

Demon, Palrethee (Tandar'ri)

Medium-Size Outsider (Chaotic, Evil, Fire, Tandar'ri)



Hit Dice: 8d8+24 (60 hp)

Initiative: 3

Speed: 30 ft.

AC: 23 (+3 Dex, +10 natural), touch 13, flat-footed 20

Attacks: +1 flaming longsword +14/+9, or 2 slams +12 melee

Damage: +1 flaming longsword 1d8+7/19-20 plus 1d6 fire, slam 1d8+4

Face/Reach: 5 ft./5 ft.

Special Attacks: Demonic burn, spell-like abilities

Special Qualities: DR 10/good, fiery shield, fire subtype, outsider traits, SR 18, summon tandar'ri,

Saves: Fort +9, Ref +9, Will +7

Abilities: Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

Skills: Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (Arcana) +12, Listen +12, Sense Motive+12, Search +12, Spellcraft +14, Spot +12

Feats: Combat Expertise, Dodge, Weapon Focus (longsword)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 9-12 HD (Medium-size)

Level Adjustment: +6

In the countless, nearly infinite realms of the Abyss, demons grow numerous and varied. Though all embrace the path of evil, the tanar'ri stand as the supreme villains within the Abyssal hierarchy of iniquity. These creatures are constantly in conflict with every force of good in the universe, as well as with the lawful evil devils and baatezu of the Nine Hells.

The abyssal maw, abyssal skulker, and abyssal ravager are vicious but servile demons that can be found in the service of more powerful demons, or of evil mortals who treat with such beings. All three creatures speak Abyssal and Common, though abyssal maws and abyssal ravagers speak none too clearly, thanks to their low Intelligence scores and toothy maws.

The jovoc, palrethee, jarilith, and kelvezu appear wherever their demonic masters see fit to make use of them, be it the hidden reaches of their personal domains or out among mortals on the Material Plane. The zovvut, though not a tanar'ri itself, serves under and alongside those creatures.

All five of these demons speak Abyssal, Celestial, and Draconic.

According to legend, palrethees were once ambitious demons who yearned to rule the Abyss as balors. Despite their great malice and their sadism, these lost souls failed in some unknown trial by fire, and now they burn for all eternity.

Many balors use palrethees as sergeants or messengers, taking great pleasure in reinforcing the ambitious demons' subservient positions. This connection between the two kinds of tanar'ri has lent credence to the bards' tales about the palrethees' origin.

A palrethee is a tall, emaciated creature of humanoid shape with blood-red or blue skin and bony, white, vestigial wings. The entire length of its body is sheathed in fire. The creature can alter the color and appearance of its flames at will, making them appear translucent and ghostly, or the red-orange shade of a fiery forge, or even blue-white and delicate. No matter how the flames look, their effects remain unchanged.

COMBAT

Demons are ferocity personified. They are willing to attack any creatures—even other demons—just for the sheer fun of it. Demons enjoy terrifying their victims before slaying them, and they often devour the slain. Many demons can create darkness, so they frequently blanket their enemies with it before joining battle.

Palrethees have all the necessary combat abilities to enjoy the din of battle, but these arrogant fiends often believe themselves to be above the petty assignments they receive. Desperate to acquire magic, mortal souls, or some other currency with which they can gain power, they try to make bargains, use humans as tools, or trick unwary mortals into doing their bidding. When forced into combat, a palrethee usually employs its fear spell-like ability first to scatter as many opponents as possible, then wades into melee with its flaming longsword.

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex save (DC 17) or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire* in Chapter 3 of the *DUNGEON MASTER's Guide*). A burning creature can take a move-equivalent action to put out the flame.

Spell-Like Abilities: At will—detect good, detect magic, see invisibility; 1/day — fear (30-foot radius). Caster level 8th; save DC 10 + spell level.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Fire Subtype (Ex): A palrethee is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

Tanar'ri Traits: Unlike most tanar'ri, palrethees have no resistance to cold attacks.

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This page was last modified on 5 March 2010, at 14:01.