

# Chapter Eight: Creatures of Hell

## Abigor, Grand Duke of War

Large Outsider (Devil, Extraplanar, Evil, Lawful)

**Hit Dice:** 18d8+90 (171 hp)

**Initiative:** +7

**Speed:** 40 ft. (8 squares) (full plate), base 50 ft.

**Armor Class:** 36 (-1 size, +12+4 full plate, +1 Dex, +10 natural, +4 insight), touch 14, flat-footed 35

**Base Attack/Grapple:** +18/+29

**Attack:** +2 axiomatic unholy heavy lance +27 melee (2d6+12 plus 2d6 against chaotic plus 2d6 against good, critical 19-20/x3) or +2 thundering unholy good outsider bane greatsword +26 (+28 against good outsiders) melee (3d6+12 plus 1d8 sonic on a critical hit plus 2d6 against good foes plus 2d6+2 against good outsiders)

**Full Attack:** +2 axiomatic unholy heavy lance +27/+22/+17/+12 melee (2d6+12 plus 2d6 against chaotic plus 2d6 against good, critical 19-20/x3) or +2 thundering unholy good outsider bane greatsword +26/+21/+16/+11 (+28 against good outsiders) melee (3d6+12 plus 1d8 sonic on a critical hit plus 2d6 against good foes plus 2d6+2 against good outsiders)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Scepter, secrets of warfare, spell-like abilities, standard, summon devils

**Special Qualities:** Anticipate future, devil traits, damage reduction 15/good, mount, spell resistance 32

**Saves:** Fort +16, Ref +12, Will +18

**Abilities:** Str 24, Dex 13, Con 20, Int 15, Wis 25, Cha 17

**Skills:** Bluff +24, Concentration +26, Diplomacy +26, Disguise +3 (+5 Acting), Handle Animal +24, Intimidate +26, Knowledge (history) +23, Knowledge (the planes) +23, Listen +28, Ride +24, Spot +28

**Feats:** Cleave<sup>B</sup>, Improved Critical (lance), Mounted Combat, Quick Draw, Power Attack<sup>B</sup>, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance)

**Environment:** Hell

**Organization:** Unique or Entourage (Abigor plus 1d10 bearded devils)

**Challenge Rating:** 19

**Treasure:** Quadruple standard

**Alignment:** Always Lawful Evil

**Advancement:** —

**Level Adjustment:** —

The Grand Duke Abigor serves Beelzebub on the Seventh Circle. There he trains and commands the forces of his master in preparation for forays into the Abyss, but more importantly, for an invasion into the Eighth Circle. Of the troops he commands, he favors bearded devils for their expert skills in combat and their valuable magical abilities. Though Abigor appears loyal to his master, he secretly plots to overthrow Beelzebub, and take his place as master.

Abigor's specialty is warfare. Demonologists claim he has acute foresight and can anticipate troop movements, battle plans and supply lines far in advance of the opposing army. For his skills in military matters, many of the devilish nobility approach him for their personal guard training, or even for themselves. This has led the Duke to gain many powerful allies, and valuable insight into the fighting potential of his master's rivals.



*This towering devil wears spiked armor and a full helm. In his off hand, he holds a standard, which displays inverted holy symbols in black on a crimson field. In his primary hand, he grips a greatsword, constructed of bone and steel. With a quick, overhand swing, he shouts out a command, and from behind him pour forth the legions of Hell.*

Not just Hell's aristocracy finds Abigor appealing; many mortals seek out his influence and knowledge despite his obscurity and the minor role he plays in respect to the other powers in Hell. Desperate conflicts, hopeless causes, and revenge are all viable reasons why mortals seek out his wisdom.

Abigor speaks Common, Infernal and Ignan.

### Combat

Abigor always begins combat by swinging his standard in the air, allowing its magical effects to take hold over his enemies. Afterwards, he plants the standard into the ground, and charges with his horse into the fray. Abigor is a vicious warrior, employing the best strategies when able. Should the situation demand it he relies on his own spell-like abilities to gain advantage over his enemy.

**Scepter (Su):** Abigor wields a number of magical items that aid him in his command of his troops. One of them is his scepter. While holding it, Abigor's telepathy extends to 500 feet. The scepter has a 20 hardness and 50 hit points.



**Secrets of Warfare (Su):** Abigor's intimate knowledge of war provides a special advantage in melee combat. As a full-round action, Abigor can attempt a Concentration check against the Will save of a target opponent. If Abigor wins the opposed check, he may use any one of his opponent's feats as if he had the feat and met all the prerequisites to use it.

**Spell-like Abilities:** Abigor can use the following spells at will—*dispel chaos* (DC 22), *dispel good* (DC 22), *flame strike* (DC 22), *order's wrath* (DC 21), *righteous might* and *unholy blight* (DC 21). Abigor casts these spells as a 10th level caster. The save DCs are Wisdom-based.

**Standard (Su):** Once per day, Abigor can swing his standard back and forth, emboldening his allies and sowing the seeds of despair in his enemies. At the end of his action, he plants the standard into the ground, granting all of his allies within 80-feet—including Abigor—a +4 profane bonus to all attack rolls and saving throws for as long as they remain within 80-feet of the standard. All enemies within 80-feet must attempt Will saves against a DC 22 or suffer a -4 profane penalty to all attack rolls, saving throws and checks. The save DC is Charisma-based.

**Summon Devils (Sp):** Twice per day, Abigor can automatically summon 1d10 bearded devils, 1d4 barbed devils or 1 pit fiend. This ability is equivalent to a 9th-level spell.

**Anticipate future (Su):** Against all opponents within range of his telepathy (100 ft.), Abigor gains a +4 insight bonus to his AC.

## Abigor's Steeds

**Huge Magical Beast (Extraplanar)**

**Hit Dice:** 9d10+54 (103 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares), fly 50 ft. (average)

**Armor Class:** 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +9/+27

**Attack:** Bite +17 melee (2d6+10)

**Full Attack:** Bite +17 melee (2d6+10) and 2 claws +12 melee (1d8+5)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., immune to poison, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, scent

**Saves:** Fort +12, Ref +8, Will +4

**Abilities:** Str 30, Dex 15, Con 23, Int 15, Wis 13, Cha 10

**Skills:** Knowledge (the planes) +14, Listen +13, Spot +13, Survival +13 (+15 on planes)

**Feats:** Diehard, Endurance, Power Attack, Run

**Environment:** Hell

**Organization:** Solitary, Solitary with Abigor, Pair, Herd (3-30)

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always Lawful Evil

**Advancement:** 10-18 HD (Huge), 19-27 HD (Gargantuan)

**Level Adjustment:** — (+2 Cohort)

Abigor, demanding a fitting steed to function as his mount in combat, specifically bred these horses to serve him and his closest allies. Legend holds that the first horse in his breeding plan was a powerful and sacredly-awakened celestial horse, which served a holy warrior valiantly on the Material Plane. Abigor, having personally murdered the paladin (a task he took great pleasure in and devoted a considerable amount of time to), entrapped the mare and subjected it to horrors unimaginable. Eventually, the mare birthed hundreds of warped foals, which Abigor bred with each other. Eventually, a steed meeting Abigor's stringent requirements emerged.

Abigor's Steeds do not speak but understand Infernal and Common.

**Mount:** Abigor imparts extraordinary benefits to his specially bred steeds. Any one of Abigor's hellish horses that he rides gains +8 HD, +8 natural armor bonus, +4 Strength, spell resistance 24, Improved Evasion, damage reduction 10/magic and a CR +2. If separated, it uses the standard statistics as presented in its own entry (See Abigor's Steed). Abigor's personal mount always wears +2 *full plate barding*, providing an AC 36. Use this stat-block for Abigor's personal mount.

**Abigor's Mount:** CR 12; Huge Magical Beast; HD 17d10+102 (195 hp); Init +2; Spd 50 ft., fly 50 ft. (average); AC 36, touch 10, flatfooted 34; Base Atk +17; Grp +37; Atk +29 melee (2d6+12, bite); Full Atk +29 melee (2d6+12, bite), +24 melee (1d8+6, 2 claws); Space/Reach 15 ft./10 ft.; SA spell-like abilities; SQ Damage reduction 10/magic, darkvision 60 ft., immune to poison, improved evasion, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, scent, spell resistance 24; AL LE; SV Fort +16, Ref +12, Will +6; Str 34, Dex 15, Con 23, Int 15, Wis 13, Cha 10.

**Skills and Feats:** Knowledge (the planes) +14, Listen +13, Spot +13, Survival +13 (+15 on planes); Diehard, Endurance, Power Attack, Run

**Spell-like Abilities:** Once per day, Abigor's steed may use the following spell-like abilities as a 17th-level caster—*contagion* (DC 13), *desecrate*, *unholy blight* (DC 14); three times per day, Abigor's steed may use the following spell-like abilities as a 17th-level caster—*darkness* and *poison* (DC 14). The save DCs are Charisma-based.



### Combat

Abigor's steeds typically begin combat by using their spell-like abilities—offensively or defensively depending on the situation. Thereafter, they cast poison or contagion and enter melee. Abigor's steeds are canny beasts and rarely fight to the death. The steed's attacks are considered magical for purposes of overcoming damage reduction.

**Spell-like Abilities:** Once per day, Abigor's steeds may use the following spell-like abilities as a 9th-level caster—*contagion* (DC 13), *desecrate*, *unholy blight* (DC 14); three times per day, Abigor's steeds may use the following spell-like abilities as a 9th-level caster—*darkness* and *poison* (DC 14). The save DCs are Charisma-based.

*This huge horse has a muzzle filled with sharp teeth, and forelimbs ending in human hands featuring wicked black talons. Great black leathery wings, seemingly a perversion of a pegasus, extend out from its back. Ugly, blasphemous runes scar its mottled purple flanks, completing the image of a fearsome steed from hell.*



# Akop

Small Outsider (Evil, Extraplanar, Incorporeal, Lawful)

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +7

**Speed:** 10 ft. (2 squares), fly 40 ft. (perfect)

**Armor Class:** 15 (+1 size, +3 Dex, +1 deflection), touch 15, flat-footed 12

**Base Attack/Grapple:** +3/—

**Attack:** Incorporeal touch +7 melee (1d3 Wis)

**Full Attack:** 2 incorporeal touches +7 melee (1d3 Wis)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Wisdom damage

**Special Qualities:** Darkvision 60 ft., incorporeal traits, telepathy 100 ft.

**Saves:** Fort +3, Ref +6, Will +0

**Abilities:** Str —, Dex 17, Con 10, Int 10, Wis 4, Cha 12

**Skills:** Bluff +7, Hide +13\*, Intimidate +9, Knowledge (any two) +6, Listen +3, Spot +3, Tumble +9

**Feats:** Combat Reflexes, Improved Initiative

**Environment:** Hell

**Organization:** Solitary, gang (2–5), or swarm (6–12)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually lawful evil

**Advancement:** 4–6 HD (Small); 7–9 HD (Medium)

**Level Adjustment:** —

Thousands of years ago a highly sophisticated race known as the akop ruled an obscure world in the Material Plane. The akop, though monstrous in appearance, were masters of magic and builders of wonders. After dominating their home world for millennia, they finally encountered a problem that their magic could not overcome. Their world, they realized, was dying—and there was nothing they could do about it.

The akop leaders desperately searched for a way to save their people. While their powerful wizards could travel the planes, this did the commoners no good. Ultimately, they were forced to make a deal with Mammon, Lord of the Third Circle of Hell. Mammon promised to transport all of the akop from their doomed world and to protect them from physical harm. In return the akop agreed to travel to Hell and serve Mammon for one generation.

Mammon enforced the letter of the agreement. He indeed saved the akop, who traveled to Hell to do their service. However, the archdevil had cruelly enchanted the giant portals that took the akop to the Third Circle. When they emerged in Hell, they found themselves transformed into insubstantial shadow beings, bereft of fleshy form. Now they could not be physically harmed—nor could they reproduce. In one fell swoop Mammon had entrapped the entire race. Because their life span was extended indefinitely by Mammon's enchantment, they seemed bound to serve him for an eternity.

Since Mammon's master play, the akop have degenerated, losing their magic and, ultimately, their sanity. Now they haunt the Third Circle, attacking any opportune targets. Mammon long ago gave up trying to command the insane creatures but still periodically sends small groups of them to terrorize the Material Plane. The akop hate anyone lucky enough to wear



flesh, and they relish bringing their own madness to such unlucky victims. But every akop slain in battle brings their race one step closer to its wished-for annihilation.

## Combat

Akop usually attack at night, when they can cloak themselves in darkness.

They are soundless and at night nearly impossible to see. With their great speed and maneuverability, they can hit and run and keep their enemies confused.

An akop's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Telepathy (Su):** Akop can communicate telepathically with any creature within 100 feet that has a language. This is their only means of communication.

**Wisdom Damage (Su):** The touch of an akop deals 1d3 points of Wisdom damage to a living foe. A creature reduced to Wisdom 0 immediately falls unconscious and is tormented by demented dreams.

**Skills:** \*Akop receive a +8 circumstance bonus on Hide checks made in darkness.

*A floating shadowy form, this ghostly creature has what appear to be pincer-tipped tentacles growing out of its head, along with jagged wings and a long forked tail jutting from its sinuous body.*