

Devil, Soulrider

CR 8

LE Medium Outsider (Lawful, Evil, Extraplanar)

Initiative: +6; **Senses:** Darkvision 60 ft., Low-Light Vision

Defense

AC: 26, **Flat-Footed:** 24, **Touch:** 12

(+6 armor, +2 DEX, +8 natural)

HP: 66 (12d8+12)

DR: 5/silver or good

Fort: +9, **Ref:** +10, **Will:** +10

SR: 20

Resistances: Acid 10, Cold 10, Fire 10, Negative Energy 10

Immunities: Poison

Defensive Abilities: None

Offense

Speed: 40 ft.

Melee: masterwork longsword +19/+14/+9 (1d8+3 plus Hellfire 17-20/x2)

Special Abilities: Acid Flame Burst, Arcane Sacrifice, Black Chill Blast, Hellfire, Insightful Swordsmanship

Statistics

STR 15 (+2)

DEX 14 (+2)

CON 12 (+1)

INT 22 (+6)

WIS 15 (+2)

CHA 17 (+3)

Base Attack +12; **Grapple** +14; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -3 (-3 armor, -0 shield)

Feats: Ability Focus (Black Chill Blast), Improved Critical

(Longsword), Improved Initiative, Improved Natural Armor (x2)

Skills: Bluff +18 (+15 ranks, +3 cha), Diplomacy +18 (+15 ranks, +3 cha), Disguise +18 (+15 ranks, +3 cha), Forgery +21 (+15 ranks, +6 int), Gather Information +18 (+15 ranks, +3 cha), Intimidate +18 (+15 ranks, +3 cha), Knowledge (any three) +21 (+15 ranks, +6 int), Listen +17 (+15 ranks, +2 wis), Search +21 (+15 ranks, +6 int), Spot +17 (+15 ranks, +2 wis), Tumble +14 (+15 ranks, +2 dex, -3 armor), Use Magic Device +18 (+15 ranks, +3 cha)

Languages: Infernal

SQ: Outsider Traits, Regeneration 2

Combat Gear: None

Other Gear: Masterwork longsword, +1 breastplate

General Information

Environment: A lawful-aligned evil plane

Organization: Solitary, pair, or gang (4-16)

Treasure: Standard

A roughly human-sized being stands before you, it wears armor crafted by some foul and pitted black metal and it carries a sword that is sheathed in black flames.

When a mortal who has sold its soul finally sheds its life, a soulrider devil is there waiting to lead its soul to the suffering that will be the soul's afterlife. While most devils are content buying and selling souls from unsuspecting mortals, the soulrider devil actively seeks out potential 'customers' and dupes them into giving their souls away.

Unlike most devils, a soulrider devil does not have a large repitoir of abilities to fall back on, they have developed several useful defense mechanisms over their existances, but they seek to avoid combat at any cost. Should a soulrider devil enter battle, they often open up with their acid flame burst ability, followed by a spirited charge into battle. If a soulrider devil becomes overwhelmed, it will breathe forth its black chill blast.

Once their abilities are expended a soulrider devil has no qualms about sacrificing its life force to power more magical assaults. Should a soulrider devil face a non-spellcasting foe in one-on-one combat, they will resort to their impressive skill with the blade to win the day.

Soulrider devils only speak Infernal, they feel they are above any other lesser tongue.

Ability Information

Acid Flame Burst (Su): A soulrider devil is capable of causing an explosion of acid and flame to erupt from the earth. Choose a 10 foot square within 300 feet of the soulrider devil, all targets within that square must succeed on DC 18 a reflex save or suffer 2d10 points of fire damage and 1d10 points of acid damage. Creatures who fail the saving throw suffer an additional 1d10 points of acid damage at the beginning of their next turn. This ability is usable once per day unless the soulrider devil uses its arcane sacrifice ability to allow an additional use.

Arcane Sacrifice (Ex): A soulrider devil may sacrifice a part of its very being to fuel its evil powers. As a standard action, a soulrider devil may sacrifice 10 hit points, upon doing so, the soulrider gains an additional daily use of either its acid flame burst or black chill blast ability. If a soulrider devil hasn't expended a use of the aforementioned abilities, this ability fails.

Black Chill Blast (Su): The soulrider devil is capable of breathing forth an icy blast of negative energy. As a standard action, the soulrider devil emits a 30 ft. cone of deadly energies, all creatures caught within must succeed on a DC 20 reflex save or suffer 2d6 points of negative energy damage and 3d6 points of cold damage; if a creature succeeds on its saving throw, it still suffers 1d6 points of negative energy damage. This ability is usable once per day unless the soulrider devil uses its arcane sacrifice ability to allow an additional use.

Hellfire (Su): A soulrider devil is capable of empowering any weapon it carries with hellfire. Any creature struck by a weapon carried by a soulrider devil suffers 2d4 points of additional damage, half of this damage is fire damage and the other half is pure evil energy that cannot be resisted in any way. In addition to the damage, any creature struck by hellfire must succeed on a DC 16 will save or suffer 1 point of charisma damage.

Insightful Swordsmanship (Ex): A soulrider devil adds its intelligence modifier to melee attacks instead of its strength modifier.

Lore

A successful knowledge (the planes) check will reveal the following information about a soulrider devil:

- DC 22 This is a soulrider devil, they escort the souls of the damned to their appointed place in the underworld.
- DC 27 A soulrider devil is capable of sheathing any weapon it wields in hellfire, a fel flame that burns not only the flesh, but also the soul.
- DC 32 Soulrider devils are capable of causing explosions of fiery acid and they are able to breathe forth gouts of icy darkness to slay their foes. In addition to these impressive abilities, they are master swordsmen.