

# MALEBOLGE DEVIL

*A snake-like cloud of black ash meanders through the air toward you and coalescence into the form a tall red-skinned man with a sharp scimitar and leather armor. Small horns, sharp fangs, and a strong sulphurous odor assure you this is a fiend. Pact symbols dance on its skin like licking flames, and its heated thoughts touch your mind.*

## Malebolge Master

**CR 9**

**LE Medium Outsider (Evil, Extraplanar, Lawful)**

**Initiative** +5; **Senses** Darkvision 60 ft., see in magical darkness, telepathy 100 ft. ; **Listen** +14, **Spot** +14

**Languages** Common and Infernal.

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**AC** 23, touch 15, flat-footed 18

(+5 natural, +5 Dex, +3 mwk studded leather armor)

**hp** 95 (10d8+50)

**Fort** +12, **Ref** +12, **Will** +8

**Special Defenses** DR 10/good, immune to fire and poison, resistance 10 (acid and cold), SR 21.

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**Speed** 30 ft.

**Base Attack/Grapple:** +10/+14

**Attack:** Mwk scimitar+15 melee (1d6+4/15-20) or bite +14 melee (1d4+4).

**Full Attack:** Mwk scimitar +15/+10 melee (1d6+4/15-20) and bite +9 melee (1d4+2).

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

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**Lore Knowledge** (religion) DC 19

**Tactics** Malebolge masters travel solo or work as a pack. They tend to take gaseous form to quietly observe and possess hosts in order to infiltrate. Once inside a foe's stronghold, or when unsuspecting foes are asleep or weak, they use the full force of their powers.

**Morale** Malebolge devils are confident and prideful but not stupid and will flee in the face of a superior foe or when brought to 23 hit points or less.

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**Str** 19, **Dex** 21, **Con** 21, **Int** 14, **Wis** 12, **Cha** 18

**Feats** Anima Binder, Focal Constellation (fiend)<sup>B</sup>, Ignore Binding Requirements, Improved Critical (scimitar), Incantationist.

**Skills** Appraise +10, Bluff +15, Concentration +10, Diplomacy +8, Disguise +4 (+6 acting), Hide +14, Jump +11, Intimidate +17, Knowledge (arcana)+9, Knowledge (history)+6, Knowledge (religion)+6, Knowledge (the planes)+6, Listen +14, Move Silently +18, Search +7, Sense Motive +14, Spellcraft +4, Spot +14, Survival +2.

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**Ashen Form (Su)** At will—As the *gaseous form* spell except that the form is visible as dark ash and the devil can fly at speed 30 in this form. Caster level 10th.

**Fiendish Possession (Su)** 3/day—When in ashen form, a malebolge master can attempt as a full-round action to possess a living or dead humanoid, monstrous humanoid, giant, animal, or vermin. Possession of a dead creature causes it to animate and act as if alive—the creature does not become undead, and the devil cannot possess undead. A successful Will DC 20 save resists the effect. The save DC is Charisma-based. A creature that successfully saves/cannot be affected

again by the same malebolge devil's possession for 24 hours.

A failed save results in possession as the devil's ashy form vanishes into the victim's body through its mouth, eyes, and other orifices. This works similar to the *supernatural magic jar* spell except the devil does not need a gem and is inside the creature. Whenever the devil uses one of its supernatural abilities while possessing the host, the eyes of the possessed creature turn black, red, or sulphurous yellow. The devil can sustain possession indefinitely although the host enjoys a save each day to resist with a -4 penalty on its save.

A malebolge master can exit a creature to end the possession as a full-round action. During the round it exits a host, it loses its spell resistance; however, it also radiates a fearful aura during this time, as *fear*. A successful Will DC 20 save resists the fear effect. The save DC is Charisma-based.

**Pact Magic** Bind one 5th-level spirit (BL 10th, ability DC 19, binding check +15 or +21 for spirit of the fiend constellation). Can bind any standard (vatic) or anima spirit except spirits of the angel constellation.

**Spell-like Abilities** (CL 10th, DC 14+spell level)

At will—*detect pact spirits, daze*

3/day—*hold person*

1/day—*analyze pact spirit, teleport*

1/year—*limited wish* (to nondevils only)

**Summon Devil (Sp)** Once daily, a malebolge master can attempt to summon 1d4+1 malebolge minions or another malebolge master with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

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**Environment** Astral (Outer Darkness), Material Plane urban area.

**Organization** Solitary, team (2–4), or squad (6–10).

**Treasure** Mwk scimitar, mwk studded leather, plus either binding gem (2nd-level spirit) or scroll (three 4th-level spells) and gnostic book (5th-level spirit).

## Role-Playing

Malebolge devils are outcasts among devilkind for their disobedient practice of pactmaking, which violates divine order.

Malebolge devils are native to the Malebolge Remnant, a discarded piece of the Nine Hells that floats in the Outer Darkness, that shadowy side of the Astral Plane. Though devils, they are rarely found in the Nine Hells, as their ancestors were expelled. Sages believe that malebolge devils are the inbred and inferior descendants of the fabled nine Malebolge Moors. Other sages believe they are descended from jann or frehmin tainted with infernal blood.

In their true form, malebolge devils stand 7 feet tall, sport deep ruddy or bluish skin and coal-black hair, and prefer scimitars and studded leather armor. Thus, they may be mistaken for jann or similar genies.

Malebolge devils avoid showing their true selves. Instead, they prefer to fly in their ashen form and possess the unwary. Then they speak and fight through a possessed host. When the host fails, they simply exit the body and move on.

Malebolge devils are more patient with mortals and more knowledgeable than most devils. However, they are also more sadistic and enjoy torture, often by making myriad small slices using a vicious or keen dagger. They often search for mortals to corrupt, either by teaching pactmaking or incantations that will add souls and property to the Malebolge Remnant.

## Malebolge Minion

CR 4

LE Medium Outsider (Evil, Extraplanar, Lawful)

**Initiative** +2; **Senses** Darkvision 60 ft., see in magical darkness, telepathy 100 ft. ; **Listen** +6, **Spot** +6

**Languages** Common and Infernal.

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**AC** 17, touch 12, flat-footed 15

(+5 natural, +2 Dex)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +6, **Will** +2

**Special Defenses** DR 5/good, immune to fire and poison, resistance 5 (acid and cold), SR 16.

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**Speed** 30 ft.

**Base Attack/Grapple:** +5/+7

**Attack:** Mwk scimitar+8 melee (1d6+2/18-20) or bite +7 melee (1d4+2).

**Full Attack:** Mwk scimitar +8 melee (1d6+2/18-20) and bite +2 melee (1d4+1).

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

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**Lore Knowledge** (religion) DC 15

**Tactics** Malebolge minions travel in swarms, often on errands for malebolge devils or in their direct service as foot soldiers. They tend to move in gaseous form. Once inside a foe's stronghold, or when unsuspecting foes are asleep or weak, they use the full force of their powers.

**Morale** Malebolge minions are prideful and equal parts cowardly and stupid. They will flee in the face of a superior foe or when brought to 12 hit points or less.

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**Str** 15, **Dex** 15, **Con** 17, **Int** 10, **Wis** 6, **Cha** 12

**Feats** Anima Binder, Focal Constellation (fiend)<sup>B</sup>, Ignore Binding Requirements.

**Skills** Appraise +3, Bluff +6, Diplomacy +3, Disguise +1 (+3 when acting), Hide +10, Intimidate +11, Jump +5, Knowledge (arcana)+2, Knowledge (history)+1, Knowledge (religion)+2, Knowledge (the planes)+3, Listen +6, Move Silently +10, Search +5, Spot +6.

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**Ashen Form (Su)** At will—As the *gaseous form* spell except that the form is visible as dark ash and the devil can fly at speed 30 in this form. Caster level 5th.

**Fiendish Influence (Su)** 1/day—When in ashen form, a malebolge minion can attempt as a full-round action to possess a living or dead humanoid, monstrous humanoid, giant, animal, or vermin. Possession of a dead creature causes it to animate and act as if alive—the creature does not become undead, and the devil cannot possess undead. A successful Will DC 13 save resists the effect. The save DC is Charisma-based. A creature that successfully saves cannot be affected again by the same malebolge devil's possession for 24 hours.

A failed save results in a subtle possession as the devil's ashy form vanishes into the victim's body through its mouth, eyes, and other orifices. The possessed creature retains some control of its body and mind; once per day, the devil can use the *suggestion* spell on a creature it possesses. A DC 13 Will save negates that particular suggestion. The suggestion is usually to fulfill an infernal scheme or engage in carnal desires,

particularly in concert with other possessed hosts. While possessed and also under a suggestion, a creature enjoys the benefits of +4 bonus to one attribute such as Strength or Intelligence and the eyes of the possessed creature turn black, red, or sulphurous yellow. The possessed creature has no access to the devil's abilities. The devil can sustain possession indefinitely although the host enjoys a save each day to resist with a -4 penalty on its save.

A malebolge devil can exit a creature to end the possession as a full-round action. During the round that it exits a host, it loses its spell resistance; however, it also radiates a fearful aura during this time, as *scare*. A successful Will DC 13 save resists the fear effect. The save DC is Charisma-based.

**Pact Magic** Bind one 3rd-level spirit (BL 5th, ability DC 16, binding check +6 or +12 for spirit of the fiend constellation). Can bind any standard (vatic) spirit except spirits of the angel constellation.

**Spell-like Abilities** (CL 5th, DC 11+spell level)

3/day—*detect pact spirits, daze*

1/day—*hold person*

**Summon Devil (Sp)** Once daily, a malebolge minion can attempt to summon another malebolge minion with a 35% chance of success. This ability is the equivalent of a 2nd-level spell.

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**Environment** Astral (Outer Darkness), Material Plane urban area.

**Organization** Team (2–4), squad (6–10), or flock (10–24).

**Treasure** Mwk scimitar plus either a binding gem (1st-level spirit) or a scroll (three 2nd-level spells) and gnostic book (3rd-level spirit).

## Role-Playing

Malebolge minions are the weak servants of malebolge devils. They are formed from intimate congress with evil mortal souls and exist to serve at the leisure of their powerful masters.

Malebolge minions seek to possess and tempt mortals to either assist in a devil's machinations or to engage in carnal pleasure, particularly with other possessed creatures or unsuspecting innocents. Notably, these devils target good-hearted but weak-willed souls in order to tempt them into evil or ruin. Or they target foolish pactmakers, whom they possess and influence to tempt or ruin do-gooders. Possession may not be obvious, and temptation comes in the form of uncontrollable impulses that drive the possessed toward sinful ends: envy, gluttony, greed, lust, pride, sloth, or wrath. A possessed priest plagued with gluttony might become a drunkard or obese feaster, while a possessed fighter plagued with sloth might feel cowardly urges to flee from battle and let allies die.

In their true form, malebolge minions stand 5 to 6 feet tall, sport ruddy or bluish skin and coal-black hair, and prefer scimitars and studded leather armor unless they had a particularly favorite weapon from their mortal lives. They retain the essential features of their mortal visage but enjoy a +4 bonus on Disguise checks to not be recognized for who they once were.

Unlike their masters, malebolge minions lack patience and sophisticated stratagems; instead, they cower in awe at their masters and seek to obediently meet a master's every demand and expectation. The more souls they bring to evil or ruin, the more likely they will be promoted to become their own master with their own minions.