



HANGOVER **DEMON**

Stalking the halls of pourhouses of ill repute
these fiends will make the morning after intolerable.

HANGOVER DEMON

It's no secret that the bars and pourhouses of these lands are plagued by all manner of vices and debauchery. Even in the finer establishments, you have your constant drunkards partaking in gambling. I'm not one to judge others for their hobbies, but when one of these drunkards has spent their lives sloshing between alcohol and the consequences of it, they may just have something unpleasant waiting for them in the morning. Formed when a creature partakes of far too much alcohol and passes on to the world after, hangover demons prowl the taverns where their victims seek refuge with one goal in mind, to sow suffering and discontent in those that have had a few too many.

Hangover demons are often crafty in waiting for their victims. They will sometimes spend days sneaking around the taverns they've come across trying to find the perfect victim to plague with their annoying antics. It is said that hangover demons feed off of the suffering they inflict upon others and the more intense they can make that sufferings, the more

sated they are by their twisted past time. They show little in the way of mercy and will often follow their victims home, becoming attached to the thrill of causing them no end of hurt. They only seem to take a momentary break when the creature it stalks gives in to the fiend's demands to drink up and get back on the bottle, only to return the next day to cause even more pain.

It's generally assumed that these fiends are created when a soul passes on after living a life under the influence of alcohol. In a cruel twist of fate, they are sent back in this form to cause chaos and inflict pain on those that walked in their same footsteps. They only give their victims a moment of peace when they are either slain, or the victim can release itself from the clutches of the bottle.

Crafty Spies. A hangover demon will often spend days stalking its preferred haunt before finding the right victim to make itself known to. In places that promote large amounts of group drinking, they may even torment the entire building at once, sprinting up and down the halls causing as much

HANGOVER DEMON

CREATURE 5

CE HUGE FIEND DEMON

Perception +12; darkvision

Languages Abyssal, Common; telepathy 100 feet

Skills Deception +13, Stealth +13

Str +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

AC 21; **Fort** +17, **Ref** +15, **Will** +12

HP 78; **Immunities** sickened; **Resistances** 8 poison

Blistering Light (aura); Effect Creatures that start their turn within 5 feet of the Hangover Demon gain a -1 circumstance penalty to melee strikes due to the creature's blinding headlamp.

Hair of the Dog ⇨ **Frequency** Once per day; **Trigger** The Hangover Demon would take poison damage; **Effect** The Hangover Demon instead heals for an amount of Hit Points equal to the poison damage it would have taken ignoring resistances.

Speed 25 feet, Climb 25 feet

Melee ♦ drumstick +13 (finesse), **Damage** 2d6+6 bludgeoning plus Sickened Susceptibility

One More Drink ♦ (manipulate); **Frequency** Three times per day; **Effect** The Hangover Demon hurls a disgusting alcoholic concoction at a square within 30 feet of it, smashing when it hits. Creatures within a 5-foot-emanation of that square must succeed on a DC 19 Constitution saving throw or add 1 to their sickened value.

Piercing Shriek ♦ (sonic); **Frequency** Twice per hour; **Effect** The Hangover Demon lets out a piercing scream. Creatures within a 10-foot-emanation of it take 6d6 sonic damage plus 1d6 sonic damage per level of their sickened condition (DC 19 basic Fortitude save)

Sickened Susceptibility When the Hangover Demon hits a sickened creature with its drumstick, the creature must succeed at a DC 19 Constitution saving throw or add 1 to their sickened value.

suffering as they desire. It is not uncommon to find them in military barracks or learning dormitories where the students revel in partaking a bit too heartily.

Unrelenting. Hangover demons make regular commands of those that they stalk to just drink up once more. After they've had their fill of torment in the early mornings, they will spend the rest of the day pushing their victims to just have another drink as that's the only way they can find peace. This is, of course, a ruse by the demon as it only wishes to return the next morning to sate its desire for suffering. They often won't stop pursuing a victim until the demon has been banished, their target perishes, or their victim finally manages to rid themselves of the allure of the bottle. Helping to rid someone of a hangover demon can be a long term exercise in self control in addition to a violent conflict with the demon itself.

TACTICS

The hangover demon rarely directly attacks, preferring to ambush and wait. They will flee at the first sign of taking too much damage and will attempt to return another morning when there is less opposition.

- Blistering light is an annoying aura for melee characters and will serve well in keeping them away from the demon on the regular. It's also an important defensive layer.
- Hair of the dog can be a surprising turn of events when someone unleashes poison damage. It's fine to use this early as the healing opportunities can be limited.
- A lot of the hangover demon's skills get extra benefits around the sickened condition. This is intentional and the creature should seek to inflict this condition at its earliest opportunity.

SUGGESTED PAIRINGS

While many hangover demons work alone in their torment of their victims, you can sometimes find them with others.

- A good pairing for these could be a succubus that dominates the demons and uses them to influence their victims, weakening them over time.
- As they hang around taverns on the regular, drunken patrons can be an issue. Consider if a bar brawl could be initiated due to the torment of one of these creatures and how that might play out in your setting.



AWOOGA

ITEM 5

MAGICAL SONIC

Price 159 gp

Usage held in 1 hand; **Bulk** L

This oddly fashioned brass horn flares outward from its rubber bellow to form an eerily well sculpted mouth, including teeth and an extended tongue that is offputtingly warm to the touch. It has a tendency to leak clear liquid from it as though it were drooling, though the liquid is illusory and disappears when it comes in contact with another surface.

Activate ♦ manipulate; **Effect** You gently squeeze the rubber bellow of this horn causing it to emit a comical sound of your choice that can be heard in a 50-foot-emanation around you. If you have successfully attempted to hide this horn using the Conceal an Object action, then the source of the noise is not immediately obvious to those who hear it.

Activate ♦♦ manipulate; **Frequency** Twice per day; **Effect** You firmly squeeze the bellow of this horn causing a cacophonous wave of sound to burst from it in a 15-foot-cone in front of you dealing 3d10 sonic damage. Each creature within the cone must attempt a DC 19 Fortitude save.

Critical Success The creature is unaffected

Success The creature takes half damage

Failure The creature takes full damage and is Deafened for 1 round

Critical Failure The creature takes double damage and is Deafened for 1 minute, and Stunned 1

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