

# The Book of Fiends Web Enhancement

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## Introduction

The *Book of Fiends* provides an in depth look at evil in all its varied forms. From the uncontrollable Harbinger of Vengeance to the perverse Philotanus the Seducer, every conceivable evil has some form of representation. This web enhancement helps to bring this evil into you campaign world, either as a player of an evil character, or as a GM with a flair for surprising your players, by presenting comprehensive summoning tables for all the fiends of the *Book of Fiends* along with fiends and fiendish animals from the MM. In addition, this web enhancement updates the daemonic, demonic, and devilish templates from the *Unholy Warrior's Handbook* to the 3.5 rules, allowing you to create hundreds more nasty surprises for your campaigns. Finally, the epic unholy warrior, in all his brimming evil concludes this expansion. Enjoy.

## Revised Templates

These templates originally appeared in the *Unholy Warrior's Handbook*, and are revised and updated here to use in conjunction with the 3.5 rules and the *Book of the Fiends*. These templates replace the Fiendish template for creatures originating from one of the three featured planes in *Book of the Fiends*. If your cosmology features more than Hell, the Abyss, and Gehenna as its Lower Planes, use the Fiendish template as it appears in the MM.

### Daemonic Creature

Daemonic creatures dwell in Gehenna, though they resemble beings found on the Material Plane. These creatures take on the features of their native circle. For example, a daemonic wolf from Yungo circle, the Circle of Gluttony, is disturbingly obese, with an overlarge maw, and an insatiable appetite. On the other hand, a daemonic wolf from the Circle of Wrath, would appear more feral than those found on the Material Plane, heavily scarred, with blood matted fur.

### Creating a Daemonic Creature

"Daemonic" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature). A daemonic creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

**Size and Type:** Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Daemonic creatures encountered on the Material Plane have the extraplanar subtype.

**Special Attacks:** A daemonic creature retains all the special attacks of the base creature and gains the following special attack.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Special Qualities:** A daemonic creature retains all the special qualities of the base creature and gains the following.

- Damage Reduction (see **Table WE-2: Daemonic Qualities**).
- Darkvision out to 60 feet.
- Immunity to acid and poison.
- Resistance to cold, fire, and electricity (see **Table WE-2: Daemonic Qualities**).
- *Sense Life (Sp)*: Always active, a daemonic creature can sense all life within 30 feet, as per the *detect animals and plants* spell, except they do not have to concentrate to maintain this ability, nor do they have to specify the type of animal or plant. If they do concentrate as described in the spell, they may determine the target animal or plant's condition. This ability is the equivalent of a 2nd-level spell. *Sense life* may be dispelled, but a demonic creature can reactivate it as a free action.
- Spell resistance equal to the creature's HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value. If a daemonic creature gains damage reduction, its natural weapons are treated as magic weapons for overcoming damage reduction.

**Abilities:** Same as the base creature, but Intelligence is at least 3.

**Environment:** Gehenna.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

**Alignment:** Always neutral evil.

**Level Adjustment:** Same as the base creature +2.

**Table WE2: Daemonic Qualities**

Hit Dice	Resistance to Acid, Cold, and Fire	Damage Reduction
1-3	5	—
4-7	5	5/magic
8-11	10	5/magic
12+	10	10/magic

## Demonic Creature

Demonic creatures dwell in the Abyss, though they sometimes resemble beings found on the Material Plane. Foul and hideous, these creatures are twisted and corrupt, consumed by hatred. Many demonic creatures are in a perpetual state of flux, changing in color, appearance, manifesting odd, distorted faces, or extra heads, before melting back into its mutable form. Unlike their Material Plane counterparts, these creatures are capricious and sadistic, exulting in the opportunity to inflict pain and suffering.

### Creating a Demonic Creature

“Demonic” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature). A demonic creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

**Size and Type:** Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Demonic creatures encountered on the Material Plane have the extraplanar subtype.

**Special Attacks:** A demonic creature retains all the special attacks of the base creature and gains the following special attack.

*Smite Good or Law (Su):* Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good or lawful foe.

**Special Qualities:** A demonic creature retains all the special qualities of the base creature and gains the following.

- Darkvision out to 60 feet.
- Damage reduction (see **Table WE-3: Demonic Qualities**).
- Immunity to electricity and poison.
- Resistance to acid, cold, and fire (**Table WE-3: Demonic Qualities**).
- Spell resistance equal to the creature’s HD + 5 (maximum of 25).
- Telepathy 30 ft.

If the base creature already has one or more of these special qualities, use the better value. If a demonic creature gains damage reduction, its natural weapons are treated as magic weapons for overcoming damage reduction.

**Abilities:** Same as the base creature, but Intelligence is at least 3.

**Environment:** The Abyss.

**Challenge Rating:** HD 3 or less, as base creature +1; HD 4 to 7, as base creature +2; HD 8 or more, as base creature +3.

**Table WE-3: Demonic Qualities**

Hit Dice	Resistance to Acid, Cold, and Fire	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12+	10	10/magic

**Table WE-4: Devilish Qualities**

Hit Dice	Resistance to Acid, Cold, and Fire	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12+	10	10/magic

**Alignment:** Always chaotic evil (any).

**Level Adjustment:** Same as the base creature +3.

## Devilish Creature

Devilish creatures dwell in Hell, though they resemble beings found on the Material Plane. Terrible and threatening devilish monsters are perfect, but sinister, specimens of their kind. Devilish creatures work in tandem with others of their kind to bring down their foes.

### Creating a Devilish Creature

“Devilish” is an inherited template that can be added to any corporeal

aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature). A devilish creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

**Size and Type:** Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Devilish creatures encountered on the Material Plane have the extraplanar subtype.

**Special Attacks:** A devilish creature retains all the special attacks of the base creature and also gains the following special attack.

*Smite Good or Chaos (Su):* Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good or chaotic foe.

**Special Qualities:** A devilish creature retains all the special qualities of the base creature and gains the following.

- Damage reduction (see **Table WE-4: Devilish Qualities**).
- Immunity to fire and poison.
- Resistance to acid and cold (see **Table WE-4: Devilish Qualities**).
- *See in Darkness (Su):* all devilish creatures can see perfectly in darkness of any kind, even magical darkness.
- Spell resistance equal to the creature’s HD + 5 (maximum of 25).
- Telepathy 30 ft.

If the base creature already has one or more of these special qualities, use the better value. If a devilish creature gains damage reduction, its natural weapons are treated as magic weapons for overcoming damage reduction.

**Abilities:** Same as the base creature, but Intelligence is at least 3.

**Environment:** Hell.

**Challenge Rating:** HD 3 or less, as base creature +1; HD 4 to 7, as base creature +2; HD 8 or more, as base creature +3.

**Alignment:** Always lawful evil (any).

**Level Adjustment:** Same as the base creature +3.



## Table WE-1: Dark Summoning Tables

### Summon Monster 9

Devilish dog <sup>2</sup>	LE
Devilish dire rat <sup>2</sup>	LE
Devilish owl <sup>2</sup>	LE
Devilish raven <sup>2</sup>	LE
Daemonic giant fire beetle <sup>2</sup>	NE
Daemonic monstrous centipede, Medium <sup>2</sup>	NE
Daemonic monstrous scorpion, Small <sup>2</sup>	NE
Daemonic porpoise <sup>1,2</sup>	NE
Venezzele	NE
Demonic badger <sup>2</sup>	CE
Demonic hawk <sup>2</sup>	CE
Demonic monkey <sup>2</sup>	CE
Demonic monstrous spider, Small <sup>2</sup>	CE
Demonic octopus <sup>1,2</sup>	CE
Demonic snake, Small viper <sup>2</sup>	CE

### Summon Monster 99

Devilish giant bee <sup>2</sup>	LE
Devilish squid <sup>1</sup>	LE
Devilish wolf <sup>2</sup>	LE
Knocker	LE
Lemure (devil)	LE
Whiptail	LE
Daemonic giant bombardier beetle <sup>2</sup>	NE
Daemonic monstrous centipede, Large <sup>2</sup>	NE
Daemonic monstrous scorpion, Medium <sup>2</sup>	NE
Daemonic riding dog <sup>2</sup>	NE
Daemonic shark, Medium <sup>1,2</sup>	NE
Furtivin	NE
Hunger	NE
Maodon	NE
Daeobelinus	CE
Demonic eagle <sup>2</sup>	CE
Demonic monstrous spider, Medium <sup>2</sup>	CE
Demonic snake, Medium viper <sup>2</sup>	CE

### Summon Monster 999

Akop	LE
Cranial Wretch	LE
Devilish ape <sup>2</sup>	LE
Devilish black bear <sup>2</sup>	LE
Devilish dire weasel <sup>2</sup>	LE
Devilish snake, constrictor <sup>2</sup>	LE
Fallen Lantern Archon	LE
Hell hound <sup>2</sup>	LE
Herlekin	LE
Bonedreg, quadruped	N
Daemonic bison <sup>2</sup>	NE
Daemonic boar <sup>2</sup>	NE
Daemonic dire bat <sup>2</sup>	NE
Daemonic monstrous centipede, Huge <sup>2</sup>	NE
Morning's Plague	NE
Unc	NE
Demonic dire badger <sup>2</sup>	CE
Demonic hippogriff <sup>2</sup>	CE
Demonic crocodile <sup>2</sup>	CE
Demonic snake, Large viper <sup>2</sup>	CE

Demonic wolverine <sup>2</sup>	CE
Dretch	CE
Mandrageras	CE
Whore's Curse	CE

### Summon Monster 999

Devilish dire wolf <sup>2</sup>	LE
Devilish giant owl <sup>2</sup>	LE
Devilish giant wasp <sup>2</sup>	LE
Fallen Paladriel*	LE
Fallen Zel-Achar	LE
Ice Stalker	LE
Striga	LE
Bonedreg, biped	N
Mephit (any)	N
Daemonic giant praying mantis <sup>2</sup>	NE
Daemonic shark, Large <sup>1,2</sup>	NE
Footmen of the Company	NE
Glomery	NE
Vlogar	NE
Yeth hound	NE
Demonic giant eagle <sup>2</sup>	CE
Demonic lion <sup>2</sup>	CE
Demonic monstrous spider, Large <sup>2</sup>	CE
Demonic snake, Huge viper <sup>2</sup>	CE
Fallen Martrym*	CE
Howler	CE
Hydraggon <sup>1</sup>	CE
Spawn of Marbas	CE
Vessel of Orcus	CE

### Summon Monster V

Achaierai	LE
Bearded Devil	LE
Bulugon	LE
Devilish brown bear <sup>2</sup>	LE
Devilish deinonychus <sup>2</sup>	LE
Devilish dire ape <sup>2</sup>	LE
Fallen Hallowed Accuser*	LE
Painshrieker	LE
Phlogiston Monitor	LE
Soulsniffer	LE
Spinder	LE
Vierhaander	LE
Daemonic dire boar <sup>2</sup>	NE
Daemonic giant stag beetle <sup>2</sup>	NE
Daemonic monstrous scorpion, Large <sup>2</sup>	NE
Daemonic sea cat <sup>1,2</sup>	NE
Daemonic shark, Huge <sup>2</sup>	NE
Fallen Penneroth*	NE
Fallen Season Shepherd (Winter)*	NE
Feasting	NE
Jageth	NE
Shadow mastiff	NE
Spawn of Dragolath	NE
Alrune	CE
Demonic dire wolverine <sup>2</sup>	CE
Demonic giant crocodile <sup>2</sup>	CE
Demonic griffon <sup>2</sup>	CE
Demonic tiger <sup>2</sup>	CE
Inmai	CE
Jahi	CE
Schir	CE
Skulldugger	CE

### Summon Monster V9

Asakku	LE
Chain Devil	LE
Chamagon	LE
Devilish polar bear <sup>2</sup>	LE
Fallen Hound Archon	LE
Gladiator	LE
Pain Mistress	LE
Xill	LE
Calumnites	NE
Carrion Crow†	NE
Crausus	NE
Daemonic monstrous centipede, Gargantuan <sup>2</sup>	NE
Daemonic orca whale <sup>1,2</sup>	NE
Daemonic rhinoceros <sup>2</sup>	NE
Fallen Season Shepherd (Autumn)*	NE
Hoarder	NE
Impregnator	NE
Lieutenant of the Company	NE
Mutlalan	NE
Ograg	NE
Chaos beast	CN
Cunae Womb†	CE
Demonic dire lion <sup>2</sup>	CE
Demonic elasmosaurus <sup>1,2</sup>	CE
Demonic monstrous spider, Huge <sup>2</sup>	CE
Demonic snake, giant constrictor <sup>2</sup>	CE
Fallen Ebeith-Ebeil*	CE
Jilaiya	CE
Radiant Boy	CE
Shoggti	CE

### Summon Monster V99

Bone devil	LE
Devilish elephant <sup>2</sup>	LE
Devilish megaraptor <sup>2</sup>	LE
Distender	LE
Enforcer of Dis	LE
Faceless	LE
Fallen Bralani	LE
Fallen Hallowed Witness	LE
Fallen Lathar*	LE
Kere LE	LE
Kok-Lir	LE
Mechtenack	LE
Ph'taurian	LE
Daemonic balcen whale <sup>1,2</sup>	NE
Daemonic monstrous scorpion, Huge <sup>2</sup>	NE
Fair One	NE
Fallen Bene Ishim	NE
Fallen Inferity*	NE
Fallen Season Shepherd (Summer)*	NE
Harbinger of Vengeance	NE
Kurgellis	NE
Vecrose	NE
Vespertiliac	NE
Wuigart	NE
Babau	CE
Darba	CE
Demonic giant octopus <sup>1,2</sup>	CE
Demonic girallon <sup>2</sup>	CE

\*The base creature originates from *The Avatar's Handbook* † The creature originates from *The Unholy Warrior's Handbook* <sup>1</sup> May be summoned only into an aquatic or watery environment. <sup>2</sup> Alternatively, use the Fiendish template.

**Table WE-1: Dark Summoning Tables (continued)**

<b>Summon Monster</b>				<b>Summon Monster IX</b>	
<b>VVV (cont'd)</b>					
Enveloper of the Innocent	CE	Magugon	LE	Ashmede	LE
Incubus/Succubus	CE	Oubliette	LE	Barbed Devil	LE
Orusula	CE	Reklero†	LE	Mammoth of Baal†	LE
Solesik	CE	Confithish	NE	Dömixtrie	NE
Spineseeker	CE	Daemonic cachalot whale <sup>1,2</sup>	NE	Fallen Malakim*	NE
Warped One	CE	Daemonic triceratops <sup>2</sup>	NE	Fallen Season Shepherd (Spring)*	NE
		Daemonic monstrous centipede, Colossal <sup>2</sup>	NE	Daemonic dire shark <sup>1,2</sup>	NE
		Fallen Terraphil*	NE	Daemonic monstrous	
		The Languishing	NE	scorpion, Gargantuan <sup>2</sup>	NE
		Necro-Ripper	NE	Impregnator Patriarch	NE
		Paesod	NE	Night hag	NE
		Putrescent Flow†	NE	Bebliith (demon)	CE
		Demonic dire tiger <sup>2</sup>	CE	Chernobue	CE
		Demonic monstrous spider, Gargantuan <sup>2</sup>	CE	Demonic Roc	CE
		Demonic tyrannosaurus <sup>2</sup>	CE	Demonic monstrous spider, Colossal <sup>2</sup>	CE
		Locust Demon	CE	Harlequin	CE
		Nyogoth	CE	Hezrou	CE
		Vilisemen	CE	Paigoel	CE
		Vrock (demon)	CE		

\*The base creature originates from *The Avatar's Handbook* † The creature originates from *The Unholy Warrior's Handbook* <sup>1</sup> May be summoned only into an aquatic or watery environment. <sup>2</sup> Alternatively, use the Fiendish template.

## Epic Unholy Warrior

The epic unholy warrior is the paragon of villainy, so profoundly evil his very existence is a blight on the world. A champion of sin and vice, he gathers his hosts of foul warriors and lays siege to virtue and goodness. Few can match the epic unholy warrior in sheer destructive capability; few would want to.

**Hit Die:** d10

**Skill Points at Each Additional Level:** 2 + Int modifier

### Domains

The unholy warrior's domain abilities continue to progress as normal as he advances above 20th level. For example, an unholy warrior with the Horror domain continues gains additional instances of dread every five levels beyond 20th (6/day at 25th level, 7/day at 30th level, and so on).

### Spells

The epic unholy warrior's caster level is equal to one-half his or her class level, as normal. The unholy warrior's number of spells per day does not increase after 20th level.

### Dark Ally

The epic unholy warrior's special mount continues to increase in power. Every five levels after 20th the dark ally gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The ally's spell resistance equals the paladin's class level + 5.

### Gift of Darkness (Sp)

The epic unholy warrior can use his *Gift of Darkness* ability one additional time per week for every three levels higher than 18th.

### Bonus Feats

The epic unholy warrior gains a bonus feat (selected from the list of epic unholy warrior feats) every three levels higher than 20th.

**Epic Unholy Warrior Bonus Feat List:** Armor Skin, Bonus Unholy Warrior Domain†, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Lingering Damage, Negative Energy Burst, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Spontaneous Spell, Undead Mastery, Unholy Strike, Widen Aura of Despair, Zone of Animation.

†New Feat, see below.

**Table WE-5: The Epic Unholy Warrior**

Unholy Warrior Level Special

21st	<i>Gift of Darkness</i> 6/week
22nd	—
23rd	Bonus feat
24th	<i>Gift of Darkness</i> 7/week
25th	—
26th	Bonus feat
27th	<i>Gift of Darkness</i> 8/week
28th	—
29th	Bonus feat
30th	<i>Gift of Darkness</i> 9/week

### Bonus Unholy Warrior Domain

You have access to one additional unholy warrior domain.

**Prerequisites:** Wis 21

**Benefit:** Choose an additional domain. This domain does not have to be from your master's list. You now have access to all of the domain powers.

**Special:** You can gain this feat multiple times. Each time you take this feat, choose a different Unholy Warrior Domain, but your Wisdom must be 4 higher than the previous time you took this feat (Wis 25 for the second Bonus Unholy Warrior Domain, Wis 29 for the third, and so on).

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