

MYSTARAN GARGANTUAN ROARING DEMON (BALOR)

	Colossal Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	160d8+2080 (2800 hp)
Initiative:	+15
Speed:	110 ft. (22 squares), fly 210 ft. (clumsy)
Armor Class:	40 (–8 size, +7 Dex, +31 natural), touch 9, flat-footed 33
Base Attack/Grapple:	+160/+201
Attack:	+6 <i>vorpal longsword</i> +185 melee (8d6+31 plus DC 115 Fort save or instant death/17–20)
Full Attack:	+6 <i>vorpal longsword</i> +183/+178/+173/+168 melee (8d6+31 plus DC 115 Fort save or instant death/17–20) and +4 <i>fiery blast whip</i> +178/+173/168/163 melee (3d6+16 plus 8d6 fire plus entangle); or 2 slams +177 melee (4d10+25)
Space/Reach:	30 ft./30 ft. (60 ft. with +4 <i>fiery blast whip</i>)
Special Attacks:	Death throes, entangle, spell-like abilities, <i>summon demon</i> , trample, vorpal sword
Special Qualities:	Damage reduction 15/cold iron and good, darkvision 60 ft., fast healing 30, flaming body, immunity to electricity, fire, and poison, resistance to acid 20 and cold 20 and sonic 10, spell resistance 75, telepathy 100 ft., <i>true seeing</i>
Saves:	Fort +97, Ref +89, Will +89
Abilities:	Str 60, Dex 25, Con 44, Int 24, Wis 24, Cha 26
Skills:	Bluff +160, Concentration +171, Diplomacy +192, Disguise +160 (+176 acting), Hide +145, Intimidate +176, Jump +36, Knowledge (arcana) +159, Knowledge (the planes) +159, Listen +170, Move Silently +160, Search +159, Sense Motive +175, Spellcraft +175 (+191 scrolls), Spot +170, Survival +160 (+177 following tracks, +177 other planes), Use Magic Device +160 (+192 scrolls)
Feats:	Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Cleave, Greater Two-Weapon Fighting, Improved Critical (longsword), Improved Initiative, Improved Two-Weapon Fighting, Mobility, Power Attack, Quicken Spell-Like Ability (<i>greater teleport</i>), Quicken Spell-Like Ability (<i>telekinesis</i>), Run, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)
Epic Feats:	Blinding Speed, Devastating Critical (longsword), Dire Charge, Energy Resistance (Acid, Cold, Sonic), Epic Speed, Epic Toughness [x12], Epic Weapon Focus (longsword), Fast Healing [x10], Great Constitution, Great Strength, Improved Spell Resistance [x2], Overwhelming Critical (longsword), Perfect Two-Weapon Fighting, Superior Initiative
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	63
Treasure:	Standard coins; double goods; standard items, plus +6 <i>vorpal greatsword</i> and +4 <i>fiery blast whip</i>
Alignment:	Always chaotic evil
Advancement:	161–320 HD (Colossal)
Level Adjustment:	—

A Mystaran gargantuan roaring demon stands about 100 feet tall. Its skin is usually dark red. It weighs about 40,000 pounds.

Combat

Mystaran gargantuan roaring demons love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to loose a few spell-like effects at the foe.

A Mystaran gargantuan roaring demon's +4 *fiery blast whip* is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage.

A Mystaran gargantuan roaring demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned, and epic for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, a Mystaran gargantuan roaring demon explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 107 half). This explosion automatically destroys any weapons the Mystaran gargantuan roaring demon is holding. The save DC is Constitution-based.

Entangle (Ex): A Mystaran gargantuan roaring demon's +4 *fiery blast whip* entangles foes much like an attack with a net. The whip has 50 hit points. The whip needs no folding. If it hits, the target and the Mystaran gargantuan roaring demon immediately make opposed Strength checks; if the Mystaran gargantuan roaring demon wins, it drags the target against its flaming body (see below). The target remains anchored against the Mystaran gargantuan roaring demon's body until it escapes the whip.

Spell-Like Abilities: At will— *blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm* (DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Vorpal Sword (Su): Every Mystaran gargantuan roaring demon carries a +6 *vorpal longsword* that looks like a flame or a bolt of lightning.

Summon Demon (Sp): Once per day a Mystaran gargantuan roaring demon can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a Mystaran gargantuan roaring demon is wreathed in flame. Anyone grappling a Mystaran gargantuan roaring demon takes 6d6 points of fire damage each round.

Trample (Ex): A Mystaran gargantuan roaring demon can trample opponents smaller than itself, dealing 4d8+37. A trampled opponent can attempt either an attack of opportunity at a –4 penalty or a Reflex save (DC 115) for half damage.

True Seeing (Su): Mystaran Gargantuan Roaring Demons have a continuous *true seeing* ability, as the spell (caster level 20th).

Skills: Mystaran Gargantuan Roaring Demons have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

A Mystaran gargantuan roaring demon is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: Fire storm or implosion and quickened telekinesis, or summon additional demons. If the Mystaran gargantuan roaring demon does not deem itself seriously threatened, it conserves abilities usable only once per day and uses blasphemy instead.

Round 2: Insanity or power word stun.

Round 3: Dire Charge followed by full melee attack with weapons, including entangle with whip.

Round 4: Teleport or fly away with entangled foe to reestablish range; repeat round 1 and continue.

A Mystaran gargantuan roaring demon who wants to drive off or neutralize a party without slaying its foes avoids lethal attacks.

Prior to combat: Unholy aura.

Round 1: Dominate monster.

Round 2: Power word stun.

Round 3: Insanity or telekinesis to incapacitate or repel a dangerous opponent.

Round 4: Teleport or fly away to reestablish range; repeat round 1 and continue.