



MONSTER MENAGERIE

DEMONIC HARLOTS



Sam Hing

FOREWORD

Welcome to *Demonic Harlots*, the eighth in our line of Monster Menagerie monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For Demonic Harlots, that theme is succubi and all the tricks, tools, and plots of the most treacherous breed of demonkind. In addition to breeds of succubi for a wide range of desires and fetishes, we provide an insight into the mind of temptress demons as a whole, and a range of items, feats, and spells used extensively by the consorts of the Abyss.

The range of CRs for the demonic harlots is not as broad as in previous Monster Menageries, running only from 6 to 14. The reasons for this is fairly straightforward – demons as a whole already cover a huge range of CRs, and many of the iconic abilities of the succubus simply work best in the middle range of class levels. However, this does not need to mean succubi don't feature into adventures set at higher or lower CRs.

At the lower levels of a game, an agitator or thyiades makes a fine mastermind villain. Her lower-level lovers and slaves can form the majority of threats a party faces during an adventure, with the confrontation with the succubus herself serving as a climactic final battle set a few CR above the PCs' average level. At higher levels, a dark mistress or puppeteer can serve as the guard or companion of a more powerful demon, or a pack of cursed Epithumia can form a fine high-level challenge.

So draw the shades, light some candles, and kiss your soul goodbye. A pack of demonic harlots is waiting to serve your every imaginable GM need.

Owen K.C. Stephens
Summer 2011

A SUCCUBUS PRIMER

While the game stats, descriptions, and motivations for the new breeds of succubus detailed in this product are covered in detail in each entry, there are some general matters regarding all succubi which deserve some coverage.

INCUBI

While the natural form of succubi demons is female, it is common for such a demoness to use her change shape ability to take male form (in which state she is truly a he, and is properly referred to as an incubus). Indeed, some succubi think of themselves as primarily male, and maintain a male form even when appearing demonic (often through the use of the Master of Change feat). Thus all references to succubus and succubi also apply to incubus and incubi, and incubi versions of all the demon types presented in this product exist. (Though just as some succubi prefer to be male in form, some loathe it. Among the very rare forms of successful succubus cooperation is a pair who is each most comfortable as a different gender, often sibling succubi/incubi.)

However, any given succubus randomly encountered is more likely to be in female form than male. In the abyss, this is because the most powerful demons tend to be male and succubi take forms likely to win the affections of such monsters, as well as work to be underestimated by the male-dominated demonic society. On the material plane, it is because male humanoids are generally more easily swayed by a pretty face than female humanoids though this is certainly not a universal rule), and male spellcasters are more likely to be stupid enough to summon a lust demon to serve them. Of course such generalities are not always applicable, and in societies where women are more like to hold dominion and magic power, incubi are more common.

SELLING YOUR SOUL

While succubi enjoy creating evil and disharmony as all demons do, they also seek to be paid (or acquire payment for their demonic superiors) in the form of mortal souls. There are two primary methods a succubus can gain credit for a mortal soul. First, if a succubus manages to so thoroughly corrupt a mortal that, upon the mortal's death, its soul is sent to the Abyss, it generally arrives near the succubus' center of power (or that of her superior demon). Such mortal souls can be used as the fuel of powerful demonic magic, or as grunt soldiers in demonic wars. The most powerful of these souls grow into more powerful demons of course, but generally still have the same weaknesses that allowed a succubus to corrupt them in the first place and can be manipulated by their corruptor even if they grow to be more powerful than she.

The second time-tested method is for the succubus to buy the soul of a mortal, in return for some specific aid or boon. This method is employed by many different types of demons, but succubi are particularly renowned for managing to get mortals to sell their souls for relatively little in return. For a powerful mortal, a succubus might even agree to serve the mortal for a set period of time

(most often one night, one year, seven years, or 100 years, depending on the power and bargaining skill of the mortal). Such deals always involve contracts signed in blood, usually written in the loose and loophole-ridden language of Abyssal. (Succubi never sign contracts written in celestial, draconic or infernal as those languages offer too much precision for the chaos-loving demons.)

While the fact succubi trade favors for contracts offering mortal souls is well known, it is much less common knowledge that such contracts have no mystic binding force. However, the very act of selling your soul in an explicit way (one you cannot possibly fail to understand the importance of – hence the contract signed in blood) is so corrupt and evil, it dooms most that do it to damnation in the Abyss without any supernatural power to do so. Further, any effort to get out of such a contract tends to reinforce the signatory's doom, as doing so is cheating a partner for what is generally a selfish reason (the desire not to be doomed for having sold your soul).

Further, signing away your soul tends to make it difficult to gain advice or aid regarding the issue from good-aligned supernatural beings, as they are generally affronted anyone would sell their soul, and at least some (lawful) outsiders believe such contracts should be honored as an ethical position, even if they are vehemently opposed to demons gaining access to mortal souls. So while it is possible for a person who has signed away their soul to escape damnation through a life of good works and genuine desire to aid others so great it offsets the evil of selling the soul, it's very difficult to keep your motives pure while doing so, and very few creatures are both able and willing to tell you it's even an option. Almost universally, those who sell their souls and don't end up in the Abyss are surprised to learn they did so much good they ended up in a more pleasant afterlife.

EPITHUMIA-DEMON QUEEN OF SUCCUBI

There are several near divinities battling over the title of "queen of succubi", from the first and most powerful Dark Mistress to the consorts of each of the innumerable Lords of the Abyss. But arguably none are as resplendent and terrible as Epithumia. She desires nothing less than all of creation kneeling at her feet, worshiping her painted claws. She both loves and loathes her chosen daughters, for she hates competition, and harbors deep hatred for any goddesses of love or fertility. She has had a great many lovers, both demonic and divine, and her children are legion.

Epithumia is the patron of brothels, streetwalkers, and any that use lust and sex as weapons. Her symbol is a human heart, impaled by three stilettos. She is rapidly gaining worshipers within human cities, and is growing in power at a fearful rate. She is known to send arch-succubi (succubi with class levels) to serve and spy on her most fervent worshipers, and can command a host of the cursed of Epithumia to serve as her army when brute force is preferable.

AGITATOR

This beautiful yet demonic woman's countenance changes from seductive, to grief stricken, to pure rage in seconds. The very air around her pulsates with the power of her unchecked emotions.

AGITATOR

CR 10

XP 9,600

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +5; Senses darkvision 60ft.; Perception +14

DEFENSE

AC 24; touch 15, flat-footed 19 (+5 Dex, +9 natural)

hp 116 (8d10+72)

Fort +11, Ref +11, Will +9

DR 15/cold iron and good; Immune electricity, effects with emotion descriptor*, fire, poison; resist acid 10, cold 10; SR 21

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee touch +13 (1d4 Wisdom damage plus *confusion*), or short sword +13/+8 (1d6/19-20)

Special Attacks emotional flare, energy drain, touch of confusion

Spell-Like Abilities (CL 10)

Constant-tongues

At will-*charm monster* (DC 21), *ethereal jaunt* (self plus 50 lbs of objects only), *suggestion* (DC 20), *greater teleport* (self plus 50 lbs of objects only)

2/day-*confusion* (DC 21), *greater dispel magic*

1/day-summon (level 4, 1 vrock 50%)

STATISTICS

Str 11, Dex 20, Con 29, Int 18, Wis 17, Cha 24

Base Atk +8; CMB +13; CMD 23

Feats Agile Maneuvers, Ability Focus (emotional flare), Lightning Reflexes, Weapon Finesse

Skills Bluff +18, Diplomacy +18, Disguise +16, Escape Artist +16, Fly +20, Intimidate +15, Perception +14,

Perform (acting) +15, Sense Motive +14, Stealth +16,

Languages Abyssal, Celestial, Common, Draconic; tongues; telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure double standard

* See Chapter 2: Mastering Magic in *Ultimate Magic* for more information on the emotion descriptor.

SPECIAL ABILITIES

Emotional Flare (Sp): Once per week, as a full round action, an agitator succubus can summon a great outpouring of emotion, affecting every living creature within one mile of her. This acts as a spell with a level equal to the agitator's HD (maximum 9th level) and a caster level equal to her HD plus her Charisma modifier. Creatures within 100 feet of the agitator must make a DC 24 Will save, those within a mile but beyond 100 feet need make only a DC 14 Will save. Failure indicates the target has been overcome with a random emotion. Roll on the table below for each target to determine what emotion it is overcome by.

In addition to this emotion effecting all the target's thoughts and urges (resulting in a -4 penalty to all Intelligence- and Charisma-based ability checks and skill checks), the emotions flare in stressful situations (situations where a character would not normally be allowed to take 10 on a skill check, such as combat), resulting in the targets being affected as by a spell with the emotion descriptor, as noted in parenthesis after each emotion result below.

Table: Emotional Flare results (roll 1d20)

1-4	Anger: Target is mad at everything, and everyone. (<i>rage</i>)
5	Cheer: Target is upbeat, even when the situation doesn't call for it. (<i>good hope</i>)
6-8	Compassion: Target sympathizes with everyone. (<i>compassionate ally</i> *)
9-11	Despair: Target cannot generate any hope. (<i>crushing despair</i>)
12-15	Fear: Target is fearful of all potential threats. (<i>fear</i>)
16	Hate: Target strongly dislikes everyone and everything. (<i>unadulterated loathing</i> * to nearest creature)
17-20	Lust: Target wishes to engage in acts of intimacy as often as possible. (<i>reckless infatuation</i> * to nearest creature)

*Indicates a spell located in *Ultimate Magic*.

The effect lasts for 24 hours, or until the victim is targeted with *greater dispel magic*, *heal*, or similar magic. *Calm emotions* acts as a *greater dispel magic* against the emotional flare ability. Using this ability leaves the succubus fatigued until she rests for at least an hour.

Energy Drain (Su): Agitators feed upon raw emotions. They can cause any one creature within 10 feet per point of Charisma modifier that is affected by a *confusion* or spell with the emotion descriptor to take a negative level as a free action each round. (See Chapter 2: Mastering Magic in *Ultimate Magic* for more information on the emotion descriptor.) No creature can suffer more than a single negative level at a time from this effect – once a level has been drained from a target its emotions become too faint for an agitator to feed upon. An agitator heals 6d6 hp each time she successfully drains a level in this manner. The DC to remove the negative level is 21

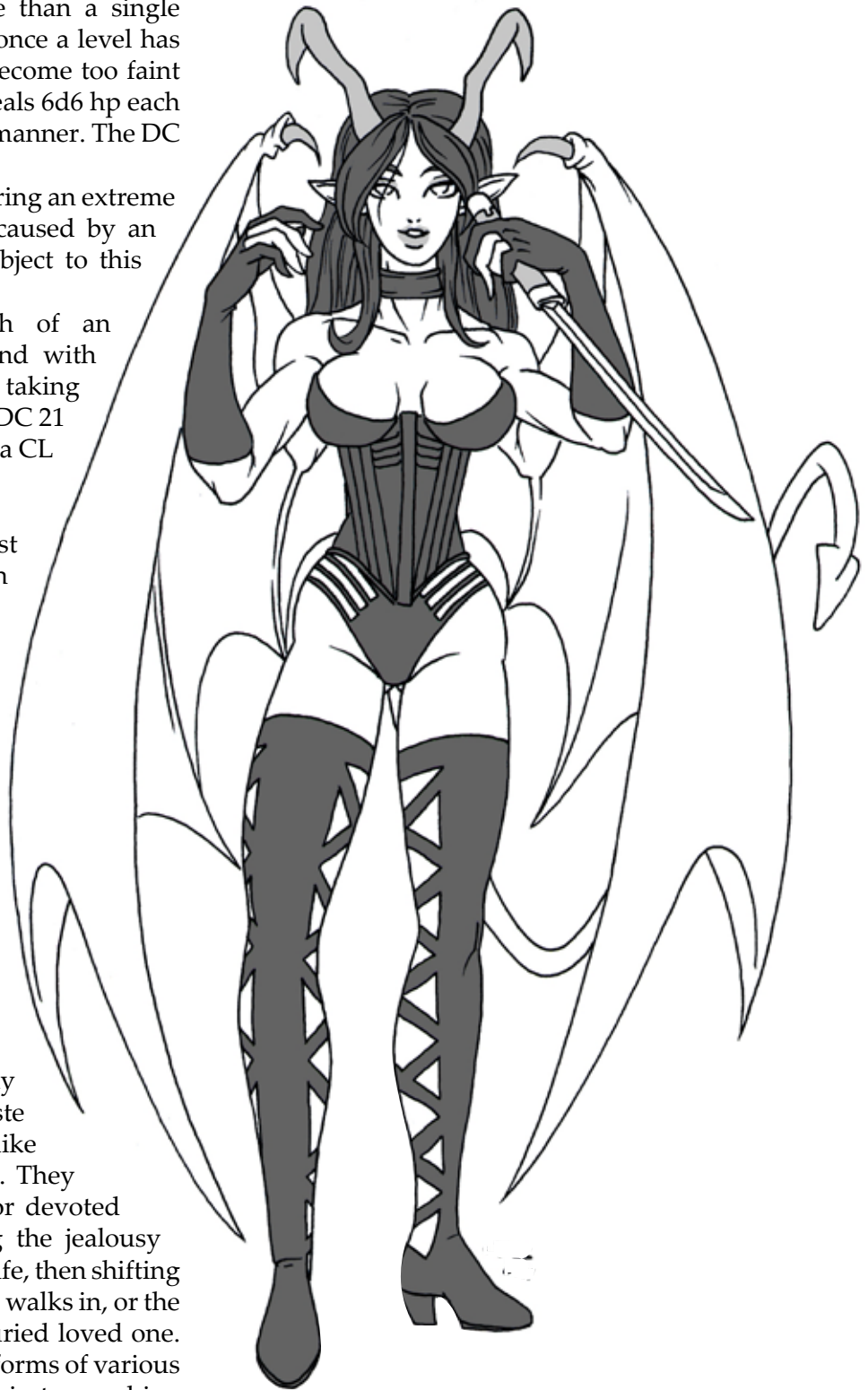
At the GM's discretion, an NPOC suffering an extreme emotional disturbance (such as may be caused by an agitator's manipulations) may also be subject to this effect.

Touch of Confusion (Su): The touch of an agitator succubus floods the victims mind with her conflicting emotions. In addition to taking Wisdom damage, the victim must make a DC 21 Will save or be *confused*, as per the spell, at a CL of 10.

Where typical succubi feed upon lust and passion, agitator succubi feed on pure emotions, the more chaotic the better. They will plague a community, using their ability to shape shift to create the emotions that they bask in. If discovered, an agitator attempts to infect the entire area with out of control emotions using her emotional flare, to cover her escape.

While an agitator avoids combat if at all possible, she is a very dangerous foe. She attempts to confuse as many foes as she can, to create a steady stream of healing energy to drain. Agitators use their emotional flare ability as a last resort, fleeing and feeding under the cover of chaos.

Agitator succubi can feed on any emotion, but claim positive emotions taste "bitter", and attempt to avoid emotions like love, hope, and the like unless desperate. They find playing the part of a beloved wife or devoted priest quite hard to maintain, preferring the jealousy created by appearing to a husband as his wife, then shifting her form to another woman as the real wife walks in, or the fear created by appearing as a recently buried loved one. Starting a hate filled feud by taking on the forms of various neighbors, or appearing as a wandering priest, preaching hopelessness are other favored ways of feeding for these demons.



CURSED OF EPITHUMIA

A powerful demon towers over you. While her form is that of a beautiful woman, her flesh is cracked and withered. Her glowing eyes are filled with hate and madness, and she reeks of scorched iron and burned flesh.

CURSED OF EPITHUMIA

CR 14

XP 38,400

CE Large Outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60ft.; Perception +19

Aura unholy aura (DC 24)

DEFENSE

AC 29; touch 11, flat-footed 27 (+2 Dex, +18 natural, -1 size)

hp 189 (14d10+112)

Fort +12, **Ref** +13, **Will** +11

DR 15/cold iron and good; **Immune** electricity, fire, poison; **resist** acid 15, cold 15; **SR** 25

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +23 (2d6+10 plus 1d8 fire), bite +23 (2d4+10)

Special Attacks molten spray (+15 ranged touch), scorching touch, split scars

Spell-Like Abilities (CL 14)

Constant-tongues, unholy aura (DC 24)

At will-chaos hammer (DC 20), fire shield, telekinesis (DC 23), suggestion (DC 22), greater teleport (self plus 50 lbs of objects only)

3/day-crushing despair (DC 20), fear (DC 20), fireball (DC 19)

2/day-charm monster (DC 20), greater dispel magic, symbol of persuasion (DC 22)

1/day-flamestrike (DC 21), meld into stone, wall of iron, summon (level 5, 1d4 hezrou 45%)

STATISTICS

Str 30, **Dex** 15, **Con** 27, **Int** 18, **Wis** 14, **Cha** 23

Base Atk +14; **CMB** +25 (+27 to grapple); **CMD** 37 (+39 vs. grapple)

Feats Cleave, Cleaving Finish*, Critical Focus, Improved Grapple, Improved Initiative, Lightning Reflexes, Power Attack

*Indicates a feat found in *Ultimate Combat*.

Skills Bluff +23, Fly +17, Intimidate +23, Knowledge (planes)

+21, Perception +19, Sense Motive +19, Spellcraft +21, Stealth +14, Survival +19, Use Magic Device +23

Languages Abyssal, Celestial, Common, Draconic; tongues; telepathy 100 ft.

SQ change shape (*alter self*, Medium, or Large humanoid), horrid shape, molten armor

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or squad (3-7)

Treasure double standard

SPECIAL ABILITIES

Molten Spray (Su): One of the cursed of Epithumia may vomit forth a gout of molten iron once every 1d4 rounds at a single target within 30 feet as a ranged touch attack. The molten metal deals 8d6 points of damage the round it strikes, 4d6 the second round, and then hardens, adding 50 pounds to the encumbrance of the target until it is removed. The weights of multiple strikes stack. The iron has a hardness of 10, and 30 hit points, and a break DC of 27.

Horrid Shape (Sp): A cursed of Epithumia has the same change shape ability as all succubi, but must make a DC 24 Will save every 10 minutes to maintain a form other than her natural one (regardless of how the alternate form was obtained), as her body attempts to remold its scars and twisted flesh. She also assumes her natural form 1 round after being transformed against her will by any polymorph or petrification effect.

Molten Armor (Su): As a standard action, the succubus can cause thick molten iron to well up out of her scars, granting her a +8 armor bonus to her AC for one minute, at which time the iron rusts away with supernatural speed. The demon's speed drops to 20, and she takes a -10 to any Fly checks while the armor is active.

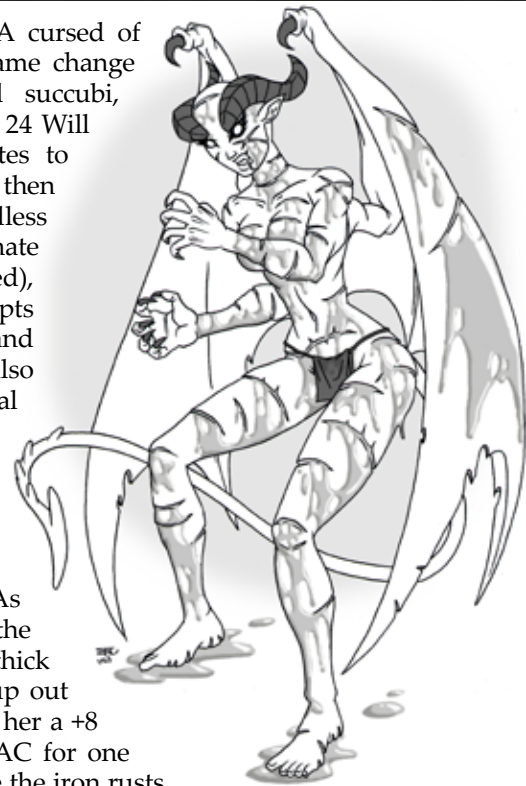
Scorching Touch (Su): If a cursed of Epithumia begins a round with an opponent grappled, it can cause mystic flames to erupt around the target burning flesh and spirit alike, dealing 1d4 Charisma damage per use. The succubus gains 5 temporary hit points per point of drain inflicted on the target.

Split Scars (Su): A cursed of Epithumia can cause old, healed wounds on a target to reopen. The demon must succeed on a ranged touch attack against the target, who suffers 8d6 hp of damage as numerous old injuries return. A Fortitude save (DC 25) reduces this to half damage.

When a succubus catches the attention of Epithumia, it is a mixed blessing. She may be rewarded with great power, or have her body and minds forever twisted. The cursed of Epithumia are robbed of their beauty, their sensuality, and their power to cross the planes freely. They gain immortal hatred for any creature they view as more attractive as themselves.

A cursed of Epithumia fights to maim and demoralize her foes, often preferring them to live with forms as twisted as her own. They attack their foes without fear, hoping to inflict as much pain and suffering as then can before being destroyed. Despite this, they are still plotters at heart, and find every advantage against their foes.

Most cursed of Epithumia act as mercenaries or torturers for more powerful demons. Others hold small plots of land, dwelling in dark towers that they only leave to abuse the lesser demons and spirits that live in their lands. They are only rarely summoned to the Material plane; they don't have the beauty that makes succubi so popular, and have a well known reputation for attacking their summoners as soon as they are able to free themselves. Only a master who is as scarred and twisted as the curse of Epithumia herself can hope to earn one's loyalty, and even then only if the succubi is given access to a steady stream of comely victims to disfigure.



DARK MISTRESS

Utter blackness compressed into the form of a shapely, winged woman lounges on the throne before you. The darkness of her face is broken only by the dim red glow of her eyes and lips.

DARK MISTRESS

CR 9

XP 6,400

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +7; Senses darkvision 60ft., detect good; Perception +16

DEFENSE

AC 21; touch 17, flat-footed 14 (+7 Dex, +4 natural)

hp 95 (10d10+40)

Fort +7, Ref +14, Will +10

DR 10/cold iron and good; Immune cold, fire, electricity, poison; resist acid 10; SR 20

Weakness sunlight

OFFENSE

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

Melee 2 claws +17 (1d4+2 plus 1d6 cold), or 2 claws touch (1d4+2 plus 1d6 cold), or shadow whip touch +18/+13 (1d8 cold plus disarm/trip)

Special Attacks shadow control, shadowy transformation, shadow whip

Spell-Like Abilities (CL 12)

Constant-detect good, tongues

At will-charm monster (DC 22), chill touch (DC 19), deeper darkness, shadow conjuration (DC 22), shadow evocation (DC 23), suggestion (DC 21), greater teleport (self plus 50 lbs of objects only)

1/day-enervation (DC 22), magic jar (DC 23), greater shadow conjuration (DC 25), greater shadow evocation (DC 26), shadow walk, summon (level 4, 1 shadow demon or 1 succubus 50%)

STATISTICS

Str 14, Dex 24, Con 19, Int 18, Wis 17, Cha 27

Base Atk +10; CMB +17; CMD 29

Feats Agile Maneuvers, Skill Focus (Stealth), Vital Strike, Weapon Finesse, Weapon Focus (whip)

Skills Bluff +21, Diplomacy +21, Fly +28, Intimidate +21, Knowledge (arcane, planes) +17, Perception +16, Sense Motive +16, Stealth +26, Use Magic Device +21

Languages Abyssal, Celestial, Common, Draconic; tongues; telepathy 100 ft.

SQ change shape (alter self, Small or Medium humanoid), shadow form

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or party (3-8)

Treasure double standard

SPECIAL ABILITIES

Shadow Creations (Su): A dark mistress can mold shadow stuff into whatever forms she may need. She may shape

shadows as if using *minor creation*, with the objects created lasting one day per point of her Charisma modifier. She may use shadows to form *major creation* effects as well; the objects created last for one hour per point of her Charisma modifier.

Shadow Form (Su): A dark mistress can take a shadowy form at will, allowing her to ambush or escape enemies with ease. She becomes incorporeal, her claw attacks become touch attacks, and her AC changes to 25, touch 25, flat footed 18 (+7 Dex, +8 deflection). She may remain in her shadow form for one minute per point of Charisma modifier per day. This duration need not be used all at one time, but is expended in one minute intervals.

Shadow Whip: (Su) A dark mistress may create a whip of icy shadow as a free action. The whip deals cold damage (even to targets with an armor bonus of +1 or more or a natural armor bonus of +3 or more, unlike a normal whip), and the dark mistress may make a free disarm or trip CMB check with every successful attack. This CMB check does not provoke an attack of opportunity, and the dark mistress is not herself tripped or disarmed even if she fails the check by 10 or more. The shadow whip otherwise acts as a normal whip. The whip automatically dissipates if it leaves her grasp, and she can recreate the whip at will.

Shadowy Transformation (Su): Once per round as a standard action, a dark mistress may make a ranged touch attack at an opponent within 30 feet. If successful, a dark cocoon of shadow envelops the victim, seeping into his pores. The target must make a DC 23 Fortitude save or become an incorporeal shadow form, as per the spell *gaseous form*. The shadow form gains a touch attack, dealing 1d6 points of cold damage. The victim is trapped within the shadow form for 2d10 minutes, and takes 3d6 points of cold damage upon returning to its solid state.

A *remove curse*, *greater dispel magic*, or *greater magic* will end the effect. Any living thing killed while in the shadow form becomes a shadow under the dark mistress's control.

The dark mistress may attempt to command any creature that she has forced into shadow form, acting as the *dominate monster* spell requiring a DC 23 Will save to resist.



Sunlight Vulnerability (Ex): A dark mistress caught in natural sunlight cannot attack, and my make only a single move action a round. She also loses one Constitution point per round of exposure. If the dark mistress reaches 0 Constitution, she is utterly destroyed. A creature controlled by a dark mistress while under the effects of a shadowy transformation or *magic jar* is not harmed by sunlight, but if struck by a *sunbeam* or *sunray* spell the dark mistress must make a DC 23 Will save or lose control of the creature (and be forced back to her own body, if using *magic jar*).

Dark mistresses arise from the Lady Epithumia's attempts to fuse her succubi and shadow demons together, to strengthen her overall power base. The arcane process created something that had the essence of both types of demons, yet was entirely new. The fledgling dark mistresses proved to be willful and treacherous, and the first among them rebelled against her mother to work to claim the title of Queen of the Succubi for herself. Those still loyal to Epithumia are both beloved and carefully observed by their demonic matron to this day.

Dark mistresses tend to have a legion of slaves and followers that fight for them, while they enjoy watching the carnage. While their wrath is a fearful thing, and they are capable in combat, they prefer to corrupt the bodies and souls of those around them more than the thrill of battle. They especially enjoy sending the shadows of adventurers after their comrades, and possessing innocent maidens to use as bait to tempt those who would never fall to the advances of a creature they suspected of being a succubus.

A dark mistress tends to control a large and hedonistic estate, whether in the Abyss, or on an earthly plane. They enjoy one-upping other succubi, especially other dark mistresses, with the most lavish palace, most handsome slaves, or newest magical acquisitions. They require the company of others of their kind, if only to have equals to plot against. They pay lip service to Epithumia, granting her just enough loyalty and service to avoid her wrath.

PUPPETEER

An unnaturally beautiful woman appears before you. Not even her bat-like wings and tail can spoil her charisma. Her eyes glow with inner light, as she licks her lips in delight at seeing you.

PUPPETEER SUCCUBUS

CR 8

XP 4,800

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60ft., *detect good*; **Perception** +15

DEFENSE

AC 20; touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 103 (9d10+540)

Fort +9, **Ref** +10, **Will** +11

DR 10/cold iron and good; **Immune** electricity, fire, poison; **resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (1d6+3),

Special Attacks army of puppets, dominating gaze

Spell-Like Abilities (CL 14)

Constant-*detect good*, *tongues*

At will-*charm monster* (DC 23), *command undead* (DC 22),

ethereal jaunt (self plus 50 lbs of objects only), *suggestion*

(DC 23), *greater teleport* (self plus 50 lbs of objects only)

3/day-*control undead* (DC 27), *dominate monster* (DC 29),

mass charm monster (DC 26), *mass suggestion* (DC 25)

1/day-*geas/quest* (DC 26), *summon* (level 6, 1 nabasu 45%)

STATISTICS

Str 17, **Dex** 19, **Con** 22, **Int** 20, **Wis** 17, **Cha** 30

Base Atk +9; **CMB** +13; **CMD** 23

Feats Agile Maneuvers, Combat Expertise, Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +16, Bluff +22, Diplomacy +19, Fly +16, Intimidate +22, Knowledge (local) +17, Knowledge (planes) +17, Perception +15, Sense Motive +15, Stealth +16

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

SQ change shape (*alter self*, Small or Medium humanoid), strength of legions

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Army of Puppets (Su): The puppeteer succubus may take a full round action to meditate on a single creature under her control via her dominating gaze or *charm monster*, *dominate monster* or *mass charm monster* spell-like abilities, gaining the ability to speak through it, use its senses, and having total control over its actions, as if it was possessed as per *magic jar*. The succubus is helpless while in this meditative state, although she is aware of her surroundings. Killing the creature, or dispelling the control forces the succubus awake, and requires her to make a DC 23 Will save or be stunned for one round.

Dominating Gaze (Su): Puppeteer succubi are renowned for their ability to control a legion of slaves. Any humanoid, monstrous humanoid, or outsider within 50 feet that meets the puppeteer's gaze must make a DC 24 Will save or join her army of puppets. Creatures with HD or levels that exceed half the puppeteer's own HD are immune to this effect.

The puppeteer can affect a maximum of 5 creatures per point of Charisma modifier at one time with her dominating gaze ability. Creatures controlled by the succubus's spells or spell-like abilities do not count toward this limit. The targets continue their day to day lives whenever the puppeteer allows them to, but are totally loyal to her commands. It requires a DC 30 Sense Motive check for an observer to determine an outside influence is controlling the actions of a creature under a dominating gaze. Any dominated creatures that travel more than 5 miles from the succubus receives a new save, and those dominated receive a new save every week to break her control.

Strength of Legions (Su): The puppeteer gains strength from her dominated minions. For every 5 creatures she controls, she gains 5 temporary hit points, and for every ten creatures she controls she gains a +1 deflection bonus to her AC and saves. These bonuses fade instantly as the number of her followers fall, and the temporary hit points are restored only at dusk each night.

Puppeteer succubi are the bane of humanoids everywhere. They exist to sow chaos and discord, turn people away from the paths of good and order, and to give meager assistance to mortals in return for contracts to own the mortals' souls. Puppeteers work through intermediaries and minions as much as possible – the only time one is found alone is when she has newly come to the world. A single puppeteer is of such power that she can rapidly control a small village within days, and, if given enough time, can destabilize even a large city with ease.

Puppeteer succubi avoid personal combat wherever possible, and will flee at the first opportunity if unable to control her foes. They keep their most capable minions on hand as their bodyguards at all time. A succubus that loses her minions will stop at nothing to gain revenge over those that over threw her.

Puppeteers are fond of dominating wise and good rulers, as well as controlling powerful assassins and thieves guilds, and using that control to create situations rife with misery and opportunity to buy souls (wars, crime waves, anarchy). They look after their safety first, their personal comfort second, and create generalized chaos third. They happily sit on their velvet thrones, sipping fine wines, as cities burn around them.



THYIADES

This creature seems to be equal parts stunningly beautiful fey, and demonic temptress. Long, slender horns rise from her forehead, and her bat wings wave lazily in the breeze. She giggles evilly as a serpents tongue flicks from between her crimson lips.

THYIADES

CR 6

XP 2,400

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60ft.; Perception +14

DEFENSE

AC 24; touch 24, flat-footed 19 (+5 Dex, +9 deflection)

hp 69 (6d10+36)

Fort +9, **Ref** +10, **Will** +10

DR 5/cold iron and good; **Immune** electricity, fire, poison; **resist** acid 5, cold 5; **SR** 17

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claws +11 (1d6+1 plus bleed), bite +11 (1d4+1)

Special Attacks bleed (1d4), energy drain, primal gift

Spell-Like Abilities (CL 10)

Constant-tongues, water breathing

At will-*charm animal* (DC 20), *entangle* (DC 20) *ethereal jaunt* (self plus 50 lbs of objects only), *suggestion* (DC 22), *greater teleport* (self plus 50 lbs of objects only)

2/day-*charm monster* (DC 22), *dominate animal* (DC 22), *greater dispel magic*, *poison* (DC 22), *tree shape*

1/day-*blight* (DC 23), *insect plague*, *rusting grasp* (DC 25), *summon* (level 3, 1 vrock 50%)

STATISTICS

Str 13, **Dex** 20, **Con** 22, **Int** 18, **Wis** 21, **Cha** 29

Base Atk +6; **CMB** +11; **CMD** 22

Feats Agile Maneuvers, Ability Focus (*rusting grasp*), Weapon Finesse

Skills Bluff +18, Diplomacy +15, Escape Artist +14, Fly

+18, Handle Animal +18, Knowledge (nature, planes) +13, Perception +14, Sense Motive +14, Stealth +14,

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

SQ change shape (*alter self*, Small, Medium, or Large fey), fey blooded, unhallowed land

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Energy Drain (Su): A thyiades drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the thyiades can use this ability. The thyiades's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the thyiades. The victim must succeed on a DC 23 Will save to negate the *suggestion*. The DC is 23 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

If the thyiades targets a fey creature with her kiss, she gains 10 temporary hit points, the target takes two negative levels, and the DC for both saves is 26.

Primal Gift (Su): Three times per day as a full-round action, a thyiades may grant a primal gift to a willing animal or fey creature by touching it. The target gains the fiendish template until 24 hours pass, the creature is targeted by a *dispel chaos* or *dispel evil* spell, or the thyiades chooses to remove it (the last option dealing 3d6 Constitution damage).

Fey Blooded (Ex):

Thyiades count as being of the fey type for the purposes of spells and effects that affect fey. They gain a +5 racial bonus to saves against enchantment, charm, and compulsion effects caused by fey spells and spell like abilities.

Unhallowed Land (Su): A

thyiades may choose an area of natural land, such as a stretch of dark forest, a lake, or a swamp that is no more than one square mile in diameter, to be her domain. This area is considered to be under an *unhallow* spell at all times (with a caster level equal to double the thyiades's HD). In addition, the thyiades gains a +6 to her Perception and Stealth checks while within her unhallowed area. If the thyiades is destroyed, or driven from the area, the effect slowly fades over the period of a week. She may willingly end the effect, although she cannot recreate the effect until she has laired in the same or another natural area for at least a week without leaving.

Thyiades are demons that have become accustomed, or even addicted to, feeding on the primal chaos that infuses the life energy of fey creatures. They are feared and hated by most fey, although they cause a deadly fascination in the darker-hearted fey creatures. When fey do become enamored of a thyiades's affection it becomes a terrible game, with the fey partaking in the powers that the demoness offers, while attempting to remain useful enough to avoid her desire to feed.

Unlike most succubi, thyiades relish combat, ripping flesh with their barbed claws, and sinking their fangs into flesh. They are not fool hardy, taking controlled beasts and wicked fey into battle with them, and will quickly abandon a battle in which they are out matched. Their blood lust is sometimes called on by tribal shamans, who call up a thyiades to aid a tribe in destroying some powerful foe. Such bargains often go well as long as the thyiades has plenty of foes of the tribe to feed on, but inevitably the demoness turns her attentions on the more powerful members of the tribe that summoned her.

Thyiades share an intense mutual hatred with nymphs, and the two will go out of their way to battle and destroy the other. These battle are often indirect, using unknowing adventurers as their proxies. Thyiades avoid hags, unless they have need of their aid in destroying powerful forest creatures, like unicorns. They reserve their greatest hatred for their own kind; thyiades attack each other on sight.



TORMENTORS

A winged and statuesque demoness writhes before your eyes. Her body is decorated with patterned scars and complex tattoos that draw your gaze toward the bone and metal shards that pierce her flesh. She is clearly in pain, but equally clearly enjoying every moment of her torment.

TORMENTORS

CR 11

XP 12,800

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +7; Senses darkvision 60ft.; Perception +19

DEFENSE

AC 28; touch 13, flat-footed 25 (+3 Dex, +15 natural)

hp 147 (14d10+70)

Fort +9, Ref +14, Will +11

DR 10/-; Immune electricity, fire, poison; resist acid 10, cold 10; SR 22

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +19 (1d8+5, 15-20/x2 plus hex strike) or body spikes +19/+14 (1d6+5)

Special Attacks hex strike (DC 23)

Spell-Like Abilities (CL 12)

Constant-tongues

At will- *earn-piercing scream*** (DC 17), *interrogation*** (DC 17), *greater teleport* (self plus 50 lbs of objects only), *pain strike** (DC 19) 3/day- *retribution** (DC 19)

2/day- *mass pain strike** (DC 21), *vision of hell*** (DC 19)

1/day- *symbol of pain* (DC 21), *summon* (level 5, 1d4 succubi 75%)

*Indicates a spell found in the *Advanced Player's Guide*.

**Indicates a spell found in *Ultimate Magic*.

Hexes (CL 12)

Hexes-cackle, evil eye (DC 23), misfortune (DC 23), scar* (DC 23)

Major Hexes-agony (DC 23), retribution (DC 23)

*Indicates a hex found in *Ultimate Magic*.

STATISTICS

Str 20, Dex 16, Con 21, Int 19, Wis 15, Cha 22

Base Atk +14; CMB +19 (+21 to grapple); CMD 22 (+24 vs. grapple)

Feats Cleave, Improved Critical (claws), Improved Grapple, Improved Initiative, Lightning Reflexes, Power Attack

Skills Bluff +23, Fly +18, Intimidate +23, Knowledge (planes)

+21, Perception +19, Sense Motive +19, Spellcraft +21, Stealth +14,

Survival +19, Use Magic Device +23

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

SQ body spikes, change shape (*alter self*, Medium, or Large humanoid), hurt so good, keen claws

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or squad (3-7)

Treasure double standard

SPECIAL ABILITIES

Body Spikes (Su): A tormentor normally pierces her body with spikes and blades piercing her skin and even bones. These act as armor spikes.

Hex Strike (Su): Whenever a tormentor scores a critical hit with a claw she may, as a free action, also submit the target of the attack to one hex she knows (but not a major hex or greater hex).

Hurt So Good (Su): Whenever a creature successfully hits a tormentor with an attack roll and deals damage to her, the attacker must make a Will save (DC 23) or be cursed to find pain enjoyable. While under the effects of this curse, the creature takes a -4 penalty to AC (as it subconsciously desires to be hit and injured), never heals itself unless told to do so by a trusted ally, and takes a -2 penalty to all saving throws against spells and effects with the pain descriptor. (See Chapter 2: Mastering Magic in *Ultimate Magic* for more information on the emotion descriptor.) The curse remains until removed by *remove curse*, *greater dispel magic*, or similar effect.

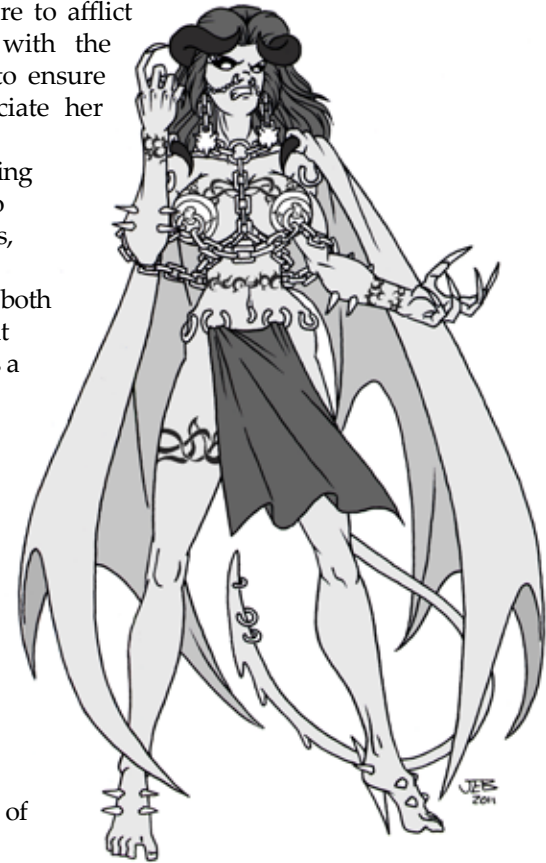
A tormentor may also force a target the tormentor has pinned to save against this curse as part of a grapple check made to maintain the pin.

Keen Claws (Ex): The claws of a tormentor are amazingly sharp. They have a natural threat range of 18-20. with Improved critical, this increases to 15-20.

Tormentors are succubi with a supernatural connection to the aberrant lusts of sadists and masochists. They delight in being hurt, and in causing pain in others. Tormentors see pain as the ultimate expression of pleasure, and truthfully believe anyone can be taught to enjoy causing and receiving pain. As a result they are among the most dangerous succubi for hedonists to deal with, for a bargain requiring the tormentor to give the summoner pleasurable experiences inevitable results in long torture sessions (which, as a result of the hurt so good ability, summoners may well enjoy up until the moment they die).

While tormentors are no more interested in combat as a way to achieve their goals than typical succubi, they do enjoy battle as a pastime. Indeed, foes who attack a tormentor and are defeated by her are more likely to be left alive if they have dealt significant damage to her, as she'll wish to maintain the option to "play" with the attacks again at a later date (though she's also sure to afflict such defeated foes with the hurt so good curse, to ensure they properly appreciate her efforts).

In addition to serving as spies and consorts to more powerful demons, tormentors are often employed as torturers, both to force information out of an employers and as a form of entertainment among the truly depraved. Mortals exposed to the merciless talents of a tormentor for long periods of time sometimes go insane, and become cultists devoted to summoning their mistress into new communities, and discovering new forms of torture and self-abuse.



EXPANDED SUCCUBUS RULES

Succubi have a numbers of feats, spells, and magic items they commonly employ in their pursuits of pleasure and power.

SUCCUBUS FEATS

The following feats are generally specific to the unique abilities of the succubi, although rarely other creatures that meet the prerequisites also learn these techniques.

ANIMAL FORM

You may shapeshift into the form of a single animal or vermin.

Prerequisites: outsider, change shape ability

Benefit: In addition to your normal shape shifting abilities, you have the ability to take the form of an animal or vermin at will. Typically this form is that of a Large snake, a Medium shark, or a Medium spider, but it is not unknown for a succubus to become a dog, or even a horse. This ability acts like *beast shape II*, except you can only take one fixed form.

ARCANE WINGS

Your wings are inscribed with arcane symbols.

Prerequisites: Cha 15, innate spell-like abilities, wings, dragon or outsider

Benefit: Your wings are covered with glowing runes, allowing you to cast spells they contain. Each wing holds one spell of level 5 or less, which may be cast once per day as a spell-like ability. The CL of the spell is equal the HD of the succubus, plus her Charisma modifier. The spells are fixed upon creation, and cannot be changed.

HELD KISS

You can enchant an object to hold your power of *suggestion*.

Prerequisites: Outsider, *suggestion* spell-like ability

Benefit: You may imbue a kiss on any object that you can carry in one hand, and have it deliver a *suggestion* to the next being that picks up the object. You must choose what the *suggestion* is when you place the kiss. The object will hold the *suggestion* for one day per point of Charisma modifier you possesses. You may only have one object imbued with a kiss at a time, if imbue an additional object with a kiss, and previously imbued object is no longer affected.

LUST'S SWEET STING

Your tail comes equipped with a stinger, and soul-numbing poison.

Prerequisites: Succubus

Benefit: You gain a sting attack as a secondary attack, dealing 1d4 points of damage. The sting also injects a poison: sting-injury, *save* Fortitude DC 10+ half the your HD+ Cha modifier; *frequency* 1/round for 3 rounds; *effect* 1d4 Wis, *cure* 1 save. A target that rolls a natural 1 on a saving throw against this poison (the die roll shows a "1") is also affected as if it had failed a save against an elixir of love and seen the poisoner first.

MASTER OF CHANGE

You may shapeshift into a broad range of forms.

Prerequisites: Outsider, change shape ability

Benefit: In addition to your normal shape shifting abilities, you can take on the appearance of any creature of your size, one size smaller, or one size larger. This otherwise functions as the change shape ability.

SUCCUBUS MAGIC ITEMS

Succubi adore magic items, the more glamorous the better. They have rich hoards of treasure, both plundered from dying victims, and giving as gifts from foolish admirers. They often have several stores of coins and loose gems across a wide number of cities, but tend to wear the best jewelry, and keep magic items close at hand. Most of the following items may be found in the hands of any demon, although the *lingerie of allure* is only found in the hands of the succubi.

BEBLITH SCYTHE

Aura moderate enchantment CL 10th

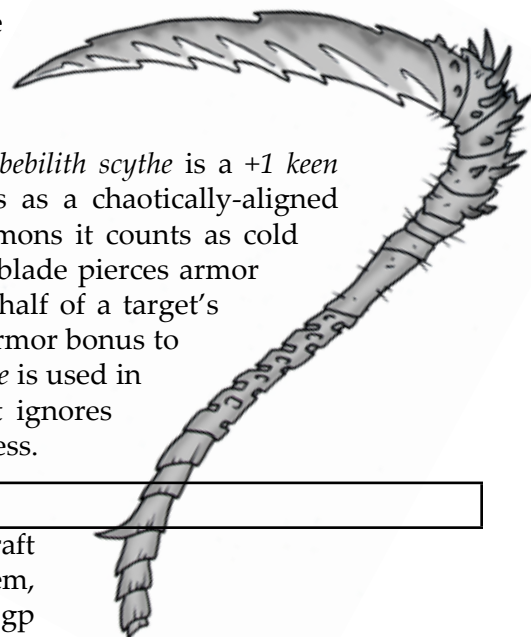
Slot none; **Price** 36,618 gp; **Weight** 10 lbs

DESCRIPTION

Bebilith scythes are wicked weapons created from a shard of the front leg of a bebilith. A *bebilith scythe* is a +1 *keen scythe*, which counts as a chaotically-aligned weapon; against demons it counts as cold iron and good. The blade pierces armor with ease, ignoring half of a target's natural armor and armor bonus to AC. If a *bebilith scythe* is used in a sunder attempt, it ignores half a target's hardness.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *keen edge*; Cost 18,309 gp



BITING FLAIL

Aura strong necromancy; **CL** 8th
Slot none; **Price** 18,000 gp; **Weight** 3 lbs

DESCRIPTION

These +1 flails are made from enchanted vargouille heads, attached to chains of abyssal steel. Each time the *biting flail* strikes, the victim must make a save versus the vargouille's poison. Vargouille poison—injury; *save* Fort DC 13; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The user may make a touch attack against a helpless target with a *biting flail*, inflicting the vargouille's kiss ability on the victim. A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. Lastly, the user can command the vargouille to shriek 3 times per day. Those within 60 feet (except for vargouilles) who hear the shriek and can clearly see the flail must succeed on a DC 15 Fortitude save or be paralyzed for 2d4 rounds or until the user attacks them, or leaves their sight. A creature that successfully saves cannot be affected again by the same *biting flail's* shriek for 24 hours. A *biting flails* enchantment bonus is added to all saves versus the vargouille's abilities.

Anyone wielding a *biting flail* must put up with the head constantly muttering and cursing in Infernal, as well as it snapping at its wielder and anyone that happens to come near.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *charm monster, gentle repose*; **Cost** 9,000 gp

LINGERIE OF ALLURE

Aura moderate enchantment **CL** 7th
Slot armor; **Price** 34,210 gp **Weight** -

DESCRIPTION

This flimsy looking gossamer chain gown is popular with succubi and their minions. *Lingerie of allure* grants a +3 armor bonus to the wearer's AC, and +4 bonus to the wearer's Charisma.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *eagle's splendor, shield of faith*; **Cost** 17,105 gp

RETRIEVER CROWN

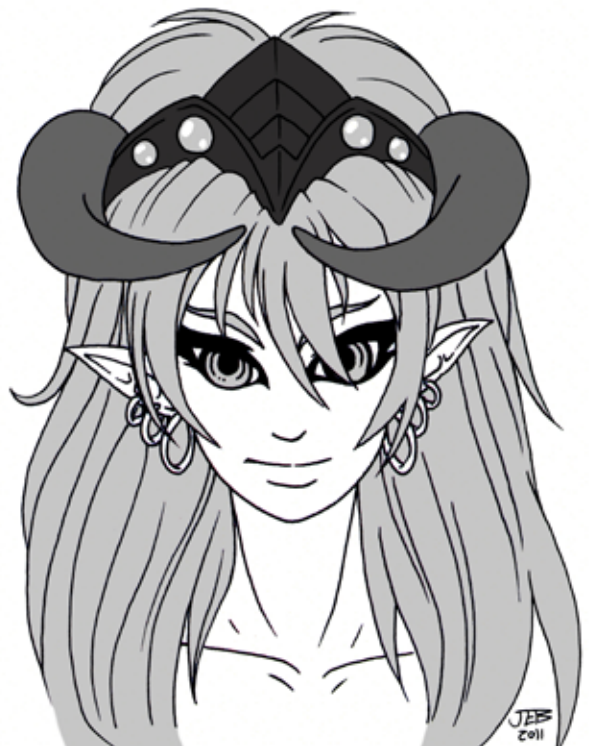
Aura powerful evocation; **CL** 12th
Slot head; **Price** 72,000 gp; **Weight** 1 lb

DESCRIPTION

This blackened steel circlet is set with 4 gems taken from the eyes of a destroyed retriever. Each gem may be used once per day, creating a ray with a 100 foot range. Each ray has a save DC of 18. One ray deals 12d6 fire damage, with a Reflex save for half., the second gem creates a ray of 12d6 cold damage, with a Reflex save for half damage. The third gem creates electricity, dealing 12d6 points of damage, with a Reflex save for half damage. The final gem creates a petrification ray, with a Fortitude save to resist the effect.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *cone of cold, fireball, flesh to stone, lightning bolt*; **Cost** 36,000 gp



WING BANGLES

Aura moderate abjuration CL 7th

Slot -; **Price** 20,600 gp; **Weight** -

DESCRIPTION

These rings made of bone and gold are designed to pierce the skin of a wing. The wearer gains a +1 deflection bonus to their AC, is under a continual *protection from good* effect, and may create a *mirror image* effect once per day. The *wing bangles* will not function for a creature without innate wings.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *mirror image*, *protection from good*, *shield of faith*; **Cost** 10,300 gp

SUCCUBUS SPELLS

Spellcasting succubi are not uncommon, with sorcerers of the abyssal, arcane, destined, and fey bloodlines being most common, followed by wizards specializing in divination, enchantment, and illusion, witches, and bards. Divine spell casters are much rarer, as almost all succubi save their primary devotion for themselves, but a few oracles of the dark tapestry, as well as clerics of Epithumia or the first Dark Mistress, can be found among their number

ASPECT TRANSFORMATION

School enchantment; **Level** alchemist 3, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes the touched creature to take on another creature type, such as aberration or outsider. The spell may also grant a subtype, such as air or chaotic. The recipient retains their original type and subtypes as well. The target creature is affected by spells that exclusively target the chosen type or by *bane* weapons of the chosen type as if that was their natural type. *Aspect transformation* will allow creatures to pass wards that allow a specific type of creature to pass, but not those that bar a creature of its true type to pass. If a creature gains both the evil and good or chaotic and lawful subtypes, that creature is affected by spells and effects that target both subtypes. A single creature may only gain the effects of one *aspect transformation* spell at a time.

BLOOD MIST

School enchantment; **Level** bard 4, cleric 5, druid 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, M (the caster's wounds)

Range close (25 ft. + 5 ft./2 levels)

Effect cloud 10 feet in diameter centered on the caster

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes the casters blood to become a thin crimson mist as it spills from her wounds. Any living creature within the mist must make a Will save each round they remain within the mist, or be affected as if they had been affected by a *charm monster* from the caster. The effect lasts for as long as the victim remains within the mist, and for 1d4 rounds after it leaves the mist. In addition, any creature that feeds on the caster's blood while the spell is in effect (including those that succeed at bite attacks against the caster) must make a Fortitude save or be stunned for 1d8 rounds.

SCULPT THE DEAD

School transmutation; **Level** cleric 1, sorcerer/wizard 2, witch 1

Casting Time 1 standard action

Components V, S, M (bead of clay)

Range touch

Target one dead or undead creature

Duration 10 minutes/level

Saving Throw Will disbelief; **Spell Resistance** no

You cause the body of a dead creature to take the appearance of your choice. You can change the height, sex, and features to resemble an average creature of its race, or with a DC 15 Craft (sculpting) check you can cause it to resemble a specific being of its race. Alternatively you can do the same to a corporal undead creature, requiring a DC 20 Craft (sculpting) check (25 to resemble a specific individual), and up 50 gp in materials. This spell affects only the visual senses, and does nothing to change the scent or aura of the target, or to change its behavior.

SOUL HAZE

School conjuration; **Level** bard 6, cleric 6, inquisitor 5, sorcerer/wizard 6, witch 5

Casting Time 1 standard action

Components V, S, M (drop of a mind affecting substance)

Range 60 ft.

Area cone shaped burst, followed by a 30 ft. cloud

Duration one round \ level (see text)

Saving Throw Will negates; **Spell Resistance** yes

The caster creates a cone of golden mist extending outward from her hand. Creatures caught within the cone suffer 2d8 Wisdom damage, with a Will save for half. The far end of the cone settles into a golden haze, five feet thick and as long and tall at the cone's maximum reach, floating within the air. Creatures within or moving through the haze must make a Will save or suffer 1d2 Wisdom damage for each round they are within the haze.

WEB OF PAIN

School conjuration (pain); **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (nerves from a wizard's spine)
Range medium (100 ft. + 10 ft./lv)
Effect webs in a 40-ft.-spread
Duration 1 round/level
Saving Throw special; **Spell Resistance** no

This spell creates a mass of sticky webs, similar to the *web* spell. The webs transmit painful energy into creatures trapped within, or moving through them. Anyone in the affected area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected.

If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. Creatures caught within the *web of pain* take 3d6 nonlethal damage every round they are trapped, with no save. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. Creatures moving through the *web of pain* must make a Reflex save or take 3d6 points of nonlethal damage. The entire area of the web is considered difficult terrain.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

A *web of pain* is affected by cold conditions; if the webs are struck by magical cold, the damage from being struck drops to 1d6 per round, and there is no damage from moving through the area. This effect lasts for one round per level of the cold based spell. If a *web of pain* is created in an area where the temperature is below 0 degrees, it only deals the above damage.

Web of pain can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.



GO ROGUE!!

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