

DEMON, QUARLAZZ

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	10d8+50 (95 hp)
Initiative:	+7
Speed:	50 (10 squares), climb 30
Armor Class:	26 (-1 size, +7 Dex, +10 natural), touch 16, flat-footed 19
Base Attack/Grapple:	+10/+19
Attack:	+3 glaive +17 melee (2d8+10)
Full Attack:	+3 glaive +17 melee (2d8+10) and tail +12 melee (2d6 + 2 plus poison) and bite +12 melee (1d8+2 plus blood rabies) and 2 claws +12 melee (1d8+2)
Space/Reach:	10 ft./10 ft. (20 ft. with glaive)
Special Attacks:	Blood rabies, improved grab, poison, rake 1d6+2, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good; darkvision 60 ft.; immunity to electricity, poison; outsider traits; regeneration 5; resistance to acid 10, cold 10, fire 10; spell resistance 16, telepathy 100 ft.
Saves:	Fort +12, Ref +14, Will +10
Abilities:	Str 20, Dex 25, Con 21, Int 17, Wis 16, Cha 16
Skills:	Balance +23, Bluff +17, Concentration +19, Escape Artist +23, Hide +17, Intimidate +17, Jump +27, Listen +25, Sense Motive +17, Spellcraft +17, Spot +25
Feats:	Agile, Dodge, Improved Disarm ^B , Multiattack, Quicken Spell-Like Ability (<i>Invisibility</i>)
Environment:	Chaotic evil-aligned planes
Organization:	Solitary, pair, gang (3-5), or crowd (6-15)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11-20 HD (Large), 21-30 (Huge)
Level Adjustment:	N/A

Standing over 8 feet tall and weighing roughly 600 lbs., quarlazzes are horrifying amalgamations of humanoid, reptilian, and insectoid features. The head of a quarlazz is vaguely crocodilian, with disproportionately large, blood red, lidless eyes. Though covered in scales, a quarlazz's torso, arms, and hands are distinctly humanoid.

Hinged at the shoulders are two additional, articulated appendages, each tipped with a single enormous, fang-like claw. A quarlazz's tail is that of giant scorpion, and its lean, muscular legs resemble those of a dinosaur, each ending in a pair of wicked, curved talons. Quarlazzes are typically the color of desert sand.

Quarlazzes speak Abyssal, Celestial, and Draconic, but can communicate with virtually any creature with a language via their innate telepathy.

COMBAT & ABILITIES

Quarlazzes are intelligent and versatile warriors, effective as both frontline combat troops and stealthy ambush hunters. While the occasional solitary quarlazz or pair may be encountered, these demons prefer to roam and fight in packs.

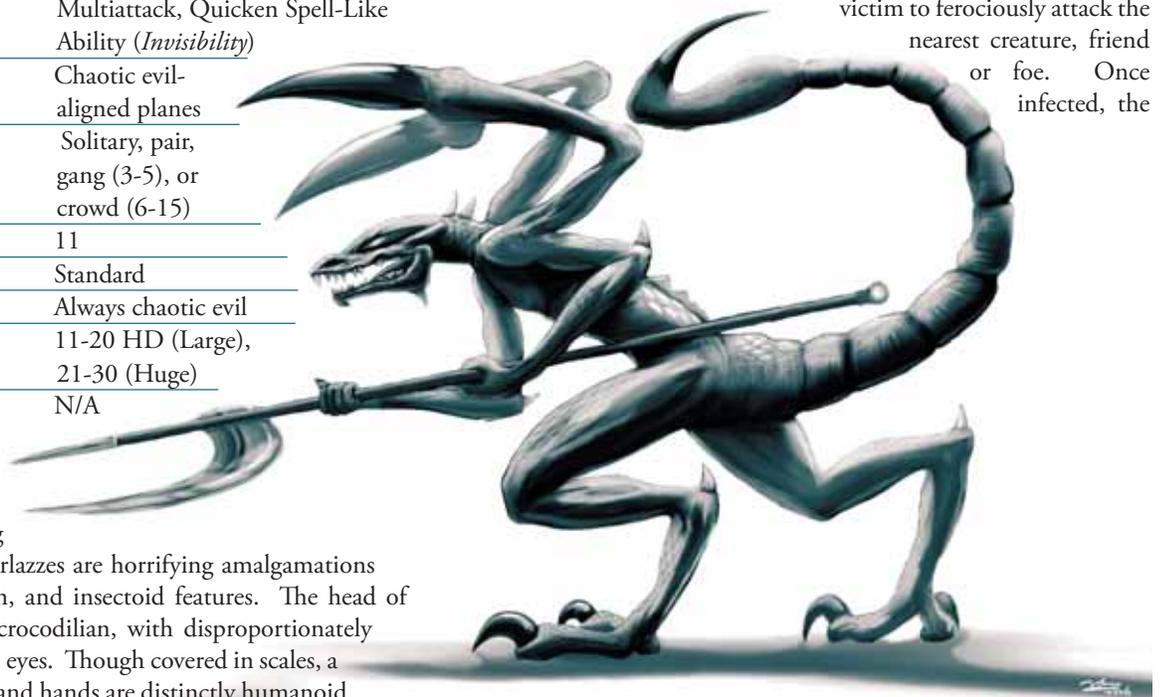
When engaging multiple adversaries, quarlazzes will single out and attempt to isolate the individual perceived as the most powerful in the hopes of inflicting upon their victim blood rabies, a virus which is transmitted through a quarlazz's bite (see below). Once the foe is infected, quarlazzes will move out of striking distance and observe the bloodshed, only to reenter the melee once the party is sufficiently weakened.

As an alternate tactic, often put into use during an ambush, quarlazzes will employ a hit-and-run combat style, taking great advantage of their quickened *invisibility*.

All quarlazzes are armed with large +3 *glaives*, which extend their reach by an additional 10 ft., but can also be used against adjacent foes.

A quarlazz's natural and manufactured weapons are treated as evil and chaotic-aligned with respect to overcoming damage reduction.

Blood Rabies (Ex): Any creature bitten by a quarlazz must immediately make a successful DC 18 Fortitude Save or become inflicted with blood rabies, a terrifying disease that causes the victim to ferociously attack the nearest creature, friend or foe. Once infected, the



effects of the blood rabies begin 1d4 rounds after the initial bite. Infected creatures lose 1d6 points of Intelligence, Wisdom, and Charisma, gain 1d4 points of Strength, and gain 3d12 virtual hit points. Infected creatures will continue to use any weapons in hand; though if disarmed will attack with any available natural weapons (including bare hands and teeth). Infected spellcasters are capable of casting previously prepared spells, assuming the relevant ability score still permits, but cannot prepare new spells.

Characters infected with blood rabies suffer from a powerful, paranoid delusion, believing that they are continuously under the threat of brutal, physical violence; any being encountered is seen as an attacker. This delusion is so consuming that infected characters will not eat, drink, treat their own wounds, or sleep (until physical exhaustion sets in) and will ultimately suffer the physical consequences of such behavior.

Blood rabies is contagious and can be transmitted through the bite of an infected creature (DC = 10 + 1/2 creature's HD + Con modifier).

The effects of blood rabies are permanent and cannot be dispelled. Only *remove disease* or greater magic will destroy the blood rabies virus. Once the virus is eliminated, the victim's Charisma and Strength scores immediately return to normal, while Intelligence and Wisdom scores recover at a rate of 1 point each per day. Virtual hit points are also immediately lost, and the character suffers the standard effects if his or her remaining hit point total is zero or less (see *Players Handbook*, Chapter 8, Injury and Death).

Improved Grab (Ex): Any creature of size medium or smaller struck by both of a quarlazz's claws is subject to an improved grab. After the second successful claw attack, the quarlazz can attempt a grapple as a free action without provoking an attack of opportunity. Held victims are considered helpless for the purposes of resolving the quarlazz's bite and sting attacks until able to free themselves from the grapple.

Poison (Ex): Any creature struck by a quarlazz's stinging tail must immediately make a DC 20 Fortitude Save; failure results in 1d4 rounds of paralysis. A second Fortitude save is required the following round; failure results in 1d8 points of Constitution damage.

Rake (Ex): After a successful improved grab, a quarlazz can rake the victim: 2 talons +7 melee (1d6+2).

Spell-Like Abilities: Always active—*detect snares and pits*, see *invisibility*; at will—*arcane eye*, *bane* (DC 14), *chaos hammer* (DC 17), *confusion* (DC 16), *detect scrying*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only); *nightmare* (DC 18); 1/day—*alter self* (no duration limit), *reverse gravity*, *slay living* (DC 18). Caster level 15. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day, a quarlazz can summon 2d8 dretches, 1d3 babau, or another quarlazz with a 70% chance of success. This ability is the equivalent of a 6th level spell.

Regeneration: Quarlazzes cannot regenerate damage inflicted by cold iron or good-aligned weapons.

Skills: Quarlazzes receive a +8 racial bonus on Listen and Spot checks.

BACKGROUND

Quarlazzes serve the mighty sorgoth as bodyguards, elite soldiers, and assassins. Though thoroughly chaotic in their dealings with other beings, quarlazzes are, for demons, uncharacteristically loyal to their masters. Whether this dedication is built upon fear, mutual interests, or perhaps dictates from greater powers is unclear.

Quarlazzes share the sorgoth's disdain for balors. While not so reckless as to engage one of these powerful fiends in solo combat, quarlazzes are known to frequently attack and kill lesser demons believed to be in the service of a balor. Such tactics often ignite raging feuds between balors and sorgoth that culminate in open war.

When on the Material Plane, sorgoth will always be accompanied by several quarlazzes, which, like their masters, will use *alter self* to disguise their true forms when dealing with mortals. Quarlazzes encountered on the Material Plane may also be acting as scouts, assassins, or retrievers.

When not executing direct orders from a sorgoth, quarlazzes busy themselves patrolling their masters' domains, viciously intercepting any trespassers, or roaming the chaotic evil planes in the interest of broadening the influence and authority of the sorgoth.

QUARLAZZ LORE

KNOWLEDGE (THE PLANES)

DC Information Recalled

15	This creature is a demon, a native of the chaotic evil planes of existence. [Outsider traits]
20	Known as quarlazzes, they are the fanatically loyal servants of a greater race of demons, the sorgoth.
25	Quarlazzes are potent adversaries, carriers of a horrifying disease. [Blood rabies, select special abilities]
30	Quarlazzes will ferociously attack any creature believed to be in the service of a balor.

