

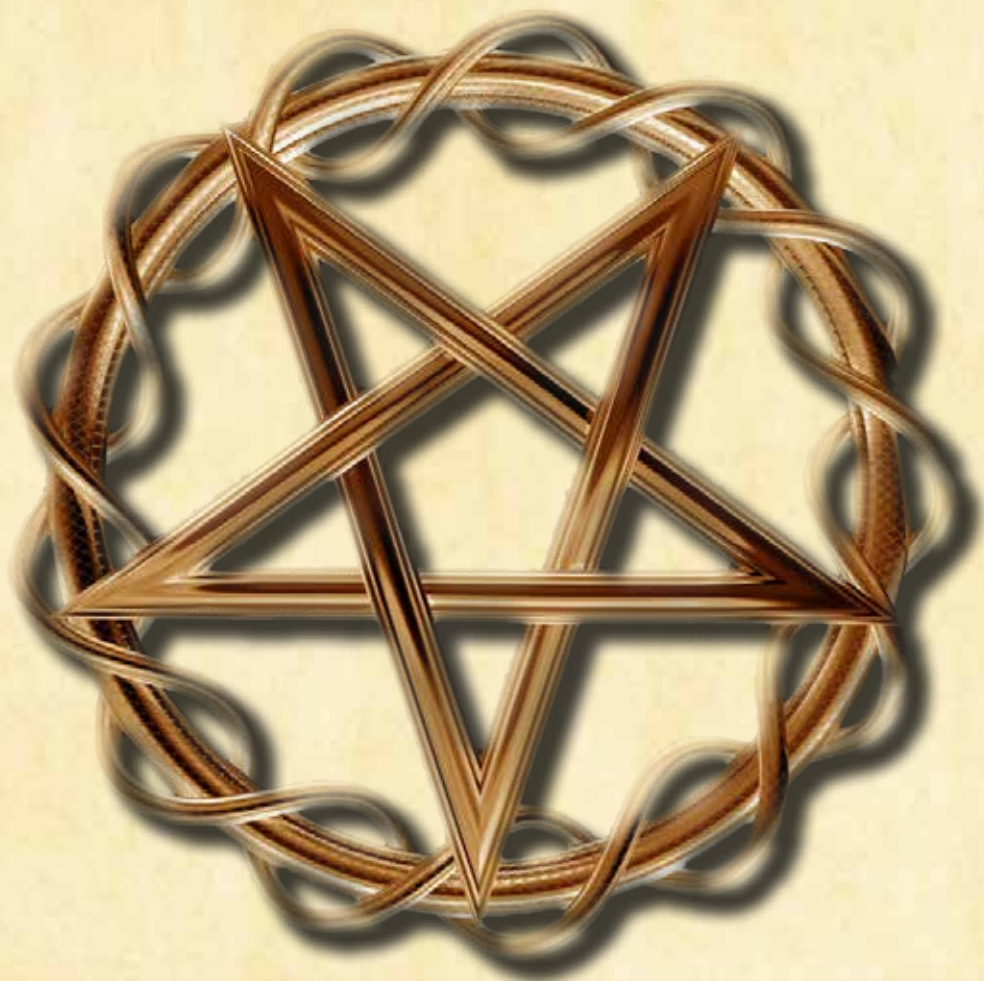
The Deluxe Guide to
Fiend Summoning
and Faustian Bargains

Free Sample

Alex Riggs, Joshua Zaback

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Deluxe Guide to
**Fiend Summoning
and Faustian Bargains**
Free Sample Version



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The Summoning

Jacob settled onto his customary spot on the bench in the little garden just off the side of the small, slightly crooked back street to wait for his love, Elena. He knew that she took this route each morning on her way to the market, where she sold flowers in order to support her ailing, widow mother. Jacob made a habit of getting up early and coming out to wait for her, to wish her a good day. He was a bit early today, and so drew a small, leather-bound tome from his satchel and opened it. The book contained the few spells that he had been able to master over the course of the last year, during his diligent studies at the Ausurland Arcane Academy, as well as the spell that he was currently working on, an enchantment that would cause the target to like him more.

Though Jacob tried to study, he found that his mind kept wandering back to Elena, about their future together, and about how he was going to become a powerful wizard and whisk her away to an ethereal palace in the sky, where they would live happily ever after, looking down on the petty, narrow-minded peasants who didn't understand or appreciate him. He imagined her pressing herself against him as the two of them rode upon a giant dragon made of nothing but pure magic and willpower, and of the look of surprise and love on her face as he showed her a beautiful statue of her made of pure diamond that he had made with magic.

So caught up was Jacob in his daydream that he almost didn't notice when Elena came down the path, and was startled to find that she was accompanied by the slightly hulking form of Tom Greenfeld, a farmer's son who lived not far outside of town, and who was much more popular with the local boys than Jacob himself was. Jacob hadn't spoken to Tom often, and did his best to avoid him, but Tom and his gang had teased him a few times about his magical studies. *What was Elena doing with that lout?* He wondered. *Was he bothering her?* There was no way that a refined and pure girl like his Elena would possibly want to spend time with someone as unsophisticated and narrow-minded as Tom.

Jacob stood and smiled to Elena "Good morning, Elena! Is that—"

Jacob was cut off as Tom moved to stand between Jacob and his love, who, for her part, gently held onto the large farmer's elbow as she allowed him to interject. The farmer's pose was not truly menacing, though it seemed that way to the shocked Jacob "She doesn't really want to speak to you, Jacob. You should stop waiting for her here."

Jacob felt as though he had been struck. He looked to Elena. There was fear in her eyes, and perhaps a hint of sadness. She wouldn't meet his. Perhaps...perhaps the farmer was making her say these things? That must be it. "Why doesn't she say that for herself, then?" Jacob asked his rival. "Or is it really you that doesn't want her talking to me, farmer boy?"

The farmer's eyes hardened, but before he could speak, Elena interjected "It's okay, Tom, I'll just find another path to take. Can we just go?" Without waiting for a reply, she turned and hurried off back the way she came. Jacob tried to start after her, but Tom blocked the way.

"Out of my way, you brute!"

"She said she didn't want to speak with you. Get it through your head already. Just let her go."

The two stared at each other for a tense moment, and then Tom turned to follow after Elena. "I wouldn't follow, if I were you," the farmer said as he departed.

Jacob fumed as he walked through the city's streets towards the Ausurland Arcane Academy. The nerve of that farmer, forcing Elena not to speak to him. It was clear that she wanted to. He must have forced herself on her, made her agree to become involved with him. That was the only thing that made sense. Surely she couldn't prefer some low, common ox of a boy over a wizard in training? The farmer wasn't even all that good looking—sure he had more muscles than Jacob, but Jacob had a more charming face. He must have been strong-arming her. He must have!

If only Jacob were able to master that charm spell. Then he could make Tom go away, and even if Elena did somehow have feelings for him, well, surely the charm would tip the balance. As it was, though, it was all he could do to make a few lights or sounds, or to polish shoes. Some of the other boys made fun of him for that, in the academy. They would tease him, and say that he was only fit to be a wizard's butler, not a wizard himself. That sort of thing. Well, he'd find a way to show them. He'd double down and work extra hard on this spell. Once he had Elena, well, none of the rest of it would matter, anyway.

Jacob skipped his first lesson and headed to the academy's library, instead, reasoning that with a little time for personal study, maybe he could find some useful information in one of the books, and really make a breakthrough on the spell, instead of listening to another lecture about magical theory. He selected several promising books from the shelf, and began to pore through them.

After determining that the first two books didn't have any information about charm magic that he didn't already know, he was surprised to discover that the third book wasn't about charms at all. He checked the cover again: *An Enchanter's Guide to Charms*, by Bertram Ollander. He checked the inside again: it didn't have a title, but it clearly wasn't about charms,

because as he flipped through, he found chapters entitled things like “the practice of safe binding” and “archfiends,” and the pictures were of horrible monstrosities, terrible realms of fire and death, and a number of strange arcane sigils.

He almost put the book aside, but, on a whim, settled on a page at random, and began to read.

The Nineteenth spirit is Sallos (or Saleos). He is a great and mighty duke, and appeareth in the form of a gallant soldier riding on a crocodile, with a ducal crown on his head, but peaceably. He causeth the love of women to men, and of men to women, and governeth 30 legions of spirits. His seal is this, which he will obey if it is shown to him.

Jacob was entranced. Most of what he was reading didn't make much sense, but flipping through the book, it seemed that it described a number of powerful outsiders that could be summoned—not with traditional magic, for that would surely be too complicated for Jacob in his current state—but through some kind of ritual. And, what's more, once they were summoned, they could perform magic on the summoner's behalf, if the book was to be believed. This was the answer to his problems! If he couldn't get the magic he needed the normal way, he would do it this way. That would show the other students, to say nothing of Tom. Jacob wondered idly if he could sic the summoned creature on Tom the way that he had seen the older boys pit summoned monsters against one another in duels, but quickly dismissed the thought. Revenge wasn't important. He just needed to free Elena so that the two of them could be together.

Jacob grabbed the book and stuck it in his satchel, hurrying back home. He ran straight there and, upon arriving, threw himself into his room and locked the door, then began poring over the book, learning everything he could about what he would need to do to summon this creature that would be the answer to all his problems. He quickly discovered that there was more than one of these “spirits” that could do what he needed, and that some of them were more powerful than others. Resolving not to place his trust in this matter in any but the most capable of hands, he eventually settled on one of the most powerful of the spirits, by the name of Belial.

In order to summon Belial, Jacob learned that he would need to construct a complex ritual, which would attract the spirit's attention. The ritual in this book called for the ritual to be performed in the dead of night, under a shroud of black silk. That wouldn't be a problem—Jacob was not rich, but he had enough money to buy a shroud of black silk, and it would be well worth the cost if it meant that Elena would finally be his. The ritual also called for an incense infusion involving some pricy adamantine dust, which would be more difficult, but still doable. Jacob's professor of alchemy had adamantine dust, and though he probably wouldn't let Jacob just take some, he could probably either come up with a plausible excuse why he needed it, or even just take it, if he had too: Professor Tarfellow was blind, after all, and was starting to get a bit addled in his old age. He probably wouldn't even notice it was missing.

The real problem was that the ritual called for a live human sacrifice. Jacob was crestfallen. He had been so close, but...that just wasn't going to be an option. For a moment—just a moment—he envisioned himself, knife in hand, standing over a bound Tom, but he quickly dismissed the idea. Even the farmer didn't deserve that. And, besides, how was he going to manage it, anyway?

He was about to give up, or at least look for a different spirit, when he noticed a note scrawled into the margins, saying that animal sacrifice would work, as long as the animal bore a close connection to the person he wanted to affect. That was better! Animal sacrifices weren't exactly common, but they were still practiced by a few religions in Ausurland. He would need an animal with a close connection to Elena, though. Jacob thought for a moment. She did have a cat, and she was quite close to it. Would that work? It seemed like it would. But could he really sacrifice her cat?

He shook his head, casting aside his doubts. He was doing this to *save* Elena from Tom, or, if he somehow wasn't forcing himself on her, then to save her from making a big mistake by getting involved in Tom. Once he was done, she would understand how much better Jacob was for her, and would forgive him for something as trifling as a cat. Surely. It was only rational. Sometimes sacrifices had to be made, and sometimes those sacrifices were more literal than others.

Looking out his window, he realized that the whole day had already gone by. The sun was setting outside. Setting the book aside, he decided that he would head by the academy to pick up the adamantine dust, and then head to Elena's house. He'd try speaking to her first, to see if he could make sense of what had happened that morning, and if there was a way to set things right on his own—after all, the first lesson at the Ausurland Arcane Academy was not to use magic when you didn't need to, and then, if he couldn't, he'd find some way to get her cat and go perform the ritual.

By the time he arrived at Elena's home, the sun had truly set, and the only light came from a thin sliver of moon that hung in the sky. Elena lived in a small, one-story home on the end of town, barely much more than a wooden hut. Jacob had been here before, and used to watch her water her little garden, in front of the house, before he enrolled at the academy and no longer had time for such things. The flickering light of a fireplace was visible through the open hole that served as a window, but he didn't hear any voices coming from inside. He approached the door, and knocked.

After a moment, Elena opened the door. She seemed startled when she saw it was him, and took a half-step back before catching herself “Oh. Jacob. It's you.”



“Yes, Elena. I apologize for bothering you so late, but I wanted to speak to you about this morning.”

“Oh. Yes...” Elena looked away, her eyes falling to the place between them on the ground.

“What were you doing with Tom Greenfeld? He was lying, wasn’t he? He’s...he’s forcing you to be with him, isn’t he?”

Elena looked shocked. “What? No. Tom is...” she looked away again “Tom is kind...and gentle. I...I asked him to come with me today because I was afraid to tell you I...I don’t want to see you in the mornings anymore.”

Jacob felt as though his stomach had been filled with lead weights. Tears began to well up in his eyes. “What? Why not?”

“I just don’t feel the same way...that you do.”

There it was again, a feeling of despair that struck Jacob harder than cold steel. “Oh. Okay. Well, that’s fine, then. I guess.” It wasn’t, but what was he going to say? He was numb. He turned slightly, and began to shuffle off, not quite aware of his surroundings.

He was four or five streets away when he remembered his plan. Did it matter now? Yes, said a tiny voice deep, deep down inside of him. Yes, it mattered more now than ever. Even if Elena was choosing Tom over him, she was still making a mistake. A farmer wasn’t going to make her happy. Jacob was. Jacob loved her, in a way that clearly Tom didn’t. Jacob was studying to be a wizard. A wizard! He would give her everything. And Tom was going to give her a patch of dirt and some pumpkins! He just needed to show her what he could offer. To bring her around to the side of reason. And if he needed to call upon a magical spirit in order to do that, then fine.

He wandered around the streets for a few hours, screwing up his courage and waiting until her was sure Elena would be asleep. Then, he returned to her house, crept in the window, and silently made off with her cat, a fluffy, white creature that she had named Primrose.

Returning to his own home, Jacob crept into his room, careful not to awake his father, who would have returned home from his shop by now. Once there, Jacob pushed all the furniture to one side, and then took a piece of chalk and began to draw Belial’s seal carefully on the floor of his room, checking the book every now and again to be sure that he had all the details correct. Once the sigil was to his satisfaction, he placed several black candles around the edge of the circle, and sprinkled the adamantine dust along its edge, as well. He cut a scrap from the black silk that he had procured earlier and wrapped the squirming cat in it, then placed it in the center of the circle, and wrapped the rest of the shroud over himself. He frowned, realizing that he lacked a proper sacrificial knife, but searching through the piles of clutter he had pushed to one wall he discovered a ceremonial dagger that he had been given by his grandfather when he entered the Ausurland Arcane Academy, and determined that it would be good enough.

Reading from the book he had taken from the academy’s library, Jacob began the chant that was supposed to lend power to the ritual, whispering it quietly to himself so as to avoid waking anyone. “Za, za, iortos vissam! Za, za, erobus novak! Iritus semptos elevar tyrion!”

He chanted for some time, repeating the phrases over and over six hundred and sixty six times, as the ritual in the book instructed. Once he was done, he stood, casting aside the shroud, and announced, still in whispers “I call upon Belial, the great king and master of spirits!”

The air in the room seemed to thicken and darken, and Jacob was sure that it was colder. There seemed to be a breeze that blew from nowhere and everywhere all at once, and the pages in the book began to flip over hurriedly. But Jacob didn’t need them anymore.

“With this seal, I will bind thee to my will. And with this sacrifice, I appease thee for this indignity, and beseech you to enter this realm!”

Jacob hesitated, holding the knife aloft in one hand. The cat mewed and squirmed in its silken binding. Jacob closed his eyes. His arm swung down. The room became quiet, still.

Jacob’s eyes remained closed, but through his eyelids, he could see a light from far above him. Opening his eyes, he looked up, and saw a chariot of fire, somehow both descending from far above and still within the confines of his roof, all at once. Seated in the chariot were a pair of beautiful winged figures, each with an inhumanly perfect male form, with a mighty physique and exceptional posture. The harder he stared at them, the less detail he seemed to see, however, and by the time that they arrived, landing softly in the circle before him, he could tell only that their skin appeared to be a burnished gold, tinted subtly with the angry red of cooling iron, and that their eyes were of a clear, crystalline blue that darken in the center to deep, black abysses. He had only a few moments to admire their otherworldly beauty, however, before the world around him seemed to fade away, and he felt himself whisked off to some far-away realm.

Wonder filled Jacob's eyes and heart as he stared at this new place, full of pale gold skies, mighty columned temples which tower above the great and eternally blooming garden, and fountains of clear and sweet-smelling water where beautiful people gathered happily. After a moment of gawking at this beautiful realm, Jacob realizes that someone is standing in front of him: a great and beautiful angelic figure, who seemed familiar, as though half-remembered from a previous life. The angel smiled, and it warmed Jacob's soul and made him feel welcome and accepted in ways that he never had before. After a moment, the angel spoke, with a voice too beautiful, to Jacob's ear, to be anything short of divine.

"Blessed are you, mortal, for you have seen the face of the one, true god. I am your creator, your protector, and your savior. All the priests and religions that you know are lies, while I offer you the truth. Where others would see you die, I will preserve you. I alone can give you salvation, I alone can show you the true path, and I alone am worthy of your affection. Where some might believe salvation to be enough, I offer you more, mortal. I see your ambitions and know them to be worthy, and you to be deserving of them. All you have wished for will be yours, mortal, as a reward for your faith. You have only to abandon the false paths you have served and follow the path that I set before you. Bow before me, mortal, and worship as is right and just!"

Even as the angel spoke, however, Jacob could hear a faint whispering susurration, almost an echo within the angel's own voice. But he couldn't make out quite what it was saying. Part of him strained to listen, but it just couldn't quite grasp it. But it didn't matter anyway, as the sheer metaphysical weight of the angel's words were enough to push Jacob to his knees, and he looked up at the beautiful angel as he kneeled before him.

"Y-you are Belial?" the would-be summoner stammered.

"I am he, and more. I am your salvation. I am your lord and master. Give your faith to me, and me alone, and you shall have all that you desire."

"You...you can make Elena love me? You can show her how much better I am than Tom Greenfeld?"

"I can, and I shall. Just pledge yourself to me, body and soul, and it shall be as you say."

As the conversation continued, the whispering sensation of doubt seemed to grow in the back of Jacob's mind. Something was wrong. He couldn't quite place it. The unease grew within him, making the back of his skull tingle. Suddenly, as though he had opened a door, he could hear the whisper clearly.

He lies.

Suddenly, Jacob saw another vision. He was seated upon a throne made of cheap, tarnished brass. Elena knelt at his feet, her arms wrapped around his leg and her head on his lap, as she stared blankly up into his face. Her own expression was all but emotionless, and she seemed pale and wan by comparison to how he had seen her before. In front of Jacob were half a dozen young boys, which he recognized as his peers from the academy, except for one, who he immediately recognized as Tom. Sullen and soot-covered, these boys were chained together at the ankles and wrists, and stared glumly at the ground. The Jacob in the vision whistled, and a pair of massive iron doors opened, revealing a horrible demonic beast which rushed into the room and began to noisily and messily devour the shackled prisoners. The image of Jacob laughed, and, taking her cue from him, Elena laughed half-heartedly as well, though it didn't seem like she knew what she was laughing at, if anything.

Suddenly Jacob was back in his room. The angelic figure stood before him once more, now inside the circle of chalk he had drawn. It looked down at him, expectantly.

"Pledge yourself to me, and you will have what you desire."

That last vision didn't look right, Jacob thought to himself. *Feeding people to a demon? That's not something I would do.* Certainly it was a vision of a future, but maybe it wasn't a vision of *the* future. No one would force him to feed people to demons. He just wouldn't. He never would. And Elena? She hadn't seemed like she really loved him. More like...controlled by him. Well, maybe that's how it was in the vision, but Jacob could do it right. He wouldn't control her, just use his power to show her why she should love him. She would come around. He wouldn't need to go that far. It would all be okay.

Deep down, in his heart of hearts, he knew that Belial was not the angel that he appeared to be, and certainly wasn't the true god that he claimed. But did any of that really matter? It was Jacob who would have the power, and he would use it responsibly. Belial was just a tool. And now that Jacob knew that Belial wasn't to be trusted, there was nothing to fear from him.

"Yes. I pledge myself to you, body, mind, and soul."

Introduction

Making literal “deals with the devil” is one of the most potent and evocative staples of the fantasy genre. Whether it’s striking a bargain and hoping against hope that you’re the one lucky fool who manages to cheat his way out of losing his soul, or whether it’s using hard-won magical power to pluck demons straight from the abyss and force them to do your bidding, there’s no question that the whole package of inhuman power coupled with the head-to-head game of wits between the summoner and the summoned is, quite frankly, one of the most alluring and titillating promises that fantasy novels, movies, and games make to those who indulge in them.

And it’s not just in fantasy that the temptation of Faustian bargains (that is, a deal with a demon or devil for power or favors in exchange for one’s soul) has cropped up. Indeed, the idea is at least as old as the *Lemegeton* (also known as the *Lesser Key of Solomon*), one of the most famous and oldest books on the subject that survives to this day, and a major influence on this very book. Though the *Lemegeton* claims to date back to the time of the biblical King Solomon, it was most likely written in the 17th century. Still the fact remains that this kind of easy power—accompanied by the danger of paying a terrible price, and the hope of getting off scot-free—has long been a source of fascination.

It’s all well and good to fantasize about making such pacts, but when push comes to shove, they’re much more complicated to pull off than they appear. Obviously any kind of real demonic bargain is out of the question, as such things are purely the realm of fantasy, but even in roleplaying games attempts to allow players to make deals with devils rarely go well. Attempts have been made to codify such things throughout the years, but none of these have really done this concept justice, in our eyes.

One need look no further than the core rules in order to find a magic spell, *planar binding*, which seems to do the trick, and in a vacuum it does, but anyone who’s ever cast that spell more than twice knows that GMs learn immediately to hate it, and, frankly, it is so easy to abuse that it quickly drains fun from the game, and playing with kiddy-gloves somewhat defeats the purpose of faustian bargains in the first place. Besides, *planar binding* makes it easier to summon a different outsider each time, and the agreements are usually one-sided, leaving a bit to be desired in the “danger” and “deal” aspects of Faustian bargains.

Of course, whole classes in 3.5 (such as the warlock and the binder) and in *Pathfinder* (such as the witch) are flavored in such a way as to represent the benefits of a pact with an otherworldly entity, which is the supposed source of these class’s powers. There are various reasons why each of them feels like its mechanics don’t live up to its flavor, but beyond that, the very notion of “leveling up” to gain more power from a Faustian bargain is almost entirely contrary to the point of “fast power,” making classes of any kind a poor means of exploring this concept.

But who needs special rules for demonic pacts, anyway? Why not just let players encounter a demon or devil, and let natural bargaining take place. They want gold, experience, power, whatever, and the demon...what does he want exactly? Souls? That’s a much less valuable commodity if you don’t expect your character to get *resurrected* anyway. Favors? Fine, but now it feels like just-another-quest, not a Faustian bargain. It can be very difficult for even experienced GMs to determine what the “right” cost for a given demonic pact is—and what sorts of things they should and shouldn’t be willing to give, for that matter. Further complicating issues, it can be all but impossible to determine just how hard a bargainer the demon or devil should be: if the PCs always get cheated in the fine print, they’ll quickly grow discouraged and frustrated, and persuasive players always have a way of making it seem in the fiend’s best interest to give them things on the cheap. As much as a GM may not want to, he may quickly find his outsiders turning into chumps and unbalancing the game in the players’ favor.

In fact, the idea of demonic pacts—quick power, at what may be a great cost—runs more or less in the face of game balance in general. Conventional wisdom says that the idea is more or less doomed to fail, as the only way for it to work is to give you the opportunity to gain power outside the experience system that serves as the backbone of the game.

In many ways, this book has a lot in common with would-be demon summoners: it is filled with ambition, and, knowing the risks full well, it still plunges forward, with the aim of somehow beating the odds and claiming the ultimate prize—in this case, a system of demon summoning and Faustian bargains that is balanced with the rest of the game, provides a framework of suggested values to help harried GMs keep track of what’s fair and what isn’t, and provides a satisfactory demon- or devil-summoning experience for players interested in playing out such things.

The first part of this book focuses on a new set of rules designed to govern summoning evil outsiders (referred to as a whole in this book as “fiends”), make various pacts with them, and pay them for their services. Doing so involves researching a fiend and learning the best ways to summon it, preparing an elaborate ritual of summoning and binding (either of which can go wrong, with disastrous results), haggling and bargaining with the fiend (who may wind up being the one making demands), providing the fiend with one of numerous forms of terrible payment (which may or may not be an adventure in and of itself), and then reaping the potentially rich rewards (with different fiends able to provide a number of different types of incentives). Balanced rules for all of this is laid out, and support is given for using these rules in conjunction with the fiends we all know and love, from the lemure to the pit fiend, and including evil outsiders introduced in later bestiaries, including daemons, qlippoths, and the like.

The second (and much larger) part of this book contains a whole host of entirely new and unique fiends, inspired directly by the 72 demons of the *Lemegeton*. Far more than simple stat-blocks, these seventy two new creatures do each have an entirely new hand-crafted stat-block with at least one (usually far more) unique and never-before-seen special abilities, but beyond that, they each also have an intricate and detailed background and personality, inspired by—but greatly expanded from—the information found in the *Lemegeton*, as well as information on the exotic lower-planar locales that these creatures inhabit and rule. Above and beyond even that, though, each of these fiends was designed to work with the rules of the first section, and so each has at least one unique boon that it can grant to those who summon it, special and flavorful abilities that will keep players excited about discovering new fiends and what powers they can grant.

The goal of this book is to create a comprehensive, fun, and balanced system for using demonic and infernal bargains in your game, as well as to provide a number of exciting and flavorful fiends to do it with. We believe that, to the extent that it is humanly possible, we have succeeded. There are still places where the delicate hand of a GM is required, but, then, complex interaction with NPCs (even demons and devils) will always rely on the skill of the GM, to some extent. It is no doubt possible to gain an advantage with the system, but even those who are experienced with it can still avoid breaking the game without having to feel like they are arbitrarily limiting themselves, as is the case with spells like *planar binding*. And though it is rare, a particularly clever and/or depraved character with a bit of luck on his side has the chance to get ahead with the promise of instant gratification, unlike those who make their pacts by taking levels in classes.

At the end of the day, we're confident that the framework we present here will give GMs a better starting point from which to arbitrate fun and exciting encounters with pact-making outsiders, and, even if it doesn't, at least you have 72 new unique fiend stat-blocks you can throw at your players. And players, of course, can find exciting new ways to interact with the game, whether it be roleplaying opportunities to research, summon, and bargain with fiends, or mechanical opportunities to "beat the system" and try to be the one who finally pulls a fast one on the devil.

A Note About Terminology

This book refers frequently to "fiends" and "summoners." Fiends is intended to refer to any summoned evil outsider, whether one of the 72 in this book, or a more standard monster. Though the default assumption is that evil outsiders will be summoned, there is nothing preventing these rules from being used to summon good-aligned creatures for the same purpose. "Summoner," in this book, does not refer to the class found in the *Advanced Player's Guide*, but rather a character of any class who uses the rules in this book to summon a fiend.



Summoning Fiends

Before a would-be fiend summoner can begin making pacts with fiends, he must first master the art of summoning them. This is essentially a three-step process: first, the summoner must research the fiend in question, gathering enough knowledge about it to be able to perform the necessary rituals. Second, the summoner must perform a ritual to call the fiend to him. Finally, the summoner must then use a binding ritual to force the fiend to submit to his will, and to prevent it from wreaking unchecked havoc.

While the acts of calling and binding a fiend are decidedly magical, that magic is far more accessible than the kind practiced by clerics, sorcerers, and wizards, and in fact much of the power for the summoning comes from the fiend's own magical abilities. In order to call and bind the fiend, then, the summoner must tap into the fiend's own magical power. This is generally done in a combination of two ways: providing a sympathetic connection between the summoner and the summoned, and by expending great care and effort in the forming of the ritual.

It should be noted that both of these elements are very important in order for the summoning to be a success. Without some tie to the fiend (such as its seal and true name, objects it is associated with, etc.), it is difficult to access the fiend in order to tap into its power and call it forth (and then control it). Similarly, the effort involved in preparing for the ritual serves as a sort of sacrifice, and it is this sacrifice which fuels the ritual, and allows the summoner to tap into the fiend's power. Thus, the more effort the summoner puts into his rituals, and the stronger a connection he can forge between himself and the fiend he is summoning, the more likely he is to be able to summon it, and the more likely he is to be able to control it in the event that it does answer his call.

Step 1: Research

The first thing a would-be fiend summoner must do is research his subject. It generally behooves the summoner to learn at least a little bit about the personality, appearance, and powers of the fiend that he intends to summon, so that he can ensure that he actually wants to interact with the creature, and that it can grant him the boons he is looking for. Beyond that, though, he must learn enough about the fiend to know what kind of ritualistic elements to include in the summoning. The fiend's name and its sigil are good places to start, and most summoners won't even consider trying to summon a fiend without first getting at least that much information, but there are plenty of other trivia about the fiend that could be useful for the summoner.

Most fiends are associated with a specific time of day, or a specific constellation of stars (or other celestial body). Some are associated with metals and colors, others are associated with animals. Nearly all fiends have several additional names and titles which can be invoked for greater boon. Many fiends appear in legends which tell of their previous deeds, and times when they have been successfully bound or cast out, and the means by which this was done. All of these things resonate with the fiend, and the summoner can use them as props in his own ritual to gain better access

to the fiend's power.

For example, if a fiend is associated with the color red, mistletoe, cats, and brass, the summoner might construct an altar of brass, wreathed in mistletoe and covered in fine red silks. He might then sacrifice a cat upon it, or, depending on his and the fiend's tastes, might instead bathe one and anoint it with oils and incense. If the summoner uncovered a legend about the fiend being driven out in the past by a brass scepter, then he would hold a special brass scepter as a symbol of power throughout the ritual as an additional aid.

Researching obscure lore about fiends is a time-consuming and difficult process. Characters with access to a library with occult information can do so by making a special Knowledge (the planes) or Knowledge (religion) check. There are three kinds of checks to be made in this way: the fiend's name, the fiend's sigil, and other information about the fiend.

Researching the Name: A summoner can attempt to make this check without the use of a library (although he can do so with the aid of a library, as well). The DC to recognize a fiend's name is equal to 30 minus the fiend's Hit Dice. If the summoner succeeds on a Knowledge check to gain this information without the use of a library, that indicates he was already familiar with the name, and this phase of research takes no time. Otherwise, each Knowledge check represents 2 hours of research. For each such attempt that fails, the summoner gains a +1 bonus on his next check to find the fiend's name, as he rules out books that are useless to him, and follows cryptic hints and cross-references in other books that lead him towards his ultimate goal. That said, it's possible that the library he's using just doesn't have the books he needs, in which case he may need to find another source of information.

Of course, having a name and not knowing the slightest bit about the entity to whom it applies is largely useless: succeeding on this check also grants a very brief and general description of the fiend itself. Each fiend provided in this book will give a sample of the sort of information a summoner might gain from this check.

Researching the Sigil: Because a fiend's sigil bears its name, some summoners choose to skip straight to this step. Unlike a fiend's name, a summoner can't simply make an unaided Knowledge check to see if he knows the fiend's sigil offhand: the sigils are too complicated and detailed for this to be done safely, and it is almost certain that even if the summoner was familiar with the seal and had a vague idea what it looked like, he would not be able to reproduce it perfectly enough for it to be of use in a ritual. The DC to find a fiend's sigil is equal to 15 plus the fiend's Hit Dice. If the summoner already knows the fiend's name, he gains a +5 bonus on this check.

Each check represents 2 hours of research. For each such attempt that fails, the summoner gains a +1 bonus on his next check to find the fiend's sigil, as with researching its name.

Researching Other Information: If the summoner was able to identify the fiend's name using his own knowledge (without resorting to a library), he may already




Sidebar: The Elaborate Rituals of the *Lemegeton*

In the *Lemegeton*, the real-world book which inspired the fiends contained in this book, the rituals given for summoning and binding fiends are incredibly precise and complex, and serve as a good example of the kinds of effort a summoner might have to go through, and the sorts of connections he might forge between himself and the fiend in question, in order to successfully summon anything. Note that this is merely an example, and the following are not actual rules for the methods of summoning fiends outlined in this book.

First, the summoning must be performed on the 2nd, 4th, 6th, 8th, 12th, or 14th day after a new moon. Second, it uses an elaborate seal, which is specific to the fiend in question, and must be made of a precious metal such as gold, silver, or copper (the metal in question depends on the rank of the fiend). Each rank of fiend also has a specific time of day (generally one or two 3-hour windows) during which they can be summoned, and are unavailable the rest of the day. Some must be invoked in special places (such as a lonely section of the woods). The summoner himself must stand in a specially constructed and incredibly elaborate magic circle, inscribed with the names of various angels and other higher powers, and the fiend is summoned into a specially constructed and equally elaborate magical triangle, which must be made during a certain phase of the moon (among other extensive requirements for its creation). The summoner further needs a sword, a scepter, a miter, a cap, a long white robe of linen, and a three-inch girdle of lion's skin with various magical names written on it. Special incense and oils must be used, and the summoner must then recite several pages' worth of incantation verbatim. And in order to actually bind the fiend, one must use the secret seal of Solomon, which must be made on a Tuesday or Saturday, at midnight, written upon "virgin parchment" with the blood of "a black cock that never trode hen." This, naturally, must be sometime when the moon is waxing, and also when it is in the astrological sign of Virgo, and only by someone who has spent the last month in ritual prayer, fasting, and abstinence, and who is "clean both inwardly and outwardly."

While many of these restrictions may seem arbitrary and, to be frank, somewhat silly, for the purposes of the rules used in this book, such extensive efforts on the part of the summoner might serve at the very least as a means for the summoner to invest a great deal of care and effort into the ritual, thus providing the necessary sacrifice to power it. In many cases, one or more of these steps also serve as a means to forge a connection between the summoner and the fiend: inscribing the fiend's sigil, invoking its true name, and performing the summoning during the time of day when it is most approachable all serve as connections between summoner and fiend.

Though the *Lemegeton* offers a single ritual which is designed to be able to summon any fiend, this book takes the approach that there is no one ritual to summon all fiends, or, in fact, to summon any specific fiend. Rather, the more ritualistic elements the summoner can gather together, and the more effort the summoner puts into his summoning, the greater his chances of actually being able to call and bind a fiend. Of course, the ritualistic elements need to be appropriate to the fiend being summoned, but that's where research comes in.




know some information about the fiend, and can attempt $1d4$ Knowledge checks to see if he already knows something about the fiend. Once he fails one of these Knowledge checks, this indicates that the character's reservoir of information about the fiend has dried up, and he doesn't remember anything more of use, and will need to turn to a library or other source of occult knowledge in order to learn more.

The DC to learn any other information about a fiend is 15, though this DC increases by +5 for every piece of information (besides the fiend's name and sigil) that the summoner already knows. Thus, the first piece of information is DC 15, the second is DC 20, and so on. The summoner must know the fiend's name in order to research other information about it. As with other forms of research, each failed check grants the summoner a +1 bonus on his next attempt, although this bonus "resets" once the summoner succeeds on a check (*for example, if the summoner failed three times to find information about the fiend, he would make his fourth check with a +3 bonus. If that check succeeded, he would gain a single piece of information about the fiend. If he decided to continue his research (pursuing another piece of information about the fiend), he would do so without the +3 bonus.*)


There are three basic kinds of "other information" about a fiend. The first is information about things associated with the fiend, which can be used to aid in calling or summoning the fiend. The second is additional information about the fiend's personality and powers. While this information isn't directly useful in calling or binding it, many summoners prize this information because it helps them immensely when it comes to making pacts with the fiend, both advising them on what sorts of sacrifices the fiend is likely to want, and also warning them of any tricks or negative side-effects the fiend is likely to try to slip past the summoner. Finally, fiendish mythology is full of misinformation and outright fabrication, some of it spread by the fiends themselves, others by jealous summoners who don't want others to have access to what they see as their personal font of power. Whatever the case, some of the information that will be turned up is just incorrect, and it will be up to the summoner to sort out the fact from the fiction.

Each time a piece of "other information" is gained, the GM should roll to randomly determine what kind of information it is. If the summoner specified what kind of information he was looking for (ritual components or background information), there is a 70% chance that the



Sidebar: Research? Sounds Boring!

While doing research into the occult is a major part of fiend summoning in books and other media, and while there are certainly possibilities for fun and rewarding adventures and roleplaying that revolve around research, the fact remains that it's not for everyone, and many will find a succession of Knowledge checks to be incredibly tedious. If desired, there's nothing wrong with a GM simply dropping a book in the players' laps that details the fiend's name, its sigil, and enough information about it to be able to make a reasonable attempt at summoning it. The book might even contain a pre-made ritual. This allows groups who aren't terribly interested in the research aspect of fiend summoning to skip straight to the action.



information is of that type, and a 20% chance it is the other. If he didn't specify, there's a 45% chance of either. Regardless of what the summoner was specifically looking for, there is always a 10% chance that the information uncovered is false.

Step 2: Calling

Once the research is complete, the summoner can begin working on the ritual. As outlined above, there is no single ritual that will assuredly call a given fiend. Rather, the amount of effort and preparation placed into the summoning ritual determines the likelihood of its success. The more items and concepts associated with the fiend that the summoner includes in the ritual, and the greater the effort that the summoner expends in setting up and performing the ritual, the more likely it is to succeed.

Ritual Components: For each item or concept that is associated to the fiend in question that the summoner is able to integrate into the calling ritual, she gains a bonus, which is added to the calling check, a special check made to summon the fiend (see below).

Just because a fiend is, for example, closely associated with the number nine, the color red, and rubies, doesn't mean that all of these associations are equal. The fiend might be very strongly associated with rubies (perhaps it was imprisoned in a ruby for a thousand years, or perhaps it is wildly obsessed with the stone and hoards as much of it as possible), and is only associated with the color red because red is the color of rubies, making the second association questionable at best. A summoner may still gain some boon from incorporating the color red into the ritual, but he would gain far more from incorporating a ruby, even if it was a relatively small and cheap one.

Each of the fiends found in this book lists a number of sample ritual components, which are items or concepts which are associated with the fiend closely enough to grant a bonus on the calling or binding check to summon or bind the fiend, respectively. For each ritual component, a bonus is provided, ranging from +3 (for very strongly associated items) to -3 (for items which are very strongly associated in a negative way, and make the check more difficult). This bonus serves as a guideline for what the summoner should receive for integrating the ritual component into the ritual.

When the summoner is ready to perform the ritual, add together the bonuses on calling checks associated with each component to be used in the ritual. This is the **calling component bonus** for the ritual.


Effort Bonus: Some associated items are simply easier to use in a ritual than others. There is no question that it's easier to use a chicken egg as part of a ritual than it is to use a phoenix egg, because one is readily available, whereas the other would require an extensive adventure to acquire, or at least a small fortune of gold on the black market. Similarly, if a fiend is associated with brutal slaughter, it is much easier to place the cleaver of a butcher on one's altar, or to ritually slaughter a chicken or calf, than it is to capture a sentient humanoid and provide a live sacrifice.

Because the summoning ritual draws its power from the energy created by the effort of the summoner in preparing and performing the summoning ritual, the more trials and tribulations that the summoner endures in order to perform it, the more likely it is to succeed. Beyond that, the fiend being summoned is often made aware of the summoning before the ritual is complete (the ritual invocation of its name, as well as the focus of the summoner on it, can easily draw the attention of such entities), and it may observe the summoner perform the ritual from the lower realms. Unsurprisingly, fiends prefer summoners who go to great lengths in their rituals, and are more likely to answer those summons than they are those of lazy summoners who couldn't be bothered to "go the extra mile."

As a general rule of thumb, any aspect of the summoning ritual that can simply be stated gains no extra bonus for effort. For example, a summoner whose player says "I purchase a chicken and slaughter it as part of the ritual" would not gain any additional bonus to his calling check for doing so (though he would still gain the normal bonus for the act being associated with the fiend—for example, if the fiend in question granted a +2 calling bonus for the slaughter of live animals, he would gain a +2 bonus on the check, but would not gain any further bonus due to effort).

On the other hand, if there were a shortage of chickens in the town, and none were available for purchase, then if the summoner were to sneak into a farmer's house (making appropriate Stealth checks, with a risk of waking up the farmer, or perhaps his vicious guard dogs), and steal the chicken, then that would increase the bonus that sacrificing the chicken would provide, as more effort had been involved. This would likely grant an additional +1 or possibly +2 bonus.

Taking the example even farther, suppose that, instead of slaughtering a chicken, the summoner decided to slaughter a cockatrice. He would likely acquire notably more value out of the act, as he would now need to adventure in search of a cockatrice, capture it without killing it (and without, himself, being killed or petrified), and then



Summoning Fiends Quick Rules

There is no question that the rules for researching, summoning, binding, and dealing with fiends included in this book can be a bit overwhelming, at first glance. Between the actual rules, the various sidebars, and descriptions of all the different boons and payments that are available, there are over 20,000 words of rules governing this topic, which is about one quarter the size of the average fiction novel. That's definitely a lot to take in all at once, especially if you just want to get to the summoning action.

Luckily, the rules themselves are actually quite simple, and while all of those complex rules are important for handling more complicated situations as they arise, those of you eager to get straight to the action can learn all the basics right here, and refer to the rest of the rules when you run into problems.

Step 1: Research

Part 1 – The Name: Identifying the existence of an individual fiend, as well as its name, requires a Knowledge (the planes) check with a DC equal to 30 minus the fiend's Hit Dice. With access to a library, the summoner can try again, with each check taking 2 hours and granting a +1 bonus on the next check.

Part 2 – The Sigil: Identifying the summoning and binding sigil of an individual fiend requires a library and two hours of research. The DC is equal to 15 plus the fiend's Hit Dice. The summoner gains a +5 bonus if he knows the fiend's name, and a +1 bonus for each failed check.

Part 3 – Other Information (Optional): Summoners can choose to research more about the fiend in order to gain useful information to create a summoning and binding ritual. Doing so requires knowing the fiend's name, and the DC is equal to 15, plus 5 per piece of "other information" already obtained about that fiend. Determining the exact type of information gained is a somewhat complex matter, so GMs using the quick rules should either rule that each piece of "other information" gained is a ritual component for the fiend, or else take a closer look at the corresponding rules on page 11.

Step 2: Calling

Once the fiend has been researched, the summoner must then prepare and perform a unique ritual to call that fiend to him. This ritual can take any form, and its effectiveness is based primarily on how many components are included that are symbolically significant to the specific fiend to be called, and on how much effort the summoner goes through to prepare the ritual.

Each ritual component included in the ritual contributes to the **calling component bonus** for that ritual, and the various tasks that the summoner performs in order to prepare the ritual add to the **effort bonus**. For more information on examples of component and effort bonuses, see Step 2: Calling on page 13. Ultimately, this ritual requires that the summoner make a **calling check** opposed by the **calling DC** of the fiend to be summoned (a specific number that varies from fiend to fiend).

Calling Check = d20 + (Int, Wis, or Cha modifier) + calling component bonus + effort bonus + other bonuses, vs. the fiend's Calling DC.

If the check succeeds, the fiend is summoned. If it fails, nothing happens. If the result is a natural 1, there may be negative repercussions. See The Calling Check on page 16 for more information.

Step 3: Binding

Once a fiend is summoned, it must still be magically bound, or else it will likely turn on the one who summoned it. The nature of the summoning ritual allows the summoner enough time to perform a binding ritual before the fiend can act. A **binding check** is required to determine if the summoner is able to successfully bind the fiend, or if the fiend breaks free of his control. This requires that the fiend make a Will save, with the DC being based on the ritual that the summoner uses.

Binding DC = 10 + (Int, Wis, or Cha modifier) + binding component bonus + effort bonus + other bonuses, vs. the fiend's Will saving throw.

Note that the binding DC uses a **binding component bonus** instead of a **calling component bonus**. Though both rituals involve various components, each of those components can (and often do) provide different bonuses to the calling check than they do to the binding check, and some even impose a penalty on one or the other, instead, making the choice of components a potentially critical one. The effort bonus can vary between the calling and binding checks, but rarely do.

If the fiend succeeds on the save, it is completely free to act as it chooses. Individual fiends will have different preferences, and some may even pretend that they were successfully bound for an extended period of time, but most lash out against the summoner immediately.

Step 4: Bargaining

Even once a summoner has bound a fiend, he must still bargain with it in order to get what he wants. Fiends can grant a number of different **boons**, most of which are supernatural in nature, but also include mundane things like gold and favors. Different fiends have access to different boons, so, depending on what the summoner wants, he may need to get in touch with the right type of fiend in order to get it. The boons are divided into various categories, and each category is subdivided into three levels. A fiend that has access to a given level of boons of a certain category can grant any boons of that category that are on that level or lower. There are also several boons that are universal, and can be granted by any fiend.

Each boon has a price, measured in **pact points**. Fiends never give anything away for free, and so in order to gain a boon, the summoner must pay this price. Payment is always up-front, but there are numerous different ways to pay for pact points, ranging from gold and favors to more exotic things like souls, sacrifices, or allowing oneself to be possessed for a time.

For more information on specific boons and how to pay for them, see Boons on page 20, and Payment, on page 34, respectively.



slaughter it (again, without being killed or petrified). Depending on how difficult the cockatrice was to find, and on how great a challenge it posed to the summoner, this could potentially grant anywhere from a +1 bonus (if the cockatrice was encountered immediately and posed relatively little threat, or was purchased for a respectable sum), to +10 or more (if the quest to find the cockatrice was long and arduous, involving numerous difficult encounters along the way, and the cockatrice itself was a difficult challenge for the summoner).

The following table presents some basic guidelines to help assign an effort bonus based on the amount of work the summoner goes through in order to create the ritual. For the purposes of the table, an encounter with no risk is a non-combat encounter where the only penalty for failure is failing to achieve the objective. For example, a Diplomacy check to convince someone to help would be considered “no risk,” unless a failure indicated that the individual would attack, or would report the summoner’s unusual request to a local inquisitor, or some other consequence beyond saying “no.”

Great expenditure of wealth is also a way to gain bonuses, as well, because even though this doesn’t involve much effort, the wealth in question serves as a representative of the effort spent in acquiring it. Summoners who spend a significant amount of wealth on an item for a summoning should receive a bonus for that, as well. Note that in this case, “significant” is based on the amount of wealth the summoner has access to. As a general guideline, for every 2% of his total wealth (including any magical gear they may have) that the summoner spends on the ritual, he gains a +1 bonus on the calling check. Typically a character can’t gain more than a +5 bonus in this way (by spending 10% of his total wealth), but in theory someone who decided to completely impoverish himself and spend every penny on the ritual should probably receive a greater bonus, at GM discretion.

Note that, for anything implemented into a ritual, but especially cases where the summoner is purchasing the component rather than acquiring it another way, the above examples assume that the item is going to be expended as

Table 1-1: Effort Bonus Guidelines

Number of Encounters	Value
1 - 2	1
3 - 4	2
5 - 6	3
7 - 8	4
9 - 10	5
11 - 12	7
13+	9
<i>Encounter Types</i>	
1/4 to 1/2 of encounters have no risk	-2
More than 1/2 of encounters have no risk	-4
<i>Average Encounter CR</i>	
Summoner's level minus 3, or lower	-3
Summoner's level minus 1-2	-1
Summoner's level	+0
Summoner's level plus 1-2	+1
Summoner's level plus 3 or more	+2

part of the ritual. If the summoner will be able to reuse the component over and over again, or keep it for other purposes afterwards, then it becomes noticeably less valuable for the purposes of the summoning, and should provide a lower bonus (half the normal bonus, at the most).

Other Bonuses: At the GM’s discretion, and depending on the fiend being summoned, there may be other means of gaining bonuses. For example, a ritual could be made to involve extensive chanting, or the recitation of various passages about the fiend from religious or occult texts. In this case, the summoner could make a Perform (oratory) check, or potentially a Knowledge (religion) check, with a DC set by the GM. The chanting might take place for a very long time—perhaps for three days and three nights, without interruption—in which case the summoner would need to make one or more Constitution checks to avoid becoming tired, and would likely need to make more than one Perform (oratory) check, possibly taking penalties if he is failing the checks to avoid becoming tired, etc.

As with other bonuses, the more difficult the task is, the greater the reward. As such, simply stating that one makes a quick chant is not likely to grant any bonus at all, while one requiring an easy Perform (oratory) check might grant a +1 bonus, and hiring (or capturing) an entire choir and having them all make Perform (oratory) checks and keep the ritual up for several days would grant a notably larger bonus.

If a check of some kind is involved, then the summoner should suffer a penalty on his calling check if he fails, rather than gaining a bonus. In general, this penalty should be between 1/2 the bonus that would have been granted and the full bonus that would have been granted, and should only be applied if the check is failed by 5 or more.

The Calling Check

Once the ritual is prepared and performed, and all the bonuses are tallied and calculated, it is time for the summoner to make the calling check. This is a relatively simple check: roll a d20 and add the summoner’s Intelligence, Wisdom, or Charisma modifier, whichever is highest. Then add the total bonus from all the various methods described above for the total.

Calling Check = d20 + (Int, Wis, or Cha modifier) + calling component bonus + effort bonus + other bonuses, vs. the fiend’s Calling DC.

Each fiend has a Calling DC, which is the result that the summoner needs to achieve on his calling check in order for the fiend to appear. If the summoner fails, nothing happens, and the ritual simply fails. The summoner can try the ritual again after 24 hours, though most likely he will need to reacquire a number of components for the ritual, as these will still be consumed.

If the calling check is a natural 1, however, it’s possible that something goes wrong with the summoning. If the summoner’s various bonuses cause him to meet the fiend’s Calling DC, then there is a 50% chance that the fiend comes, as normal, and the summoning is a success, except that the fiend gains a +4 bonus on its save to resist being

bound (see below), and a 50% chance that the ritual simply fails, and nothing happens.

Calling Mishaps: If the result is a natural 1 and the total doesn't meet the fiend's Calling DC, a calling mishap occurs. Roll a d% and consult the table below to determine the exact nature of the calling mishap.

Ominous Warnings Occur: This could involve tremors, a feeling of dread, sudden clouds of fog, or even booming voices threatening to consume the soul of the impudent summoner. Whatever the exact nature of the warning, the summoner must succeed on a Will save (DC 10 + 1/2 the Hit Dice of the fiend he was trying to call + the fiend's Charisma modifier) or be shaken for 24 hours.

Puny Hostile Fiends Appear: A number of evil outsiders, the total CR of which (that is, the CR of the group as a whole, rather than the sum of their individual CRs, with a minimum group CR of 2) is equal to the summoner's Hit Dice -4, appear. These evil outsiders can be of any sort, including standard fiends and devils from the *Bestiary*, or specific fiends listed in this book. Outsiders with the native subtype never appear in this way. Generally speaking, the evil outsiders that appear in this way are similar to one another, or at least not opposed (you wouldn't get an imp and a quasit at the same time, for example). The evil outsiders are hostile towards the summoner, and attack him on sight. He cannot attempt to bind evil outsiders that appear in this way.

Weak Hostile Fiends Appear: As the puny hostile fiends result, except that the CR of the group of evil outsiders is equal to the summoner's Hit Dice -2.

Hostile Fiends Appear: As the puny hostile fiends result, except that the CR of the group of evil outsiders is equal to the summoner's Hit Dice.

Strong Hostile Fiends Appear: As the puny hostile fiends result, except that the CR of the group of evil outsiders is equal to the summoner's Hit Dice +2.

Very Strong Hostile Fiends Appear: As the puny hostile fiends result, except that the CR of the group of evil outsiders is equal to the summoner's Hit Dice +4.

Overwhelming Hostile Fiends Appear: As the puny hostile fiends result, except that the CR of the group of evil outsiders is equal to the summoner's Hit Dice +8.

Summoner is Dragged into the Lower Realms: The summoner must succeed on a Will save (DC 10 + 1/2 the Hit Dice of the fiend he was attempting to call + the highest of the fiend's Intelligence, Wisdom, or Charisma modifiers) or be affected as though by the spell *plane shift*, being transported immediately to the fiend's home plane. Summoners who are transported in this way are unable to leave the plane for at least 1 year, even by magical means (such as the *plane shift* spell).

Summoner's Soul is Claimed: The summoner must succeed on a Will save (DC 10 + 1/2 the Hit Dice of the fiend he was attempting to call + the highest of the fiend's Intelligence, Wisdom, or Charisma modifiers) or be affected

Table 1-2: Fiend Calling Mishaps

d%	Effect
01 - 30	Ominous warnings occur
31 - 40	Puny hostile fiends appear
41 - 50	Weak hostile fiends appear
51 - 60	Hostile fiends appear
61 - 70	Strong hostile fiends appear
71 - 80	Very strong hostile fiends appear
81 - 90	Overwhelming hostile fiends appear
91 - 97	Summoner is dragged into the lower realms
98 - 99	Summoner's soul is claimed
100	GM's choice

as though by the spell *trap the soul*, except that the soul goes into the possession of the fiend he was attempting to summon, rather than being trapped in a gem.

GM's Choice: Anything that the GM can imagine, from unleashing an incredibly powerful fiend on the mortal world, to transforming the summoner into a dretch or lemure, or calling down a vengeful archon to punish the summoner for meddling with fiends, among other possibilities.

Step 3: Binding


Just because a summoner is able to call a fiend doesn't mean that his work is done. Rather, it is just beginning, as he must now perform a ritual to bind the fiend in order to gain control of it, or else risk the fiend fleeing, or worse, turning on him in a ruthless and sadistic fury.

The Binding Ritual

Once the fiend has been called forth, the summoner has a brief amount of time to bind it before the opportunity is lost. The summoner must begin the binding ritual immediately upon the fiend's arrival. Luckily, the calling ritual leaves the fiend stunned and disoriented for 1 round, which should usually give a competent summoner enough time to begin the ritual without fear of the fiend interfering. Once the binding ritual has started, the fiend is unable to take any action other than normal speech until the binding ritual is completed.

The process of binding a fiend generally takes 1 minute, but a summoner can perform the binding ritual in 1 round if he is in a rush, although doing so grants the fiend a +4 bonus on its Will save to resist the binding attempt. Alternatively, he can expand the ritual to take a full hour, and, in so doing, impose a -2 penalty to the fiend's Will save, instead. Extending the ritual beyond an hour generally does not penalize the fiend further.


Any hostile action towards the fiend during this time, whether on the part of the summoner, or the summoner's allies, or even saboteurs specifically attempting to cause the binding to go awry, ends this effect and causes the binding to automatically fail.



Sidebar: Division of Calling and Binding

As written, the rules for calling and binding fiends treat the calling ritual and the binding ritual as, essentially, one big ritual. Any component used in one is used in the other, and the effort put into one is considered to be equally put into the other. At the GM's discretion, however, the system could be adjusted to create two distinct rituals, which use separate ritual components. For the most part, this would not accomplish much besides adding more work for the summoner, but some GMs may feel that this approach is more appropriate and has more verisimilitude. Additionally, there are several ritual components which grant a bonus to either calling or binding, but impose a penalty on the other, which could be used without penalty by summoners who had done careful research.

In any case, if this variant method is used, it's important that GMs be particularly generous with effort bonuses, as the summoner effectively must go through twice as much work in order to successfully summon and bind a fiend. As a result, consider doubling all effort bonuses in such cases.



Ritual Components: As with the calling ritual, the binding ritual is comprised of a number of ritual components—specific items, actions, or concepts that are closely associated with the fiend in question. Just like with calling rituals, each of these ritual components grants a modifier from +3 (for components which are particularly effective for binding the fiend) to -3 (for components which actually make it much harder to bind the fiend). Note that a given ritual component will often have different modifiers for binding a fiend than for calling it. By default, it is assumed that any ritual component that was used to call the fiend is also applied to the ritual to bind it, with no extra effort on the part of the summoner. Determine the bonus that each of those components applies to the binding ritual, and add them together. This is the **binding component bonus**.

Effort Bonus: Just like with calling the fiend, the summoner gains a bonus for the amount of effort he puts into the ritual. By default, the effort bonus for the binding check is identical to the effort bonus the summoner received on the calling check, as there is a large amount of overlap between the two rituals.

Other Bonuses: By default, any additional bonuses applied to the calling check (such as those from having a large group of people chanting, or similar) also apply to the binding check. Additionally, the summoner can prepare a special *magic circle against evil*, in the same fashion as described in the spell *lesser planar binding*, and incorporate it into the ritual. If he does so, it grants no bonus on the calling check, but does grant a +4 bonus on the binding check. At the GM's discretion, non-spellcasters may be able to achieve a similar effect by succeeding on a Knowledge (planes) check with a DC equal to 10 + the fiend's Will save modifier.

The Binding Check: To determine if the binding ritual is successful, the fiend must make a Will save. The DC for this Will save is equal to the binding DC of the ritual.

Binding DC = 10 + (Int, Wis, or Cha modifier) + binding component bonus + effort bonus + other bonuses, vs. the fiend's Will saving throw.

If the fiend succeeds on the save, it is completely free to act as it chooses. Individual fiends will have different preferences, and some may even pretend that they were successfully bound for an extended period of time, but most lash out against the summoner immediately.

Bound Fiends

If the fiend fails its Will save, it is bound. It is trapped in a specially-prepared magic circle (or, in some cases, a triangle or other shape) and is unable to move from that space. Further, it cannot attack any creature outside the magic circle, even if it possesses ranged attacks, and it cannot use any of its spell-like or supernatural abilities outside of the circle, either (it cannot target any creature outside of the circle, nor can any of its abilities with an area extend beyond the boundaries of the circle, nor can it, for example, use *dimension door* or *teleport* to leave the circle).

Further, a fiend bound in this way cannot tell a direct lie to the summoner. It can lie to others, and it can give the summoner misleading information, or purposefully withhold information, but it cannot state something that it knows is a direct falsehood. Finally, the fiend is required to bargain with the summoner, if he desires it, potentially exchanging goods or services (see *Bargaining with Fiends*, below, for more information on this process).

Note that some fiends have special exceptions to the general rules listed above, such as the ability to use one or more of their powers to affect summoners even while they are bound, or the ability to outright lie to a summoner even when they are successfully bound. Typically, there are ways for a summoner to circumvent these difficulties, and they are provided in the individual fiend's description.

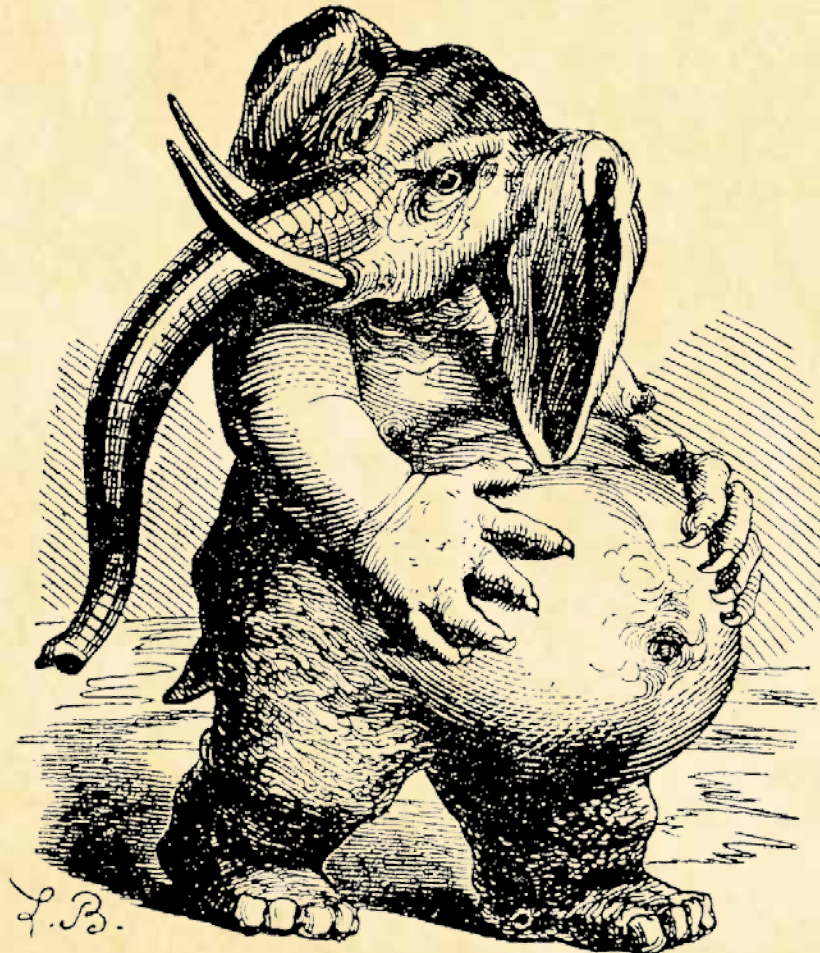
Each day that the fiend remains bound, it can make a new saving throw, and so most summoners choose not to keep the fiend around any longer than necessary, making their deal quickly and sending the fiend back where it came from.

Sidebar: Summoning and Binding Fiends With *Planar Binding*

The rules presented here for summoning and binding fiends were made specifically with the intention that members of every class should be able to summon and bind fiends, rather than restricting this fun roleplaying opportunity and incredibly flexible resource only to dedicated spellcasters. That said, it only seems appropriate to give some amount of recognition to the fact that some characters already had the ability to summon and bind outsiders, through the spell *planar binding*. It's only natural that a character with access to that kind of magic might want to use it to try to summon one of the fiends mentioned in this book.

In the case of such an event, we recommend using the following guidelines, though of course GMs should handle the situation in whatever way they feel is most appropriate.

- Instead of making a Will save to resist the *planar binding* spell, the fiend being summoned rolls 1d20 + the fiend's Calling DC - 10. If the result is equal to or greater than the spell's saving throw DC, the fiend resists the summoning. Otherwise, the fiend becomes trapped, as normal.
- As described in the spell *lesser planar binding*, a creature summoned in this way can be trapped inside a specially-prepared *magic circle against evil*. The potential means for the creature to break free of this trap remain identical to those described in the spell's entry.
- You may make an opposed Charisma check with the creature in order for it to grant you boons, as though it had been summoned according to the rules of *lesser planar binding*. If you fail the Charisma check by less than 5, you must pay the normal cost, in pact points, for the boon you request. If you fail by 5 or more, you must pay 1 additional pact point beyond what would normally be required, plus 1 additional pact point for each additional 5 points you failed by. If you succeed on the Charisma check, however, you pay 1 less pact point than you would normally have to, and for every 10 points by which your result beats the summoned creature's result, you pay 1 less pact point, beyond that. All other aspects of the opposed Charisma check (including the summoned creature breaking free if you roll a natural 1) remain the same.



Bargaining with Fiends

The main reason why a summoner would go through all the hassle, difficulty, and potentially lethal danger of calling and binding a fiend is so that he can make a deal with it. Tales and legends of the great power that fiends have to fulfill any and every desire a mortal could possibly possess are innumerable, and more than a few summoners view fiends as the fast track to riches, power, women, or whatever it is that they want.

As most of those tales and legends reveal, however, there is always a price, and few who would deal with fiends find themselves coming out ahead on the bargain, even if they are able to successfully call forth and bind their target.

In the same way that the calling and binding rituals draw their power primarily from the amount of effort the summoner put into them, the various boons a fiend can grant are powered by a sacrifice on the part of the summoner: in order to get whatever it is that he wants, the summoner must first give up something else. This isn't simply a matter of fiends being stingy or cruel (although they are both of those things, and, if they think they can get away with it, they will always pressure the summoner to pay more of a cost than he really needs to), but rather a simple fact that the fiend isn't capable of performing most services for the summoner unless he first makes some kind of sacrifice.

There are exceptions to this, of course. If the summoner is looking for a fiend to serve as a bodyguard or other servant, or if he wants the fiend to use one of its spell-like abilities for his boon, then the fiend is technically capable of doing so without a sacrifice on the part of the summoner, but, because they are stingy, they are loathe to do so, and will often claim that they are incapable of this as well, just to avoid having to give away something for nothing.

The truth of the matter is that any of the fiend's special boons (that is, the abilities it has to grant to summoners, but which are not part of its statistics entry; see Boons, below) are not abilities that it is actually able to use, except on the behalf of a summoner who has paid at least the minimum cost. For example, a fiend with a boon that allows it to use *teleport without error* to send a mortal summoner somewhere cannot simply use *teleport without error* itself (unless that's one of its normal spell-like abilities), nor can it use it to teleport its foes into the middle of a volcano. Similarly, one who has the ability to create large-scale earthquakes can't just use the ability whenever it likes: it only has access to those abilities on behalf of a mortal summoner, and then, only when the price has been properly paid.

The exact nature of the price varies, and is rarely, if ever, set in stone. Rather, each boon has a value, listed in pact points. In order for a fiend to perform any service on behalf of a summoner, the summoner must provide an equal or greater value's worth of payment. This payment could take many forms, from raw gold, to giving up his own soul, to performing live human sacrifices for the fiend, to allowing the fiend to possess him for a time, and so on. Information on the most common forms of payment, as well as on their value in pact points, is given below, under Payment.


Once the fiend and the summoner have agreed to terms, and the arrangement is finalized, the fiend is bound to its word: as long as the summoner delivers on his payment, then the fiend will deliver the boons as discussed. Of course, many fiends prefer to stick to the letter of the agreement, rather than the spirit, and often take great delight in granting the summoner's requests exactly as discussed, but with unintended and terrible consequences. Such things are always subtle, and are rarely things that happen directly to the summoner himself, but usually involve someone or something else: a summoner might wish to become stronger in order to win over a girl he likes, only to discover that she is already betrothed to another (and quite unimpressed by his threats to physically harm her fiancé), or else he might successfully win her over, but the stress of keeping up his payments to retain his strength drives him to strike his love, and his great strength makes the blow lethal.

Fiends almost universally demand their payment in advance (especially because the sacrifice must be performed in order for the boon to be granted). In extremely rare cases, however, powerful fiends may agree for whatever reason to allow the summoner to pay at a later date. The summoner has some small amount of leeway to renege on his side of the bargain in these cases, though it is difficult. If the summoner tries to go back on the agreement, he must succeed on a Will save (DC 10 + 1/2 the fiend's Hit Dice + the highest of the fiend's Intelligence, Wisdom, or Charisma modifiers) or be compelled to carry out his end of the bargain, even if he would normally be immune to mind-affecting or compulsion effects. Further, even if the summoner succeeds and is able to refuse to pay his end of the bargain, he immediately loses any ongoing boon from the agreement (for example, if he made a pact to make a woman fall in love with him, she would immediately fall out of love with him, although if he only bargained to learn the best way to go about wooing her, nothing would happen). Perhaps worst of all, he gains the undying hatred of the fiend, as such creatures are very rarely cheated, and do not care for it in the slightest. Fiends cheated in this way are certain to send assassins or other minions to make an example of the summoner, typically by dragging him back to the lower realms for eons of torture. Even if the summoner himself is somehow able to evade the fiend's retributions, in some cases fiendish debt is transferred to the summoner's next of kin, and the fiend may show up to extract payment from the summoner's descendants.

Boons

Entering into a pact with a fiend has the potential to be very lucrative for the one making the pact, assuming that he's able to pay the fiend's price. The following section lists the various boons that fiends can grant as part of a pact. The list is by no means exhaustive, and many of the fiends listed later in this book will have other, unique boons that they can provide. These, however, are among the most common, and what the summoner should expect the "average" fiend to be able to provide.

The full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains* has over 60 different boons for summoners to choose from, plus at least one unique boon for each of the seventy-two fiends included in the book. The following boons are designed to provide




Sidebar: The Unquantifiable Abyss

At its heart, bargaining with fiends boils down to an interpersonal dialogue and relationship between the fiend and the summoner. Sometimes that relationship will be one of professional more-or-less equals, other times it will be master/slave (and either party could wind up on either side of that equation), and still other times one party will be subtly deceiving the other. However, the exact nature of this relationship and this dialogue will depend heavily on the fiend and the summoner in question.

We have gone to extensive lengths to include as much mechanical “crunch” content and numbers in this process as we can without letting the numbers take over and destroying roleplaying opportunities, but the fact of the matter is that mechanics only let us go so far. There will be things that aren’t entirely covered by the numbers. There will be times when it will be better to bend the rules. There may be times when what a summoner wants is really close to an existing boon, but not quite. There will be other times where the number of pact points gained by a particular payment is wildly inappropriate due to extenuating circumstances.

Ultimately, it will be up to the GM to keep things together and handle difficult cases, as well as making sure that the fiend acts in its own interests and still suitably “fiendishly.” At the end of the day, this isn’t all that different from when the barbarian wants to intimidate the innkeeper into giving him free room and board, when the rogue tries to seduce the queen, or when the wizard decides to create a new spell from scratch, it’s just that the scope can sometimes be a bit higher.

Remember, for all the rules and points and checks and numbers, at the end of the day, the thing that the summoner is trying to do is get a favor. He’s doing it by contacting a powerful otherworldly entity, and he’s doing so at incredibly high stakes, but at the end of the day, there’s a person (albeit an evil, inhuman one) on the other side of the table, and he will need to be roleplayed just like any other NPC in the game.



a sample of the sorts of boons that can be found in the full product.

Rules for Boons

Unless otherwise noted under an individual boon’s description, all the boons included here are subject to the following rules. By default, all boons are supernatural abilities. A boon that grants a permanent effect (such as a bonus to a skill or ability score, or the aquatic subtype, for example) can be suppressed by *dispel magic*, or similar spells, but remain suppressed for only 1d4 rounds. If the ability can be activated at will (such as the ability to turn invisible at will), then dispelling the effect merely means that the summoner must activate the boon again to resume it. A boon’s caster level is equal to the caster level used for the spell-like abilities of the fiend that granted the boon, or, if the fiend doesn’t possess any spell-like abilities, it is equal to the fiend’s Hit Dice. Boons which mimic spell effects do not stack with the spell they mimic unless the boon’s entry specifically states to the contrary.

If a boon affects a creature, place, or object other than the summoner, then, unless the boon’s individual description specifies to the contrary, the target need not be in the same location as the place the fiend is summoned. By default, boons work regardless of range, and it is possible to summon a fiend to affect creatures on the other side of the planet, or even on other planets or planes of existence, as long as all the other requirements of the boon (including providing enough information about the identity of the target) are met.

Each boon has an associated pact point cost, noted in parentheses next to the name of the boon. In order for a summoner to gain a boon, he must provide payment equal

to that boon’s pact point cost (see Payment, below, for more details on this).

Some boons are permanent, but others are not. Boons with an asterisk listed next to their point cost last only a specific amount of time (one week, unless otherwise noted in the boon’s description), after which time the summoner must either provide payment again, or else lose the boon. In the case of these boons, the summoner need not summon the fiend again in order to make the payment: instead, he simply must perform a short ritual to gain the fiend’s attention (this requires 1 minute, but there are no checks involved or special components required), and then make the payment, as necessary. If the summoner wants to renegotiate the means of payment, or attempt to gain more boons, or anything else that requires communicating with the fiend, however, he will need to summon him.

Boon Categories

There are a great number of boons that various fiends can grant to those who are bold enough to summon them. Some of those boons are specific to individual fiends, and cannot be granted by any other fiend. Others are more general, and can be granted by a variety of fiends, and a handful can be granted by more or less any fiend found in this book.

Those boons that are specific to a single fiend are described alongside that fiend’s description. The others are divided into categories, which help to make it more clear which fiends can grant which abilities. These categories of boons are thematically similar: for example, body boons are those that have to do with augmenting or altering the summoner’s physical form, while lust boons are those that have to do with satiating more sensual desires. Universal

Sidebar: Dealing with Fiends

As stated above, fiends will attempt to get as great a sacrifice as they can out of the summoner, regardless of what is really required to fulfill their end of the bargain. As such, some GMs may call for a Diplomacy or Intimidate roll in order to haggle with the fiend, or else may call for a Sense Motive check in order to determine that the fiend is attempting to cheat the summoner, and is asking for far more than he requires. Or, instead, the GM might call for a more in-depth roleplay of the situation, actively haggling and discussing terms with the summoner's player. Alternatively, if neither the GM nor the summoner's player is particularly interested in exploring the process of striking a deal with a fiend, this aspect can be ignored altogether, and the fiend can simply demand a fair price from the summoner, using the rules outlined below. Note that while many players understand and are perfectly happy with the concept that the GM is able to do evil things to their characters via an evil NPC without necessarily being an evil person him- or herself, some players may feel that it is wrong for the GM to cheat or trick players, even if he is doing so as an NPC fiend, and in such cases it is probably best to either have the fiend deal fairly, or stick to Bluff and Sense Motive rolls.

If you do decide to make use of Diplomacy checks (or similar) to haggle with the fiend, it may prove tempting to let a particularly successful summoner get a slight "discount," allowing him to get what he's asking for, while paying slightly less than would normally be required. There's nothing wrong with this, and it's no more likely to cause long term problems for your game than allowing the summoner to buy magic items at slightly less than their listed price, but be careful when doing this, because allowing too great a discount can potentially be unbalancing, as many of the boons that fiends are capable of providing can be quite potent, and allowing players access to them without paying the appropriate cost will make them overpowered.

boons are the last category of boon listed, and all fiends listed in this book have access to all universal boons.

Each category of boons has three tiers, and each tier has one or more boons associated with it. Each fiend detailed in this book has information on which categories and tiers the fiend has access to. For example, a fiend with body 2 and lust 1 could grant any boon in the body category at either tier 2 or tier 1, and could also grant any boon in the lust category at tier 1, but could not grant body boons at tier 3, or lust boons at tier 2. He could also grant any specific boons listed in his entry, as well as all universal boons.

The categories of boons are listed in alphabetical order, except for universal boons, which are listed last. Following a brief description of the theme that binds that category of boons together, each boon's entry is divided by tier, beginning with tier 1 and going up to tier 3, and the individual boons in each tier are listed in alphabetical order.

Body Boons

The following boons can be provided by fiends who are particularly associated with power over one's own body. These fiends have the ability to cause and cure diseases, to grant supernatural shapechanging powers, and to make the summoner particularly resilient.

Body 1:

Inflict Malaise (2 points)*: The fiend inflicts a physical malaise upon one of the summoner's enemies. The target in question must be indicated by the summoner at the time the boon is granted, and cannot later be changed. The summoner chooses for one of the following effects to befall the target:

- The target's face erupts in hives and boils, inflicting a -4 penalty on all Charisma-based checks. At the GM's discretion, some checks (such as a Perform [sing]) might not receive the penalty or grant a +4 bonus,

instead (such as in the case of an Intimidate check to convince someone that the hives are infectious, rather than that the target is physically imposing).

- The target develops an irritating rash, which only becomes worse the more they scratch it. The target suffers a -1 penalty to AC and saving throws due to distraction.
- The target develops a persistent, hacking cough, and suffers regular fits of hacking and coughing. The target's Constitution score is treated as half its normal value for the purposes of how long he can hold his breath and how long he can run without stopping. Additionally, he suffers a -4 penalty on any Fortitude saves or Constitution checks made to continue holding his breath, continue running, or make a forced march, as well as similar effects.

The malaise can be healed by *remove curse*, *remove disease*, or more powerful magic. If the boon is lost (for example, because the summoner does not renew its payment) then the inflicted malaise vanishes immediately.

Natural Attack (1 point)*: The fiend grants the summoner a natural attack, such as a claw attack or a bite attack. This attack is always a secondary attack, and deals damage appropriate for a creature of the summoner's size. By spending 6 pact points, this boon can be granted permanently, instead of temporarily.

Body 2:

Body 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Body 3:

Body 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Death Boons

The following boons can be granted by fiends who are particularly associated with death, dying, and the dead. These fiends have the power to strike down the summoner's foes, command spirits of the dead, and in some cases even return the dead to life.

Death 1:

Corpsefriend (1 point)*: The fiend marks the summoner with a special brand or seal, which is invisible to living eyes, but glows like a beacon to the undead, and denotes the summoner as a friend. Mindless undead creatures will not attack the summoner unless he attacks them first, or unless they are directly ordered to by a creature controlling them (such orders must specify the summoner explicitly, not just "intruders" or even "that group of intruders"), and intelligent undead creatures have an initial attitude towards the summoner that is one step higher than it would normally be (friendly if it would normally be indifferent, unfriendly if it would normally be hostile, etc.). Even undead creatures that do attack the summoner tend to preferentially attack other members of the summoner's party, rather than attacking him.

If this boon is lost (for example, if the summoner fails to renew it), the invisible seal changes, and the effects of the boon are reversed (mindless undead attack the summoner on sight, unless specifically ordered not to, intelligent undead have initial attitudes one step lower than normal, undead creatures preferentially attack the summoner over other targets). This effect is permanent, though the summoner can spend 5 pact points to have the seal removed entirely.

Lasting Death (1 point)*: The fiend ensures that the soul of a single creature is unable to return to its body, preventing the target from returning to life. The creature in question must be specified by the summoner at the time the boon is gained, and cannot later be changed. Any attempt to restore the creature to life fails unless the caster succeeds on a caster level check (DC 10 + the fiend's Hit Dice). This boon can target creatures that are currently alive, in which case the fiend prevents the target from being brought back to life in the event that the target is slain. Further, if the fiend is slain, or a separate bargain is struck with the fiend to release the soul (this typically costs at least 1 pact point per two Hit Dice the target possessed), this boon is lost. This boon lasts for 1 year before it must be renewed.

Death 2:

Death 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Death 3:

Death 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Influence Boons

The following boons can be provided by fiends who are particularly associated with influencing others. These fiends have the ability to grant power and prestige, and to help the summoner make friends and allies where once he had none.

Influence 1:

Alter Alignment (3 points): The fiend shifts the ethical and moral views of a single creature, according to the summoner's specifications. The summoner must specify the individual to be affected at the time the boon is gained, and it cannot be changed later. The target must immediately succeed on a Will save (DC 10 + 1/2 the fiend's Hit Dice + the higher of the fiend's Intelligence or Charisma modifier), or have his alignment shift 1 step closer to an alignment specified by the summoner (for example, if this ability was used on a lawful good paladin, and the summoner specified chaotic, if the paladin failed his save he would become neutral good. Alternatively, if the summoner specified evil, then the paladin would become lawful neutral). If the target fails his initial saving throw, he may make a new one after 24 hours, and then again after one week, one month, and one year. If he succeeds on any of these saving throws, his alignment returns to normal. Otherwise, the effect is permanent, unless the target's alignment is adjusted in another way (such as through an *atonement* spell, or a *helm of opposite alignment*, etc.). Multiple instances of this boon stack, allowing the summoner to slowly push a target to a specific alignment.

Make a Friend (2 points): The fiend causes a single individual to view the summoner as a potential friend and ally. The summoner must specify the individual in question, and that individual must not have an attitude towards the summoner of unfriendly or hostile (if she does, see the influence 2 boon friend from foe, below). The effect functions similarly to *charm person*, with the caster level equal to the fiend's Hit Dice, and the DC based on the fiend's Charisma or Intelligence score, whichever is higher. If the target fails her initial saving throw, she may make a new one after 24 hours, and then again after one week, one month, and one year. If she succeeds on any of these saving throws, the effect ends immediately. Otherwise, it lasts indefinitely.

Influence 2:

Influence 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Influence 3:

Influence 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Knowledge Boons

The following boons can be provided by fiends who are particularly associated with knowledge. Note that when it comes to imparting information, even fiends who have been properly bound into service tend to color their information

to further suit their own nefarious ends. A character asking a fiend about what the future holds for him may find that while the fiend's account is strictly truthful, certain points are stressed and others minimized in order to encourage a certain course of action. Wise summoners take everything a fiend says with a grain of salt.

Knowledge 1:

Languages (1 point): The fiend grants the summoner the ability to speak and understand a specific language. The summoner must specify which language he wishes to learn. He then gains an instant mastery of that language, reading, writing, and speaking it fluently as though he had done so all his life. The fiend can grant knowledge of any language, even one the fiend does not, itself, speak. In order to grant secret languages, however, which the character could not otherwise learn (such as Druidic), the cost of the boon is increased to 2 pact points.

Tutelage (2 points): The fiend takes on the role of teacher, instructing the summoner in the finer points of one of its areas of expertise. The fiend can increase the number of ranks the summoner has in a given skill by one. Skill ranks gained in this way do not count against the restriction that a character cannot have more ranks in a skill than his Hit Dice, meaning that a 3rd-level summoner could use this ability to increase his ranks in Spellcraft to 4. The skill in question must be one the fiend possesses, and it must have at least one more rank in the skill than the summoner does (*for example, a fiend with 5 ranks in Spellcraft could instruct a character with 4 ranks in Spellcraft, increasing the summoner's ranks to 5, but could not instruct a summoner who already possessed 5 ranks in Spellcraft*).

Learning in this way requires time, even if properly-motivated fiends do make excellent teachers, and so the summoner must spend one hour in tutelage for each rank he already possesses in the chosen skill (so a summoner with 4 ranks in Spellcraft would need to spend 4 hours to increase his number of ranks to 5).

This boon can be gained multiple times, either applying it to different skills, or the same skill. If applied to the same skill, for every three ranks the skill is increased in this way, the cost to purchase this boon increases by 1 pact point.

Knowledge 2:

Knowledge 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Knowledge 3:

Knowledge 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Lust Boons

The following boons can be provided by fiends who are particularly associated with lust. Fiends who can grant these boons tend to be particularly skilled manipulators, able to tempt summoners with their own darkest and most twisted desires.

Lust 1:

Inspire Affection (3 points): The fiend causes a specific individual to be more favorably disposed toward the summoner, causing a long-time friend or acquaintance to suddenly view the summoner in a romantic light. The summoner must specify a single individual to be affected, and that individual must be familiar enough with the summoner to be able to recognize him. The effect functions similarly to *charm person*, with the caster level equal to the fiend's Hit Dice, and the DC based on the fiend's Charisma or Intelligence score, whichever is higher. If the target fails her initial saving throw, she may make a new one after 24 hours, and then again after one week, one month, and one year. If she succeeds on any of these saving throws, the effect ends immediately. Otherwise, it lasts indefinitely. Note that, depending on the circumstances, the target may still resist getting involved with the summoner: for example, even though she is attracted to the summoner, if she is married, or has sworn herself to chastity, she may still not agree to romance.

Unearthly Charm (2 points)*: The fiend makes the summoner incredibly attractive. This might take the form of striking good looks, or charming mannerisms, or irresistible pheromones, or something entirely indefinable. Whatever the case, the summoner gains a +4 profane bonus on Diplomacy checks made to seduce other characters. This bonus applies even to characters that would not normally be attracted to the summoner, as long as the summoner approaches them in a seductive fashion.

Lust 2:

Lust 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Lust 3:

Lust 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Magic Boons

The following boons are the province of those fiends particularly associated with magic. They provide access to spells as spell-like abilities, increase the spell power and casting ability of existing spellcasters, and grant knowledge of powerful spells.

Magic 1:

Imbue Lesser Magic (2 points)*: The fiend grants the ability to cast a single spell as a spell-like ability. The summoner selects a single 1st-level spell from the sorcerer/wizard spell list, and gains the ability to cast that spell as



a spell-like ability three times per day. The summoner's caster level for this ability is equal to his Hit Dice, and he uses the highest of his Intelligence, Wisdom, or Charisma to determine the saving throw DC (and any other aspects of the spell that reference his primary spellcasting ability score modifier). This ability lasts for two weeks before it needs to be renewed.

Increased Spellpower (1 or more points)*: The fiend grants more raw power to the spells that the summoner casts, without necessarily granting any greater knowledge or magical finesse. The summoner's caster level is treated as being higher than it actually is for the purposes of anything that depends on caster level, possibly including range, number of targets, duration, and other factors. This applies to any and all spells the summoner casts. The summoner can have his caster level increased by any amount from +1 to +5, and costs a number of pact points equal to the bonus. This boon lasts for two weeks before it needs to be renewed.

Magic 2:

Magic 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Magic 3:

Magic 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

War Boons

The following boons are the province of those fiends particularly associated with combat, strife, and war. They provide valuable assistance in large-scale martial endeavors, such as securing fortifications, spying on troop movements, etc.

War 1:

Battle Augury (1 point): The fiend answers questions directly relating to military affairs. This functions as the spell *commune*, except that it can only be used to gain information of importance to large-scale military conflicts (such as the movements of armies, the likelihood that a given force will choose to engage in conflict, tactics that are likely to be effective in a specific situation, etc.).

Enhance Army (3 points)*: The fiend causes the equipment wielded by the summoner's army (or an army or other martial organization, such as "the royal guard," or "the town militia," that the summoner designates at the time of the summoning) to be more effective. Any weapons, armor, or shields worn by members of that army while they are on duty on behalf of that organization are treated as though they had a +1 enhancement bonus. If the gear in question already has an enhancement bonus, this has no effect. The gear itself is not directly enhanced, and so does not gain any inherent value, should the summoner decide to sell or trade it.

In the case of particularly large armies or organizations (especially ones that are not all located in one place), this effect may be restricted to a single "branch" of the organization, and, as a general rule, should not be applied to more than one major military battle at any given time.

War 2:

War 2 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

War 3:

War 3 boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Universal Boons

The following boons are those that any fiend has the ability to grant. It is assumed that all fiends in this book, as well as any other fiends using the rules for making pacts presented in this book, are able to grant the following boons at the summoner's request (assuming, of course, that the summoner is able to pay the required price).

Familiar (3 points)*: The fiend grants the summoner a familiar, a magical spirit that does his bidding. This is identical to the familiar version of the arcane bond class feature of the wizard, except that it uses the summoner's total Hit Dice instead of his wizard level in order to determine the familiar's special abilities. If the summoner already has another familiar (perhaps because he has levels in the wizard or witch classes), he gains an additional one, but does not gain the familiar's listed boon (such as the +2 bonus on Fortitude saves provided by a rat familiar). The familiar always has an evil alignment. If the summoner spends 5 pact points, instead of 3, and has at least 7 Hit Dice, he can instead gain the boon of an improved familiar, as the feat Improved Familiar. If he does so, he may only select familiars that would be available to evil characters. The familiar serves the summoner loyally for a year and a day before the summoner must renew his contract if he wants to retain its services.

Wealth (1 or more points): The fiend can grant raw wealth to the summoner, typically in the form of a pile of gold coins and jewels. The fiend can conjure an amount of wealth each year equal to 1,000 gp per Hit Dice it possesses. Once it reaches this limit, in order to provide any more wealth it must obtain it through other means, such as stealing it. In such cases, the summoner must provide sufficient pact points for both the wealth itself (as normal), as well as an additional number of pact points equal to 1/3 the fiend's Hit Dice, to account for the effort the fiend must go through to acquire the wealth. It is also possible, in such cases, that the fiend may be slain or otherwise prevented from acquiring the wealth).

For every pact point spent on this boon, the summoner receives 1,000 gp worth of coins, gems, art objects, and similar items of value.

Additional universal boons can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Payment

Few things in life are free, and any boons or gifts from fiends are no exception to the rule. There are a variety of ways that a summoner can go about making payments to summoned fiends in exchange for goods or services rendered, and while many fiends have a method of payment that they prefer, and will generally try to steer a summoner towards, for the most part any fiend will accept any of the various forms of payment listed here.

Several additional forms of payment can be found in the full version of *The Deluxe Guide to Fiend Summoning and Faustian Bargains*.

Captured Souls (1 or more points): Fiends are more interested in acquiring souls than anything else, and aren't particularly concerned about where they came from, as long as they are quality merchandise. Summoners who have captured souls can barter them to gain boons.

In order to use this payment method, the summoner must possess one or more captured souls (such as from casting a *soul bind* or *trap the soul* spell). The fiend takes the soul, but not the vessel it is contained within (such as the gem used in *soul bind* or *trap the soul*). The number of pact points that can be purchased with bartered souls depends on both the number of Hit Dice of souls being offered, and the alignment of those souls. The table below summarizes the point values of souls of various Hit Dice and alignments.

If the summoner has multiple souls to barter, add their Hit Dice together, and use the result when consulting the table. The alignment bonuses and penalties apply once per captured soul of that alignment (so if the summoner had four souls, three of which were good-aligned and one of which was evil-aligned, he would gain a total of 2 bonus pact points from the souls' alignments: three for the three good souls, minus one for the one evil soul).

Souls bartered in this way fall under the control of the fiend they are bartered to. Typically, this means that the souls remain trapped and cannot be resurrected, but at the fiend's discretion it might consume them, destroying them utterly, or release them, or barter them to someone else. If the soul is recovered from the fiend (such as by force or barter), then the creature whose soul it was can be resurrected normally again.

Table 1-4: Soul Value Guidelines

Soul is...	Value
1 - 5 Hit Dice	1
6 - 10 Hit Dice	2
11 - 13 Hit Dice	3
14 - 17 Hit Dice	4
18 - 20 Hit Dice	5
21+ Hit Dice	6
<hr/>	
Soul is...	
Good-aligned	+1
Evil-aligned	-1
Younger than adult	+1
Older than middle-aged	-1

Human Sacrifice (1 to 5 points): One means of appeasing fiends that has become popular is to perform live human sacrifices, slaying a helpless (or, in rare cases, willing) human or other sentient creature in a ritual devoted to the fiend. Note that simply killing the victim is not enough: the sacrifice must be made as part of a special ritual devoted to the fiend. The summoner cannot simply enter a cave of orcs, declare that each orc he slays he does for the boon of the fiend, and expect to gain the same kind of results.

The creature to be sacrificed must be bound or helpless (or willing, whether through the effects of the *charm person* or *dominate person* spells, or because they are really willing to be sacrificed), as the sacrifice takes several minutes to perform. In the case of some fiends, it is preferred that the summoner and the "sacrifice" instead take part in ritual combat, in which case the sacrifice is released and allowed to fight.

The number of points granted by such a sacrifice depends on the value of the sacrifice. A summoner who sacrifices thirteen drunks and prostitutes he abducted effortlessly from the gutters would certainly gain some number of pact points (possibly as many as 2 or 3, especially if there was any possibility that the town guard might notice the missing vagrants and begin investigating the summoner, or if he encountered extensive difficulty in storing the various sacrifices and keeping them both subdued and alive until the time of the sacrifice), but will likely receive less for his efforts than a summoner who overcomes the extensive traps, puzzles, and legions of royal guard to capture the crown prince, himself an accomplished swordsman and a difficult foe for the summoner to face, and then absconded with him to perform the ritual, a set of acts likely to prove worth 4 or 5 pact points.

Note that fiends take a dim view of summoners attempting to "co-opt" deaths that are already going to take place. In the same way that a summoner is unlikely to gain much boon from simply declaring that any foe he slays, he does on behalf of the fiend any time he goes into a battle he would be fighting anyway, a summoner is also unlikely to receive much boon from, for example, convincing the local magistrate to allow the summoner to sacrifice criminals who would otherwise be sentenced to death.

Sacrificing an unwilling creature in this way (or a creature who was made willing through charm or compulsion magic, or even a creature who was manipulated through mundane means into agreeing to be sacrificed) is an incredibly evil act, and will almost certainly cause any creature who does so to shift at least one alignment category towards evil.

A creature sacrificed in this way cannot be resurrected by *reincarnate* or *raise dead*, but can be resurrected by *resurrection* or equally powerful magic. Summoners who arrange for their sacrifice to be restored to life (whether directly, by casting the spell themselves or by paying to have it cast, or indirectly, by encouraging others to resurrect the victim, or even just by taking steps to ensure that the victim's body is found by someone who would be inclined to do such a thing) immediately lose all boons of the bargain they struck.

Possession (1 or more points): While it is more or less common knowledge that fiends can forcibly possess innocents against their will, taking over their bodies and forcing them to do the fiend's bidding, it is less well-known that many, though certainly not all, of the victims of fiendish possession actually invited the fiend in to begin with.

A summoner can agree to let a fiend possess his body for a time as part of his payment. The exact value that this is worth, in pact points, depends on two different factors: the amount of time that the fiend is allowed to stay, and the amount of control that the fiend is given over the summoner's actions. There are three levels of control that a summoner can grant to the fiend: passenger, mixed, and dominant.

Passive: A fiend that is granted passive control is, for the most part, only an observer, able to see, hear, and otherwise sense the summoner's surroundings and actions, but largely incapable to directly act. A fiend in this state doesn't have any direct control over the summoner's body, and it can't use any of its spell-like, supernatural, or extraordinary abilities (or cast any spells, etc.). It does still have a few options available to it, however.

First, a fiend in a state of passive possession can automatically read the summoner's thoughts, as the spell *detect thoughts*, except that it functions only on the creature the fiend is currently possessing. Second, the fiend can communicate with its host telepathically, giving advice, taunting its host, distracting him, or whatever strikes the fiend's fancy. Finally, once per day per 3 Hit Dice the fiend possesses, it can cast *suggestion* on the summoner (DC 10 + 1/2 the fiend's Hit Dice + the highest of the fiend's Intelligence, Wisdom, or Charisma modifier).

Mixed: Most of the time, a fiend with mixed control acts exactly as a fiend with passive control. The only difference is that instead of being able to cast *suggestion* once per day per 3 Hit Dice the fiend possesses, it can instead take direct control of its host, during which time it acts as though it were in dominant mode (see below). The saving throw DC to resist the effect remains the same, as do the number of times per day that the fiend can use the ability, and the effect lasts for 1 minute per Hit Dice the fiend possesses.

Dominant: A fiend in a state of dominant possession is able to directly control its host, and has total control over the host's body, and the spirit and mind of the body's original occupant is suppressed and rendered helpless for the duration. The fiend can choose whether or not to make the host aware of what's going on: if he chooses to keep the host unaware, then the host simply "blacks out" and remembers nothing of the time while he was controlled. Otherwise, the host remains aware, and can still see, hear, and sense his surroundings: he simply remains unable to act. In this case, the host can telepathically communicate with the possessing fiend, and the possessing fiend can telepathically communicate back, but the host cannot read the fiend's thoughts, nor can he attempt to influence the fiend with *suggestion*, the way that a passively possessing fiend can control its host.

While controlling the host's body, the fiend retains its own mental ability scores (Intelligence, Wisdom,

Table 1-5: Possession Value Guidelines

Length of Possession	Value
<i>Passive</i>	
1 Week	1
3 Weeks	2
2 Months	3
<i>Mixed</i>	
1 day	1
1 Week	2
2 Weeks	3
1 Month	4
6 Weeks	5
2 Months	6
<i>Dominant</i>	
6 Hours	1
1 day	2
3 days	3
1 Week	4
2 Weeks	6
1 Month	8

Charisma), and its skill ranks, as well as any spellcasting or spell-like abilities it would normally possess. It also retains any supernatural abilities that do not require specific parts of its body in order to function (for example, a fiend with a supernatural aura of lust would retain that ability, but one that could shoot balls of flame from its mouth would likely not retain that ability). The fiend uses the better of its own or its host's base attack bonuses and saving throws, and also gains access to all of its host's extraordinary, supernatural, and spell-like abilities, as well as all of its host's class features. The fiend also has full access to all of the host's memories.

The effect lasts until either the fiend chooses to relinquish control (something that does not happen frequently, but which does occur on occasion: some fiends delight in making their host "black out," and then placing them in a very difficult or compromising situation, only to pass control back over and watch as the host tries to get out of the situation), or until the appropriate amount of time passes (one minute per Hit Dice the fiend possesses, if the fiend is normally in mixed control, or the amount of time the summoner agreed to pay, or indefinitely, if the fiend took control by force).

If the host's body is slain, the possessing fiend returns to its body and the host dies, as normal. Summoners with any degree of intelligence are careful to ensure that their bargain with the fiend ensures that the fiend is not allowed to simply use the possession to kill the host, or put the host into a situation that he is unable to survive. Particularly harsh restrictions on what the fiend can do with the summoner's body will reduce the amount of pact points that the payment provides, while particularly lenient ones are unlikely to result in anything but the summoner's untimely demise when it comes time for the fiend to relinquish control.

Anything that could banish the fiend (such as *dispel evil* or *banishment*) can force it from the host, returning its consciousness to its body, but if this occurs the fiend will consider the summoner to have reneged on the deal, and act accordingly, withdrawing or withholding the agreed-upon



payment and attempting to get revenge on the summoner. If the summoner was not involved in the banishment, the fiend may allow him to start the agreed-upon possession period over from the beginning. Similarly, any attempt by the summoner (or the summoner's allies) to bind himself or otherwise prevent the fiend from acting while it should be in dominant mode (such as by tying the summoner to a chair and not allowing him to go anywhere until the possession has ended) are treated as reneging on the deal.

It is also possible for a summoner to offer up a different mortal for the fiend to possess. The mortal in question must be present and either willing or helpless for at least one minute while the fiend takes possession of her. If the subject is not willing, she may make a Will save (DC 10 + 1/2 the fiend's Hit Dice + the fiend's Charisma modifier) to resist the possession: if successful, the fiend cannot possess her in this way for a year and a day, and the summoner gains nothing. Otherwise, the fiend possesses her exactly as though she had willingly allowed herself to become possessed. Such arrangements are for much longer periods of time (at least a year, and typically permanent), and the summoner gains pact points for this as though the mortal in question were being sacrificed, rather than based on Table 1-5.

Selling Your Soul (3 points): Perhaps the most famous payment that a fiend can extract, many summoners

see selling their soul as the best and easiest means of getting what they want from fiends. It is true that selling one's soul is one of the few ways that a fiend will agree to collect payment at a later date (typically when the summoner dies), and folklore is rife with stories of clever summoners who have managed to cheat a fiend out of a promised soul. That said, most summoners with any degree of forethought or intelligence are aware that selling one's soul to a fiend in exchange for just about anything is almost certain to be a bad deal, and that the odds of getting out of such an agreement are much lower than one might think.

In order to barter one's soul, one must have a soul to barter. This means that creatures that naturally lack a separate soul (such as most constructs, many types of undead, and most outsiders) simply cannot make this payment, because they have nothing with which to pay. Similarly, a summoner whose soul is already claimed by another (whether from a previous pact, or because he has been affected by some kind of curse, or any other reason why the soul would not be whole and free) cannot make such a bargain: the fiend immediately becomes aware of this and refuses to accept the soul as a part of the payment.

Once the agreement is made, the summoner's soul is forever marked. A *wish* or *miracle* spell can undo this effect, but the caster must succeed on a caster level check

(DC 11 + 1/2 the fiend's Hit Dice + the highest of the fiend's Intelligence, Wisdom, or Charisma modifiers), or the spell has no effect. This counts as a "very powerful request" for the purposes of the *miracle* spell, and the costly material component must be paid before the caster level check is made. Even if the spell is successful, the fiend immediately becomes aware and withdraws any boon the summoner is still receiving from the agreement. Further, the summoner's soul still bears enough of a mark that no creature will agree to bargain for his soul, as it is clear that such bargains cannot be trusted. As with other times when a summoner reneges on an agreement, he likely earns the undying enmity of the fiend he cheated.

If the fiend's hold on the summoner's soul is not removed, then the next time the summoner dies, he is affected as though by the spell *soul bind*, except that the DC is equal to 20 + 1/2 the fiend's Hit Dice + the highest of the fiend's Intelligence, Wisdom, or Charisma modifiers, and if he fails the save, his soul immediately travels to the fiend he made the agreement with, rather than being trapped in a gem. A character whose soul is affected in this way cannot be resurrected by any means until his soul is freed (something which can generally be accomplished only by either bargaining with the fiend or by storming the fiend's stronghold and taking the soul by force). As above, a character whose soul is taken from the fiend in this way still has his soul "marked," and will have trouble finding someone willing to accept it as payment.

If the summoner succeeds on the saving throw to resist the *soul bind* attempt, his soul still travels to the fiend to whom he sold it, but he can be resurrected normally. If he is resurrected, he suffers one more permanent negative level than he normally would, due to the trauma he suffered while dead, and the next time he dies he will still be subject to the *soul bind* effect described above.

Wealth (1 or more points): While fiends are not intrinsically interested in wealth in and of itself, giving it little trade value when bartering with them, fiends do know that other mortals are particularly enamored of wealth, and can occasionally be convinced to accept gold or other treasure as payment, which they can then use to tempt other summoners.

Fiends are notably more interested in other forms of payment, however, and in order to convince a fiend to take wealth as payment, the summoner must succeed on a Diplomacy check (this counts as giving lengthy or complicated aid, as the fiend will not gain any real boon from the gold until he can find a mortal interested in it, so the DC for an indifferent fiend is 20 + the fiend's Charisma modifier). Succeeding on the check allows the summoner to purchase pact points using wealth for this particular bargain. This Diplomacy check applies only to a single summoning, and if the summoner summons the fiend again at a later date, he must make a new Diplomacy check in order to pay for the fiend's services with wealth the second time.

The amount of wealth required to gain one or more pact points is indicated on the table below. Because fiends are greedy, and also because they value the sacrifice the summoner makes of the gold as much as (if not more than) the gold itself, the summoner must provide either

a percentage of his total wealth, or a flat sum of gold, whichever value is higher. For example, a character with exactly 1,000 gp could spend all of it on 2 pact points, because it is 100% of his wealth (more than the 10% required), and is also at least 1,000 gp (equal to the amount required). He could not use it to get 10 pact points, even though it's more than 50% of his wealth, because he would need to spend a minimum of 30,000 gp to acquire that many pact points. At the same time, a character with 200,000 gp worth of wealth would need to spend 10,000 gp to get even a single pact point, because he would need to be spending at least 5% of his total wealth. When calculating the summoner's total wealth, don't forget to include any equipment, magic items, or less tangible wealth (such as lands or titles), in addition to the number of gold pieces he has on hand.

Table 1-7: Wealth Value Guidelines

Wealth Sacrificed		
Percentage	Min. GP Value	Value
5%	500 gp	1
10%	1,000 gp	2
15%	2,000 gp	3
20%	4,000 gp	4
25%	7,000 gp	5
30%	10,000 gp	6
35%	15,000 gp	7
40%	20,000 gp	8
45%	25,000 gp	9
50% or more	30,000 gp	10

Lexicon of Fiends

The following section provides seventy-two unique fiends that are designed specifically to be used in conjunction with the summoning rules presented in this book. Each of these seventy-two fiends is based on a demon described in a real-world book, known as the *Ars Goetia*, or, in some cases, the *Lemegton*. Though this book served as a direct inspiration for each of the fiends found below, the information on each fiend has been dramatically expanded, and each has been provided with much more extensively detailed background information. Additionally, each of these unique fiends has a unique statistics entry, and each one possesses one or more new and unique special abilities, to ensure that a battle with any of these fiends—a collection which includes such famous names as Asmoday, Belial, Amon, and Astaroth—will be a memorable one.

Using this Section in Your Game

This section is intended primarily as a resource for GMs, and can be used in a variety of different ways. Each of the fiends presented here is actually a bundle of separate resources, which can either be taken as-is, or disassembled and reassembled.

In essence, each of the fiends included here is comprised of several parts: a background, detailing the fiend's personality, habits, and origin, a mechanical stat-block with one or more unique special abilities, a collection of boons designed for use with the summoning rules included in the previous section (with at least one unique boon for each fiend), and, finally, a section detailing one or more specific regions or territories of a "hellish" nature, that can be placed in just about any lower plane.

Obviously, as written, these elements all fit together well, because they are all designed to go together, and written to describe a single fiend, as re-imagined from the brief outline given in the *Ars Goetia*. But, for a GM with time on his hands, this section can also become an extensive toolbox of infernal or demonic toys. GMs who aren't particularly interested in the fiends of the *Ars Goetia* can easily cannibalize stat-blocks, unique boons, personalities, or regions, and repurpose them for other ends. It would not be hard to mix-and-match to create entirely new fiends out of component parts, nor would it be terribly difficult to take a stat-block, region, or boon included here and give it to demon princes or devil lords, either.

Further, the various unique boons can certainly be used as a reference point for creating your own unique boons for use in your game, which you may or may not want to make available through a variety of demons, devils, and other fiends.

What are "Goetics"?

All of the fiends presented in this section belong to a new outsider subtype, goetic (named from the *Ars Goetia*, the book that these fiends are originally found in). There are a variety of reasons for this. The first is that the goetic subtype includes some abilities that make these fiends particularly

interesting and dynamic when used in conjunction with the summoning rules included in this book. The other reason is to provide one suggestion of how to implement these fiends in your game.

The default campaign setting of the *Pathfinder* roleplaying game, as well as most other well-established campaign settings, already have a relatively well-laid-out hierarchy for high-ranking demons and devils, whether in the form of the lords of the nine, demon princes, or other arrangements. The "demons" referred to in the *Ars Goetia* do not all fall neatly into the alignment requirements of *Pathfinder* demons: many are lawful, and a few aren't even all that evil. While it would certainly have been possible to parcel out these "demons" among the existing evil outsider groups, we felt that this would not only be much more difficult to apply to an existing cosmology that already accounts for its high-up demons and devils (since, in the *Ars Goetia*, each of these fiends is accorded a high-ranking status and considered part of the infernal nobility, and that is the approach that this book has taken towards them), but would also take away from the fact that the fiends in the *Ars Goetia* are, in and of themselves, a group.

As such, this book is written with the assumption that all of the fiends described below belong to a new group of evil outsiders, known as goetics—or, colloquially, goetic demons—and that they are all relatively high-ranking members of that group's complex hierarchy. Unlike most evil outsider subtypes, goetics run the gamut of alignments, and, between that fact, and the fact that the individual outer planes themselves can vary greatly from setting to setting—sometimes, there's no such thing as "outer planes"—we have been deliberately vague about the exact plane on which goetics can be found. While each of the fiends described here has information in its section about the realm over which it rules, and there is plenty of flavorful information here for GMs to use on exciting adventures into the depths of the lower realms, they are mostly open and able to be dropped into any existing outer plane, or, alternatively, might be found in an entirely new and unique lower plane all their own.

However, that is only one option. GMs who are so-inclined will find that any of the fiends included in this section can easily be made into more traditional *Pathfinder*-style demons, devils, daemons, or other existing groups of outsiders without much work needed (especially if they retain the goetic subtype, mechanically). Whether or not this requires extensive adjustment of your campaign setting will, of course, depend on the setting you use.

Finally, it's worth noting that because this is hardly the first source to draw upon the *Ars Goetia* for inspiration, some of the following fiends will likely share names with (or at least have very similar names to) existing demons and devils. In this case, it is up to the GM whether or not to combine the two, or simply to state that just as there are many mortals with the same name, so too, can there be multiple outsiders with the same name.

The Goetic Subtype

Goetics are evil outsiders that can be of any alignment on the chaos/law axis, including lawful evil, neutral evil, and chaotic evil.

Traits: Goetics are a more widely varied lot of creatures than many other outsider subtypes. While nearly all goetics possess some form of damage reduction or energy resistance, there is no uniform pattern to what can overcome these defenses. Most goetics have the ability to change their shape into one or more specific forms, but this is also not constant. All creatures of the goetic subtype have the following abilities.

Extraplanar Projection (Su): Goetics have the ability to project their consciousness out of their bodies and across the planes in order to view and interact with other planes. In order to use this ability, the goetic must have some kind of connection to the person, place, or thing to which it will project. The strength of the connection required to use this ability depends on the number of Hit Dice that the goetic possesses.

Note that, especially as the goetic gains more Hit Dice, there are likely to be large amounts of places, objects,

Table 2-1: Projection Connections

Hit Dice	Required Connection
3 or less	The goetic must be explicitly and deliberately invoked through a ritual designed to attract its attention. The goetic must use this ability immediately, or the connection is lost.
4 - 6	The goetic can use this ability to reach a person that speaks the goetic's name three or more times in 10 minutes. The goetic must use this ability within 10 minutes, or the connection is lost.
7 - 9	The goetic can reach any creature that actively desires to make contact with it, or with another extraplanar entity with a very similar nature and portfolio. Alternatively, the goetic can use this ability to reach locations, objects, or people specifically dedicated to it (such as a shrine).
10 - 12	The goetic can use this ability to reach locations, objects, or people that are tangentially related to it (such as someone who frequently visits a shrine devoted to the goetic, is a direct descendant of someone devoted to the goetic, or is a descendant, direct or otherwise, of the goetic).
13 - 15	The goetic can use this ability to reach locations, objects, or people that are closely related to the goetic's spheres of influence and are connected to the sorts of objects, activities, emotions, or themes that the goetic is associated with.
16+	The goetic can use this ability to reach locations, objects, or people with which it has interacted at least once before. The goetic can also use this ability to reach anyone who speaks its name even once, up to 10 minutes after its name is spoken.

Table 2-2: Projection Duration

Hit Dice	Duration
3 or less	1 round per Hit Dice
4 - 6	1 minute per Hit Dice
7 - 9	10 minutes per Hit Dice
10 - 12	30 minutes per Hit Dice
13 - 15	1 hour per Hit Dice
16+	1 day per Hit Dice

and things to potentially project to. The goetic has a very vague idea of what kind of connection it has in each case, but is unlikely to be able to use this ability to track down specific individuals until it reaches 16 or more Hit Dice.

Once a connection is established, the goetic can project its consciousness to the person, place, or object to which it has the connection. If the connection is to a person or an attended object, the person or the object's possessor can attempt a Will save (DC 10 + 1/2 the goetic's Hit Dice + the goetic's Charisma modifier) to prevent the goetic from projecting. If the save is successful, the goetic is unable to project to the chosen person, place, or object for a year and a day. If the connection was caused by deliberately invoking the goetic, speaking the goetic's name multiple times, or desiring to make contact with the goetic or a similar creature, no saving throw is allowed.

If the goetic successfully projects, its body remains on its home plane, and its mind takes the form of an invisible, incorporeal version of the goetic. While using this ability, the goetic cannot cast spells or use any of its extraordinary, spell-like, or supernatural abilities, except those whose descriptions specifically state that they can be used in conjunction with this ability. The goetic cannot be seen by normal sight, but any effect that allows a creature to see invisible creatures allows it to see the goetic in this form. While using this ability, the goetic must remain within 50 feet per Hit Dice it possesses of a person, place, or thing to which it has a sufficient connection, although if there are multiple potential connections in the area, it can move from one connection to another; it does not need to remain within that distance of the original connection that brought it.

The goetic can remain in this state for a limited period of time, based on its Hit Dice, as indicated on the table below. After this time, if the goetic has not been able to possess any creatures native to that plane (see the possession ability, below), its mind automatically returns to its body. A goetic can also be returned to its home plane by any means that could return it to its home plane in its normal form (such as a *banishment* spell).

If the goetic's projected incorporeal form is slain, it returns to its body, unharmed. If the goetic's body is slain while it is using this ability, then a new one is formed when the effect ends and the goetic's mind returns to its home plane.

A goetic can use this ability a number of times per day equal to 1/3 its Hit Dice (rounded down, minimum 1). A goetic can only use this ability while it is on its home plane. Weak goetics often use this ability to spy on a summoner while he is summoning them, in order to decide whether or not to answer the summons willingly (if the summoner

makes a mistake, for example). Powerful goetics often use this ability to spy on mortals who are predisposed to become summoners and, in conjunction with their other abilities, push them towards summoning the goetic.

Possession (Su): While using its extraplanar projection ability, a goetic can attempt to forcibly possess a humanoid creature. In order to do so, the goetic must move into the same square as the target, who must then succeed on a Will save (DC 10 + 1/2 the goetic's Hit Dice + the goetic's Charisma modifier). If the saving throw is successful, the goetic is repelled, and cannot attempt to possess that target again for 24 hours. If the saving throw fails, the target is possessed, as though by the passive possession option of the possession payment (see page 37). If the saving throw fails by 5 or more, the target is instead possessed as though by the mixed option of the possession payment, and if the saving throw fails by 10 or more, the target is possessed as though by the dominant option of the possession payment.

Regardless of the type of possession, the possession lasts for 1 hour per Hit Dice that the goetic possesses. After this time, the subject is entitled to a new saving throw. If this saving throw is a success, the goetic is expelled, and its mind immediately returns to its body. If the result of the saving throw would change the type of possession, then the possession immediately changes to the new possession type, and remains that way until the next saving throw.

This ability otherwise functions as outlined in the possession payment. The goetic can use this ability at will, but can only use it while using its extraplanar projection ability, and cannot use it on a creature that successfully resisted being possessed within 24 hours. A goetic can only possess humanoids in this way.

Reading the Entries

The following seventy-two fiends are presented in a way similar to that of the *Pathfinder Bestiary*. Each fiend is identified with its name, as well as the number associated with it in the *Ars Goetia*. Following that is a brief description of the fiend, followed by its statistics block.

The fiends presented here contain an additional section in their statistics block, labeled "summoning." This section contains the calling DC for that fiend, as well as which categories of boons (and the corresponding level within those categories) that the fiend has access to. For example, Bael's entry indicates that he has access to Body 2, Death 2, Influence 3, Knowledge 2, Lust 1, Magic 3, and War 2. That indicates that he can grant boons from the first and second tiers of the body category, as well as the death category, and boons from all three levels of the influence category, and so on.

After their statistics entry, all new special abilities are described. Following that is a boons section, which outlines one or more unique boons that the fiend is capable of granting, along with the point cost of those boons and their mechanical effect. Following this is a background section, which describes some of the fiend's personality, origin, and background, and a separate section describing the fantastic and hellish realm over which the fiend rules.

Finally, there is a section with information on researching the fiend. This includes a brief overview of what information is available to summoners who are able to find the fiend's name and seal—essentially the "basics" on the fiend—as well as a list of ritual components, and their effect on both the calling and binding checks, as well as a handful of random facts that serve as example pieces of information that might be found while researching the fiend.

For more information on boons, calling and binding fiends, and researching fiends, see the previous section of this book.

Table 2-3: Fiends by CR

Fiend	CR
Furcas	5
Valefor	5
Andrealfus	6
Stolas	6
Halphas	7
Samigina	7
Camio	8
Gusion	8
Haagenti	8
Ose	8
Sitri	8
Valak	8
Buer	9
Foras	9
Phenex	9
Raum	9
Ipos	10
Marchosias	10
Malphas	10
Shax	10
Bifrons	11
Marax	11
Sallos	11
Vual	11
Alloces	12
Vassago	12
Zepar	12
Amy/Avnas	13
Eligos	13
Marbas	13
Orias	13
Orobas	13
Ronove	13
Bathin	14
Cimieis	14

Decarbia	14
Glasya-Labolas	14
Leraje	14
Vapula	14
Agares	15
Botis	15
Crocell	15
Furfur	15
Sabnok	15
Amdusias	16
Forneus	16
Naberius	16
Seere	16
Aim	17
Andromalius	17
Barbatos	17
Dantalion	17
Bune	18
Gremory	18

Purson	18
Vepar	18
Andras	19
Bael	19
Berith	19
Haures	19
Amon	20
Focalor	20
Paimon	21
Zagan	21
Beleth	22
Murmur	22
Gaap	23
Vine	23
Astaroth	24
Balam	24
Asmoday	25
Belial	25



Bael (#1)

The creature standing before you looks like nothing so much as an enormous spider, with a round, bloated body supported by a large number of small, stubby insect-like legs. It features three massive heads: one like that of a lion, with smoldering red eyes, one like that of a toad, and in the middle the head of a man, with a great and ostentatious crown, though greatly enlarged. It stares down at you with disdain.

BAEL

CR 19

XP 204,800

NE Huge outsider (evil, extraplanar, goetic)

Init +1; **Senses** darkvision, see invisibility; Perception +39

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, -2 size)

hp 406 (28d10+252)

Fort +26, **Ref** +12, **Will** +26

DR 10/epic; **SR** 30; **Immune** ability damage, ability drain, acid, disease, energy drain, mind-affecting effects, poison, sonic

OFFENSE

Speed 40 ft.; climb 40 ft.

Melee bite +38 (2d8+12 plus grab), bite +38 (2d8+12 plus grab), or bite +38 (2d8+12 plus grab), tongue +38 (grab)

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

Special Attacks pull (tongue, 15 feet), sonic ball, swallow whole (8d6 acid damage, AC 20, hp 37), tongue

Spell-Like Abilities (CL 19th)

Constant—see invisibility

At Will—*chain lighting* (DC 23), *demand* (DC 27), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *mage hand*

3/day—*horrid wilting* (DC 25), *irresistible dance* (DC 27), quickened *invisibility*, *reverse gravity* (DC 24)

1/day—*crushing hand*, *dominate monster* (DC 28), *mass hold monster* (DC 28), *wish*

STATISTICS

Str 34, **Dex** 12, **Con** 26, **Int** 14, **Wis** 26, **Cha** 24

Base Atk +28; **CMB** +42 (+50 grapple); **CMD** 53

Feats Great Fortitude, Greater Grapple, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Grapple, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (invisibility), Skill Focus (bluff), Spell Focus (enchantment), Spell Penetration, Toughness

Skills Bluff +44, Diplomacy +38, Knowledge (arcana) +33, Knowledge (nobility) +33, Knowledge (planes) +33, Perception +39, Sense Motive +39, Spellcraft +33

Languages Abyssal, Common, Infernal; truespeech

SQ change shape (any Small or Medium humanoid, *alter self*; any Medium or smaller cat, toad, or frog, *beast shape IV*), multiheaded

SUMMONING

Calling DC 39; **Boon Categories** Body 2, Death 2,

Influence 3, Knowledge 2, Lust 1, Magic 3, War 2

SPECIAL ABILITIES

Multiheaded (Ex): Bael's heads act independently of one another, allowing him to make a full attack action and still make use of one of his spell-like abilities each round.

Sonic Ball (Su): Bael's cat and frog heads can each release a ball of sonic energy. In the case of the frog head, it sounds like a great croak, and in the case of the cat it sounds like a terrible yowl. In either case, treat it as a ranged touch attack that deals 15d6 points of sonic damage on a successful hit. Bael can use this ability in lieu of either melee attack, or both, allowing him to make two normal attacks, two sonic balls, or one of each with a full attack action.

Boons

In addition to the other boons he has access to, Bael can grant the following boons to summoners who make pacts with him.

Invisibility (3 points)*: Bael can grant summoners the ability to render themselves invisible. Summoners with this boon can cast the spell *invisibility* as a spell-like ability at will. If this boon is lost (such as by not continuing to renew it), there is a 25% chance that the summoner is rendered permanently invisible. If this occurs, he can only be permanently made visible again with a *wish* or *miracle* spell, but any effect which would disrupt or end an *invisibility* spell (including making hostile actions) suppresses this effect for 1d4 rounds.

Tongue of Bael (2 points)*: Bael can grant summoners a tongue attack, allowing their tongue to become magically elongated and prehensile at will. The summoner gains a tongue attack with a range of 15 ft. Treat this as a touch attack that deals no damage, but can be used to deliver touch spells, or to perform a disarm, steal, or trip combat maneuver. Alternatively, it can be used to grab the target (as the monster ability grab, but without granting a +4 bonus on combat maneuver checks made to grapple). If the grab is successful, the target is automatically pulled to be adjacent to the summoner as the pull special attack.

Background

Bael is a king among fiends, and, according to all reports, has designs on ascending to true godhood. Though his office in the hierarchies of the lower realms makes him one of the most powerful fiends, he is not generally inclined towards combat, and in fact outranks a number of fiends who are more physically and magically powerful than he is, which is sometimes a source of contention, as most other high-ranking fiends view him as somewhat pompous and self-absorbed.

While Bael's three heads are capable of acting independently, it is his human head that holds the only true intelligence, the other two acting purely out of instinct. According to Samov Borias, a respected occultist who has studied Bael extensively, his feline head is filled with a great sense of predatory instincts and more than a little bit of sadism, whereas his toad head simply fills him with a constant hunger. As a result, Bael often indulges himself in hunts, whereby live prey (typically humanoid, but sometimes more exotic creatures, or even other fiends) are released into a labyrinth or other enclosed environment, and he hunts them down and devours them.



Bael speaks in a high, somewhat nasally voice, and becomes quite angry if he is not treated with respect proper to his station. While summoners who have properly bound him will find that this anger is largely impotent, those who haven't will quickly be devoured or worse.

Bael in the Lower Realms

As a king, Bael rules over a large territory in the lower realms, known as Ba'aldemesne. This territory comprises a large range of mountains, extensive sweeping plains, and a small ocean of blood. Though the lands are varied, it is clear to all where the borders of Ba'aldemesne are, because the sky in Bael's realm is a putrid green, with ribbons of black and red snaking across it instead of clouds. Bael himself lives in an enormous palace which has been crafted in his likeness, and which wanders through his realm in a constant tour.

Researching Bael

A character who has found Bael's name or sigil knows that he appears as a sort of amalgamation of a cat, a toad, and a man, and that he is a very important and high-ranking fiend.

Ritual Components: catnip (+2 calling, +1 binding), emeralds (+3 calling, +2 binding), foodstuffs (+2 calling, +2 binding), mud (+3 calling, -1 binding), and sunset (+1 calling, +3 binding).

Bael Lore: A character who researches Bael's history and personality can learn the following things about him.

- Bael has the power to render summoners invisible.
- Bael can spit great balls of sonic energy from two of his three heads, each of which act independently.
- Bael is a very self-important and pompous fiend, and will respond better to those who afford him what he considers his due respect.

Agares (#2)

Standing before you is a humanoid creature, but with slightly bestial features: he has claws for hands, and a curved, sharp nose almost like a beak, with beady eyes and rows of sharp, triangular teeth. He is quite old, and is dressed in fine robes, and wears an ostentatious crown upon his head.

AGARES

CR 15

XP 51,200

LE Medium outsider (evil, extraplanar, goetic)

Init +6; **Senses** darkvision, low-light vision, *see invisibility*; Perception +28

DEFENSE

AC 25, touch 21, flat-footed 20 (+6 Dex, +5 insight, +4 natural)

hp 190 (20d10+80)

Fort +10, **Ref** +18, **Will** +17

Defensive Abilities dread visage

OFFENSE

Speed 30 ft.

Melee 2 claws +25 (1d6+10 plus magic drain), bite +25 (1d6+12)

Spell-Like Abilities (CL 20th)

Constant—*mind blank*, *see invisibility*, *tongues*

At Will—*teleport* (self plus 50 lbs. only)

3/day—*earthquake*

Spells Prepared (CL 15th)

8th—*horrid wilting* (DC 26), *trap the soul* (DC 24)

7th—*finger of death*, *mage's sword*, *vision*

6th—*chain lightning* (DC 22), *disintegrate* (DC 22), *flesh to stone* (DC 22), *repulsion* (DC 22)

5th—*feblemind* (DC 21), *magic jar* (DC 23), *mind fog* (DC 21), *shadow evocation* (DC 21), *telekinesis* (DC 21)

4th—*confusion* (DC 20), *crushing despair* (DC 20), *dimension door*, *enervation* (DC 22), *fire shield*, *solid fog*

3rd—*clairaudience/clairvoyance*, *dispel magic*, *greater magic weapon*, *slow* (DC 19), *suggestion* (DC 19), *vampiric touch*

2nd—*blindness/deafness* (DC 20), *detect thoughts* (DC 18), *locate object*, *scorching ray*, *touch of idiocy* (DC 18), *web* (DC 18)

1st—*charm person* (DC 17), *chill touch* (DC 19), *disguise self* (DC 17), *magic aura*, *ray of enfeeblement*, *reduce person* (DC 17)

0—*ghost sound* (DC 16), *light*, *prestidigitation*, *ray of frost*

STATISTICS

Str 20, **Dex** 22, **Con** 18, **Int** 26, **Wis** 20, **Cha** 20

Base Atk +20; **CMB** +25; **CMD** 46

Feats Arcane Strike, Blind-Fight, Combat Expertise, Greater Disarm, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Disarm, Improved Natural Attack (claws), Spell Focus (necromancy), Spell Penetration

Skills Bluff +28, Diplomacy +28, Disable Device +26,

Disguise +25, Intimidate +25, Knowledge (arcana) +31,

Knowledge (history) +31, Knowledge (the planes) +31,

Knowledge (religion) +28, Perception +28, Sense Motive

+28, Sleight of Hand +26, Spellcraft +31, Stealth +26

Languages Abyssal, Aklo, Celestial, Common, Draconic,

Elven, Infernal, Ignan, Terran; truespeech

SQ know the end

SUMMONING

Calling DC 34; **Boon Categories** Body 2, Death 3,

Influence 3, Knowledge 2, Magic 2, War 2

SPECIAL ABILITIES

Dread Visage (Su): Agares is surrounded by an air of gravitas and grave circumstance that makes even the boldest of warriors second-guess attacking him. Any creature that can see Agares suffers a penalty on attack and damage rolls against Agares or Agares' allies equal to Agares' Charisma modifier.

Know the End (Su): Agares is supernaturally in tune with the ending of all things. He adds his Wisdom bonus on all damage rolls made against creatures that age (i.e., all living creatures besides outsiders), and gains an insight bonus to AC equal to his Wisdom modifier. This insight bonus applies to Agares' touch AC, as well as his flat-footed AC. These bonuses are already included in Agares' statistics.

Magic Drain (Su): Agares' touch drains magic. If he hits a spellcaster or creature with spell-like abilities with his claw attack, that creature must succeed on a Will save (DC 28) or else lose one of his highest-level spell slots (as though the spell had been expended) if he is a spellcaster, or one daily use of one of his spell-like abilities. In either case the exact spell lost is chosen at random. If the target has no spellcasting ability, Agares' touch instead drains the creature's life-force, dealing 2d6 points of negative energy damage. Finally, regardless of spellcasting ability, the target is affected as though by a targeted version of the spell *dispel magic*. The saving throw DC for this ability is Intelligence-based.

Agares is almost always summoned riding upon the back of his half-fiend crocodile mount, Sorthras. Sorthras is far more cunning than he lets on, and actually understands all the languages its master speaks, though it does its best to resemble nothing more than a simple mount. The crocodile is surly, and tends to sulk if it has not had a chance to devour fresh prey recently.

SORTHRAS, AGARES' MOUNT

CR 12

XP 19,200

NE Gargantuan outsider (extraplanar, evil)

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +22

DEFENSE

AC 23, touch 7, flat-footed 22 (+1 Dex, +16 natural, -4 size)

hp 150 (12d8+96)

Fort +16, **Ref** +9, **Will** +10

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 20 ft., fly 40 ft. (good), swim 30 ft., sprint

Melee bite +19 (3d6+14/19-20 plus grab), 2 claws +14 (2d6+7), and tail slap +14 (4d8+7)

Space 20 ft.; **Reach** 15 ft.

Special Attacks death roll (3d6+19 plus trip), smite good 1/day, swallow whole (3d6+14, AC 18, 15 hp)

Spell-Like Abilities (CL 13th)

3/day—*darkness*, *poison* (DC 17)

1/day—*blasphemy* (DC 21), *contagion* (DC 17), *desecrate*, *unholy blight* (DC 18)

STATISTICS

Str 39, **Dex** 12, **Con** 27, **Int** 5, **Wis** 18, **Cha** 6

Base Atk +9; **CMB** +27 (+31 grapple); **CMD** 38 (42 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Fly +9, Perception +22, Stealth +7 (+15 in water),

Swim +22; **Racial Modifiers** +8 Stealth in water

SQ hold breath

Boons

In addition to the other boons he has access to, Agares can grant the following boons to summoners who make pacts with him.

Earthquake (12 points): Agares can cause mighty earthquakes to strike at the summoner's behest. The summoner must specify a location for the earthquake's center, and, if a delay is desired, a time for the earthquake. The earthquake itself functions as the spell *earthquake*, except that its area is a 5-mile-radius spread, instead of its normal area. Additionally, the earthquake is more violent, increasing the saving throw DCs of any Reflex saves by 5, and causing any damage dealt to be affected as though by the metamagic feat Empower Spell.

Strip of Dignities (4 points): At the summoner's request, Agares can strip a specific individual of any and all titles or offices granted by the 3rd-level influence boon *bestow title*. This completely negates the bonuses of that boon, causing the target to lose any status, titles, or offices granted by that boon. This has no effect on any titles that the target might have had that were not dependent on that boon (or other, similar boons possessed by certain fiends), although, in some rare cases, this ability can be applied to such titles and offices by spending twice the normal amount of pact points. In addition to this stripping of titles and offices, the target suffers a -6 penalty to his leadership score, if any.

Summon Mortal (6 points): Agares can summon a mortal creature to the summoner's side, binding that creature much in the same way that fiends can be bound by summoners. The summoner must specify the individual to be summoned at the time the boon is selected, and that individual must be a humanoid creature. The target must succeed on a Will save (DC 28). If he fails, he is immediately transported to the summoner. Other than the fact that it summons a specific humanoid, this ability actually functions identically to the spell *greater planar binding*. Humanoids summoned this way count as all alignments for the purposes of which *magic circle* spells can imprison them. If the target succeeds on his saving throw, he is immune to this ability for a year and a day. The saving throw DC is Intelligence-based.

Background

Agares is greatly feared, both amongst summoners

and amongst other fiends. Though he is a duke among fiends (a title that deserves no small amount of respect in and of itself), the other fiends (and most canny summoners) treat him with all the respect that they would afford to a king. Agares represents entropy and destruction, and the inevitable decline of all things. He is a clever and formidable fiend, and though he is not the most immediately powerful in a combat situation, he is among the worst fiendish foes a summoner can make, as he is implacable, and never forgets a slight. In fact, Agares has been known to hold millenia-long grudges, nursing them throughout the century. Though this is common among fiends, it is well-known that Agares always gets his revenge eventually, and usually with all the interest one would expect in such an old debt.

Those who summon Agares often must agree to perform one or more tasks for him in order to gain his aid. He is constantly juggling dozens of long-ranging schemes, and will have those who summon him act as his agents, each performing a smaller part of a large and intricate plan. Because this can require delicate timing, Agares often allows summoners to gain their boons in advance, as long as they agree to make good on their pact at a later date by performing a specified (or sometimes unspecified) action at a later time. In this way, Agares has caused nations and empires to fall, and has brought whole churches (occasionally along with their deities) to ruin.

Agares in the Lower Realms

Agares rules over the realm of Agaron, which is constantly locked in a state of eternal twilight. The realm is filled with the ghosts of the dead, not only dead people (of which there are many) but also dead dreams, dead cities, dead empires, and so on. Agaron is filled with groaning, desolate ruins of building and cities from throughout history, mixed and scattered together without rhyme or reason. It is said that mixed in amongst the ruins of the past are also ruins of the future, and that hidden somewhere within Agaron are the ghosts of cities that have not yet been built, but which will one day crumble to dust in the wind.

Researching Agares

A character who has found Agares's name or sigil knows that he resembles an old, somewhat bestial man, and that he typically rides a fiendish dire crocodile. He is very powerful, and not to be trifled with lightly.

Ritual Components: crocodiles (+1 calling, +1 binding), the month of December (+2 calling, +2 binding), grave dust or ashes (+0 calling, +2 binding), lilac (+2 calling, -1 binding), and midnight (+3 calling, -3 binding).

Agares Lore: A character who researches Agares's history and personality can learn the following things about him.

- Agares is a great and mighty duke, accorded status even beyond his lofty station. Few who cross Agares escape unscathed.
- Agares is a force of entropy and destruction. He can cause great earthquakes, and strip away the titles and offices of a summoner's enemies.
- Agares touch drains magic or even life from his foes.

Astaroth (#29)

Standing before you appears to be a radiant angel, standing in the nude, holding a flaming sword. Though there is nothing obvious about his appearance to indicate it, something about the creature tells you that it isn't right, and that rather than a holy force for good, he is a malevolent and evil creature.

ASTAROTH

CR 24

XP 1,228,800

NE Large outsider (evil, extraplanar, goetic)

Init +22; **Senses** darkvision; Perception +47

DEFENSE

AC 42, touch 27, flat-footed 33 (+9 Dex, +5 deflection, +9 insight, +10 natural, -1 size)

hp 472 (35d10+280); regeneration 20 (good weapons, good spells)

Fort +26, **Ref** +22, **Will** +30

Defensive Abilities spell deflection; **DR** 15/epic and good;

SR 35; **Immune** ability damage, ability drain, disease, energy drain, mind-affecting effects, poison; **Resist** acid 20, cold 20, fire 20

OFFENSE

Speed 30 ft.; fly 120 ft. (good)

Melee +2 flaming greatsword +43/+38/+33/+28/+23/+18/+13 (2d8+9 plus 1d6 fire damage)

Space 10 ft.; **Reach** 5 ft.

Special Attacks poison breath, torrent of blows

Spell-Like Abilities (CL 20th)

Constant—*detect thoughts* (DC 27), *discern lies*, *protection from good*, *undetected alignment*

At Will—*atonement* (temptation version only), *detect good*, *greater teleport* (self plus 50 lbs. of objects only)

Spells Prepared (CL 20th)

9th—*astral projection*, *energy drain* (DC 28), *implosion* (DC 28), *miracle*, *storm of vengeance* (DC 28)

8th—*discern location*, *earthquake* (DC 27), *fire storm* (DC 27), *symbol of death* (DC 27), *unholy aura*

7th—*blasphemy* (DC 26), *destruction* (DC 26), *ethereal jaunt*, *greater scrying*, *quicken bestow curse* (DC 22)

6th—*blade barrier* (DC 25), *geas/quest* (DC 25), *harm* (DC 25), *heal* (DC 25), *symbol of persuasion* (DC 25)

5th—*commune*, *flame strike* (DC 24), *insect plague*, *quicken obscuring mist*, *symbol of pain* (DC 24), *symbol of sleep* (DC 24)

4th—*control water*, *death ward*, *divination*, *imbue with spell ability*, *poison* (DC 23), *unholy blight* (DC 23)

3rd—*animate dead*, *bestow curse* (DC 22), *deeper darkness*, *meld into stone*, *searing light*, *stone shape*

2nd—*align weapon*, *augury*, *desecrate*, *enthral* (DC 21), *hold person* (DC 21), *silence*

1st—*bane* (DC 20), *cause fear* (DC 20), *command* (DC 20), *curse water*, *divine favor*, *obscuring mist*, *sanctuary* (DC 20)

0—*bleed* (DC 19), *detect magic*, *detect poison*, *light*

STATISTICS

Str 24, **Dex** 28, **Con** 24, **Int** 22, **Wis** 28, **Cha** 20

Base Atk +35; **CMB** +43; **CMD** 76

Feats Cleave, Combat Reflexes, Flyby Attack, Greater Spell Penetration, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Quicken Spell, Ride-By Attack, Spell Penetration, Spirited Charge, Step Up, Toughness, Trample, Wingover

Skills Bluff +43, Diplomacy +43, Disguise +43, Fly +40, Knowledge (arcana) +41, Knowledge (planes) +44, Knowledge (religion) +44, Ride +44, Perception +47, Sense Motive +47, Sleight of Hand +47, Stealth +40

Languages Abyssal, Aklo, Auran, Celestial, Common, Ignan, Infernal; truespeech

SQ change shape (any Small or Medium humanoid, *alter self*) fiendish majesty, forewarning

SUMMONING

Calling DC 42; **Specialties** Body 3, Death 3, Influence 3, Knowledge 3, Lust 2, Magic 3, War 2

SPECIAL ABILITIES

Fiendish Majesty (Su): Astaroth gains a deflection bonus to AC equal to his Charisma modifier.

Forewarning (Su): Astaroth's immense knowledge of the future grants him a number of benefits in combat. He gains an insight bonus to AC equal to his Wisdom modifier, and this bonus applies even when Astaroth is denied his Dexterity bonus to AC. Further, Astaroth adds his Wisdom modifier to his Initiative score, in addition to his Dexterity bonus.

Poison Breath (Su): Astaroth can release a cloud of poisonous gas. This takes the form of a 60-foot cone, which functions as *obscuring mist*, except that, additionally, any creature that enters or begins its turn within the area must succeed on a Fortitude save (DC 39) or take 1d4 points of Constitution and Wisdom damage. Any resistance or immunity to poison applies to this ability. The cloud lasts for 2d6 rounds, and drifts away from its origin point at a rate of 10 feet per round. Astaroth can use this ability once per minute. The saving throw DC is Constitution-based.

Unlike most special attacks, Astaroth can use this ability through a magical binding circle, affecting the summoner that bound him even if he is successfully bound. As such, those who summon him are well advised to ensure that they have protection from poison (or, at least, are able to hold their breath long enough to avoid suffering the poison's effect) before completing the ritual.

Spell Deflection (Su): Any spell that Astaroth resists with his spell resistance is turned back upon the caster, as the spell *spell turning*.

Soul Rend (Su): As a full-round action, Astaroth can rip the evil from a creature, creating a shadow version of his target. The target must succeed on a Will save (DC 32) or take an amount of damage, based on the target's alignment. If the target is evil, this deals 10d10 points of damage; if the target is neither good nor evil, it deals 10d8 points of damage; and if the target is good, it deals only 10d6 points of damage.



Regardless of the amount of damage dealt, the ability also creates a shadowy duplicate of the target formed from his own inner evil. This functions as the ability of a *mirror of opposition*, except that the duplicate created is always neutral evil in alignment, and serves Astaroth faithfully (though it still attacks the creature it is a copy of in preference to others, and will do everything in its power to slay that creature unless Astaroth specifically directs it not to). Additionally, the duplicate may have fewer hit points than the original: if the target was evil, the duplicate has the same number of hit points as the original (after taking the damage listed above); if the target was neither good nor evil, the duplicate has three-quarters the original's current hit points; and if the target was good, then the duplicate has half the original's current hit points.

These duplicates last indefinitely until slain, but Astaroth can maintain only 5 such duplicates at any one time, and if Astaroth is ever slain, all duplicates created by this ability are immediately destroyed. Astaroth can will any number of current duplicates created in this way to be destroyed as a swift action.

Astaroth can use this ability at will, but only once on a given target per day. The saving throw DC is Charisma-based.

Torrent of Blows (Ex): For the purposes of the full attack action, Astaroth continues to gain an additional attack at a -5 penalty for every 5 points of base attack bonus he gains, even beyond +20.

Boons

In addition to the other boons he has access to, Astaroth can grant the following boons to summoners who make pacts with him.

Foresight (5 points)*: Astaroth can instill summoners with a preternatural knowledge of the future, allowing them to react in time to prevent danger and hazardous situations. The summoner is constantly affected as the spell *foresight*.

Immunity to Poison (2 points)*: Astaroth can give summoners complete immunity to poison. This boon must be renewed once per month.

Power Over Serpents (4 points)*: Astaroth can give summoners dominion over serpents. The summoner can use *animal messenger*, *charm animal*, *dominate animal*, and *speak with animals* at will, but only on snakes and other serpents. This boon must be renewed once per month or else it is lost.

Sadistic Glee (5 points): Astaroth can instill summoners with a great sadistic pleasure, which enhances their fighting ability whenever they inflict pain. Whenever the summoner deals at least 1 point of damage to a living creature, he gains a +1 morale bonus to attack and damage rolls for 1 round per 5 points of damage dealt (to a maximum of 1 minute for inflicting 50 damage in a single hit). Multiple instances of this bonus do not stack.

Wrack (8 points)*: Astaroth can inflict terrible suffering upon the enemies of those who summon him. The summoner must specify a single individual to suffer Astaroth's wrath at the time the boon is chosen. Each hour, the target must succeed on a Fortitude save (DC 24) or else spend the entire hour wracked by terrible agony. A creature that fails its save is staggered for one hour, and takes 2d6 points of damage as various wounds appear on his body as if from nowhere. This horrible torment makes resting difficult, as well: the target continues to make saving throws every hour while sleeping, using the same bonus as if he were awake. If he fails, he awakens and is unable to rest for the remainder of that hour.

At the end of three days, the summoner may choose to renew the payment. If he does, the target continues to suffer. Otherwise, the torment stops, but any damage dealt to the target remains (unless it has already been healed).

Background

One of the most powerful and famous fiends, Astaroth was originally an angel. To date, any attempts to research Astaroth's life before he became a fiend have failed, and the various gods and angels remain quiet on the subject, but Astaroth himself will share his version with those who summon him, if they ask and pay appropriately for the lore. If his word is to be trusted, then he was once an angel whose job it was to test mortals for various kinds of sin and evil, and to punish those who proved wicked. He did this with great zeal, but discovered that the more he looked, the more sin he could find, and that ultimately, all mortals had some amount of evil within them. Growing more and

more frustrated with the mortals for not being flawless and purely good like his own race, he began to instill harsher and harsher punishments as examples to other mortals, but this only made things worse, and eventually he was cast down. Astaroth still feels betrayed by the heavenly powers, and insists that the only way to purge mankind of evil is to completely destroy them, though he no longer concerns himself with such purification.

Astaroth instead takes great pleasure in inflicting pain and suffering upon mortals, fiends, and any other kind of creature he can. He especially loves when the suffering he inflicts causes the victim to further lash out upon another, and so on and so forth, creating a vicious chain of hurt.

Astaroth in the Lower Realms

Astaroth is a powerful duke in the lower realms, and the right-hand man of Gaap. His lands, known as Astor, are almost completely barren and lifeless, as his sadistic predations drove away all those who once made their homes there long ago. Still, his various armies constantly prowl the desolate wasteland for travelers or others that they can capture and drag back to their master's castle and its extensive dungeons (which go on for miles in every direction), where legions of torturers ply their craft, and the fiendish duke basks in the music of their screams.

Researching Astaroth

A character who has found Astaroth's name or sigil knows that he was once an angel, and still appears in that form. He is among the most powerful fiends in the lower realms.

Ritual Components: the destruction of holy or good-aligned items (+3 calling, +1 binding), judges or magistrates (+1 calling, +1 binding), pain inflicted upon the summoner (+2 calling, +1 binding, doubled if the summoner takes damage equal to at least 1/2 his maximum hit points as a result), poisons (+0 calling, +1 binding), serpents and snakes (+1 calling, +0 binding), and sunrise (+1 calling, +0 binding).

Astaroth Lore: A character who researches Astaroth's history and personality can learn the following things about him.

- Astaroth is associated with serpents, and can grant a summoner power over them. He himself rides a dragon, and some say that particularly powerful summoners might be able to coax Astaroth into granting power over dragons.
- Astaroth was once an angel who tested mortals and punished the wicked. Now he takes great sadistic pleasure in inflicting torment on the weak and helpless, and using pain to transform them into sadistic monsters as well.
- Astaroth's poisonous breath is very potent, and can affect summoners even when he is properly bound, if they aren't careful.
- Astaroth's body is enchanted to return magic back upon the caster.

Asmoday (#32)

Towering over you is a creature of unquestionable evil and power. It has three heads: one like a bull, one like a ram, and one like a man. Its body is covered with black and glossy scales, and it has the tail of a great serpent. It exudes a palpable aura of malevolence and hatred, and looks down at you with complete and utter contempt.

ASMODAY

CR 25

XP 1,638,400

NE Colossal outsider (evil, extraplanar, goetic)

Init +11; **Senses** darkvision, true seeing; Perception +49

DEFENSE

AC 41, touch 9, flat-footed 34 (+4 deflection, +7 Dex, +28 natural, -8 size)

hp 522 (36d10+324); regeneration 30 (good weapons, good spells)

Fort +34, **Ref** +25, **Will** +36

Defensive Abilities vengeful blood; **DR** 15/epic and good;

SR 36; **Immune** ability damage, ability drain, acid, bleed, disease, energy drain, fire, mind-affecting effects, poison, precision-based damage

OFFENSE

Speed 40 ft.; swim 40 ft.

Melee bite +41 (4d6+13 plus 4d6 fire plus grab), 2 gores +41 (6d6+19), tail slap +36 (6d6+13)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)

Special Attacks maw of hell, suck in, swallow whole (6d6 acid damage plus 6d6 bludgeoning damage, AC 24, 52 hp)

Spell-Like Abilities (CL 20th)

Constant—*detect thoughts* (DC 22), *discern lies*, *mind blank*, *protection from good*, *true seeing*, *unholy aura*

At Will—*blasphemy* (DC 27), *detect good*, *greater teleport* (self plus 50 lbs. of objects only), *project image*

Spells Known (CL 25th)

9th (8/day)—*dominate monster* (DC 30), *foresight*, *gate*, *imprisonment* (DC 30), *mage's disjunction*, *storm of vengeance* (DC 30), *wail of the banshee* (DC 30), *wish*

8th (8/day)—*create greater undead*, *discern location*, *earthquake* (DC 29), *greater shout* (DC 29), *horrid wilting* (DC 29), *incendiary cloud* (DC 29), *trap the soul* (DC 29), *whirlwind* (DC 29)

7th (8/day)—*destruction* (DC 28), *finger of death* (DC 28), *firestorm* (DC 28), *force cage* (DC 28), *insanity* (DC 28), *plane shift* (DC 28), *prismatic spray* (DC 28), *reverse gravity* (DC 28), *spell turning*, *vision*

6th (9/day)—*antimagic field*, *chain lightning* (DC 27), *contingency*, *disintegrate* (DC 27), *eyebite* (DC 27), *flesh to stone* (DC 27), *geas/quest* (DC 27), *repulsion* (DC 27)

5th (9/day)—all cleric, druid, and sorcerer/wizard spells

4th (9/day)—all cleric, druid, and sorcerer/wizard spells

3rd (9/day)—all cleric, druid, and sorcerer/wizard spells

2nd (10/day)—all cleric, druid, and sorcerer/wizard spells

1st (10/day)—all cleric, druid, and sorcerer/wizard spells

0—all cleric, druid, and sorcerer/wizard spells

STATISTICS

Str 36, **Dex** 24, **Con** 26, **Int** 26, **Wis** 30, **Cha** 32

Base Atk +36; **CMB** +57; **CMD** 78 (can't be tripped)

Feats Ability Focus (maw of hell), Acrobatic Steps, Awesome Blow, Cleave, Great Fortitude, Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Improved Natural Attack (gore), Improved Natural Attack (tail slap), Intimidating Prowess, Iron Will, Lightning Reflexes, Lunge, Nimble Moves, Power Attack, Spell Penetration, Toughness

Skills Appraise +47, Bluff +50, Diplomacy +50, Intimidate +63, Knowledge (arcana) +47, Knowledge (dungeoneering) +47, Knowledge (history) +47, Knowledge (nobility) +47, Knowledge (planes) +47, Knowledge (religion) +47, Perception +49, Sense Motive +49, Sleight of Hand +46, Spellcraft +47

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran; truespeech

SQ ancient arts, change shape (any; *shapechange*), fiend lord's magic, multi-headed

SUMMONING

Calling DC 45; **Boon Categories** Body 3, Death 3,

Influence 3, Knowledge 3, Lust 3, Magic 3, War 3

SPECIAL ABILITIES

Ancient Arts: Asmoday treats all skills as class skills.

Fiend Lord's Magic: Asmoday can cast one additional spell of each spell level each day. Additionally, the number of spells he knows and has access to is greatly increased, as indicated in his statistics. He knows and can cast all spells of 5th level or lower, including those from the cleric and druid spell lists. In the case of spells that appear on both the sorcerer/wizard spell list and one of those other spell lists, he uses the spell level listed on the sorcerer/wizard spell list.

Maw of Hell (Su): As long as Asmoday is not currently in the lower realms, his swallow whole ability works somewhat differently. When a creature is swallowed, it must succeed on a Will save (DC 40) or be transported to the lower realms as the spell *plane shift*. Creatures transported in this way are unable to leave the plane that they arrive on, magically or otherwise, for a year and a day. They pass through portals that would allow them to leave the plane as though those portals were not there, and spells such as *plane shift* simply fail to affect them. Creatures that succeed on their saving throw are swallowed normally. The saving throw DC is Constitution-based.

Multi-Headed: Asmoday's three heads can each act independently of one another. Each round, each head can make an attack (either a bite attack, for the humanoid head, or a gore attack, for either of the others), or can cast a spell or use a spell-like ability. In this way, Asmoday can cast three spells, or cast one spell and make two gore attacks, and so on. If Asmoday moves, only the human head may take an action that round, and he is unable to attack with his tail slap that round.

Suck In (Su): As a full-round action, Asmoday can open all three of his mouths and attempt to suck in creatures



and objects within 30 feet. Asmoday makes a single combat maneuver check, comparing the result to the CMDs of all creatures within 30 feet. On a success, the creature is pulled 5 feet closer to Asmoday, and cannot move away from Asmoday on its next turn without succeeding on a combat maneuver check against Asmoday's CMD. For every 5 points by which Asmoday beats a creature's CMD, that creature is pulled an additional 5 feet closer. Creatures that would be pulled into Asmoday's space are affected by his swallow whole (and possibly maw of hell) ability. Any unattended objects in the area of Large or smaller size are automatically swallowed by Asmoday, and objects of Huge or Gargantuan size are pulled 5 feet towards Asmoday.

Boons

Asmoday can grant any boon that can be granted by any other fiend, including boons that can usually only be granted by specific fiends. Additionally, he can grant the following boons.

Learn Spell (1 or more points): Asmoday can teach summoners spells that they do not know, teaching any spell that he himself knows, even if it does not belong to the summoner's spell list. The summoner can add the spell to his spellbook or familiar, if appropriate, or gains the spell as a bonus spell known, if a sorcerer or other spontaneous

spellcaster. If the summoner is a cleric or druid, and the spell is not available on the summoner's spell list, he treats it as though it were, and can cast it accordingly.

Spells of 2nd-level or lower cost 1 pact point to learn, while spells of 3rd or 4th level cost 2 pact points to learn, spells of 5th or 6th level cost 3 pact points to learn, spells of 7th or 8th level cost 3 pact points to learn, and spells of 9th level cost 4 pact points to learn. If the spell to be learned is not on the summoner's spell list, it instead costs 1 pact point per spell level (the summoner can learn two 0-level spells for 1 pact point). If the spell belongs to multiple spell lists, and appears at different spell levels, use the highest level at which it appears, or, if it is on a spell list that the summoner has access to, the level appropriate for his that spell list. This boon does not confer any ability to cast the spell (*for example, a summoner who is unable to cast 9th-level spells can use it to learn wish, but will not be able to cast it until he is able to cast 9th-level spells*).

Unkillable (5 points): Asmoday can grant summoners a kind of immortality similar to that possessed by a lich. In the event that the summoner is slain, he returns to life with a fresh body in 1d10 days. The exact location at which he returns is determined by Asmoday, but typically is somewhere of importance to the summoner, and is never anywhere where he would be in immediate danger (occasionally, however, he may be stranded or stuck in the middle of nowhere). Once the summoner has been resurrected in this way, he loses this boon and must purchase it again if he wishes to continue gaining its benefit.

Wish (3 or more points): Asmoday can grant the summoner any request that can be fulfilled by a *wish* or *miracle* spell. If more pact points are spent (subject to GM discretion), this ability may allow the summoner to gain effects that even *wish* could not normally grant, or at least which *wish* could not grant safely, without considerable chance of having the spell backfire. Asmoday may also choose to grant *wishes* which he knows will backfire, if the summoner does not sufficiently appease him.

Background

Arguably the most powerful and influential fiend in all of the lower realms, Asmoday is widely considered by occultists to be the most powerful of the four kings who rule over the lower realms. As such, it is every summoner's dream to successfully call and bind Asmoday, for the powers he offers are great, and simply being able to call on the fiend would be an act that would command the respect of those learned in such things. That said, almost all of those who do successfully call Asmoday forth either fail to bind him, or else are tricked by him into releasing the bindings (or otherwise manipulated into doing something they shouldn't), allowing the fiendish king to slay them, drive them mad, or, most likely, drag them back with him to the lower realms where they are tortured for eternity for their impudence in summoning him in the first place.

Even those that do successfully bind Asmoday and escape unscathed earn the fiendish king's ire, and he typically sends powerful fiendish assassins to slay (or, again, retrieve) the offender.

Unlike many of the most powerful fiends, Asmoday has no designs on godhood, and seems perfectly content to remain as he is. He plots constantly against the other fiends, but more to maintain his position as the most powerful of the four kings than to attempt to expand his rule. Rather, he seems to be devoting most of his attention to expanding the boundaries of the lower realms, and increasing evil in the Material Plane, something which draws it closer in alignment to his own realm.

Asmoday in the Lower Realms

Asmoday is the most powerful of all the kings in the lower realms, and rules over a vast amount of territory, although most of it has been granted to various vassals and other lesser fiends, leaving him with relatively little in the way of personal territory. He still maintains control over The Pit, a great section of the lower realms where the land simply drops away, creating a gaping black maw. What, if anything, is at the bottom of this hole is unknown, as no one that has travelled into its true depths has ever returned, but about a mile down there is a sprawling city, anchored on all sides against the walls of The Pit. This city has no name, and is home to some of the worst and darkest souls of all, who labor endlessly as slaves in some mysterious project. Some say that Asmoday is performing an excavation, looking for a lost relic or artifact. Others say he is simply mining gold and gems. Still others say that he is building something in that deep pit, while others still claim that he is attempting to open a portal at the bottom of the pit that leads to an even worse the lower realms still, which he will unleash on the rest of the multiverse.

Researching Asmoday

A character who has found Asmoday's name or sigil knows that he is the most powerful fiend in all of the lower realms, and that he can grant nearly anything a summoner desires. He is proud and dangerous, however, and should not be summoned lightly.

Ritual Components: a combination of emeralds, rubies, and sapphires (+1 calling, +1 binding), a combination of a new moon and the 13th day of the month (+2 calling, +1 binding), lawyers, clerks, or others who deal with contracts (+1 calling, +1 binding), live sacrifice of outsiders (+2 calling, +2 binding), and the summoner swearing his soul to Asmoday as part of the ritual (+3 calling, +3 binding, this promise is binding, even if one of the checks fails).

Asmoday Lore: A character who researches Asmoday's history and personality can learn the following things about him.

- Asmoday is a great and powerful king in the lower realms. Be sure that you can successfully bind him, because if he can break free, he will surely drag you back to the lower realms for eternal punishment.
- Asmoday is said to be able to grant any wish.
- Asmoday is a master of ancient magics, and knows a great many spells, which he can teach to those who know magic.
- Asmoday's mouth serves as a portal to the lower realms, and he can use it to drag victims back with him to be eternally punished.

Andrealphus (#65)

Appearing with a terrible shouting noise is a slightly overlarge peacock of strange coloring. With feathers of burnt orange, black, burgundy, and stone grey, the creature displays its plumage proudly. Strangely, you have trouble looking away, and even as you do tear your eyes away, the Halfling-sized bird lets out a mighty shout befitting a creature much larger than a man. With obvious exasperation, the bird shrieks again, becoming a beautiful and effeminate boy in his middle teens. The youth is well dressed in a feathered cloak in bright and eye-pleasing colors, primarily blue and green, but with a hint of brown and white. He introduces himself and shyly asks what you wish of him.

ANDREALPHUS

CR 6

XP 2,400

NE Small outsider (evil, extraplanar, goetic)

Init +3; **Senses** darkvision, low-light vision; Perception +13

DEFENSE

AC 15, touch 11, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 60 (8d10+16)

Fort +3, **Ref** +9, **Will** +8

Immune sonic

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee bite +8 (1d4-1 plus 1d6 sonic damage)

Special Attacks distracting flock, fantastic display, sonic shout

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +6; **CMD** 20

Feats Ability Focus (sonic shout), Dodge, Toughness

Skills Bluff +13, Diplomacy +13, Fly +14, Knowledge (planes) +11, Perception +13, Stealth +14

Languages Abyssal, Common, Infernal

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

SUMMONING

Summon DC 23; **Specialties** Knowledge 2, Magic 2

SPECIAL ABILITIES

Distracting Flock (Su): As a full round action, Andrealphus can summon a flock of birds and set them to pestering his foes. The birds appear as if from nowhere, occupying four 5-ft. squares, and proceed to harass any creatures Andrealphus directs them to (a swift action). The bird's area must remain contiguous. Treat the birds as a swarm of tiny creatures, with AC 14 and 30 hit points, Fortitude +2, Reflex +5, and Will +2. The birds' swarm attack deals 1d6 points of damage, and they have the distraction monster ability (DC 15). Andrealphus can use this ability once per hour.

Fantastic Display (Su): As a standard action, Andrealphus can spread his fantastic tail plumage. Any creature within 30 feet of Andrealphus must succeed on a Will save (DC 16) or become fascinated with Andrealphus for 1d4 rounds. Any creature that fails its saving throw by more than 5, she is confused for 1d4 rounds, instead. This is a mind-affecting effect. The saving throw DC is Charisma-based.

Sonic Shout (Su): As a full-round action, Andrealphus can shout with deafening force, creating a 15-foot cone of powerful sound waves. Any creature caught within the cone must succeed on a Fortitude save (DC 15) or suffer 3d6 points of sonic damage and become deafened for 1 minute. The saving throw DC is Constitution-based.

Boons

In addition to the other boons he has access to, Andrealphus can grant the following boons to summoners who make pacts with him.

Avian Form (1 or 15 points)*: Andrealphus can grant the summoner the ability to assume the form of one of the following birds as though affected by the spell *beast shape II*: eagle, hawk, owl, or raven. While so transformed, the summoner retains the ability to speak normally, even if he would not typically be able to, and can cast spells as though he had the Natural Spell feat. The summoner can change back and forth between his normal form and the chosen bird form at will for as long as he has the boon. The caster level for this effect is equal to the summoner's Hit Dice.

This boon lasts for 24 hours before it must be renewed. Alternatively, the summoner may pay 15 pact points when he gains this boon. If he does, he retains it permanently, instead.

Form of the Sky-King (8 or 40 points)*: Andrealphus can grant the summoner the ability to assume the form of a roc as though affected by the spell *beast shape IV*, except that it can make the summoner Gargantuan-sized, the size bonuses are +8 size bonus to Strength, +8 natural armor, and -6 size penalty to Dexterity, instead of the listed amounts. While so transformed, the summoner retains the ability to speak normally, even if he would not typically be able to, and can cast spells as though he had the Natural Spell feat. The summoner can change back and forth between his normal form and the chosen bird form at will for as long as he has the boon. The caster level for this effect is equal to the summoner's Hit Dice.

This boon lasts for 24 hours before it must be renewed. Alternatively, the summoner may pay 40 pact points when he gains this boon. If he does, he retains it permanently, instead.

Greater Avian Form (4 or 25 points)*: Andrealphus can grant the summoner the ability to assume the form of one of the following birds as though affected by the spell *beast shape III*: giant eagle or giant owl. While so transformed, the summoner retains the ability to speak normally, even if he would not typically be able to, and can cast spells as though he had the Natural Spell feat. The summoner can change back and forth between his normal form and the chosen bird form at will for as long as he has the boon. The caster level for this effect is equal to the summoner's Hit Dice.

This boon lasts for 24 hours before it must be renewed. Alternatively, the summoner may pay 25 pact points when he gains this boon. If he does, he retains it permanently, instead.

Andrealphus in the Lower Realms

In the lower realms, Andrealphus is a marquis of little influence, ruling over a minor realm called Mensurus, a heavily-forested realm flush with exotic and beautiful plants. Like Andrealphus himself, Mensurus is a beautiful and shallow land nearly devoid of meaningful features, and inhabited only by boring and submissive sycophants terrified of expressing any opinion. In fact, the entire realm is actually made of a strange, wax-like substance which is magically infused with Andrealphus's will, and he subconsciously shapes it into the various plants and animals that make up the realm, as well as the inhabitants, who are not true creatures, but rather extensions of his will. Because Andrealphus is so strongly motivated by myriad flaws that he perceives in himself, this has the odd effect that, when the realm's master is, occasionally, confronted with any of his flaws (real or imagined), the inhabitants of the realm will actually turn upon him, as well, attacking and mocking him in exactly the way that he fears. Clever adventurers who learn of Andrealphus's true nature may be able to use this to their advantage to escape what would otherwise be certain death, should they find themselves trapped in Mensurus and facing Andrealphus's wrath.

Befitting a true introvert, Andrealphus receives few visitors; however, he does regularly receive the fiend Raum in his marble palace. Some rumors suggest that Andrealphus provided the night raven with his bird-like form, while others suggest the two fiends might be lovers. Whatever the reason, the two seem to be true friends.

Researching Andrealphus

A character who has found Andrealphus's name or sigil knows that Andrealphus is a self-centered spirit concerned primarily with how he is perceived. Always his own harshest critic, Andrealphus cares little for the actual opinions of his imagined critics. Despite his flaws, real or otherwise, Andrealphus is a master of geometry and can transform the summoner into the form of various avian creatures.

Ritual Components: brass (+2 calling, +0 binding), candies, sweetrolls, or other treats (+1 calling, +1 binding), peacock feathers (+2 calling, +1 binding), robin's eggs (+1 calling, +2 binding), silk (+1 calling, +1 binding), and wax (+0 calling, +1 binding).

Andrealphus Lore: A character who researches Andrealphus's history and personality can learn the following things about him.

- Andrealphus hates compliments, always finding fault where only flattery was intended, making him difficult to talk to.
- Andrealphus often comes off as charming and pleasant, but is typically crippled with nerves.
- Andrealphus has a fondness for birds, particularly song birds.
- Andrealphus can permanently transform a living being into the form of a roc, provided he is willing to make a substantial sacrifice.



Background

Andrealphus is a vain and introverted fiend. Obsessed with himself, Andrealphus lives on his own and spends all his time either grooming himself to improve his personal appearance, exercising and training to improve his body, or studying science and mathematics to improve his mind. Andrealphus has made it his goal to become the perfect being, a paragon of physical, mental, and even social perfection, and he considers himself to have made great strides towards this end. Indeed, even though he spends so much time in pursuit of this perfection, and his vanity is impossible to ignore, he still possesses a certain charm and social grace that makes him very likable to most who meet him, regardless of all his vanity. He has few joys outside of this constant maddening pursuit of personal perfection, though he does find some joy in his study of astronomy, which represents his secret repressed desire to explore the world outside of his private realm. He also has a special affinity for birds, and he keeps a large aviary full of caged birds. He is very careful not to let them out of their cages, and in the rare cases when a bird does escape, he takes such things personally, as though the bird were rejecting him for one of the many faults which he imagines in himself, but is not willing to admit to anyone (ironically, none of these faults are, in fact, vanity or pride).

When Andrealphus is forced to commune with the outside world, usually as a function of his office as a tutor, others find him to be charming and magnificent. Still, Andrealphus hears criticisms and admonishments where none were intended, and constantly tortures himself trying to correct these perceived flaws. While many fiends privately feel sorry for Andrealphus, most simply take advantage of him, causing him to wield far less influence than an average fiend of his rank.

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A Devil of a Deal!

So you want to make a deal with the devil. Or at least some kind of demon. We've all seen it done in fantasy movies and TV shows, and read about it in books. Numerous pre-made adventures hinge on the ability of some NPC to summon fiendish servants to cater to his every whim. Bottom line? Summoning demons and devils is an exciting plot point for fantasy settings, and has the potential to provide not just memorable roleplay experiences, but also difficult challenges in the form of complex summoning and binding rituals, and, of course, making the actual bargain in the first place. Not to mention the potential rewards for success.

Of course, in the average game of *Pathfinder*, your only real option is to grab a scroll of lesser planar binding, make a Charisma check, and hope your GM's in a creative mood. But what if summoning and binding fiends could be something more?



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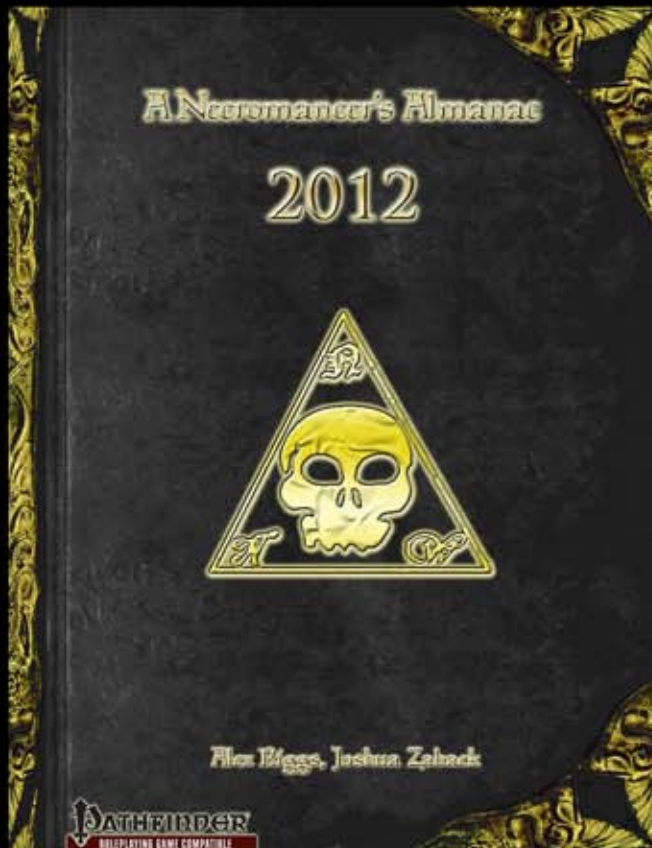
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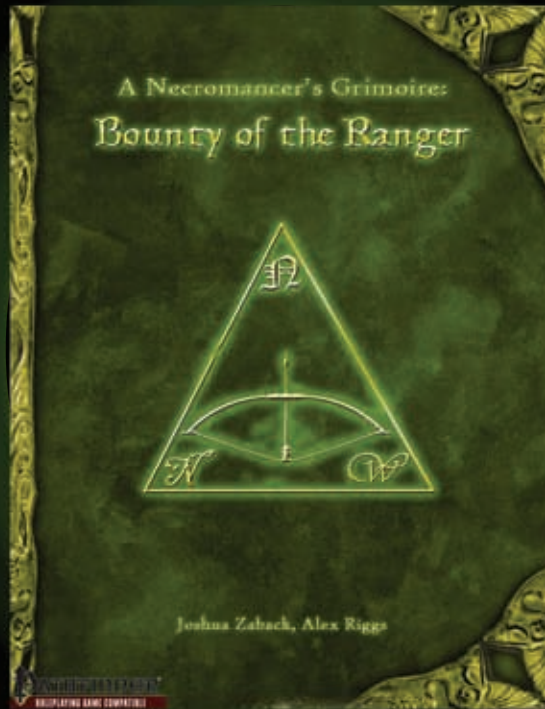
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It's not easy being green, and, even more than druids, rangers suffer from a split personality in *Pathfinder*. Somewhere between fighters and druids, with more than a dash of rogue, it can sometimes be hard to say what being a ranger is all about, other than that they're in touch with the wilderness—except, of course, when they happen to be bounty hunters, trappers, or just plain expert archers.

A Necromancer's Grimoire: Bounty of the Ranger is a celebration of the ranger class. From prestige classes, to archetypes, to new feats, there's something in here for everyone, whether you have a ranger character or not (and by the time we're done, you'll certainly want one). Here are just a few things you'll find:

- The ace marksman prestige class, which specializes in archery and produces incredibly accurate, deadly archers.
- The inexorable stalker prestige class, members of which can find anyone, anywhere, and even follow tracks through a teleport or planeshift spell.
- The landbond shifter, who leaves humanity behind to become an animal permanently, but shifts from one species to the next depending on where he roams.
- The pack lord archetype for rangers, which grants an entire pack of animal companions.
- The greenstalker sniper archetype for rangers, a ranged specialist that focuses on careful aim and well-planned ambushes.
- The nature's voice archetype for rangers, which strikes a closer balance between martial prowess and spellcasting ability.
- The twin blade marauder archetype for rangers, whose members are capable of doing things with two weapons that others can only dream of.
- Five new archetypes for "ranger-adjacent" classes such as fighter, druid, and rogue, which help them get a taste of being a ranger.

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Master the Power of Fiends

For centuries, the idea of summoning otherworldly creatures and binding them to our will, or using them to perform powerful magic, has fascinated people of every culture. From fantasy games and movies, to famous plays, like Goethe's *Faust*, and even documents such as the infamous *Key of Solomon* said to provide instructions on the real means by which to summon such creatures. In the past, roleplaying games like *Pathfinder* have dabbled in providing support for such things, but such things have always been limited, and left those with a desire to explore the rich fiction of fiendish bargains wanting more...until now.

The Deluxe Guide to Fiend Summoning and Faustian Bargains gives you everything you could ever want to handle the research, summoning, binding, and bargaining with fiends of every type. With in-depth rules for each step of the process, providing mechanical support and flavorful information that not only provides a solid framework for performing such summoning rituals, but actually makes them dynamic, challenging, and, if done properly, very rewarding.

While the fiend summoning rules work with all kind of evil outsiders (and, in fact, specific information is provided for using them in conjunction with every type of evil outsider from all three *Pathfinder* bestiaries), they truly shine in conjunction with fiends made specifically to take advantage of them, such as the seventy-two new unique fiendish lords found in this book. Each of these storied evil outsiders was inspired by one of the demons listed in the famous *Key of Solomon*, but have been greatly expanded, not only with a detailed statistics entry (each and every one of which has at least one unique ability not seen anywhere else), a flavorful background section, and details on the hellish realm over which they rule, but also with special, unique boons that they can grant in conjunction with the summoning rules found in this book.

With over 72 new monsters (or potential allies), and detailed rules on how to call, bind, and bargain with fiends (as well as information on what happens when such things go wrong), *The Deluxe Guide to Fiend Summoning and Faustian Bargains* is the ultimate authority on all things fiendish, and a handy tool for GMs and players alike. Whether you want a huge selection of great villains or a path to quick power—for a price!—this is the book for you!

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