

ACKS - Demons

Demons are planar monsters, ranging in power from lesser demons to greater demons of type I through VI. All of them are ruled by powerful demon lords.

Common Powers

If demon types I through IV are encountered in their lair, there will be 1d6 of the same type 75% of the time and 1d6 mixed types I to IV 25% of the time. In addition to individual demonic powers, each sort of demon shares the following special abilities:

Type	Powers
All	Infravision, Telepathy Half-damage from: cold, electricity, fire, gas* Cannot be harmed by silver weapons
IV to VI	Cannot be harmed by non-magical weapons*

Gate*

Some demons are able to gate in other demons once per day. An attempt can be made each round as an action until the first attempt succeeds. Once successfully used, gate can no longer be used for the remainder of the day. The chance for success and the type of demons that can be gated are given in the demon's description. A gated demon cannot use his gate power and characters receive no XP for defeating a gated demon (the XP for a gated demon are already accounted for in the gating demon's XP value). Gated demons appear immediately within 1d6x10 feet of their summoner and are then able to act on the following round.

Powers*

Demons have spell-like abilities with effects mimicking those of spells. The effects (area of effect, duration, etc.) of a demon's powers are based on the demon's number of hit dice.

Demons

Balor

Type	Demon Type VI (large)
% Lair	20
Dungeon Enc.	1d3
Wilderness Enc.	1d6
Alignment	Chaotic
Movement	20' / 50' (fly)
AC	12
HD	8+8*****
Attacks	1 sword, 1 whip or special
Damage	1d12+1, 2d6 or special
Save As	Fighter 8
Morale	+3
Treasure	D+M
XP	2.600

Balors can cause *darkness* in a 10' radius. Balors have magic resistance (15).

Powers

Balors are able to use any one of the following abilities at will: *cause fear*, *detect magic*, *read magic*, *read languages*, *detect invisible*, *pyrotechnics*, *dispel magic*, *suggestion*, *telekinesis*, *symbol of deceit*, *symbol of fear*, *symbol of sleep* or *symbol of stunning*.

Gate

A balor can gate in a type III (80% chance) or type IV (20% chance) demon once per day. Attempts can be made once per round as an action with a 70% chance of success until an attempt is successful.

Glabrezu

Type	Demon Type III (large)
% Lair	15
Dungeon Enc.	1d3
Wilderness Enc.	1d6
Alignment	Chaotic
Movement	30'
AC	14
HD	10****
Attacks	2 claws, 2 pincers, 1 horn or special
Damage	1d3, 2d6, 1d4+1 or special
Save As	Fighter 10
Morale	+2
Treasure	L+N
XP	3.650

Glabrezus can cause *darkness* in a 10' radius. Glabrezus have magic resistance (12).

Powers

Glabrezus are able to use any one of the following abilities at will: *cause fear*, *levitate*, *pyrotechnics*, *polymorph self*, and *telekinesis*.

Gate

A glabrezu can gate in a type I to III (roll 1d3) demon once per day. Attempts can be made once per round as an action with a 30% chance of success until an attempt is successful.

Hezrou

Type	Demon Type II (large)
% Lair	10
Dungeon Enc.	1d3
Wilderness Enc.	1d6
Alignment	Chaotic
Movement	20' / 40' (swim)
AC	12
HD	9****
Attacks	2 claws, 1 bite or special
Damage	1d3, 4d4 or special
Save As	Fighter 9
Morale	+2
Treasure	D+N
XP	2.500

Hezrou can cause *darkness* in a 15' radius. Hezrou have magic resistance (11).

Powers

Hezrou are able to use any one of the following abilities at will: *cause fear*, *levitate*, *detect invisible*, and *telekinesis*.

Gate

A hezrou can gate in a type II demon once per day. Attempts can be made once per round as an action with a 20% chance of success until an attempt is successful.

Mane

Type	Demon Type I (small)
% Lair	0
Dungeon Enc.	0
Wilderness Enc.	4d4
Alignment	Chaotic
Movement	10'
AC	3
HD	1**
Attacks	2 claws, 1 bite
Damage	1d2, 1d4
Save As	Fighter 1
Morale	+2
Treasure	Nil
XP	16

Manes are lowly demons usually serving as food for more powerful species or send forth to exist on the material plane for a day and wreak havoc. Manes cannot gate other demons.

Mindless

Manes are immune to *charm*, *hold*, and *sleep* effects and spells.

Mailith

Type	Demon Type V (large)
% Lair	10
Dungeon Enc.	1d3
Wilderness Enc.	1d6
Alignment	Chaotic
Movement	40'
AC	17 or 15
HD	7+7*****
Attacks	6 claws or 6 one-handed weapons or 3 two-handed weapons or special
Damage	2d4 or by weapon or special
Save As	Fighter 7
Morale	+2
Treasure	G+M
XP	2.500

Marilith can cause *darkness* in a 5' radius. Marilith have magic resistance (16).

Powers

Marilith able to use any one of the following abilities at will: *charm person*, *levitate*, *read languages*, *detect invisible*, *pyrotechnics*, *polymorph self*, and *project image*.

Gate

A marilith can gate in a type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance) demon once per day. Attempts can be made once per round as an action with a 50% chance of success until an attempt is successful.

Nalfeshnee

Type	Demon Type IV (large)
% Lair	15
Dungeon Enc.	1d3
Wilderness Enc.	1d6
Alignment	Chaotic
Movement	30' / 40' (fly)
AC	11
HD	11*****
Attacks	2 claws, 1 bite or special
Damage	1d4, 2d4 or special
Save As	Fighter 11
Morale	+2
Treasure	N, O
XP	5.000

Nalfeshnee can cause *darkness* in a 10' radius. Nalfeshnee have magic resistance (13).

Powers

Nalfeshnee able to use any one of the following abilities at will: *create illusion*, *cause fear*, *levitate*, *detect magic*, *read languages*, *dispel magic*, *polymorph self*, *telekinesis*, *symbol of discord*, and *symbol of fear*

Gate

A nalfeshnee can gate in a type I to IV (roll d4) demon once per day. Attempts can be made once per round as an action with a 60% chance of success until an attempt is successful.

Succubus

Type	Demon Type V (medium)
% Lair	5
Dungeon Enc.	1
Wilderness Enc.	1
Alignment	Chaotic
Movement	40' / 60' (fly)
AC	10
HD	6*****
Attacks	2 claws or 1 kiss or special
Damage	1d3 or energy drain or special
Save As	Fighter 6
Morale	+2
Treasure	H+J
XP	1.570

Succubi can cause *darkness* in a 5' radius. Succubi have magic resistance (14). The kiss of a succubus drains the victim of one level.

Powers

Succubi are able to use any one of the following abilities at will: become *ethereal*, *charm person*, *ESP*, *clairaudience*, *suggestion*, *shape change*.

Gate

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A succubi can gate in a type III demon (70% chance) or a type IV demon (25%) once per day. Attempts can be made once per round as an action with a 40% chance of success until an attempt is successful.

Vrock

Type	Demon Type I (large)
% Lair	5
Dungeon Enc.	1d3
Wilderness Enc.	1d6
Alignment	Chaotic
Movement	40' / 60' (fly)
AC	10
HD	8****
Attacks	2 claws, 2 talons, 1 bite or special
Damage	1d4, 1d8, 1d8 or special
Save As	Fighter 8
Morale	+2
Treasure	N
XP	2.600

Vrock can cause *darkness* in a 5' radius. Vrock have magic resistance (10).

Powers

Vrock are able to use any one of the following abilities at will: *detect invisible* and *telekinesis*.

Gate

A vrock can gate in a type I demon once per day. Attempts can be made once per round as an action with a 10% chance of success until an attempt is successful.