

SCYLLA

Source: 3e *Stormwrack*.

Over the eons, the Nine Hells have been ruled by a variety of arch-devils. Lucifer predated and then succeeded Asmodeus; Geryon fell; tales of the struggle between Tiamat and Bel for dominance over Avernus could fill volumes. Other, more ancient devils have ruled one Hell or another as well, Scylla among them.

So long ago that almost all references to him it been lost, Scylla ruled Stygia from the frozen depths. Now it lurks in the Underdepths, the deepest reaches of the sea where light never reaches, brooding in the frigid waters of its exile. Scylla rarely stirs, but sometimes vomits forth a clutch of eggs that hatches after a century into a batch of scyllans.

Devil Men of the Deep Cultists: The devil-worshipping sahuagin typically devote themselves to Sekolah, the Great Shark, but there are rare instances of small groups, cut off from their normal religious heirarchy, who have fallen into a crude form of veneration of Scylla. Such groups do not consort with sharks, and are usually the remains of lost raiding parties that failed and were driven into unknown waters. Perhaps it requires a deep and bitter sense of failure to achieve communion with Scylla after so many eons of brooding.

Weird Broods: Scylla vomits forth the eggs that become the scyllans. Scyllans are less successful at reproducing, creating strange broods of mutant fish with tentacles or pincers, or even more bizarre stillbirths so disturbing that they make scholars shudder. Few offspring of the scyllans are viable, but a few escape to the open sea, where their true source is rarely determined.

Strange Keening: Scyllans make a dreadful keening noise that can be heard miles away on the open sea. The sound is frightening and malevolent-sounding, and most fishermen and boaters lay in a course for shore as soon as they hear it. Those foolish enough to seek out a scyllan have an easy time following the noise, but usually a far harder time surviving the encounter.

Obsessed with Failure: Scylla broods for eons on its failures, wallowing in bitterness. The few cultists that follow it do so only after suffering great failures themselves. Scyllans are prone to overestimating their ability to carry out complex plans and failing to bring them to completion. When a setback occurs to Scylla or one of the creatures related to it, that creature obsesses over the setback, turning even a minor defeat into the end of the world. Scylla and its offspring and followers hold grudges forever.

Scylla Cultist

Medium natural humanoid (aquatic), sahuagin

HP 78; **Bloodied** 39

AC 22; **Fortitude** 20; **Reflex** 17; **Will** 16

Speed 6, swim 6

Level 7 Soldier

XP 300

Initiative +7

Perception +4

Low-light vision

TRAITS

Aquatic

The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Blood Frenzy

Against bloodied enemies, the sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

STANDARD ACTIONS

(mbasic) **Trident** (weapon) * **At Will**

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+6 damage and the Scylla cultist marks the target until the end of the Scylla cultist's next turn.

TRIGGERED ACTIONS

Bitterness of Failure * **At Will**

Trigger: The Scylla cultist misses with an attack that has no effect on a miss.

Effect (Immediate Reaction): The attack deals half damage to the target and equal damage to the Scylla cultist.

Str 20 **Dex** 14 **Wis** 12
Con 14 **Int** 10 **Cha** 10

Alignment evil

Languages Sahuagin

Equipment trident

Weirdling Fish

Level 7 Skirmisher

Large natural beast (aquatic)

XP 300

A weirdling fish is an ugly thing the size of a horse, with a few random nonfunctional pincers, legs and tentacles protruding from its body. It has eyes studding its body all over.

HP 74; **Bloodied** 37

Initiative +8

AC 21; **Fortitude** 19; **Reflex** 21; **Will** 17

Perception +10

Speed swim 8

Darkvision, low-light vision

TRAITS

All-Around Vision

Enemies do not gain combat advantage by flanking the weirdling fish.

Aquatic

The weirdling fish can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Effect: The weirdling fish shifts one square before the attack.

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d12+2 damage.

MOVE ACTIONS

Dart * At Will

Effect: The weirdling fish shifts up to four squares.

TRIGGERED ACTIONS

Bitterness of Failure * At Will

Trigger: The weirdling fish misses with an attack that has no effect on a miss.

Effect (Immediate Reaction): The attack deals half damage to the target and equal damage to the weirdling fish.

Str 20 **Dex** 16 **Wis** 15

Con 10 **Int** 5 **Cha** 7

Alignment evil

Languages -

Bitter Scyllan

Level 24 Elite Soldier

Huge immortal magical beast (aquatic)

XP 12,100

HP 450; **Bloodied** 225

Initiative +21

AC 40; **Fortitude** 36; **Reflex** 36; **Will** 37

Perception +17

Speed swim 10

Darkvision

Immune cold

Saving Throws +2; **Action Points** 1

TRAITS

Frightful Dirge of Failure (fear, psychic) * **Aura** 10

A creature in the aura takes 10 psychic damage each time it misses all targets of an attack, fails a saving throw or fails a skill check.

Aquatic

The scyllan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(mbasic) Tentacle * At Will

Attack: Melee 5 (one creature); +27 vs. Reflex.

Hit: 2d6+9 damage, and the scyllan slides the target up to 3 squares and grabs the target if it is within five squares of the scyllan (escape DC 28).

Tentacle Flurry * At Will

Effect: The scyllan uses *tentacle* four times, or five times if it is bloodied.

Devour * Recharge when first bloodied

Attack: Melee 2 (one grabbed creature); +29 vs. AC.

Hit: 4d10+18 damage, and the scyllan devours the target (escape DC 30). While devoured, the target does not occupy a square and has neither line of sight nor line of effect to anything except the scyllan and other creatures swallowed by the scyllan; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the scyllan. If the target attacks the scyllan using a close or area attack, that attack targets all other creatures swallowed by the scyllan. If the target misses all targets of an attack or fails a saving throw, skill check or escape check, it takes 20 points of psychic damage. If the target ends its turn in the scyllan, it takes 20 points of acid damage.

Skills Intimidate +15

Str 28 **Dex** 24 **Wis** 20

Con 25 **Int** 7 **Cha** 6

Alignment evil

Languages Infernal

Weirdling Pilots

Level 24 Minion Skirmisher

Large natural beasts (aquatic)

XP 1,513

HP 1; a missed attack never damages a minion

Initiative +21

AC 38; **Fortitude** 36; **Reflex** 36; **Will** 35

Perception +16

Speed swim 8

Darkvision, low-light vision

TRAITS

All-Around Vision

Enemies do not gain combat advantage by flanking the weirdling fish.

Aquatic

The weirdling fish can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bitter Bite * At Will

Effect: The weirdling pilot shifts 1 square before the attack.

Attack: Melee 1 (one creature); +29 vs. AC.

Hit: 16 damage.

Miss: 8 damage and the weirdling pilot grants combat advantage until the end of its next turn.

Str 28 **Dex** 24 **Wis** 19

Con 10 **Int** 5 **Cha** 7

Alignment evil

Languages -

Scylla

Level 29 Solo Soldier

Gargantuan immortal magical beast (aquatic, devil)

XP 75,000

HP 1,064; **Bloodied** 532

Initiative +24

AC 45; **Fortitude** 43; **Reflex** 41; **Will** 39

Perception +24

Speed 4, swim 12, teleport 20

Darkvision

Immune cold

Saving Throws +5; **Action Points** 2

TRAITS

Feed on Failure * Aura 20

When an enemy within the aura fails a saving throw or skill check or misses at least one target with an attack, Scylla ends one condition affecting it.

Frightful Dirge of Failure (fear, psychic) * Aura 20

An enemy in the aura takes 15 psychic damage each time it misses all targets of an attack, fails a saving throw or fails a skill check. If Scylla is bloodied, it instead takes 25 psychic damage.

Aquatic

Scylla can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creature.

STANDARD ACTIONS**(mbasic) Bite (cold) * At Will**

Attack: Melee 3 (one creature); +34 vs. AC.

Hit: 4d8+19 damage, and the target is immobilized (save ends).

Effect: Each creature adjacent to the target takes 15 cold damage.

(mbasic) Grasping Tentacle * At Will

Attack: Melee 8 (one creature); +32 vs. Reflex.

Hit: 4d8+19 damage and Scylla slides the target up to 4 squares and grabs the target if it is within eight squares of Scylla.

(mbasic) Freezing Tentacle * At Will

Attack: Melee 8 (one creature); +32 vs. Fortitude.

Hit: 3d10+11 cold damage and the target takes ongoing 20 cold damage and is slowed (save ends both).

Tentacle Flurry * At Will

Effect: Scylla uses any combination of *grasping tentacle* and *freezing tentacle* four times (five times if bloodied).

MINOR ACTIONS**(close) Fear of Failure (fear) * Recharge** when an enemy affects Scylla with a condition

Effect: Close blast 5 (each enemy in blast); each target suffers a -5 penalty on attacks, skill checks and saving throws (save ends). This condition also ends if the target fails a saving throw or skill check or misses all targets with an attack.

Str 31 **Dex** 26 **Wis** 21

Con 26 **Int** 12 **Cha** 30

Alignment evil

Languages Infernal, Supernal