

BAALPHEGOR

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 25d8+100 (212 hp)

Initiative: +1 (Dex)

Speed: 50 ft, fly 80 ft (good)

AC: 35 (+1 Dex, +24 natural)

Attacks: +3 longsword +33/+28/+23/+18/+13
melee

Damage: +3 longsword 1d8+8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: spell-like abilities, fear, summon devils

Special Qualities: Damage reduction 30/+3, SR 31, regeneration 5, devil qualities, see in darkness, telepathy.

Saves: Fort +18, Ref +15, Will +21

Abilities: Str 21, Dex 13, Con 18, Int 24, Wis 24, Cha 28

Skills: Bluff +34, Concentration +29, Diplomacy +34, Disguise +34, Hide +26, Jump +30, Knowledge (arcana) +32, Knowledge (the planes) +32, Listen +36, Move Silently +26, Search +32, Spellcraft +32, Spot +36

Feats: Alertness, Blind-Fight, Combat Casting, Cleave, Maximize Spell, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Baalphegor plus 1-2 gelugons)

Challenge Rating: 24

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

As consort to Mephistopheles, Baalphegor is highly regarded and respected among the other devils. Even Asmodeus himself respects her (to the point of allowing Mephistopheles to continue in his machinations). Though she has her own desires and goals, she keeps these hidden from all, including Mephistopheles and Asmodeus.

Baalphegor is a very beautiful cinnamon-brown skinned devil standing about 6 feet tall. Her eyes are the color of rubies and her small, leathery wings are black in color. She has no horns, but sports a small, slim forked tail. By folding her wings against her back and hiding her tail, she can pass for an exquisitely beautiful human.

Combat

Baalphegor prefers to parlay with opponents rather than fight. She does not back down from a challenge and if pressed she uses her spell-like abilities and *fear* against her foes. If combat goes

against her, she summons devils to cover her escape and teleports away.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *unhallow*, 1/day—*chain lightning*, *finger of death*, *heal* (self only), and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear (Su): By pointing at a target, 30 feet, Will save (DC 31) negates, as *fear* cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Baalphegor's fear for one day.

Summon Devils (Sp): Twice per day Baalphegor can automatically summon three lemures, osyluths, or barbazus, or two erinyes, gelugons, or cornugons, or one pit fiend.

Regeneration (Ex): Baalphegor takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baalphegor can communicate telepathically with any creature within 100 feet that has a language.

Baalphegor first appeared in *Dragon* #76 (Ed Greenwood, 1983).