penalty to their movement.
- 4 Leukodaemons cannot resist being challenged to a battle of riddles.
- 5 Leukodaemons must drink their weight in blood once a week or they lose their disease powers.
- 6 Leukodaemons are not immune to their own diseases.
- 7 Leukodaemons will never willingly harm a child.
- 8 Leukodaemons can be bribed with offerings of live horses, but are repulsed by mules and donkeys.

Astradaemon

Category — *Daemon*

Rarity — *Common*

Lore: Daemons DC 35,

Best known ability Astradaemons literally feed on the life force of those around them. Any creature that is recently dead or slain within 30 feet of the daemon has its soul drawn into the daemon's form, granting it vitality. Even incorporeal undead and otherworldly spirits are not immune to this effect.

Creature 16

Type Trait — *Fiend*

Religion DC 40

1d8 True Knowledge

- 1 Astradaemons are immune to negative energy and effects.
- 2 Astradaemons can see through almost any illusion or transmutation with ease.
- 3 Astradaemons bend light around their bodies, tricking an opponents eyes (but not other senses), and making them appear to be somewhere they are not.
- 4 Astradaemons tend to spend most of their time hunting newly departed souls on their way to the afterlife, or as assassins for more powerful daemons, and thus are rarely seen on the Material Plane.
- 5 Astradaemons can drain the life essence from their target with a successful attack, and transfer that energy to themselves.
- 6 Astradaemons can cause any creature they have grabbed to instantly die, devouring its soul on the spot.
- 7 Astradaemons can attack with their claws, jaws, or tail with equal proficiency.
- 8 Astradaemons can cast numerous types of translocation spells.

1d8 Incorrect Information or Erroneous Knowledge

- 1 Astradaemons are the advanced form of Ceustodaemons, which they achieve by killing one hundred of their previous masters.
- 2 Astradaemons can be driven off by striking them three times in succession with a silver spear.
- 3 Astradaemons often keep packs of Cacodaemons as pets and use them to attack lesser foes.
- 4 Astradaemons who are on an assassination contract are forbidden from killing any creature that is not a part of their contract.
- 5 Astradaemons can be bribed with offerings of mead that has been exposed to the light of a lunar eclipse.
- 6 Astradaemons can be bound with chains made of silver that have been tempered in the blood of a powerful Good-aligned entity, such as a dragon or angel.
- 7 Astradaemons must bind their souls to a particular object in order to use their aura on the Material Plane. This is usually an innocuous item, which they carry on their person. Destroying this item destroys the Astradaemon.
- 8 Astradaemons cannot resist the taste of roasted rodent flesh, and will seek it out in favor of almost anything else, including their target.

Recall Knowledge – Demons

The following tables reflect truths and untruths about Demons as a whole. Each demon has more specific entries under their listing.

Basic Knowledge – Demons

1d8 True Knowledge

- 1 Daemons come from a lower plane that is itself an unending collection of chaotic, overwhelmingly evil sub-planets.
- 2 The abyssal realms of demonkind bend to the whim and thoughts of their masters, and the same realm may differ greatly between visits.
- 3 Demons are without exception telepathic, though some require physical touch to transfer their thoughts to another.
- 4 Demons of all types are especially vulnerable to both Cold Iron and Good-aligned weapons, spells, and effects.
- 5 Demons are living embodiments of mortal sin, and may even be the final form of especially depraved souls.
- 6 Demons seek personal power and the corruption of mortals, in that order.
- 7 Demons have little loyalty to one another, making and breaking alliances easily.
- 8 Demons can see in the dark easily, and many can see through illusions or transmutations with little effort.

1d8 Incorrect Information or Erroneous Knowledge

- 1 Demons have an inverse hierarchy, with the least of them having the most power to subvert mortal souls.
- 2 Demons are powerless against weapons forged in their home plane.
- 3 Demons have no true gender, appearing differently to everyone who views them.
- 4 Demons cannot resist the smell of fresh blood.
- 5 Demons can be bound by circles of powdered silver mixed with chalk made from the bones of a saint.
- 6 Demons must give a truthful answer if asked a question three times.
- 7 Demons cannot abide to view their reflection if cast in a blessed object.
- 8 Demons can be held at bay by purified sea salt.

Quasit

Category — Demon

Rarity — Common

Lore: Demons DC 15,

Creature 1

Type Trait — Fiend

Religion DC 20

Best known ability Quasits have a tremendous depth of knowledge available to them, and regularly give their masters the benefit of this knowledge.

1d6 True Knowledge

- 1 Quasits can be harmed by reminders of the virtuous and good aspects of their creators' life.
- 2 Quasits are created originate as servants of powerful mortal spellcasters.
- 3 Quasits can heal their wounds using an inner reserve of their own evil power.
- 4 Quasits can change their shape into a variety of animals, such as bats, toads, and even wolves.
- 5 Quasits inject their victims with a powerful venom that can damage and slow its targets.
- 6 Quasits are capable of becoming invisible on a whim.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Quasits who are forced to review the good aspects of their creators' former lives can be turned into forces of good.
- 2 Quasits can only heal themselves a few times per day.
- 3 Quasits are averse to rain, rivers, and other falling or running water.
- 4 Quasits are the only demons who are not vulnerable to cold iron.
- 5 Quasits are obsessed with proving they are independent beings who were not created by a mere mortal spellcaster.
- 6 Quasits can be bribed with live crickets or spiders of sufficient size.

Succubus

Category — *Demon*

Rarity — *Common*

Lore: Demons DC 23,

Best known ability Succubi often attempt to seduce their targets into willingly entering the succubi's embrace. Once embraced, the target is in danger of having its vital essence drained away completely.

Creature 7

Type Trait — *Fiend*

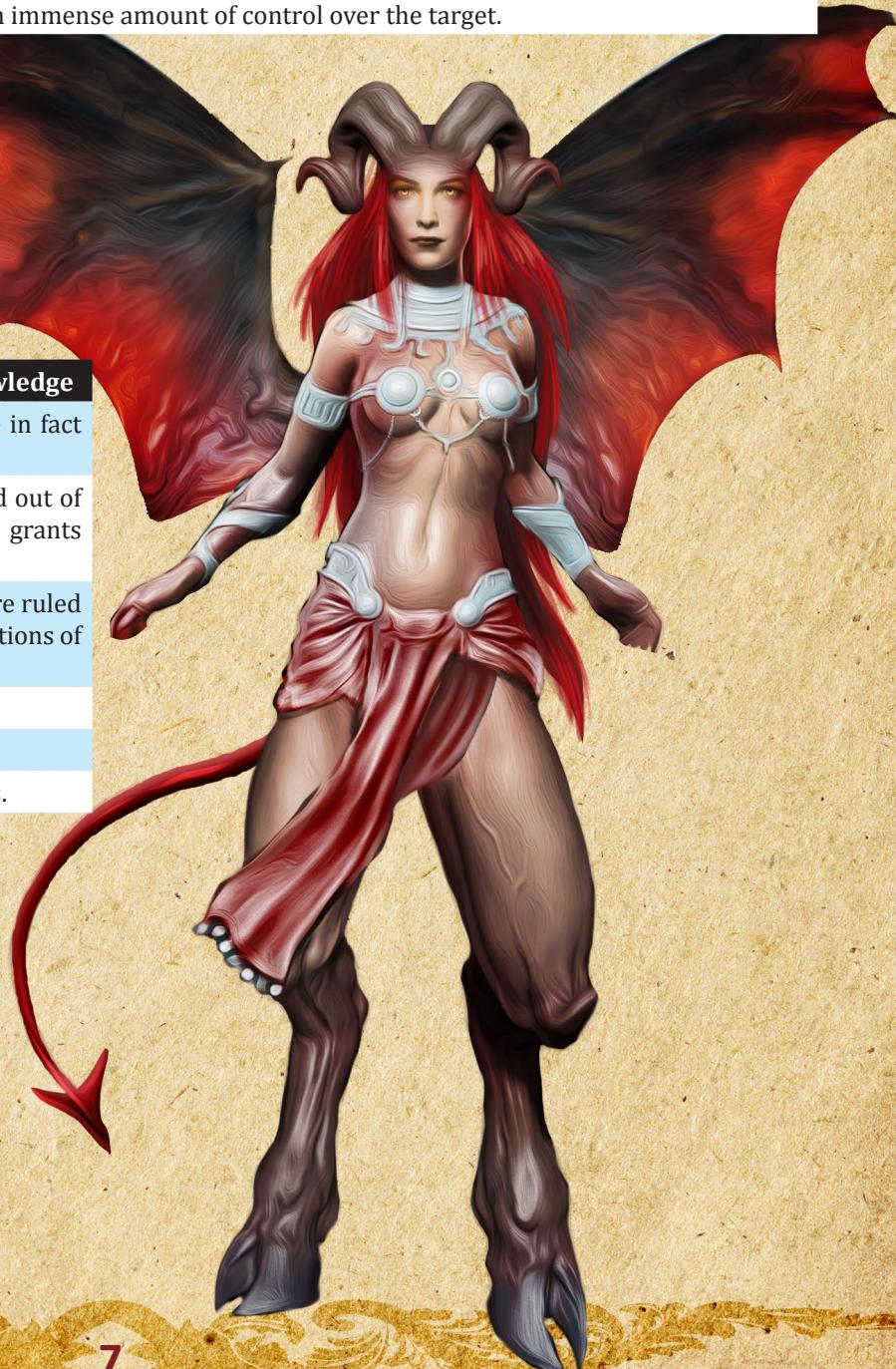
Religion DC 28

1d8 True Knowledge

- 1 Succubi can speak a wide variety of mortal tongues fluently.
- 2 Succubi can be harmed by successfully resisting their supernatural amorous advances.
- 3 Succubi emit an aura of lust in a wide area around themselves at all times.
- 4 Succubi can undertake an unholy ritual that enables them to summon other demons to their aid.
- 5 Succubi can change their shape into any small or medium humanoid form they wish.
- 6 Succubi are particularly resistant to magical effects and spells.
- 7 A succubi can give a willing humanoid a *profane gift* that gives the target a variety of boons.
- 8 A succubi's *profane gift* grants the succubi an immense amount of control over the target.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Succubi have no true physical form, but are in fact creatures of pure thought and evil energy.
- 2 A succubi often carries a whip that is crafted out of her own soul. Gaining control of this whip grants control of the succubi.
- 3 Succubi have a multi-tiered hierarchy, and are ruled over by a Queen Of Lust. All succubi tithe portions of their conquests to her.
- 4 Succubi can be bribed with fine clothing.
- 5 Succubi cannot lie to the target of their *gift*.
- 6 Succubi can be driven away by a child's tears.



Vrock

Category — *Demon*

Rarity — *Common*

Lore: Demons DC 26,

Best known ability A vrock can perform an unholy ritual that enables them to summon lesser demonkind to their aid.



Creature 9

Type Trait — *Fiend*

Religion DC 31

1d8 True Knowledge

- 1 A vrock can be seriously injured by spells or effects that force peaceful thoughts, actions, or demeanors upon it.
- 2 Vrocks can attack with their beaks, claws, or talons, and are highly skilled physical combatants.
- 3 If flying, a vrock can use its talons to savagely rend an opponent that leaves itself open to an attack, striking twice in the same amount of time another combatant can strike once.
- 4 Vrocks are especially resistant to electrical effects and spells.
- 5 Vrocks can dance and chant while in the air, summoning a terrible electrical storm that grows in strength the more vrocks join the dance.
- 6 Vrocks can emit a cloud of deadly spores that poison their targets and encase them in horrible, grasping vines.
- 7 A vrock can emit a horrible shriek that stun any non-demon that hears it.
- 8 The vines created by a vrocks spores can be destroyed by Good-aligned spells or *holy water*.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Vrocks are the result of a mortal who died with an unresolved vengeance in their soul.
- 2 Vrocks can be placated by showing them evidence of self-inflicted harm.
- 3 Vrocks are not particularly smart, and can be easily tricked by riddles.
- 4 Attacking a vrock with a steel spear can cause it to suffer damage from its own storm.
- 5 Vrocks love the taste of rotten meat and can be bribed with it.
- 6 Eagles are the natural enemy of vrocks.

Glabrezu

Category — *Demon*

Rarity — *Common*

Lore: Demons DC 31,

Best known ability A glabrezu who has successfully grabbed a foe can pull it close to its body, raking it with its claws in a swift and devastating fashion.

Creature 13

Type Trait — *Fiend*

Religion DC 36

1d8 True Knowledge

- 1 A glabrezu is more resistant to magical spells and effects than other comparable demons.
- 2 A glabrezu can be harmed by revealing its illusions and lies for what they are.
- 3 Glabrezu are proficient fighters, and are equally skilled with their claws, pincers, and jaws.
- 4 Like most demons, glabrezu are highly proficient at using rituals to summon other, lesser, demons.
- 5 Glabrezu are particularly strong-willed, and are capable of resisting attempts to disrupt their spellcasting.
- 6 Glabrezu are liars and tricksters, and often use trickery and deceit to their advantage in combat.
- 7 A glabrezu can use illusions to change its appearance to appear as a creature of any size.
- 8 Glabrezu can grant tremendous boons to mortals, but will always twist these to their own ends.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Glabrezu feed on lies, and can be harmed by speaking only the truth to them.
- 2 Glabrezu cannot abide their own reflections and can be driven off when confronted with them.
- 3 Glabrezu cannot possess anyone who is not willing.
- 4 Despite their size and bulk, glabrezu are not particularly strong nor sturdy.
- 5 Mortals who have had boons granted to them by glabrezu bear a curse that will be passed on through ten generations, and can only be broken after undertaking a divinely-granted task.
- 6 Glabrezu relish the blood of knights who were slain by treachery, and can be bribed with it.



Shemhazian

Category — *Demon*

Rarity — *Common*

Lore: Demons DC 35,

Best known ability Shemhazians are constantly surrounded by an aura of evil that causes its foes to move sluggishly, and can paralyze an unlucky soul.

1d8 True Knowledge

- 1 Shemhazians can be harmed psychically by healing or undoing damage that they have inflicted upon a foe.
- 2 Any creature coming within reach of a shemhazian's tail should be wary; the creature can use its tail to strike and trip a foe with great accuracy.
- 3 Shemhazian's can attack with their jaws, claws, pincers, and tail with equal skill.
- 4 The bite of a shemhazian can enfeeble its target.
- 5 The shemhazian can track a target by scent.
- 6 Any creature that the shemhazian fixes with its gaze runs a risk of being paralyzed.
- 7 Shemhazians stand 35 feet tall, and are capable of physically striking targets up to 20 feet away.
- 8 Shemhazians are known for inflicting pain and misery on all creatures, including their own kind, which makes them feared and hated among other demons.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Shemhazians are born from the souls of corrupted mortals who have fallen from grace.
- 2 Shemhazians are the most intelligent and cunning of all demonkind.
- 3 Shemhazians breed monstrous hyenas as both pets and food.
- 4 Shemhazians are vulnerable to Good-aligned weapons that have been defiled and consecrated to Evil-aligned gods and powers.
- 5 Shemhazians can be permanently slain if mortally wounded by the torture instruments they used in their mortal lives.
- 6 Shemhazians cannot be bribed by any means.

Creature 16

Type Trait — *Fiend*

Religion DC 40

Religion DC 40 Shemhazians are constantly surrounded by an aura of evil that causes its foes to move sluggishly, and can paralyze an unlucky soul.

Marilith

Category — *Demon*

Rarity — *Common*

Lore: Demons DC 36,

Best known ability Mariliths are such commanding figures on the battlefield that their allied creatures and demons appear to become more competent and dangerous merely by being in their presence.

1d10 True Knowledge

- 1 Mariliths are master tacticians, and are exceedingly difficult to ambush or surprise.
- 2 Mariliths are capable of striking vulnerable foes numerous times in a melee, making it extremely difficult to flank them or take advantage of their blind spots.
- 3 Mariliths can be psychically damaged by failure, especially if they attack a foe and fail to do it harm.
- 4 Mariliths carry as many as six magical longswords made of cold iron and silver, making them especially dangerous to errant demonkind.
- 5 A marilith will often focus on a single foe, striking it with their longswords up to six times in rapid succession, dealing a tremendous amount of damage.
- 6 Mariliths often use their longswords in lieu of shields, enabling them to attack and defend simultaneously.
- 7 Mariliths can strike up to six different targets at a time.
- 8 Any weapon picked up by a marilith becomes a magical weapon made of cold iron and silver, and can deal Evil- or Chaotic- aligned damage as the marilith sees fit.
- 9 While many mariliths are viewed as female or feminine, mariliths can present as any gender.
- 10 Mariliths are living embodiments of the sin of Pride.

Creature 17

Type Trait — *Fiend*

Religion DC 41

Religion DC 41 Mariliths are such commanding figures on the battlefield that their allied creatures and demons appear to become more competent and dangerous merely by being in their presence.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Mariliths are the only demons who are not vulnerable to cold iron or Good-aligned weapons.
- 2 Mariliths can be bribed with praise, offerings of valuable art, and objects of unusual beauty.
- 3 Mariliths cannot be harmed by their own weapons, but are vulnerable to those of other demonkind.
- 4 Mariliths cannot see mortals who have recently bathed in the blood of animals sacred to Good-aligned deities.
- 5 Mariliths are colorblind.
- 6 A marilith is an advanced form of a succubus.



Balor

Category — *Demon*

Rarity — *Common*

Lore: Demons DC 40,

Best known ability The immense longswords carried by balors are enchanted to decapitate their foes whenever possible.

Creature 20

Type Trait — *Fiend*

Religion DC 45

1d8 True Knowledge

- 1 Balors are surrounded by an aura of flame that can damage anyone within its area, or any foe that strikes the balor.
- 2 When a balor dies, their body explodes in a torrent of flame over an incredible distance.
- 3 Balors are particularly skilled in disrupting the concentration and spellcasting of vulnerable targets within their reach.
- 4 Balors are capable of moving around a battlefield via *dimension door* effects with great ease.
- 5 A balor's strike can dispel magic on a target, including creatures, objects, or spell effects.
- 6 Any weapon a balor wields becomes capable of dealing Evil- or Chaotic- aligned damage at the balor's whim, and can decapitate its foes readily.
- 7 A balor can drink the life-force of any target it kills, instantly healing itself of almost all of its wounds.
- 8 A balor can use its whip to move its foes around the battlefield, and uses this to great advantage.

1d6 Incorrect Information or Erroneous Knowledge

- 1 A balor is formed by a mass of quasits cannibalizing themselves in a frenzy of death known as a Quod.
- 2 Balors can be bound at a crossroads, where they can only be released by granting a wish in good faith.
- 3 Speaking a balor's name backwards grants temporary immunity to its flame aura.
- 4 Only seven balor can exist at any one time.
- 5 When slain, a balor's heart becomes a magical gem.
- 6 A balor can grow to a hundred feet tall and breathe a gout of magma if they absorb enough fire damage.



Recall Knowledge – Devils

The following tables reflect truths and untruths about Devils as a whole. Each devil has more specific entries under their listing.

Basic Knowledge – Devils

1d8 True Knowledge

- 1 Devils come from a nine-layered plane organized around tyrannical views of law and order, but can be found anywhere that mortals are tempted to do evil.
- 2 All devils are immune to fire and fire-based spells and effects.
- 3 With the exception of the lemure, all devils can communicate telepathically.
- 4 Devils are especially resistant to physical damage (excepting for silver), and are largely unaffected by poison.
- 5 Devils are vulnerable to Good-aligned weapons, spells, and effects.
- 6 Devils are odds with daemons and demons, but are not inherently hostile toward them, and frequently take advantage of them if possible.
- 7 Devils adhere to a convoluted, strict hierarchy, and rarely stray from their roles.
- 8 Devils advance through their ranks by being shaped into new forms by powerful Pit Fiends.
- 9 Devils can see in even the deepest of darkness, including magical and supernatural effects.
- 10 All but the least of devils can summon more of their kin using unholy, profane rituals.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Devils that willingly break contracts lose their immunities for a period of one full lunar cycle.
- 2 Devils are inherently lawful creatures, and thus can be bound to mortal laws if they can be captured.
- 3 Devils are obsessed with order and control, and can be distracted by scattering small objects in their path, such as seeds or rice.
- 4 If presented with a challenge of skill, a devil cannot refuse, and must attempt to beat the challenger to the best of its ability.
- 5 Devils are fond of games of chance and often bet their contracts when pressed.
- 6 Devils have a very poor sense of smell.

Lemure

Category — Devil

Rarity — Common

Lore: Devils DC 14,

Creature 0

Type Trait — Fiend

Religion DC 19

Best known ability Lemures are mindless masses of flesh and bone, and are completely immune to mental spells and effects.

1d4 True Knowledge

- 1 Lemures can be commanded by any devil of a greater rank than themselves, even imps.
- 2 Lemures perform their tasks tirelessly until they are killed, or their commanding devil ends the order or leaves the area.
- 3 Lemures are the basic building material for all higher rank devils.
- 4 Lemures are unnaturally strong for their size.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Lemures can turn themselves inside out upon death, exploding in a mass of bile and gore over a vast area.
- 2 Lemures are the only devils that are unaffected by Good-aligned weapons and effects.
- 3 Lemures are the only devils that are susceptible to poisons and fire.
- 4 Lemures can be made to remember their past lives, and with the aid of a difficult ritual, can be returned to their former Mortal identities.
- 5 Lemures are capable of eating anything smaller than they are in the span of one minute.
- 6 Lemures split into smaller versions of themselves when struck with sufficient force by slashing weapons.

Imp**Category — Devil****Rarity — Common****Lore: Devils DC 15,**

Religion DC 20
Best known ability The tail of an imp contains a stinger, which the imp uses to deftly attack its target, injecting a potent venom.

1d6 True Knowledge

- 1 Imps are capable of magically rendering themselves invisible at will.
- 2 Imps can change their shape into a variety of small or medium animals.
- 3 Imps can heal themselves using an inner reserve of diabolic power.
- 4 Imps can offer a bargain to any non-fiend who accepts its offer. The boon lasts for one hour, and if the target dies within that time, its soul is damned.
- 5 Imps exist outside the normal diabolic hierarchy, and often pursue their own goals.
- 6 Imps are cunning combatants, and will retreat when necessary so that they can return to strike again when least expected.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Imps are often used as go-betweens by greater devils, sent to deliver messages and treaties to daemons and demons.
- 2 Imps are created from devils or daemons who have renounced their old allegiances and pledged their souls to the cause of a pit fiend.
- 3 Every imp has secret, individual weakness that can destroy them immediately.
- 4 Imps gain sustenance from devouring the magical power from items such as rings, armor, and weapons.
- 5 Imps can turn into small balls of flame, and use this power to hide in torches, lanterns, campfires, etc.
- 6 Imps can create animated, temporary duplicates of themselves from old rags, animal fat, and bones.

Creature 1**Type Trait — Fiend****Religion DC 20****Barbazu****Category — Devil****Rarity — Common****Lore: Devils DC 20,**

Religion DC 25
Best known ability The writhing, spiny beard of a barbazu can deliver not only a horrible piercing attack, but can infect its target with a terrible disease.

1d6 True Knowledge

- 1 Barbazu are proficient opportunists in combat, and can easily strike foes who leave themselves open in melee.
- 2 The ensorcelled glaives wielded by barbazu cause festering, bleeding wounds that are difficult to staunch.
- 3 Barbazu are skilled at moving their targets around the battlefield with their glaives.
- 4 The beard of a barbazu seems to have a mind of its own, and can attack even if the barbazu's attention is elsewhere.
- 5 Barbazu are used as foot soldiers in the numerous diabolic armies of devilkind.
- 6 Barbazu rejoice in killing and spreading fear.

Creature 5**Type Trait — Fiend**

1d6 Incorrect Information or Erroneous Knowledge

- 1 Any mortal that successfully cuts off a barbazu's beard becomes its master for 100 days and nights.
- 2 Any mortal that gains control of a barbazu's glaive becomes invisible to devils of equal or lesser rank to the barbazu itself.
- 3 A barbazu's glaive is the only thing that can permanently destroy an astradaemon.
- 4 Barbazu pretend to be less intelligent than they really are: in reality, they are masterful planners.
- 5 Cutting off a barbazu's tail with its own glaive immediately sends it back to Hell.
- 6 Barbazu can be pinned to one place by shooting a crossbow bolt that has been dipped in consecrated lamb's blood into their shadow.



Erinys

Category — Devil

Rarity — Common

Lore: Devils DC 24,

Best known ability The erinys carries a rope made of its hair, that is capable of ensnaring any target it touches.

Creature 8

Type Trait — Fiend

Religion DC 29

1d8 True Knowledge

- 1 Erinyes carry vicious longswords and longbows that are covered in flame, and inflict terrible burns on their targets.
- 2 Any weapon held by an erinys bursts into flame at their merest whim.
- 3 Erinyes are astonishingly proficient archers, and can unleash a fusillade of flaming arrows upon groups of opponents.
- 4 The first erinyes were originally fallen angels, but in the ages since, they have developed from other origins and sources.
- 5 An erinys can maneuver around a battlefield via dimensional portals at their whim.
- 6 Erinyes are capable of causing fear in their targets.
- 7 Erinyes are capable of calling down divine wrath on their targets.
- 8 An erinys can disguise itself with illusions, but in its natural form appears to be a terrible, fallen angel.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Erinyes can be redeemed through a complex process of rituals and good deeds.
- 2 Erinyes are creatures of fury and wrath, but cannot harm innocents.
- 3 Any erinyes that either through accident, neglect, or ignorance harms an innocent is immediately sent back to Hell.
- 4 An Erinyes that enters into a contract that would cause them to bring vengeance against an innocent victim can freely break the contract.
- 5 Erinyes are infallible trackers and cannot be shaken once they have a trail.
- 6 The rope of an erinys, if damaged with holy water or a Good-aligned weapon, transfers that damage back to its mistress.

Phistophilus

Category — Devil

Rarity — Common

Lore: Devils DC 27,

Best known ability Any contract carried by the phistophilus is completely immune to all forms of damage, and can only be destroyed by the devil itself.

Creature 10

Type Trait — Fiend

Religion DC 32

1d6 True Knowledge

- 1 Other devils are likely to use the services of a phistophilus in drafting contracts, rather than attempt to craft one themselves.
- 2 The contracts offered to mortals by these devils can grant amazing powers and abilities.
- 3 Any mortal that dies while under the terms of their contract is condemned to Hell, and can only be brought back through extraordinary means.
- 4 These devils are capable of wielding their lengthy contracts as though they were whips or chains, grabbing and tripping their foes.
- 5 The contracts and horns of a phistophilus can inflict terrible bleeding wounds on their foes.
- 6 A phistophilus always knows the location and disposition of any creature with which it has a contract.

1d6 Incorrect Information or Erroneous Knowledge

- 1 The phistophilus devils are the true powers of Hell, surpassing even the pit fiends and diabolic deities.
- 2 A phistophilus is an advanced form of an erinys, achieved after bringing judgment against one million deserving souls.
- 3 A phistophilus cannot be bribed in any way.
- 4 A phistophilus can be bound with the whip of a succubus, giving her captor the ability to dictate the terms of a contract between themselves and the devil.
- 5 Phistophilus devils are particularly proud of their contracts, and can be distracted by asking them about their past conquests.
- 6 Every phistophilus reports directly to a particular pit fiend, and their absences are quickly noticed, and can gain the attention of the pit fiend itself.

Note: The singular name for this devil is Erinys, while the plural is Erinyes.

Gelugon

Category — Devil

Rarity — Common

Lore: Devils DC 31,

Best known ability Any creature struck by the gelugon's attacks runs the risk of being slowed and hindered by an intense, unnatural cold.

Creature 13

Type Trait — Fiend

Religion DC 36

1d8 True Knowledge

- 1 Gelugons are the only devils immune to cold as well as fire.
- 2 Like the barbazu, gelugons are proficient at striking targets who provide them openings and opportunities in combat.
- 3 Any weapon held by the gelugon drips with supernatural frost, and can be thrown by the gelugon with great accuracy.
- 4 Gelugons are superior tacticians, and can use its prowess to telepathically enable its allies to move fluidly across the battlefield.
- 5 The gelugon's longspear is its primary weapon, both in melee combat and at range.
- 6 Gelugons are single-minded, and can rarely be diverted from their constant pursuit of tactical perfection.
- 7 Some gelugons find certain mortal tacticians to be worthy of their attention, and may agree to engage in games of strategy and tactics. Gelugons use these as methods of determining if the mortal is worthy of service.
- 8 Gelugons emit a crippling aura of fear and awe around them at all times.

1d6 Incorrect Information or Erroneous Knowledge

- 1 The insectile bodies of gelugons are made of living ice, and can be shattered by focused sonic energy.
- 2 Gelugons cannot abide seeing their plans fail, and suffer severe psychic damage when such failures take place.
- 3 Gelugons are a derivative form of phistophilus devils who have become obsessed with minutia and detail over the pursuit of power.
- 4 Gelugons are immune to fire and cold, but can be harmed by scalding hot water as though it were acid.
- 5 Gelugons are psychically connected to their spears, and can find them at any distance across multiple planes.
- 6 Gelugons can spit an icy glob of rime, freezing their target in place.

Pit Fiend

Category — Devil

Rarity — Common

Lore: Devils DC 40,

Creature 20

Type Trait — Fiend

Religion DC 45

Best known ability Pit fiends emit a crippling aura of evil and fear around them at all times.

1d10 True Knowledge

- 1 The mere presence of a pit fiend on the battlefield inspires lesser evil creatures around it to great heights of prowess.
- 2 Pit fiends are capable of attacking opponents who openings in combat, and are especially good at disrupting spells and effects that require concentration.
- 3 Pit fiends can attack with their jaws, claws, tails, and wings with great proficiency.
- 4 The bite of a pit fiend carries a powerful toxin that can devastate the body of the target.
- 5 A pit fiend can grab and squeeze any target that it strikes with its tail.
- 6 Pit fiends are expert spellcasters, and can unleash their magics faster than most mortal casters can imagine.
- 7 Pit fiends often make lightning-fast swooping attacks on their ground-bound foes.
- 8 Pit fiends are capable of shaping hundreds of lemures into new devils, which are usually subservient to the pit fiend.
- 9 Extremely powerful pit fiends are referred to as Dukes or Archdukes of Hell.
- 10 The most powerful pit fiends are nearly gods in their own right.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Pit fiends expend tremendous amounts of diabolical energy when shaping fiends, and are vulnerable to normal weapons for several days afterwards.
- 2 Pit fiends must bathe in a pool of magical fire once every century, or they begin to lose their powers.
- 3 Every pit fiend grows a tree in a secret corner of Hell, in which they place a part of their soul. Destroying this tree destroys the pit fiend forever.
- 4 Pit fiends can travel through any flame they can see.
- 5 Pit fiends embed weapons in their soul trees. Each type of weapon they embed grants them limited immunity to that weapon. After taking 1000 blows from that type of weapon, they must embed a new one in their tree.
- 6 Pit fiends are particularly fond of mortal food and drink, and often trade vast quantities of *soul gems* in exchange for such things.

Recall Knowledge — Unaligned Fiends

Some fiends are unaligned: their homes may be the same as those of the daemons, demons, and devils, but their loyalties are not the same. Some of them owe their existence to powerful devils, while others are almost powers unto themselves.

Creatures such as barghests, certain hags, hell hounds and the like are all types of unaligned fiends. Many of these fiends will readily (even happily) work with other fiends so long as the end goals of their allies align with their own. Others, such as hell hounds, are sought after by fiends of all stripes as useful minions and guardians. Some unaligned fiends, like the rakshasa, aren't actually unaligned at all; they serve within their own elaborate hierarchy, and are only considered "unaligned" due to the fact that they are neither daemon, demon, or devil.

Because of their varied nature, there are no general truths or untruths regarding these fiends. Their own individual entries contain all of the pertinent information, both factual and false. Because of their history, some of the unaligned fiends use lore skills that apply to aligned fiends.



Barghest

Category — *Unaligned*

Rarity — *Common*

Lore: Devils DC 19,

Creature 4

Type Trait — *Fiend*

Religion DC 24

Best known ability Barghests are resistant to fire and most non-magical attacks.

1d8 True Knowledge

- 1 Barghests are the descendants of servant devils stolen by a powerful demoness.
- 2 Barghests are adept at attacking foes that leave themselves open to opportunistic strikes.
- 3 Barghests can see quite well in the dark, and are able to track a foe by its scent.
- 4 Barghests can attack with both their jaws and powerful claws.
- 5 Barghests are worshiped by many goblinoid nations.
- 6 Barghests can change their shape to resemble wolves or even some goblinoid ancestries.
- 7 A barghest who devours enough mortal flesh can eventually transform into a greater barghest.
- 8 Barghests can completely devour corpses in the span of a minute, gaining terrible power when they do.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Barghests who eat too many corpses too quickly run the risk of damaging themselves.
- 2 Barghests can change their shape into an infinite number of different goblin or wolf-like appearances.
- 3 Barghests fear their own reflections.
- 4 Barghests cannot resist defiling clean water.
- 5 Barghests are absolutely invulnerable to piercing weapons.
- 6 Barghests can summon fiendish wolves to their side with their howls.

Barghest, Greater

Category — Devil

Rarity — Common

Lore: Devils DC 23,

Best known ability Greater barghests are masters of striking opponents who leave themselves open.

Creature 7

Type Trait — Fiend

Religion DC 28

1d8 True Knowledge

- 1 Greater barghests are terrible mutants, no two of whom are alike.
- 2 Greater barghests are vulnerable to Good- and Lawful-aligned weapons.
- 3 Greater barghests can track foes by their scent and have superior vision in darkness.
- 4 Greater barghests are notably faster than their lesser kin.
- 5 Greater barghests are formed by way of a lesser barghest feasting on a sufficient amount of corpses to trigger their transformation.
- 6 Greater barghests often set themselves up as demigods within goblinoid communities.
- 7 Greater barghests retain the ability to change their shape into goblinoids or wolves.
- 8 A greater barghest no longer carries the insatiable hunger of its former life, but still enjoys feasting upon mortals whenever possible.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Greater barghests no longer fear their own reflections, but can be momentarily stunned by them.
- 2 Greater barghests can grant spells to their worshippers as though they were minor deities.
- 3 Greater barghests can defile water and food simply by their presence.
- 4 Greater barghests can pass through any walls that are covered in shadow, but cannot do so if the same wall is bathed in light.
- 5 Greater barghests are immune to all poisons and toxins, except those of imps and gelugons.
- 6 Greater barghests fear nothing, except for the ropes of the erinyes.

Hell Hound

Category — Devil

Rarity — Common

Lore: Devils DC 18,

Best known ability Hellhounds can breathe fire with great frequency, do so whenever possible.

Creature 3

Type Trait — Fiend

Religion DC 23

1d6 True Knowledge

- 1 Hell hounds can see quite well in darkness.
- 2 Hell hounds can track their foes by scent.
- 3 Hell hounds can ignite flammable objects with their flaming jaws.
- 4 Hell hounds are completely immune to fire and fire-based effects.
- 5 Hell hounds are vulnerable to cold and cold-based effects.
- 6 Hell hounds, while naturally aggressive, are often used as trackers and guardian beasts by devils and their kin.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Hell hounds are the corrupted spirits of those who abused animals in their mortal lives.
- 2 Hell hounds are preternaturally intelligent, and are driven to aggression and violence due to their inability to communicate with others.
- 3 Hell hounds see their targets by sensing the heat of their bodies; if being tracked by a hell hound, disguising your body heat will help you avoid being found by the creature.
- 4 Hell hounds can be driven off by high-pitched noises and sounds, especially those made by flutes carved from dragon bones.
- 5 Hell hounds despise barghests, and attack them on sight.
- 6 Hell hounds are used as nanny animals by particularly evil wizards and clerics.

Nessian Warhound

Category — Devil

Rarity — Common

Lore: Devils DC 26,

Creature 9

Type Trait — Fiend

Religion DC 31

Best known ability Striking a Nessian Warhound in combat immediately enables it to use its breath weapon on the attacker.

1d8 True Knowledge

- 1 Nessian warhounds are a powerful breed of hell hound used by the greater fiends as guards and hunting beasts.
- 2 Nessian warhounds are completely immune to fire and fire-based effects.
- 3 Nessian warhounds are vulnerable to cold and cold-based effects.
- 4 Nessian warhounds can breathe fire with great frequency, like their lesser hell hound cousins.
- 5 Nessian warhounds can track their foes by scent.
- 6 Nessian warhounds can see exceptionally well in darkness.
- 7 Nessian warhounds are incredibly strong-willed.
- 8 Nessian warhounds can ignite flammable objects with their powerful jaws.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Nessian warhounds are able to understand, but not speak, all known verbal languages.
- 2 Nessian warhounds do not sleep. Ever.
- 3 Nessian warhounds cannot be harmed by wooden weapons, they simply burst into flames on contact.
- 4 Unless specifically told not to do so, nessian warhounds will eat any foe they kill.
- 5 Nessian warhounds are only ever found in the presence of pit fiends or similarly powerful devils.
- 6 Nessian warhounds are incapable of moving quietly, due to the constant crackle of flames from their bodies.

Night Hag

Category — Hag

Rarity — Common

Lore: Hags DC 26,

Creature 9

Type Trait — Fiend

Religion DC 31

Best known ability Night Hags who use nightmares as mounts greatly improve their mount's abilities and prowess.

1d12 True Knowledge

- 1 Night hags carry items knowns as *heartstones* that grant the hag powerful abilities.
- 2 Night hags can attack their foes with their dangerous jaws, as well as their misshapen claws.
- 3 Night hags are immune to sleep and sleep-based effects.
- 4 Night hags are vulnerable to cold iron weapons.
- 5 Night hags are highly resistant to mental effects and damage.
- 6 Night hags carry a disease known as *Abyssal Plague*, and can pass it to any target that they bite.
- 7 Night hags are powerful spell casters.
- 8 Night hags can change their shape into that of any female humanoid.
- 9 Night hags can enter the ethereal plane in order to haunt the dreams of mortals, inflicting terrible nightmares upon them.
- 10 The night hag's *heartstone* must remain in the hag's possession, or it loses all of its powers.
- 11 Night hags can see perfectly well in the dark.
- 12 Night hags prefer to harry their foes from the ethereal plane instead of engaging in physical combat.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Night hags are not true hags, but a strange combination of daemon and demon.
- 2 Night hags are the result of mortal witches who sustain themselves on a diet of *soul gems* for a year and a day.
- 3 Night hags bind their souls to a particular nightmare, and keep it well-fed and cared for in locations well away from the hag's usual hunting grounds.
- 4 A night hag's *heartstone*, even after its power has faded, can still be used as a powerful material component in spells and rituals to raise the dead.
- 5 Night hags cannot be harmed by traditional witches implements such as daggers, knives, swords, or staves.
- 6 Night hags cannot resist the cries of an infant child, and will attempt to locate the child, possibly to steal it away and claim it as their own.

Nightmare

Category — Beast
Rarity — Common

Nature DC 22,

Best known ability The breath of a nightmare is a thick black smoke that surrounds it like an aura. This smoke obscures the nightmare, and can sicken any creature that breathes it in.

Creature 6

Type Trait — Fiend

Religion DC 27

1d6 True Knowledge

- 1 Nightmares can fly through the air faster than they can run.
- 2 Nightmares can attack with their sharp jaws as well as their hooves.
- 3 Nightmares can shift themselves and their riders between the various planes of reality.
- 4 Nightmares can cause its hooves to burst with intense heat and flame while charging past foes.
- 5 Nightmares are exceptionally resistant to fire.
- 6 Nightmares can see exceptionally well in the dark.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Nightmares are completely immune to toxins.
- 2 Nightmares are capable of traveling through rotting trees and broken down bridges as though they were doorways.
- 3 Nightmares are mortal horses that have been corrupted by drinking the blood of a night hag.
- 4 Nightmares have a true name, and anyone who knows this can summon and command them.
- 5 Nightmares are addicted to eating charred bone, and can be bribed with sufficient quantities.
- 6 Nightmares are vulnerable to water.

Nightmare, Greater

Category — Beast
Rarity — Common

Nature DC 28,

Best known ability Greater nightmares emit a cloud of smoke like their lesser cousins, although it is more potent and dangerous.

Creature 11

Type Trait — Fiend

Religion DC 33

1d6 True Knowledge

- 1 Greater nightmares are exceptionally good fliers and can be difficult to best in the air.
- 2 Greater nightmares are even more resistant to fire than their lesser cousins.
- 3 Greater nightmares can cause their hooves to burst into flames like normal nightmares, causing terrible burns.
- 4 Greater nightmares are fond of trampling their foes.
- 5 Greater nightmares can see in the dark.
- 6 Greater nightmares can shift themselves and their riders between the various planes of reality.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Greater nightmares are not only immune to poisons, but are also immune to diseases of all kinds.
- 2 Greater nightmares can not only travel through rotting trees and broken bridges, but are capable of entering and exiting open fires, as well.
- 3 Greater nightmares are vampiric, and feast upon the boiled blood of their prey.
- 4 Greater nightmares have two true names, both of which must be known before they can be summoned and controlled.
- 5 Greater nightmares do not share their lesser cousins' vulnerability to water.
- 6 Greater nightmares can be bound by bridles made of silver wrapped in the skin of a newborn foal.



Rakshasa, Dandasuka

Category — *Rakshasa*

Rarity — *Common*

Occultism DC 20,

Best known ability The Dandasuka can change its shape into a variety of small humanoids.

Creature 5

Type Trait — *Fiend*

Religion DC 25

1d8 True Knowledge

- 1 Dandasuka's can see exceptionally well in the dark.
- 2 Dandasuka's serve as spies for the various rakshasa clans, but can also be found in the service of powerful spell casters.
- 3 Dandasuka's often dress in bright and colorful clothing, even when disguised.
- 4 Dandasuka's are possessed of a terrible hunger for flesh and blood, and may trade their services in exchange for regular offerings of the same.
- 5 Dandasuka attacks are especially vicious to opponents who leave themselves open.
- 6 Dandasuka's can attack with their vicious claws and fangs with equal skill, and their claws can cause their opponents to bleed profusely.
- 7 Dandasuka's are vulnerable to Good-aligned spells, weapons, and effects.
- 8 Dandasuka's are resistant to most physical damage.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Dandasuka's are commonly mistaken for fey creatures known as redcaps.
- 2 Dandasuka claws and fangs inject a venom that infects the victim with the dandasuka's unnatural hunger.
- 3 Dandasuka clothing is spun from the nightmares of mortal children, and if destroyed, can remove those dreams forever.
- 4 Dandasuka's speak in metered verse to everyone except those they are about to kill.
- 5 Dandasuka blood can be used as an antidote to all but the most powerful poisons.
- 6 Dandasuka reproduce by gorging on the organs of their victims until they themselves burst open, whereupon two of their kind emerge from the bloated corpse of their parent.

Rakshasa, Raja

Category — *Rakshasa*

Rarity — *Common*

Occultism DC 27,

Best known ability Raja Rakshasa can innately counter divine spells cast in their presence.

Creature 10

Type Trait — *Fiend*

Religion DC 32

1d10 True Knowledge

- 1 Raja's can see exceptionally well in the dark.
- 2 Raja's are particularly resistant to divine magic.
- 3 Raja's are vulnerable to Good-aligned spells, weapons, and effects.
- 4 Raja's are resistant to most physical damage.
- 5 Raja's are potent mind-readers, and often use this to pry their target's innermost thoughts.
- 6 Raja's can change their shape to that of almost any humanoid.
- 7 Raja's can inflict terrible visions of evil and decadence upon their foes, causing them great mental anguish.
- 8 When not disguised as a humanoid, the Raja appears to have an animal's head.
- 9 The Raja's animal visage frequently — but not always — indicates what type of personality and temperament it possesses.
- 10 Raja's often form complex family groups dedicated to a particular cause, such as destroying a city, or eliminating a religion.

1d6 Incorrect Information or Erroneous Knowledge

- 1 Raja's are keen collectors of valuable art, and can be bribed with a sufficiently rare piece.
- 2 The raja hatred for divinity and religion stems from their having been expelled from an upper-planar court of creation gods.
- 3 Raja's can defile holy water, relics, and sacred ground with a mere touch.
- 4 The blood of a raja can be used to consecrate an unholy weapon.
- 5 Three great raja rakshasa exist as a sort of triumvirate of evil, serving as absolute arbiters of justice among all of the fiends. Their common names are Setanya, Virimanashuka, and Sirinivas.
- 6 Raja are vain and petty, and with enough effort, can be bribed by appealing to these traits.

The Tyrant

Category — Demon

Rarity — Unique

Lore: Demons DC 50,

Best known ability The Tyrant is surrounded by an *Aura Of Corruption* that twists and deforms all plant life around it. It also transforms living creatures into corrupted, horrible plant life.

Creature 25

Type Trait — Fiend

Religion DC 55

1d8 True Knowledge

- 1 The Tyrant can see exceptionally well in the dark, and is rarely hampered by illusions or transmutations.
- 2 The Tyrant carries an immense, ebon axe of terrible power. The two are supernaturally connected.
- 3 The Tyrant can easily cut down an opponent who leaves itself open.
- 4 The Tyrant can fly and swim with great ease, and is nearly impossible to bind or slow.
- 5 The Tyrant is exceptionally resistant to magic.
- 6 When wounded, The Tyrant heals all but the deepest wounds almost instantly.
- 7 The Tyrant is immune to death effects, disease, poison, and psychic damage.
- 8 The Tyrant is vulnerable to Good-aligned spells, effects, and weapons.
- 9 The Tyrant is preternaturally resistant to acid, cold, fire, and most physical damage.
- 10 The Tyrant prefers to cleave foes with its axe, but is just as proficient with its immense jaws.
- 11 The Tyrant can periodically emit a pulse of horrible energy that destroy plants and damage all other living things within the area.
- 12 The Tyrant is capable of dispelling magic and stunning its foes with its attacks.

1d6 Incorrect Information or Erroneous Knowledge

- 1 The Tyrant can be slain with a particular spear hidden in the maw of a volcano.
- 2 The Tyrant is the first of many demon gods to make an incursion onto the mortal world.
- 3 The Tyrant was once a powerful nature spirit that was corrupted by the blood spilled upon its domain during a terrible war between demon armies.
- 4 The Tyrant is merely the servant of an even more powerful demon lord.
- 5 The Tyrant is part of a terrible plot against the gods of the upper planes.
- 6 The Tyrant is not the first, nor the last, to bear the name. A new Tyrant is born every full moon, eating its way out of the heart of the previous Tyrant.

The Tyrant's Axe

Category — Artifact

Rarity — Unique

Occultism DC 50,

Best known ability The Tyrant's Axe is particularly effective against plants.

Item 25

Type Trait — Cursed

Religion DC 55

1d4 True Knowledge

- 1 The Tyrant's Axe is preternaturally connected to the tyrant.
- 2 The Tyrant can see through the axe, and can call the axe to its hands instantly, no matter the distance.
- 3 The Tyrant can use the axe to fell a tree, immediately healing the tyrant.
- 4 The Tyrant's Axe is a terribly dangerous weapon, and can overcome even the most powerful minds, compelling them to terrible feats of evil.

1d4 Incorrect Information or Erroneous Knowledge

- 1 The Tyrant's Axe was once a holy weapon of a nature god, and can be purified with the proper rituals.
- 2 The Tyrant's Axe is actually the true tyrant — the demon that possesses it is merely a brainwashed host.
- 3 The Tyrant's Axe is made of the heart of a far-off star, and is the only thing that can actually kill the tyrant.
- 4 The Tyrant's Axe can be dulled for a few precious seconds if it strikes a shield blessed by a powerful priest of a nature god.

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