

## Abaddon

**Apollyon, The Destroyer, Minister of Death and Havoc, Lord of the Bottomless Pit, King of Locusts**

**Large Outsider (Chaotic, Demon, Evil, Extraplanar)**

**Hit Dice:** 28d8+140 (266 hp)

**Initiative:** +14

**Speed:** 40 ft. (8 squares), fly 80 ft. (good)

**Armor Class:** 46 (-2 size, +10 Dex, +28 natural), touch 18, flat-footed 36

**Base Attack/Grapple:** +28/+46

**Attack:** Claw +40 melee (1d8+14 plus 1 Con and disease)

**Full Attack:** 2 claws +40 melee (1d8+14 plus 1 Con and disease), bite +35 melee (1d8+7 plus poison), 2 wings +35 melee (1d6+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Aura of fear, breath weapon, poison, roar, spell-like abilities, wounding

**Special Qualities:** All-around vision, darkvision 120 ft., damage reduction 15/epic and good or lawful, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 46, summon, telepathy 1,200 ft.

**Saves:** Fort +26, Ref +26, Will +23

**Abilities:** Str 38, Dex 30, Con 30, Int 21, Wis 24, Cha 31

**Skills:** Concentration +41, Intimidate +41, Knowledge (arcana) +36, Knowledge (architecture and engineering) +36, Knowledge (dungeoneering) +36, Knowledge (history) +36, Knowledge (nature) +38, Knowledge (religion) +3, Knowledge (the planes) +36, Listen +38, Search +40 (+42 secret doors and compartments), Spellcraft +38, Spot +42, Survival +38 (+40 underground, aboveground natural environments, other planes, follow tracks)

**Feats:** Ability Focus (aura of fear), Blinding Speed<sup>E</sup>, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Improved Natural Attack (claws), Improved Sunder, Power Attack

**Environment:** The Bottomless Pit, the Abyss

**Organization:** Solitary (unique) or Entourage (Abaddon and 20-70 locust demons)

**Challenge Rating:** 33

**Treasure:** Quadruple Standard

**Advancement:** –

**Level Adjustment:** –



*An enormous demon, hideous, body covered in glistening fishlike scales flies on leathery wings with spurred brown talons emerging from each joint. In place of hands, huge bearlike paws, sporting wickedly long talons grasps and claw, eager to rend the flesh. Perhaps the most awful aspect of this horror are its eyes, which are vast multifaceted globes, like those of a fly, perched atop of cruel mouth filled with a double set of venom-dripping mandibles. Green fire and sulfurous smoke leak from rents in its bloated abdomen.*

The patron lord of anarchy and havoc, Abaddon embodies the end of all things, the climatic conclusion of universe. He is the dread destroyer, the personification of endings. Among animals, Abaddon is represented by the locust, who, in their inexhaustible hunger, set upon the fields in a frenzy of feeding, stripping bare the land of all its nourishment. So too will Abaddon, the dark angel of destruction, set upon the Material Plane and scourge all life from it. Boiling out from The Bottomless Pit Abaddon shall come, leading a mob of a slaving and unthinking beasts bent on rapine, conquest, and destruction. When the Destroyer arrives, the world shall be cast down, humanity's efforts laid to waste, the world left barren after the destructive orgy. And the King of Locusts will laugh at the screams of the dying and despoiled, exulting in the final victory and the destruction of the gods' creation for all time.

Abaddon is one of the oldest demons of the Abyss, one of the leaders of the great rebellion, who in his service to the gods, acted as the angel of death and destruction, only to fall himself, becoming one of the chief demons of the underworld. So great is

his power, other demons work to ensure he never leaves his lair, the chilling void known simply as the Bottomless Pit.

His story traces back to the earliest days of existence, when Ahrimanes first rallied the heavenly host against the gods. Abaddon, the sword of the heavens, was sent forth along with Beelzebub to quell the rebellion and cast out the cancerous angel from the heavenly eye. But like Beelzebub, the words of Ahrimanes, who despised the gods, hating their callous disregard for their angels and servants, their capricious ways and infighting struck a chord with this great angel, corrupted his being and sowed the seeds of resentment. When Asmodeus rose up against the gods after mortal man and other races were elevated above them, Abaddon joined the rebellion, only to be cast down from the heavens to wallow in defeat, out of sight of the divine light. So great was Abaddon's rage and destruction, he fell to the realm of the Soulless, condemned to exist with the despicable denizens of the Abyss.

For eons, Abaddon slaughtered qliploth, raising his own army of fallen angels, made mindless with hate and destruction. The soulless almost fell to Abaddon's rage, but then that fury turned to the ghaele who invaded the uppermost layers of the Abyss, who had come to cleanse it of evil. Abaddon and other lords and princes of the Abyss led armies against the celestial host. They repelled the invaders and laid claim to the whole of the Abyss. Surely, some demonologists speculate, Abaddon would have conquered the Abyss entirely had it not been for Shiggareb's machinations.

Shiggareb, ruler of the qliploth, tricked the dark lord into entering a huge chasm known as the Bottomless Pit. The vast chasm is believed to fall endlessly into eternal darkness, created by some act of great evil destruction that eventually became a layer unto itself. She convinced the lord that at the Pit's bottom lay the way to reach the Material Plane, the means to undo what the gods had done, the path to the realization of total annihilation of all and everything. His hate for the gods was so great, he fashioned Gulthrax, a terrible fortress, and cast himself, his castle, and his legions of intectoid demons into the yawning abyss tumbling down and down to the gate leading the Material Plane, and thus he falls still, a terrifying force searching for access to the world he would destroy.

Abaddon speaks all mortal tongues.

## Combat

Abaddon never retreats from a fight, and in fact, he seeks them out when able. As the paragon of destruction, when engaged, he levels everything around him, using his spell-like abilities to scorch the land around him, leaving nothing remaining of his enemies. Abaddon always enters a fight as if it's his last, only retreating if his hit points somehow fall below 0, typically by using his *greater teleport* ability.

Abaddon's natural weapons, as well as any weapons he wields, count as evil-aligned, chaotic-aligned, and epic for the purpose of overcoming damage reduction.

**Aura of Fear (Su):** Abaddon emits a foul aura of pure malevolence. Any good creature within 120 feet must succeed on a DC 36 Will save or become panicked for 2d12 minutes. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

**Breath Weapon (Su):** Abaddon can fill his belly with vile vapors and release them through the rents once every 1d4 rounds as a standard action. The breath weapon creates a cloud of superheated noxious mist 20 feet high, 25 feet wide, and 50 feet long. The cloud deals 20d6 points of fire damage with a Reflex DC 34 for half damage. In addition, subjects caught in the area must also make a DC 34 Fortitude save or take 1d8 points of Constitution damage and become sickened for 1d20 hours. The save DCs are both Constitution-based.

**Disease (Ex):** Demon fever—claws, Fortitude DC 34, incubation 1 day, damage 1d6 Con. The save DC is Constitution based.

**Poison (Ex):** Bite, Fortitude DC 34, initial damage 2d6 Dex, secondary damage 2d6 Con. The save DC is Constitution based.

**Roar (Su):** Abaddon can loose a terrific roar once every 1d4 rounds. The roar creates a destructive resonance in a 120-foot cone. All creatures within the area of the cone must succeed on a DC 34 Reflex save or take 20d6 points of sonic damage. Unattended objects take damage as normal, with the roar's damage bypassing hardness. Demons are immune to this ability. The save DC is Constitution-based.

**Spell-like Abilities:** *At will*—blasphemy (DC 27), blight (DC 25), cause fear (DC 21), chaos hammer (DC 24), cloak of chaos (DC 28), contagion (DC 23), control weather, creeping doom, death knell (DC 22), desecrate, destruction (DC 27), dispel good, dispel law, doom (DC 21), earthquake, giant vermin, greater teleport, insect plague, shatter (DC 22), slay living (DC 25), unholy aura, unholy blight (DC 24), word of chaos (DC 27);

3/day –wish; Caster level 20th; the save DC is Charisma-based.

The following spells are considered always active on Abaddon: *detect good*, *detect law*, *protection from good*, *protection from law*. These spells may be dispelled, by Abaddon can reactivate them as a free action.

**Summon Demon (Sp):** Three times per day, Abaddon can automatically summon 2d6 locust demons, 1d6 vrocks, and a balor. This ability is the equivalent of a 10th-level spell.

**Wounding (Ex):** Those opponents struck by Abaddon's bite attack also take 1 point of Constitution damage.

**All-Around Vision (Ex):** Abaddon's eyes allow him to see in multiple directions, granting a +4 racial bonus to Spot and Search checks. Opponents gain no flanking bonuses when attacking Abaddon.

### Worshipping Abaddon

Abaddon counts cultists, thaumaturges, and unholy warriors among his minions.

**Symbol:** A blood red skull-headed locust.

**Portfolio:** Fatalists and nihilists.

**Worshipper's Alignments:** Chaotic evil, chaotic neutral

**Domains:** Catastrophe\*, Chaos, Death, Evil.

\*See Appendix 2: Domains and Spells for details.

**Unholy Warrior Domains:** Darkness, Wrath.

**Favored Weapon:** Morningstar.

**Planar Allies:** Whenever one of Abaddon's minions casts a planar ally spell, Abaddon sends a schir (lesser planar ally), locust demon (planar ally), or a locust demon and a schir (greater planar ally).

### Abaddon's Centers of Activity

Abaddon's presence is felt in the destructive power of locust swarms as they move across the landscape, devouring every living thing. In particularly large swarms, some have claimed to see a humanoid shape moving in their midst, cajoling the vermin to eat more and faster, all the while laughing. The Minister of Death and Havoc is also attracted to other natural disasters such as the site of a particularly terrible earthquake or along the shores where a devastating tsunami struck. His influence appears in those who take advantage of the chaos to profit, stealing children to sell into slavery, looting, or simply just adding to the death by killing.

### The Bottomless Pit

The Bottomless Pit forms a great maw nearly three miles wide near the geographic center of the

Howling Threshold. Legend holds the rent formed in the earliest days of the qliphoth-ghaele conflict, when some unknowable horror unleashed by the plane's original masters backfired and tore a hole into the very fabric of the Abyss. Eventually, the plane inundated the void with chaos and evil, "adopting" its own wound as a full-blown Abyssal layer. Shortly thereafter, Abaddon constructed the great palace of Gulthrax and cast the structure, himself, and his entire demonic entourage into the chasm. The lore of demon and angel alike claims that Gulthrax eventually will pass out of the pit to land upon the Material Plane, at which point the prophesied apocalypse will begin in earnest and Abaddon's locust demons will flood the world.

Gulthrax maintains its own gravity and sense of stability, though it constantly spins and bounces off the layer's walls. The fortress contains a large variety of demons, most looking forward to the End Times with utter devotion to their liege. Locust demons (see *The Book of Fiends*, pages 57-58) dominate nearly every part of the shaft—seldom will a traveler falling or flying down the Bottomless Pit come across a spot where she cannot see at least a dozen of the creatures. Perhaps a hundred brave vrocks fly throughout the chasm, dining on the souls who fall or are thrown into the pit.

### Abaddon's Goals

Abaddon exists to destroy the creations of man, to undo that which is done. His is chaos and anarchy incarnate, the destruction of a locust swarm magnified and contained in his awful form. An outsider among other demons, he waits in his spinning lair as it falls through eternity in the eternal pit until it one day emerges into the Material Plane. And then the purging shall begin. Though content to wait in his descending layer, Abaddon has servants who track developments and alliances in the Abyss and who sow the seeds of corruption among mortals. Every cult that succeeds in convincing its followers to commit suicide lends him power, and when their shrieking lamenting souls join him in his throne room, he feasts with relish.

Abaddon has no interest in the Abyss. His faceted eyes rest on the Material Plane alone. He takes no part in the wars between demons and devils, seeing the daemons as the instigators and interference for the true purpose of demons in the Abyss.

## Abaddon's Allies & Enemies

Abaddon has no allies, as he is a threat to all existence, mortal, celestial, and demon alike. With his million swarms of locust demons, he threatens not only the Material Plane but all planes. As a result, the demon princes want to contain Abaddon to the pit through which he falls. Though a few of the more foolish fiends believe the threat contained so long as Abaddon continues to fall, it is just a matter of time before Abaddon reaches the bottom. Thus all prepare for the Last Days, for the coming cataclysm that set in motion the ending of all things.

## Abaddon's Cult

Abaddon attracts the most destructive of mortals, such as those devoted to anarchy and unrest. Perhaps the greatest of his followers are those obsessed with the apocalypse, preaching fire and brimstone to their congregations. Believing the further the wills of the good gods, they in fact hasten Abaddon's impending breach into the Material Plane through the fear they spread.

Abaddon has many mortal servants in the Material Planes. Crazy nihilists all, they gather their flocks in bands, uniting them through fear and promising salvation. Though vicious sermons, they denounce all others as doomed, claiming their congregations are the only ones who can reach salvation. The cultists gradually urge their followers to sever ties with non-believers, suggesting that to consort with heretics warrants damnation. When their followers are fully under their thrall, they lead them to a remote place, far from civilization. There the cultists exhort their congregations to kill themselves, usually through poison, but sometimes by butchering each other with axes, swords, or whatever is at hand. Death, they promise, lets them ascend to the heavens, where they can enlist in the gods armies to purge the world of its wickedness. When the flock is extinguished, the surviving cultists move on to another community to begin their grim work once more.

## Recruiting

When looking for new members, a cultist of Apollyon searches his flock for the rare wicked member who understands Abaddon's true goals and purpose, who has an appreciation for the coming swarms and want nothing more than to be a part of it. The cult leader spares this candidate from the butchery marking the cult's end and teaches him or her in the ways of the demon prince. If at any time the candidate is found lacking, death is

immediate. Otherwise, the apostle serves the leader until such time that the Destroyer deems he or she is ready, usually by sending a locust swarm to devour a local community's crops. Then, the apostle breaks from mentor and starts a new congregation.

## Swarm Warriors

The swarm warriors, also called the spawn of Abaddon, are a loose group of suicidal zealots, bent on rapine, destruction, and the general devastation of everything, everywhere. Given their destructive bent, few swarm warriors ever survive long enough to become more than a nuisance. Still, a few are intelligent, curbing their violent nature long enough to gather an army before waging war against civilization, whether good or evil.

Swarm warriors prefer heavy ornate armor, decorated in an insect motif. Their helmets have a decidedly insectoid appearance, complete with antennae, and mandibles, though their visage is still apparent beneath. They paint their armor and shields with a dung brown color, festooned with symbols of their demon prince. Their voices echo as if their bodies were filled with a swarm of insects, which some believe they actually are.

To become a swarm warrior, a candidate must stand naked in the midst of a locust swarm feasting on grains. The locusts, inexplicably drawn to the warrior, swarm over the candidate, burrow into his orifices, chew on his skin, and utterly rape his mortal form. When the grain of the field is exhausted, the locust swarm moves on, leaving the husk of the warrior if found unworthy, or a scared and insane zealot if chosen by the demon prince.

## Special Rules

Swarm warriors gain additional abilities by serving Abaddon. They add Listen, Spot, and Survival to their list of class skills. In addition, at 11th level, they may call demonic gargantuan monstrous centipedes when they summon their dark allies.

## Pastor Georgius Kenley

Abaddon's relies on minions like Georgius Kenley, a grassroots pastor who travels the rural lands outside of the cities. In his sermons, he rails against the city dwellers, calling them sinners, heretics, and worse, while praising the simple and rustic life. He preaches fire and brimstone, claiming that the gods will punish mortals in a glorious day of reckoning, destroying all and everyone, destroying the great cities of sin, and laying low the despicable nations. Once he converts a community, or the majority of a

community, to his personal view of things, he leads the people out into the wilderness, where his teachings assume a sinister bent, gradually shifting more and more towards the dark and perverse. His sermons are less about redemption and hope, becoming more about death and destruction. Those who try to leave are murdered in secret, their flesh fed to the unknowing children. When only the most devout remain, he leads his congregation into a special ritual suicide ceremony, whereby all but him die.

## Description

Georgius is a small man with curly brown hair dusted with silver highlights. His ears are slightly large and he has small black eyes. Of an average build, Georgius cuts an unassuming figure. He dresses in simple clothing, usually homespun, and a holy symbol of some good god (it changes regularly) hangs around his neck. Georgius has an endearing way of speaking to the public, coloring his speech with low turns of phrase, and at a regular rhythmic cadence that almost hypnotizes his listeners.

**Father Georgius Kenley**, human bard 8, cultist of Abaddon 8; CR 16; Medium humanoid (human); HD 8d6+16 plus 8d6+16; hp 90; Init +0; Spd 30 ft.; AC 19, touch 13, flat-footed 19; Base Atk +12; Grap +12; Atk +14 melee (1d8+2/19-20, +2 *longsword*) or +13 ranged (1d8/19-20, masterwork light crossbow); Full Atk +14/+9/+4 melee (1d8+2/19-20, +2 *longsword*) or +13 ranged (1d8/19-20, masterwork light crossbow); SA fascinate, favored weapon (*longsword*), sneak attack +2d6, spells, suggestion; SQ bardic knowledge (+9), bardic music, countersong, inspire competence, inspire courage +2; AL CE; SV Fort +6, Ref +8, Will +11; Str 11, Dex 10, Con 14, Int 13, Wis 8, Cha 22.

**Skills and Feats:** Bluff +33, Diplomacy +26, Disguise +20 (+22 acting), Escape Artist +8, Gather Information +30, Hide +8, Intimidate +13, Knowledge (local) +12, Listen +10, Perform (oratory) +20, Sense Motive +20, Sleight of Hand +16, Spot +7, Use Rope +0 (+2 bindings); Combat Expertise, Dodge, Leadership<sup>B</sup>, Mobility, Negotiator<sup>B</sup>, Persuasive, Run, Skill Focus (Bluff)<sup>B</sup>, Spell Focus (enchantment).

**Languages:** Common and Abyssal.

**Bard Spells Known** (*Spells per Day* 3/5/5/2; *save DC* 16 + *spell level*): 0—*daze, detect magic, light, lullaby,*

*mage hand, read magic*; 1st—*charm person, hypnotism, silent image, ventriloquism*; 2nd—*calm emotions, cure moderate wounds, hold person, suggestion*; 3rd—*charm monster, glibness, scrying*. **Cultist Spells Prepared** (3/4+1 (2+2 Cha)/2+1 (0+2 Cha); *save DC* 16 + *spell level*): 0—*ghost sound, message, touch of fatigue*; 1st—*cause fear\**, *command, disguise self, shield of faith, summon monster I*; 2nd—*charm person, death knell\**, *misdirection*.

\*Domain spell. Death (death touch 1/day, 8d6).

**Possessions:** +2 *longsword*, masterwork light crossbow, 10 bolts, 6 *potions of eagle's splendor*, *ring of protection* +3, *wand of charm monster* (50 charges), *amulet of natural armor* +2, *bracers of armor* +4, *circlet of persuasion*, *cloak of Charisma* +2, peasant outfit, holy symbol of the Great Church (or of a good deity).

**Cohort & Followers:** Cohort (15th), followers (1st – 75; 2nd – 7; 3rd – 4; 4th – 2; 5th – 2; 6th – 1).

## Adventure Hook

The PCs encounter several hamlets, each with smaller than normal populations. In each place, the few remaining townsfolk are suspicious of the PCs and generally uncommunicative. If the characters can convince them to speak to them, the townsfolk relate the tale of traveling preacher and his deacons who came and led the people into the wilderness. The PCs learn of a great army gathering in the nearby mountains. Recruiters come to all the nearby towns, attempting to gather conscripts for the army. The commander of the force promises good pay, and rights to spoils, but what's strange is that there is no war, and the mountains themselves do not border any enemy nations. Whom this army will attack, when and why are all questions on the streets in the nearby communities.

## Rules You Can Use

Abaddon is associated with all manner of destructive spells and magic items. One spell in particular has direct ties to his malevolence and vicious nature.

### Scions of the Locust King

#### Conjuration (Summoning) [Evil]

**Level:** Clr 4, Thu 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One swarm of demonic locusts

**Duration:** Concentration + 2 rounds

**Saving Throw:** None  
**Spell Resistance:** No

You summon a swarm of demonic locusts from the Abyss, which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. A demonic locust swarm has the following characteristics:

**Demonic locust swarm:** Diminutive magical beast (Extraplanar, Evil, Swarm); CR 5; HD 6d8-6; hp 21; Init +4; Spd 10 ft., fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grap –; Atk swarm (2d6); Full Atk swarm (2d6); Space/Reach 10 ft./0 ft.; SA distraction, smite good or law (1/day, +6 damage); SQ damage reduction 5/magic, darkvision 60 ft., immune to weapon damage, resistance to acid 5, cold 5, fire 5, spell resistance 11, swarm traits, telepathy 30 ft., vermin traits; AL CE; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int 3, Wis 10, Cha 2.

*Skills:* Listen +4, Spot +4.

**Distraction (Ex):** Any living creature that begins its turn with a demonic locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

*Material Components:* A locust boiled in your blood and consumed at the time of casting.