

Xvim's Mother CR18

Female Human Half-Demon Paladin 5/Rogue 2/Blackguard 8

CE Medium Outsider (Augmented Humanoid)

Init 9 (+5 Dex, +4 Improved Initiative); **Senses** darkvision 60 ft.; Listen +16, Spot +16

Aura Courage, Despair

Languages Common, Dwarven, Orc, Draconic, Infernal, Abyssal, Celestial, Chondathan

AC 28, touch 11, flat-footed 27

hp 167 (15HD); **DR** 10/magic

Immune to poison Resist acid 10, cold 10, electricity 10 and fire 10

SR 25

Fort +29 **Ref** +27 **Will** +23

Speed 20 ft. (4 squares), Fly 20 ft. (Average)

Melee +2 *unholy scimitar* +21/+16/+11 (1d6+6/18-20)(+2d6 versus good) and bite +13 (1d6+4) or 2 claws +18 (1d4+2) and bite +13 (1d6+4) or +2 *scimitar* +21/+16/+11 (1d6+6/18-20)

Space 5 ft.; Reach 5 ft.

Base Atk +14; Grp +18

Spell-Like Abilities (CL 15) 1/day - Horrid Wilting (DC 32/F), Unhallow (DC 29), Blasphemy (DC 31), Contagion (DC 27/F), Unholy Blight (DC 28/W), Desecrate; 3/day - Unholy Aura (DC 32), Poison (DC 28/F), Darkness.

Special Atk sneak attack +3d6, smite good, spell-like abilities, smite evil 4/day, turn undead 10/day and rebuke undead 10/day

Blackguard spells prepared (CL 4, +18 melee touch, +19 ranged touch)

4th--summon monster IV, inflict critical wounds (DC 20/W)

3rd--contagion (DC 19/F), death knell (DC 19/W)

2nd--inflict moderate wounds (DC 18/W), bull's strength (DC 18), summon monster II

1st--cause fear (DC 17/W)(x 2), cure light wounds (DC 17/W)(x 2)

Abilities Str 19, Dex 20, Con 21, Int 25, Wis 22, Cha 24

SQ darkvision 60 ft., immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 10/magic, spell resistance 25, detect evil, trapfinding, evasion, detect good, poison use, aura of despair, lay on hands and dark blessing

Feats Cleave, Improved Initiative, Via Negativa, Touch of Benevolence, Mutilator, Power Attack, Weapon Focus (scimitar)

Skills Concentration +22 (+17 ranks, +5 con), Diplomacy +26 (+17 ranks, +7 cha, +2 synergy), Disable Device +15 (+8 ranks, +7 int), Escape Artist +5 (+6 ranks, +5 dex, -6 acp), Handle Animal +24 (+17 ranks, +7 cha), Heal +23 (+17 ranks, +6 wis), Hide +15 (+16 ranks, +5 dex, -6 acp), Intimidate +24 (+17 ranks, +7 cha), Jump +3 (+4 str, +5 competence, -6 acp), Knowledge (Local) +17 (+10 ranks, +7 int), Knowledge (Religion) +24 (+17 ranks, +7 int), Listen +16 (+10 ranks, +6 wis), Open Lock +15 (+10 ranks, +5 dex), Read Lips +15 (+9 ranks, +6 wis), Ride +23 (+16 ranks, +5 dex, +2 synergy), Search +17 (+10 ranks, +7 int), Sense Motive +16 (+10 ranks, +6 wis), Spot +16 (+10 ranks, +6 wis), Survival +15 (+9 ranks, +6 wis).

Possessions +1 *full plate*, +2 *heavy steel shield*, +2 *unholy scimitar*, *amulet of natural armor* +3

Sneak Attack (Ex): Any time Xvim's Mother's opponent is denied her Dexterity bonus to AC, or if a she flanks her opponent, she deals an extra 4d6 points of damage.

Smite Good (Su): Three times per day, Xvim's Mother can make a normal melee attack to deal 15 extra damage against a good foe.

Smite Good (Su): Xvim's Mother may attempt to smite good with one normal melee attack. She adds +7 to her attack roll and deals 8 extra points of damage. If Xvim's Mother accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Rebuke Undead (Su): Xvim's Mother rebukes undead as a level 6 cleric.

Trapfinding: Xvim's Mother can use the Search skill to find traps with Search DCs higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Xvim's Mother takes no damage with a successful saving throw.

Detect Good (Sp): Xvim's Mother can detect good at will, as the spell of the same name.

Poison Use (Ex): Xvim's Mother is not at risk of being poisoned when handling poisons to coat weapons.

Aura of Despair (Su): Enemies within 10 feet of Xvim's Mother take a -2 penalty on all saving throws.

Lay on Hands (Su): Xvim's Mother can cure 56 hit points of wounds per day.

Fiendish Servant (Sp): Xvim's Mother may have a servant, an animal with the fiendish template.

Dark Blessing (Su): Xvim's Mother gains a +7 bonus on saving throws.

Description: *Xvim's mother is a tall woman, over six feet tall, with dark red skin covered in small scales. She has tall, curved horns, fangs, and burning green eyes, as well as long, talon-like nails. Two large, black, leathery wings sprout from her back.*

She wears finely crafted black full plate armor, covered in Abyssal runes, each one, if read, cursing the name of the Black Lord Bane. A wickedly curved, serrated blade hangs at her side, made from the same black steel as her armor, with glowing green runes declaring her supremacy in battle.

History: *Little is known about Xvim's mother, though what was revealed to the adventurers that opposed her is recorded here. In ages long past, Xvim's Mother knew the mortal that would become Bane, and she, a noble paladin, was one of his greatest enemies. After years of being unable to bring Bane to justice, Xvim's Mother was tempted by an artifact infused with demonic power, an artifact that Bane himself arranged for her to acquire.*

Eventually the power of the artifact corrupted Xvim's Mother, twisting her to evil and depravity, though not changing her hatred for Bane. When Bane became a god, Xvim's Mother decided that the only way to kill the Lord of Tyranny would be through offspring he himself fathered. Xvim's Mother seduced Bane, and raised Iyachtu Xvim as the instrument of his mother's vengeance. Xvim was indeed twisted and warped, but as he grew to manhood, he began to see the benefits of serving his father's causes.

Xvim's Mother was incensed over her son's betrayal, but was even more distraught thinking that her son died to give life to the reborn Bane.

