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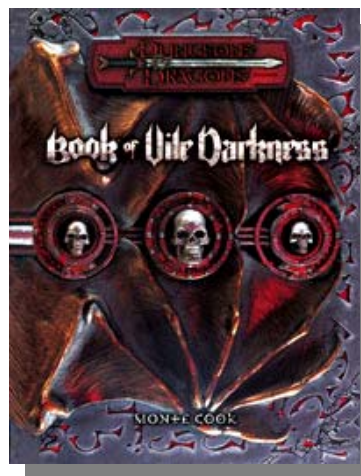
**∞ LEAFLETS OF TRIEL ∞**  
unofficial v3.5 update

***"According to some records, the archdevil Baalzebul kept the book [of vile darkness] in his personal library for a time, adding a few pages of his own..."***

- Book of Vile Darkness, p.14

Welcome to the Leaflets of Triel, the unofficial 3.5 edition update for Book of Vile Darkness, a Dungeons & Dragons mature product. Obviously, you need Book of Vile Darkness to make use of this book.

**Disclaimer:** This update is purely unofficial and is thus not the final word on the subject. Queries addressed by Monte Cook on his website has been, for the most part, incorporated into this text. The rest are my personal interpretations and adjustments. Use at your peril. I am not accountable for any severed heads or lost souls. Any inconvenience caused is regretted.



The following icons are used to denote certain texts:



Munchkin Alert!: Potential "broken" gaming



Synergy: If you have another D&D book...



Errata: Spelling, mathematical or typing errors



Notes: Some notes on a specific issue

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## 1. THE NATURE OF EVIL



Errata p.14, The Book of Vile Darkness sidebar: Change "demon lord Baalzebul" to "archdevil Baalzebul".

### **The Dread Emperor**

Replace p.17 paragraph 5: "One of his favorite tactics is to cast a corrupted maximized fireball and a corrupted quickened fireball in the first round, followed by meteor swarm in the second round."

### **Siddal**

HD 2d8+12 plus 2d8+4 plus 3d6+6; hp 71; Ref +15.

Skills: Replace wilderness lore with survival.

Feats: Add rapid shot (ranger combat style).

Wild Empathy (Ex): Siddal can improve the attitude of an animal within 30 feet with a 1d20+5 check. She can also influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

### **Gauderis**

Skills: Remove animal empathy and scry. Add handle animal +8 and diplomacy +8.

### **Enesstrere**

CR 21; SQ DR 15/magic.

Skills: Remove scry. Increase intimidate +40.

Feats: Add empower spell, great cleave and spell penetration.



### **Synergy: A Meaner Dragon**

If you have Draconomicon, you may add the following feats instead of those listed for Enesstrere: large and in charge, clinging breath and fast healing.

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## 2. VARIANT RULES

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### **Synergy: Possession As Prestige Class**

If you have Fiend Folio, you may use fiend of possession prestige class (pp.204-207) instead of the possession rules in Book of Vile Darkness. In addition, there are 2 other prestige classes for making a better fiend: fiend of corruption (tempter type) and fiend of blasphemy (devil worship type).

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### **Dark Chant**

Dark Chant is a free action.

### **Dark Speech**

Dark Speech is a standard (Ex) action.

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### **Synergy: Soul-Trapping Tools**

If you have Complete Warrior (pp.136-137), there is a special material called thinaun. A thinaun weapon that touches a creature at his death will trap the dying creature's soul. This would be an effective receptacle for soul collectors everywhere.

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### **Munchkin Alert!: Pain As Power**

Attract cohorts among masochists (p.10) or simply cast masochism on them. Keep them happy by using pain extractor (p.115) or casting liquid pain spell on them. There would be plenty of liquid pain for you.



### **Hivemind**

Errata, p.34, paragraph 4: A hivemind of 1,000 rats has a Charisma of 24 (not 22), so it would cast spells as a 7th-level sorcerer (not 5th-level). The hivemind has 6 cantrips, 8 1st-level spells, 8 2nd-level spells, 8 3rd-level spells and 5 4th-level spells.



### **Munchkin Alert!: Hivemind Over-God**

You might want to rule that hivemind is not applicable to swarm creature type. Sacremon noted that a swarm of fine creatures "would make a hivemind capable of killing a small pantheon of deities (Int 207, Cha 202, casts spells as a level 185 sorcerer)".

### **Vile Damage**

Regeneration and fast healing is thwarted by vile damage even if the creature is on consecrated ground; magical healing is still required. Vile damage remains if a slain character is not resurrected on holy/consecrated ground. Thus, a character killed 100% by vile damage could only be resurrected on holy/consecrated ground. Undead and objects treat vile damage normally, i.e. needs magical healing.

If a creature resists a violated spell (e.g. fire resistance vs. violated fireball), half of the damage that actually gets through is vile. All the damage inflicted by an energy admxtured spell would be affected by Violate Spell feat.

Ability damage could be vile (as shown in the vile gaze ability of the orlath, see Dungeon #95, p.93), but note that ray of enfeeblement does not do real damage, it is merely a temporary effect, i.e. it cannot be made vile. Ability drain and negative levels cannot be vile as they are not "damage".



Note: The above clarification on vile damage is taken off Monte Cook's boards. Steven Synder however received an e-mail reply from Customer Service saying that evil creatures treat vile damage as normal damage.



### 3. EVIL EQUIPMENT



#### **Drugs In Your Campaign**

Errata, p.42, Satiation, column 1, line 9: Replace "1d2 points of Wisdom damage" with "1d3 points of Dexterity damage".



#### **Mordayn Vapor**

Errata, p.42, column 2, Initial Effect: Replace "d20+10 minutes" with "1d20+10 minutes".



## 4. FEATS

### **Boost Spell-like Ability**

This feat applies to only 1 spell-like ability, which can be boosted 3/day. Each time this feat is taken, the creature can apply to a different spell-like ability. To boost a 0-level spell, you must have a minimum caster level of 1. Every spell level thereafter, you add +2 to minimum caster level.



### **Corrupt Spell**

Remove "Special" text paragraph.

### **Corrupt Spell-like Ability**

This feat applies to only 1 spell-like ability, which can be corrupted 3/day. Each time this feat is taken, the creature can apply to a different spell-like ability. To corrupt a 0-level spell, you must have a minimum caster level of 2. Every spell level thereafter, you add +2 to minimum caster level.

### **Empower Spell-like Ability**

See Monster Manual v3.5, pp.303-304.

### **Quicken Spell-like Ability**

See Monster Manual v3.5, pp.303-304.

### **Malign Spell Focus**

This feat has been replaced by spell focus (evil) feat from Complete Divine, p.84. DC increases by +1 instead of +2. This effect does not stack with spell focus (school) feat.

### **Mortalbane**

This feat applies to only 1 spell-like ability, which can be mortalbanned 3/day. Each time this feat is taken, the creature can apply to a different spell-like ability. To boost a 0-level spell, you must have a minimum caster level of 2. Every spell level thereafter, you add +2 to minimum caster level.



### **Violate Spell**

Remove "Special" text paragraph.


### **Violate Spell-like Ability**

This feat applies to only 1 spell-like ability, which can be violated 3/day. Each time this feat is taken, the creature can apply to a different spell-like ability. To violate a 0-level spell, you must have a minimum caster level of 2. Every spell level thereafter, you add +2 to minimum caster level.



Note: The various augment spell-like ability feats are changed to match the revised empower/quicken spell-like ability feats in v3.5. However, the consecrate spell-like ability feat in Book of Exalted Deeds (v3.5, by the way), p.42, is still in the same format as Book of Vile Darkness. I assume that this is an oversight on the part of the exalted authors.

## 5. PRESTIGE CLASSES

 Note: Skills and feats are updated. Certain summon fiend abilities are changed to reflect the new upgrades to fiends' CR.

### **Cancer Mage**

Class Skills: Remove alchemy and intuit direction. Add survival.

### **Demonologist**


Class Skills: Remove alchemy and scry. Add craft (alchemy).

Summoning Mastery: This applies also to summon monster spells from another class.

### **Diabolist**

Requirements: Replace "Special: Must be able to cast shriveling" with "Special: Must be able to cast 4 spells with evil descriptor".\*

Class Skills: Remove scry.

 Note (\*): Monte Cook said on his website, "The ability to cast shriveling merely requires it to be on your spell list." This merely means you must be a sorcerer or wizard. Now, a diabolist works with devils and there is nothing particularly devilish about shriveling spell. If it is a matter of having soul rot disease, then it should be "Special: Must have soul rot disease". In which case, Cook suggested using suspend disease spell to ward it off.

### **Disciple of Asmodeus**

Class Skills: Remove innuendo and scry.

### **Disciple of Baalzebul**

Class Skills: Remove innuendo and pick pocket. Add bluff and sleight of hand.

Summon Devil: Replace "summon cornugon" (3E, CR10) with "summon hamatula" (v3.5, CR11).

### **Disciple of Dispater**

Requirements: Replace expertise feat with combat expertise.

Class Skills: Replace innuendo with bluff.

### **Disciple of Mammon**

Requirements: Replace pick pocket skill with sleight of hand.

Class Skills: Remove innuendo and pick pocket. Add bluff and sleight of hand.

Summon Devil: Replace "summon osyluth" (3E, CR6) with "summon kyton" (v3.5, CR6).

### **Disciple of Mephistopheles**

Class Skills: Remove innuendo and scry. Add bluff.

Summon Devil: Replace "summon hamatula" (3E, CR8) with "summon osyluth" (v3.5, CR9).

Hellfire Blast: This ability is usable 1/day per class level instead.

Body of Flame: This provides damage reduction 10/magic or good instead.

### **Lifedrinker**

Boost Defenses: Replace damage reduction 20/+2 with 10/good.

Blood Reveal: Replace damage reduction 25/+3 with 15/good.

### **Mortal Hunter**

Requirements: Replace wilderness lore skill with survival.

Class Skills: Remove intuit direction. Replace wilderness lore skill with survival.

### **Soul Eater**

Energy Drain: After 24 hours, make a fort save against DC 10 + class level + Cha modifier.

### **Thrall of Demogorgon**

Class Skills: Replace intuit direction with survival.

### **Thrall of Graz'zt**

Class Skills: Remove innuendo, pick pocket and scry. Add sleight of hand.

Charm (Sp): This ability can be used 1/day.\*



Note (\*): Monte Cook said 1/day per class level. However, if you refer to the sample thrall on p.132, it says 1/day despite Besmal being a 6th level thrall.



### **Synergy: More Fiends for Thrall of Jubilex**

If you have Fiend Folio, you can allow a thrall of Jubilex to summon an alikith (p.46-47), even though it has 1 more HD than normally allowed by the thrall's summon ability.

### **Thrall of Orcus**

Class Skills: Remove scry.

Carrion Stench: Remove "Furthermore, mindless undead creatures within the radius of the stench believe the thrall of Orcus to be undead." This is redundant since the thrall already has lichloved feat.

Death Touch: This ability is usable 1/day and functions as a slay living spell.\*



Note (\*): Monte Cook said 1/day per class level. However, I thought relating it to the death touch ability of the thrall of Demogorgon would be more balanced.

### **Ur-Priest**

Requirements: Replace malign spell focus feat with spell focus (evil) feat.

Class Skills: Remove scry.



### **Munchkin Alert!: 9th Level Spells**

If you are concerned about a character getting 9th level spells at level 14 or so (even deadlier with mystic theurge combo), you can change the requirement to "Base Save: Fort +6, Will +6". This way, even if the character takes a class with good fort and will saves, he will get the 9th level spells at level 17 or 18.



**Vermin Lord**

Class Skills: Replace pick pocket with sleight of hand.

Errata, p.74, Table 5-17: Remove "pincer claws" from level 8 class feature. This ability does not exist.

**Warrior of Darkness**

Requirements: Replace alchemy skill with craft (alchemy).

Class Skills: Remove scry. Replace alchemy with craft (alchemy).

Black Magic Elixir (Su): Remove ambidexterity, expertise and sunder from "violent knowledge feat list". Add combat expertise and improved sunder. Remove asterisk (\*) from weapon finesse.

Scarred Flesh (Su): Replace damage reduction with 5/magic.



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## 6. MAGIC

### I. Spells



#### **Corrupt Magic**

Errata, p.78: Replace "(There are no corrupt spells with a permanent duration.)" with "Corrupt spells with a permanent duration deal damage at the beginning of the casting." This is due to consume likeness spell.



#### **1st Level Bard Spells**

Errata, p.79: Remove "corrupt weapon".



#### **1st Level Blackguard Spells**

Errata, p.79: Add "distort weapon".



#### **Synergy: Alternative Darkness Domain**

If you have Player's Guide to Faerûn (v3.5), you may want to use the alternative darkness domain detailed on pp.85-86 instead.

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#### **Greed Domain**

Granted Power: Replace pick pocket skill with sleight of hand.

#### **Pain Domain Spells**

8. Replace "Symbol (pain only). Triggered rune causes pain." with "Power Word Stun. Stuns creature with 150 hp or less."\*



Note (\*): Alternatively, you may replace the spell with "Symbol of Pain. (Widened) Triggered rune causes pain." This widen spell metamagic applies even if the caster does not have the feat.



#### **4th Level Sorcerer and Wizard Spells**

Errata, p.83: Replace "corrupt summons" with "distort summons".

#### **Apocalypse from the Sky**

Component: V, S, F, Corrupt

Replace "material component" text paragraph with "Focus: An artifact, usually good perverted to this corrupt use".

#### **Bestow Greater Curse**

Change Transmutation to Necromancy.

#### **Consume Likeness**

Any equipment duplicated by this spell should be mere cosmetic. They do not

possess any unusual or magical properties. The equipment vanishes when the caster reverts back to his normal form.



### **Munchkin Alert!: Duplicate Artifacts**

A quote from Besnode concerning Consume Likeness spell on Monte Cook's forum: "Otherwise you'd just have eat the possessor of an artifact to duplicate that artifact, and that would just be silly."

### **Distort Weapon**

With respect to bypassing damage reduction, the weapon is considered to be evil, instead of +1.

### **Flesh Armor**

Replace damage reduction 10/+1 with 10/magic.

### **Flesh Ripper**

Components: V, S, Undead or Fiend

### **Hell's Power**

Damage reduction improves according to table below instead.

<b>Old Damage Reduction</b>	<b>New Damage Reduction</b>
DR #/silver or good	DR #/good
DR #/good	DR #/silver and good
DR #/silver and good	DR #/magic and silver and good
DR #/magic and silver and good	DR #/epic and silver and good

### **Liquid Pain**

This spell produces 1 dose per casting, permanent until dispelled.

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## II. Magic Items

### **Quiver of Lies (p.116)**

This quiver produces at the rate of 1 arrow/bolt per round. Lying is a free action.

### **Vasharan Offal Bag (p.117)**

The creature statistics for giant cockroach can be retrieved from Monte Cook's website at [http://www.montecook.com/arch\\_stuff30.html](http://www.montecook.com/arch_stuff30.html). The statistics are also available in *Forgotten Realms: Underdark*, pp.88-89.



### **Synergy: More Fiendish Grafts**

Demonic Graft Machine (p.119): If you have Fiend Folio, you can use the fiendish grafts (pp.209-212) and fiendish symbionts (pp.218-222) instead.



### **The Wand of Orcus (p.122)**

The wand should be a great club, not a heavy mace.



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## 7. LORDS OF EVIL

### I. Foreword

This section is perhaps the most controversial when it comes to updating. Please read this foreword before commenting on the archfiends below. There are several ways to deal with archfiends...

- Transcendental Archfiends: They are beyond statistics. Don't bother. Next chapter, thanks.
- Upgrade Archfiends: A quick and dirty way is to compare pit fiend v3.0 with v3.5 and implement the difference: HD +5, AC +3 natural, SR +4, Str +12, Dex +14, Con +6, Int +6, Wis +6, Cha +10, CR +4. Increase DC, skills and feats according to new HD/abilities. The problem with this is that archfiends would end up being much more powerful than the celestial paragons in Book of Exalted Deeds. Furthermore, every gamer has his own idea about how powerful the archfiends should be.
- Upgrade Both Archfiends and Celestial Paragons: This would work. The only thing is it is really a lot of work and it is beyond the scope of this update. Also, gamers disagree on how powerful archfiends and celestial paragons should be. Dice Freaks took this option with virtual divine ranks. For those who prefer these very powerful archfiends (we are talking about CR50+), you can click on this link...  
<http://www.dicefreaks.com/index.php?name=PNphpBB2&file=viewforum&f=15&sid=e396a7aaa85a1e2101b96c56e97aa498>
- Direct v3.5 Conversion: This is the simplest, converting the archfiends as written. The archfiends would then be balanced with the celestial paragons. Sure, a pit fiend would be of the same CR as Bel, but consider that a solar is CR +1 above Barachiel, tome archon of Lunia, this might not be too much of a problem. Besides, Bel has the support of Asmodeus, which pit fiend would want to screw around with him?

This simple conversion (used below) would make the archfiends v3.5-compatible. The fiends below are meant for those who want to use them as written in the book. You can always use these as base creatures and upgrade them to CR 1,000 or whatever power level you want. The easiest way is to give them divine ranks, templates, class levels, etc. You can also use the directly converted archfiends as their greater aspects, compared to the CR10-11 versions in Miniatures Handbook.

#### **Epic Damage Reduction?**

For some unknown reasons, Book of Exalted Deeds does not give the celestial paragons epic damage reduction. To balance with it, the archfiends here would not have it as well. If desired, you can add "and epic" to the end of the archfiends' damage reduction. If you do so, remember also to do the same for celestial paragons.

## II. Demon Lords

### **Demogorgon**

Base Attack/Grapple: +39/+56  
 Space/Reach: 15 ft./15 ft., 20 ft. (tentacles)  
 Damage: bite 2d6 +4, +1 vile  
 Special Qualities: DR 20/cold iron and good.  
 Skills: Remove alchemy and scry. Add craft (alchemy) +49, gather information +40 and knowledge (religion) +19.  
 Feats: Remove expertise. Add combat expertise, vile natural attack, quicken spell-like ability (bestow greater curse), cleave, improved natural attack (bite).  
 Tanar'ri Traits: Change acid, cold and fire resistance to 10.



### **Synergy: Demogorgon Summons...**

If you have Fiend Folio, Demogorgon has the option of summoning 1 wastrilith or 1 myrmyxicus (pp.52-55) instead. If you have Dungeon magazine #95, Demogorgon has the option of summoning 1d3 orlaths (p.97) instead. (Note: An orlath is a demon spawned when Demogorgon's teeth were dislodged in his fight against another demon lord.)



Errata, p.126, line 1: Change "hyena" to "mandrill". The picture is based on the erroneous text description. See Miniatures Handbook for a sample depiction.

### **Graz'zt**

Base Attack/Grapple: +36/+48  
 Space/Reach: 10 ft./10 ft.  
 Special Qualities: DR 15/cold iron and good.  
 Skills: Remove scry. Increase to spellcraft +40, knowledge (history) +40, knowledge (religion) +40 and jump +17.  
 Feats: Replace expertise with combat expertise and empower spell-like ability with empower spell-like ability (wretched blight). Add combat reflexes, mobility and spring attack.  
 Fast Healing: Graz'zt regains lost hit points at the rate of 5 per round, not 3.  
 Tanar'ri Traits: Change acid, cold and fire resistance to 10.

### **Juiblex**

Base Attack/Grapple: +26/+44  
 Space/Reach: 10 ft./10 ft.  
 Special Qualities: DR 15/cold iron and good.  
 Skills: Replace alchemy with craft (alchemy). Remove intuit direction. Add knowledge (dungeoneering) +33.  
 Feats: Replace boost spell-like ability with boost spell-like ability (touch of Juiblex) and quicken spell-like ability with quicken spell-like ability (contagion). Add vile natural attack and weapon focus (slam).  
 Spell-like Abilities: Remove blasphemy and unholy aura from "at will" list. Add

abyssal might and pox to "at will" list.  
Tanar'ri Traits: Change acid, cold and fire resistance to 10.

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 **Synergy: Juiblex Summons...**

If you have Fiend Folio, Juiblex may summon 1d2 alikiths instead.

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**Orcus**

Base Attack/Grapple: +37/+55

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 20/cold iron and good.

Skills: Replace alchemy with craft (alchemy). Remove scry and knowledge (undead).

Reinforce knowledge (religion) +49. Add decipher script +39 and gather information +41.

Feats: Replace ambidexterity with two-weapon fighting. Add lichloved, vile martial strike (great club) and dodge.

Tanar'ri Traits: Change acid, cold and fire resistance to 10.

Possessions: Remove "and forces any living creature touched by it to make a fortitude save (DC 20)". Use the description of the wand on p.122 instead.

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 **Synergy: Orcus Summons...**

If you have Fiend Folio, Orcus may summon 1d3 blood fiends with his summon undead ability instead. If you have Monster Manual II, Orcus may summon 1d6 zovvuts instead.

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**Yeenoghu**

Base Attack/Grapple: +33/+50

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 15/cold iron and good.

Skills: Remove animal empathy and intuit direction. Replace ride (dire horse) with ride and wilderness lore with survival. Reinforce diplomacy +31, handle animal +43 and search +35.

Feats: Replace sunder with improved sunder. Add combat reflexes, mobility and spring attack.

Tanar'ri Traits: Change acid, cold and fire resistance to 10.

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 **Synergy: Yeenoghu Summons...**

If you have Fiend Folio, Yeenoghu may summon 1d4+1 abyssal ghouls with his summon ghouls ability instead.

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### III. Archdevils

#### **Bel**

Base Attack/Grapple: +26/+45

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 15/silver and good.

Skills: Remove intuit direction. Add survival +13. Increase to diplomacy +23.

Feats: Add multiattack and quicken spell-like ability (fireball).

Baatezu Traits: Change acid and cold resistance to 10.



Note: Alexis Machine noted that Bel v3.0 was essentially a double HD pit fiend with a few special abilities. You might wish to reconstruct Bel by fully advancing a pit fiend in terms of HD. However, this can push Bel up to CR30 or so, in which case, you'll need to rework the rest of the archfiends as well.

#### **Dispater**

Base Attack/Grapple: +34/+48

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 20/silver and good.

Skills: Replace alchemy with craft (alchemy). Remove scry. Add forgery +26 and knowledge (planes) +28.

Feats: Replace quicken spell-like ability (x2) with quicken spell-like ability (stop heart & wrack). Add dodge, combat reflexes and improved critical (heavy mace).

Baatezu Traits: Change acid and cold resistance to 10.

#### **Mammon**

Base Attack/Grapple: +34/+55

Space/Reach: 15 ft./10 ft.

Special Qualities: DR 15/silver and good.

Skills: Remove innuendo and profession (bookkeeper). Reinforce appraise +45 and bluff +45. Add ride +23, sleight of hand +40, swim +24.

Feats: Add empower spell-like ability (hellfire storm), dodge and quicken spell-like ability (fireball).

Baatezu Traits: Change acid and cold resistance to 10.

#### **Belial/Fierna**

Base Attack/Grapple: +36/+45

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 15/silver and good.

Skills: Remove innuendo and scry. Add craft (alchemy) +29 and knowledge (arcana) +29. Reinforce intimidate +40 and knowledge (planes) +42.

Feats (Belial): Replace expertise with combat expertise and quicken spell-like ability with quicken spell-like ability (greater teleport). Add power attack, cleave, empower spell-like ability (hellfire storm) and great cleave.

Feats (Fierna): Replace expertise with combat expertise, quicken spell-like ability with quicken spell-like ability (flame blade) and violate spell-like ability with violate spell-like ability (flame blade). Add empower spell-like ability (hellfire storm), empower spell-like ability (flame blade), combat reflexes and mobility.

Baatezu Traits: Change acid and cold resistance to 10.



### **Levistus**

Base Attack/Grapple: +33/+41

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 15/silver and good.

Skills: Remove innuendo. Add spot +45.

Feats: Replace expertise with combat expertise. Add improved feint, lightning reflexes and combat reflexes.

Baatezu Traits: Change acid and cold resistance to 10.

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### **Synergy: Levistus Summons...**

If you have Fiend Folio, Levistus may summon 1 xerfilstyx instead. If you have Monster Manual II, Levistus may summon 1d4+1 amnizus instead.

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### **Hag Countess**

Base Attack/Grapple: +33/+43

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 15/silver and good.

Skills: Remove innuendo and intuit direction. Replace ride (nightmare) with ride and wilderness lore with survival.

Add knowledge (geography) +38 and tumble +40. Reinforce forgery +30.

Feats: Replace violate spell-like ability with violate spell-like ability (fireball) and sunder with improved sunder. Add dodge, quicken spell-like ability (ray of enfeeblement) and cleave.

### **Baalzebul**

Base Attack/Grapple: +38/+61

Space/Reach: 15 ft./10 ft.

Special Qualities: DR 20/silver and good.

Skills: Remove innuendo and scry. Replace alchemy with craft (alchemy). Add forgery +51 and knowledge (nature) +49.

Feats: Replace quicken spell-like ability with quicken spell-like ability (insect plague).

Add violate spell-like ability (fireball), combat reflexes and awesome blow.

Baatezu Traits: Change acid and cold resistance to 10.

Summon Baatezu (Sp): Replace cornugons with gelugons and vice versa.

### **Mephistopheles**

Base Attack/Grapple: +38/+50

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 20/silver and good, immune to cold.

Skills: Remove innuendo and scry. Replace alchemy with craft (alchemy).

Add spot +31 and disguise +51.

Feats: Add widen spell, energy admixture and weapon focus (ranseur).

Baatezu Traits: Change acid and cold resistance to 10.

### **Asmodeus**

Base Attack/Grapple: +35/+54

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 20/silver and good.

Skills: Remove innuendo and scry. Replace alchemy with craft (alchemy). Change hide +29, knowledge (nature) +26, knowledge (religion) +36. Add knowledge

(nobility) +32 and knowledge (history) +30.

Feats: Replace expertise with combat expertise, maximize spell-like ability with quicken spell-like ability (hellfire storm) and violate spell-like ability with violate spell-like ability (wretched blight). Add violate spell, empower spell and maximize spell.

Spell-like Abilities (Sp): Replace extra "wall of ice" with "wall of eyes".

Baatezu Traits: Change acid and cold resistance to 10.

#### **IV. Cultists & Servants**

##### **Glasya**

Base Attack/Grapple: +18/+28

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 15/silver and good.

Skills: Replace intuit direction with survival. Remove innuendo. Add sense motive +17. Change knowledge (planes) +15.

Feats: Replace expertise with combat expertise.

Change boost spell-like ability (charm monster). Add dark speech and combat reflexes.

Baatezu Traits: Change acid and cold resistance to 10.

##### **Martinet**

Base Attack/Grapple: +16/+27

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 15/good.

Skills: Remove innuendo. Change diplomacy +31, gather information +22, intimidate +19 and sense motive +26.

Feats: Replace expertise with combat expertise. Add negotiator.

Baatezu Traits: Change acid and cold resistance to 10.



## **8. EVIL MONSTERS**

### **Demon**

Tanar'ri Traits: Change acid, cold and fire resistance to 10.

### **Mane**

Base Attack/Grapple: +1/-3

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 5/cold iron or good.

### **Rutterkin**

Base Attack/Grapple: +5/+7

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 5/cold iron or good.

Feats: Remove ambidexterity. Add power attack.

### **Bar-Igura**

Base Attack/Grapple: +6/+10

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 10/cold iron or good.

Feats: Add spring attack.

### **Babau**

See Monster Manual v3.5, p.40.

### **Shadow Demon**

Space/Reach: 5 ft./5 ft.

Feats: Replace expertise with combat expertise. Add mobility.

### **Chasme**

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 10/good.

Skills: Replace intuit direction with survival.

Feats: Add improved initiative.

### **Devil**

Baatezu Traits: Change acid and cold resistance to 10.

### **Kocrachon**

Base Attack/Grapple: +6/+9

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 10/silver or good.

Feats: Add quicken spell-like ability (wither limb).

### **Ghargatula**

Base Attack/Grapple: +24/+46

Space/Reach: 15 ft./15 ft.

Special Qualities: DR 10/silver and good.

Feats: Add multiattack and improved bull rush.

Regeneration (Ex): A ghargatula takes normal damage from good-aligned silver weapons and spells with good descriptor.

**Eye of Fear and Flame**

Base Attack/Grapple: +6/+9

Space/Reach: 5 ft./5 ft.

Special Qualities: DR 5/bludgeoning.

Feats: Change corrupt spell-like ability (fireball) and empower spell-like ability (fireball).

Immunities (Ex): Remove "Because it lacks flesh or internal organs, it takes on half damage from piercing and slashing weapons."

**Kython**

Kython Traits: Change fire and electricity resistance to 10.

**Broodling**

Base Attack/Grapple: +1/-2

Space/Reach: 5 ft./5 ft.

Feats: Add combat reflexes.

**Juvenile Kython**

Base Attack/Grapple: +4/+6

Space/Reach: 5 ft./5 ft.

Feats: Add power attack and combat reflexes.

**Adult Kython**

Base Attack/Grapple: +7/+10

Space/Reach: 5 ft./5 ft.

Feats: Add power attack and combat reflexes.

**Impaler**

Base Attack/Grapple: +9/+13

Space/Reach: 5 ft./5 ft.

Feats: Add mobility and combat reflexes.

**Slaymaster**

Base Attack/Grapple: +11/+22

Space/Reach: 10 ft./10 ft.

Skills: Replace intuit direction with survival.

**Slaughterking**

Base Attack/Grapple: +13/+26

Base Attack/Grapple: +5/+7

Space/Reach: 10 ft./10 ft.

Skills: Replace intuit direction with survival.

Feats: Replace expertise with combat expertise and sunder with improved sunder.

**Vaath**

Base Attack/Grapple: +6/+13

Space/Reach: 10 ft./10 ft.

Special Qualities: DR 10/magic.

Skills: Replace wilderness lore with survival.

Feats: Add weapon focus (bite).



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### **Vilewight**

Base Attack/Grapple: +6/+10

Space/Reach: 5 ft./5 ft. (10 ft. with tendrils)

### **Bone Creature**

Special Qualities: DR 5/bludgeoning.

Immunities (Ex): Remove "Because they lack flesh or internal organs, they take on half damage from piercing and slashing weapons."

CR: +1

LA: +2



Note: Monte Cook said, "When the manuscript left my hands, the bone creature was a +1 CR, but I can see why someone would change it. It loses as much as it gains." However, the BOVD FAQ corrected the missing CR adjustment.

### **Corpse Creature**

Feats: As base creature.

LA: +2

### **Corrupted Creature**

Damage Reduction: A corrupted creature has damage reduction 5/magic or good (HD 4-7), 5/good (HD 8-11) or 10/good (HD 12+).

LA: +4



## 9. WEB ENHANCEMENTS

### I. Epic Insights

#### **Warlord of Utterdark**

Requirements: Replace alchemy skill with craft (alchemy) and sunder feat with improved sunder.

Class Skills: Remove alchemy and scry. Add craft (alchemy).

### II. Yet More Archfiends

#### **Geryon**

Base Attack/Grapple: +30/+51

Space/Reach: 15 ft./10 ft.

Special Qualities: DR 15/silver and good.

Skills: Remove innuendo. Replace perform with perform (wind instrument). Add gather information +33.

Feats: Add combat reflexes, empower spell-like ability (hellfire storm) and quicken spell-like ability (fireball).

Baatezu Traits: Change acid and cold resistance to 10.



Note: As the former lord of the fifth, cold attacks may have been more appropriate. Consider apply energy substitution (cold) to all his spell-like abilities instead.



Errata, p.3 on Daglum Shiverstone: Replace "(1d62/x3, +1 handaxe)" with "(1d6+2/x3, +1 handaxe)".

#### **Amon**

Base Attack/Grapple: +26/+44

Space/Reach: 15 ft./15 ft.

Special Qualities: DR 15/silver and good.

Feats: Change corrupt spell-like ability (cone of cold). Add improved bull rush and awesome blow.

Baatezu Traits: Change acid and cold resistance to 10.

Regeneration: Amon takes normal damage from good-aligned silvered weapons.

#### **Pazuzu**

Base Attack/Grapple: +33/+47

Space/Reach: 10 ft./10 ft.

Attacks: 2 claws +46 melee and 1 bite +44 melee

Damage: Claws 3d8+15 plus 1 vile, bite 1d10+10

Special Qualities: DR 20/cold iron and good.

Skills: Remove animal empathy and intuit direction. Replace wilderness lore with survival. Change knowledge (planes) +39, search +38, spellcraft +44. Add gather information +40.

Feats: Replace expertise with combat expertise and sunder with improved sunder. Add improved natural attack (claws), multiattack and combat reflexes.

Tanar'ri Traits: Change acid, cold and fire resistance to 10.

### **Rhyxali**

Base Attack/Grapple: +36/+46

Space/Reach: 10 ft./10 ft.

Attacks: +5 long sword +44/+39/+34/+29 melee (primary hand), +5 long sword  
+44/+39/+34 melee (off hand)

Special Qualities: DR 15/cold iron and good.

Skills: Remove scry. Change hide +46. Add sleight of hand +34.

Feats: Remove ambidexterity. Replace expertise with combat expertise. Add improved two-weapon fighting, greater two-weapon fighting, quicken spell-like ability (greater teleport) and combat reflexes.

Tanar'ri Traits: Change acid, cold and fire resistance to 10.



## 11. VILE MAGAZINES

### I. Dragon #300

**Prestige Class: Flesh Eater (pp.68-69)**

Class Skills: Remove alchemy, intuit direction and wilderness lore. Add survival.

**Spell: Wall of Maggots (p.57)**

The wall has damage reduction 15/good, instead of 15/+2. The wall does damage as an evil weapon, bypassing damage reduction #/evil (e.g. 10/evil).

### II. Dungeon #95

**Demon: Orlath (p.97)**

Base Attack/Grapple: +12/+20

Space/Reach: 10 ft./5 ft.

Attack: 1 bite +16 (2d6+4) or 1 large scimitar +17 (1d8+4/15-20).

Full Attack: 2 bites +14 (2d6+4) and 1 primary large scimitar +13/+8/+3 (1d8+4/15-20) and 11 large scimitars +13 (1d8+4/15-20).

Special Qualities: DR 10/good, fire resistance 10.

Skills: Remove scry. Add knowledge (planes) +13.

Feats: Remove multidexterity. Add multiattack and weapon focus (scimitar).





## 12. REFERENCES

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∞ End ∞

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