

DEMON, SORGOOTH

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	16d8+144 (216 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft. (8 squares)
Armor Class:	33 (-1 size, +4 Dex, +20 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+16/+26
Attack:	+5 <i>Pick</i> +26 melee (3d6+14)
Full Attack:	+5 <i>Pick</i> +26/+21 melee (3d6+14) and bite +19 melee (3d10+3 plus disease) and tail +19 melee (2d8+3 plus poison) OR 2 claws + 21 melee (3d6+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon, poison, spell-like abilities, <i>summon demon/evil dragon</i>
Special Qualities:	Damage reduction 15/cold iron and good; darkvision 60 ft.; immunity to acid, electricity, poison; outsider traits; resistance to cold 10, fire 10; regeneration 10; spell resistance 25; telepathy 100 ft.
Saves:	Fort +19, Ref + 14, Will +15
Abilities:	Str 22, Dex 19, Con 28, Int 25, Wis 20, Cha 21
Skills:	Climb +26, Concentration +28, Hide +24, Intimidate +25, Jump +26, Knowledge (history, religion, the planes) +42, Listen +33, Sense Motive +25, Spellcraft +27, Spot +33
Feats:	Alertness, Cleave, Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (<i>Charm monster</i>), Snatch Arrows ^B
Environment:	Chaotic evil-aligned planes
Organization:	Solitary or troupe (1-4 quarlazz, 2-8 dretch)
Challenge Rating:	19
Treasure:	Triple coins, standard goods, standard items, +5 <i>pick</i>
Alignment:	Always chaotic evil
Advancement:	17-32 HD (Large), 33-48 HD (Huge)
Level Adjustment:	N/A

Violent, fearless, and cunning, sorgoth (singular and plural) are among the most feared of the denizens of the chaotic evil planes. Standing 10 ft. tall and weighing over 3000 lbs., sorgoth appear as large, heavily muscled, reptilian humanoids. Their gaping jaws are lined with razor-sharp teeth and their hands and feet are armed with vicious claws. The sorgoth's powerful tail is tipped with an enormous barb, plump with venom. The sorgoth's thick, scaled hides range in color from blood red to jet black.

Sorgoth speak Abyssal, Celestial, Draconic, and Common, but can communicate with virtually any intelligent creature via their innate telepathy.

COMBAT & ABILITIES

Combining devastating brute force, powerful magic, and a keen intellect, sorgoth are indeed terrifying opponents. While fully capable of dispatching all but the most powerful adversaries in toe to toe combat, sorgoth are thoughtful tacticians, and will carefully size up their foes before executing a course of action.

A sorgoth's primary weapon is a huge +5 *pick*, which is typically wielded with both hands.



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

Breath Weapon (Su): A sorgoth can unleash one of two separate breath weapons. The first, which can be used once per round, is a line of acid 80 ft. long. Characters caught within the line suffer 4d8 points of damage; though a successful DC 27 Reflex save results in half damage.

The second, more horrifying, breath weapon is a cone of *damnation* (as the epic spell, caster level 20) 40 ft. long. Any creature caught within the affected area must make a DC 26 Will save or be instantly transported to any location within any chaotic evil plane of the sorgoth's choice. A sorgoth can use this breath weapon once per day.

Disease (Ex): Any character bitten must immediately make a successful DC 27 Fortitude save to avoid contracting a filth fever (incubation 1d3 days, damage 1d3 Dex, see DMG).

Poison (Ex): Any character struck by a sorgoth's stinging tail must immediately make DC 27 Fortitude save or suffer 1d6 points of Intelligence damage. A second Fortitude save must be made the following round; failure results in 1d8 rounds of paralysis.

Spell-Like Abilities: Always active—see *invisibility*; at will—*alter self* (no duration limit), *animate dead*, *charm monster* (DC 16), *detect good*, *detect thoughts* (DC 17), *dispel magic*, *enervation*, *fly*, *gate* (planar travel only), *greater scrying*, *greater teleport* (self plus 50 pounds of objects only) *magic missile*; 1/day—*circle of death* (DC 21), *mass invisibility*, *meteor swarm* (DC 24), *power word kill*, *word of chaos*. Caster level 18th. The save DCs are Charisma-based.

Summon Demon/Evil Dragon (Sp): Once per day a sorgoth can, without error, summon 3d8 dretches, 2d6 quarlazzes, 1 hezrou, or 1 sorgoth.

In addition, once per day a sorgoth can summon 1 evil dragon; the type and age of dragon is determined by a d%.

TABLE: SORGOTH DRAGON SUMMONING

d% Result	Color/Age
0-10	failure (no dragon summoned)
11-20	White/Adult
21-50	Black/Young Adult
51-70	Black/Adult
71-75	Green/Juvenile
76-80	Green/Young Adult
81-85	Blue/Juvenile
86-90	Blue/Young Adult
91-95	Red/Young
96-98	Red/Juvenile
99-00	Red/Young Adult

A sorgoth's summoning abilities are the equivalent of a 9th-level spell.

Regeneration: Sorgoth cannot regenerate damage inflicted by cold iron and good-aligned weapons.

Skills: Sorgoth receive a +8 racial bonus for Listen and Spot checks.

BACKGROUND

Sorgoth are continuously vying for positions of greater power and authority among the demonic ranks, whether through sly manipulations or outright force.

As a rule, sorgoth despise balors, coveting their command over vast hordes of fiends and the perceived favor the balors receive from the greater demonic powers of the chaotic evil planes. Indeed, this hatred is so consuming, that sorgoth have been known to form clandestine alliances (albeit short-lived ones) with traditional enemies, including devils, in order to secure a position of advantage over a balor.

Likewise, balors have developed an acute loathing of sorgoth, considering them traitors to their kind, and relish opportunities to engage them in direct combat, where balors can bring to bear their superior might. No fools, sorgoth rarely enter into melee with balors without some sort of tactical upper hand (namely

half a dozen quarlazzes and a dragon or two).

Beyond extending their influence across the chaotic evil planes, sorgoth also have designs on the Material Plane. Sorgoth are known to infiltrate mortal societies, their abilities and intellect often allowing them to achieve positions of a significant influence and political power. Indeed, there are whispers of sorgoth in disguise ruling entire human nations.

Sorgoth who have managed to embed themselves so completely will not reveal their true forms except under extraordinary circumstances. Even if confronted, a sorgoth will prefer to utilize the orthodox resources at its disposal, rather than risk overturning the carefully crafted deception it may have spent years, decades, or even centuries establishing. Such a degree of restraint is exceedingly rare among demonkind.

However, if discovered, a sorgoth will react with furious violence, lashing out first at those responsible, and ultimately raining destruction on everything and everyone entangled in the sorgoth's machinations. Would-be saviors should take great caution when considering engaging a sorgoth under such circumstances, for if they fail to vanquish the demon, hundreds, or even thousands, of innocent lives could be inadvertently placed in grave danger.

The precise nature of sorgoth's relationship with evil dragonkind is unclear. Most scholars assume that the sorgoth are in league with, if not spawned from, the deity of chromatic dragons. Evil dragons, particularly those chaotically aligned, hold the sorgoth in high regard, near reverence, and consider the presence of a sorgoth in the Material Plane as an omen of powerful significance or as a call to action by their creator.

Whether on their home plane or the Material Plane, sorgoth are more often than not escorted by several quarlazzes, over which the sorgoth appear to have exclusive dominion.

SORGOTH LORE

KNOWLEDGE (THE PLANES)

DC Information Recalled

15	This beast is likely a demon, a native of the chaotic evil planes of existence. [Outsider traits]
29	Known as a sorgoth, this is a demon of great power and intellect. [Breath weapons, select special abilities]
34	Sorgoth are believed by many to be the spawn of an evil dragon deity and have a close connection with evil dragonkind. [<i>Summon evil dragon</i>]
39	Sorgoth despise balors and are constantly attempting to usurp their authority, and have been known to form unlikely alliances with those who may be in a position to assist in their obsessive goal of surpassing the balors in power and authority.

