

BALTOI

Demon, Marilith: CR 17; Huge Outsider (Chaotic, Evil, Tanar'ri, Extraplanar); HD 21d8+252 (Outsider); hp 346; Init +5; Spd 40; AC: 32 (Flatfooted: 27 Touch: 13); Atk +32 base melee, +24 base ranged; +32 (2d6+19, Slam); +32 (4d8+19, Tail Slap); +32 (2d6+13, 6 Slam); SA: Constrict (Ex), Improved Grab (Ex), Spell-like Abilities *Align Weapon, *Blade Barrier, Magic Weapon, *Project Image, *Polymorph, *See Invisibility, *Telekinesis, *Teleport, Greater, *Unholy Aura, *Summon Tanar'ri (Sp); SQ: Damage Reduction (Su): 10/Cold Iron or Good, Darkvision (Ex): 60 ft., Immunity: Electricity and Poison (Ex), Resistance: Acid, Cold and Fire (Ex): 10, Spell Resistance (Ex): 25, Telepathy (Su): 100 ft., True Seeing (Su), No Dual Nature (Ex); AL CE; SV Fort +24, Ref +17, Will +15; STR 36, DEX 20, CON 34, INT 21, WIS 16, CHA 29.

* Magically suppressed.

Skills & Feats: Bluff +33, Concentration +36, Diplomacy +37, Disguise +33, Hide +21, Listen +35, Move Silently +29, Search +29, Sense Motive +27, Spellcraft +29, Spot +35, Survival +27, Use Magic Device +33; Combat Expertise, Combat Reflexes, Leadership, Multiattack, Multiweapon Fighting, Open Mind, Power Attack, Simple Weapon Proficiency, Weapon Focus: Longsword.

The Dark Powers have been at work on Baltoi's body while she has slept, increasing her body size to the point where she is almost twice her original size.

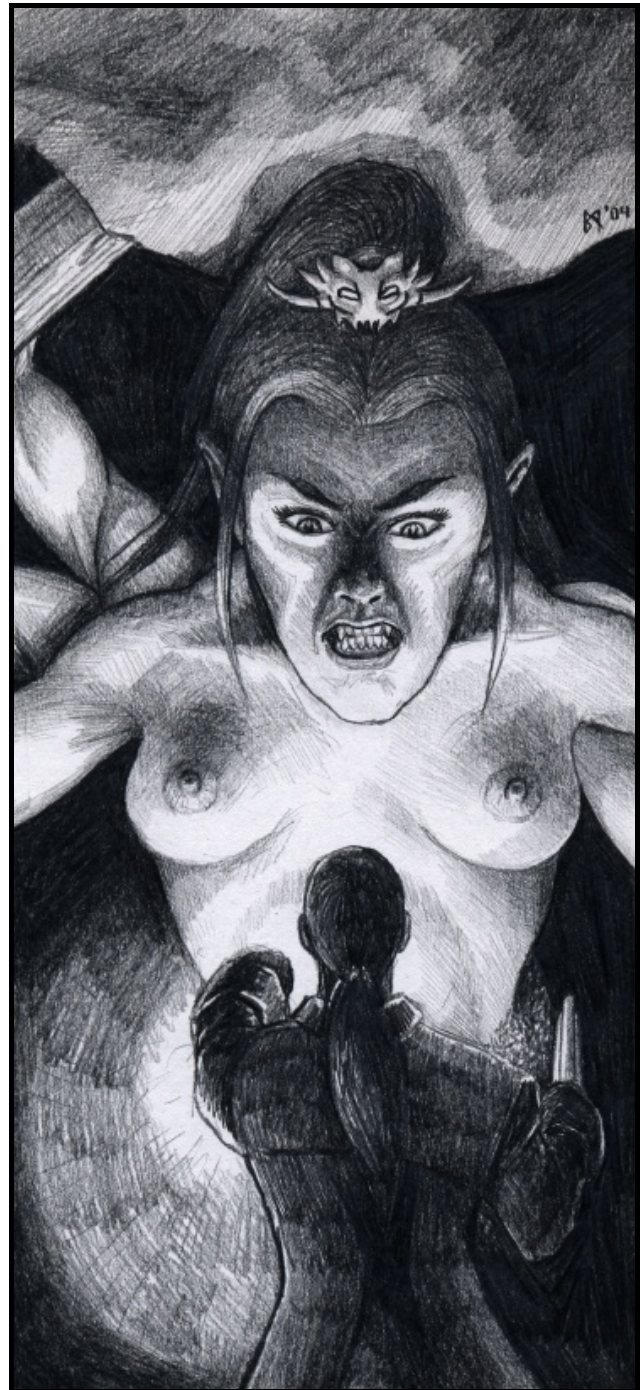
Baltoi is Marilith Tanar'ri, a six-armed demon woman with the lower body of a massive serpent. Her body is lean and muscular even after all the time she has spent in her magical slumber. Baltoi was disarmed after she was put to sleep, and no longer has her longswords.

Background

Baltoi is a Marilith demon whose tactics were responsible for a major tanar'ri defeat in the Blood War against the baatezu. As a result, Baltoi was banished to a cavern beneath the mountains of Lamordia by a tanar'ri Guardian (Molydeus) of extraordinary power.

Her magical abilities were divested from her and she was even stripped of the power to summon in other tanar'ri. Baltoi still retains her natural spell resistance 25, and is a formidable foe.

Nor has Baltoi been unaffected by the forces that play on the Demiplane of Dread; she has grown in size and is now fully 20 feet in length, almost filling the chamber of her cavernous prison.



When miners discovered her lair centuries ago, a wizard was called in. She used a *wish* spell to put Baltoi to sleep. Priests then sealed off all known exits from the cavern and built the monastery to protect the mine entrance. But now the wizard's spell is starting to wane, and in the coming decades Baltoi will finally awaken. With the original guardians of the monastery long gone, the sleeping demon has all but been forgotten, the only evidence





for her existence being the name of the mountains under which she slumbers.

Current Sketch

Baltoi currently slumbers under the Sleeping Beast as she has done for centuries, though the powerful arcane magic that keeps her dormant is beginning to wane. When the spell eventually fails, she will undoubtedly rise and bring chaos to the realms as she plots a plan of vengeance against her jailers.

Combat

Baltoi is newly awakened from her imprisonment and slightly disoriented. Her weapons have long ago been taken from her by the priests and have long been thought destroyed, while most of her supernatural powers have been stripped from her.

Even so, Baltoi has grown in physical size and power over the centuries and will unleash her full force upon anyone who gets in the way of her extracting vengeance on jailers.

Special Attacks: *Constrict (Ex):* Baltoi deals 4d6+7 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, Baltoi must hit with her tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: Currently Baltoi's spell-like abilities have been stripped from her.

If she were to somehow be granted her powers back, she would be able to cast the following at will (caster level 16th): align weapon, blade barrier (DC 25), magic weapon, project image (DC 25), polymorph, see invisibility, telekinesis (DC 24), greater teleport (self plus 50 pounds of objects only), unholy aura (DC 27). The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Baltoi has been stripped of her ability to summon other tanar'ri. If her powers were somehow restored, she would be capable of the following:

Once per day Baltoi can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another

marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

Special Qualities: *Immunities (Ex):* Baltoi is immune to poison and electricity.

Resistances (Ex): Baltoi is resistant to cold, fire, and acid and has a resistance 10 for each.

Telepathy (Su): Baltoi can communicate telepathically with any creature within 100 feet that has a language.

Lair

Currently Baltoi slumbers under the Sleeping Beast Mountains of Lamordia, in the abandoned mines guarded by the Monastery of the Quickening Thunderbolt. She has grown so large in her slumber that she nearly fills the entire chamber she occupies. If she is to escape, she will need to claw her way out through dirt and stone.

Dread Possibility: Book of Vile Darkness

As a high-ranking commander of demon armies, Baltoi once had access not only to legions of followers, but also a variety of dark and evil magical artifacts. After her defeat she was aware that shortly she would be punished and intended to flee the abyss, but not before stealing an artifact of incredible power – the Book of Vile Darkness. When the Tanar'ri Guardian caught up with her and banished her, he was not aware that the Marilith was in possession of the book, and so it traveled with her into Ravenloft, along with her weapons and all the other equipment she was carrying.

Intent on devouring its contents to help her extract future vengeance, Baltoi was performing one of the dark rituals required before one can learn from the book before the miners discovered her and the wizard was summoned. When she was put to sleep, the priests removed her weapons from her person but overlooked the hiding place of the book in her lair.

Should the Book of Vile Darkness fall into the wrong hands it could be the catalyst for terrible evil to be unleashed across Ravenloft. Needless to say, the outcome may be worse if Baltoi herself wakes and absorbs the evil knowledge contained within.

