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CLASSIC EDITIONS

Old School Adventures™ Accessory FX1

fifty fiends



50 Lower Planes Creatures for Your
Old-school Adventures & Campaigns

by Richard J. LeBlanc, Jr.



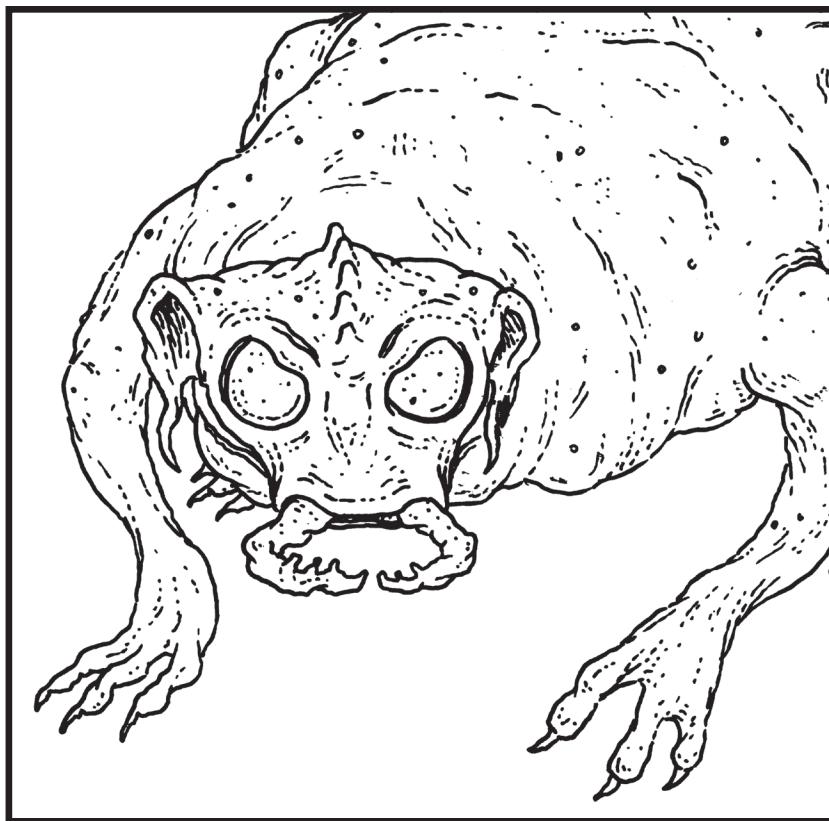
NEW BIG DRAGON
GAMES UNLIMITED



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FIFTY FIENDS

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Old-school Adventures & Campaigns**



by Richard J. LeBlanc, Jr.

Copy and Editorial Assistance: David Welborn

All illustrations by Richard J. LeBlanc, Jr.

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Foreword

This book started as an art challenge to myself—draw fifty fiends in the same style (and that was it). While I did consider statting them up as I drew them, it was not my driving concern. In fact, I did not begin the creature write-ups in earnest until all fifty of the illustrations were completed and scanned into the computer.

Old school gamers familiar with advanced editions of the game will notice the classic fiends (the vrock, the glabrezu, the arch-devil Dispater, et al.) are not included here. There are two reasons for this. First, my original impetus to draw fifty fiends did not consider re-drawing existing fiends, only creating new ones. Second, I intend to include these traditional fiends in a larger planned volume—**PX1: Basic Atlas of the Planes**.

Some may also note that, while this volume is titled **Fifty Fiends**, many of the creatures described herein hail from the planes of Limbo and Pandemonium, from the Dream Lands, and from the Beyond. Although such creatures are not technically fiends, they have been included here for their general similarity in game play.

Finally, I was also driven to write this book to facilitate a more complete use of **Old School Adventures™ Accessory PX1: Basic Psionics Handbook**, especially in terms of extra-planar travel and dealing with creatures from other planes of existence. Although it is not suggested, psionically-endowed creatures from this book may be used without the **Basic Psionics Handbook** and its mechanics, but these creatures will, in most cases, require modification to facilitate playability.

I hope you have as much fun using this book as I did creating it.

Good gaming!



Richard J. LeBlanc, Jr.
24 May 2018

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Overview

Explanatory Notes

HOME notes the plane of existence from which the fiend hails.

SERVES designates the greater fiend who is master over the listed fiend (if such a relationship exists).

ARMOR CLASS is based on a scale where an AC of 9 is an unarmored human. AC indications for creatures that typically wear armor will show the creature's AC when wearing armor.

- #/# indicates different ACs for different body areas
- # [#] AC in brackets indicates AC rating in altered physical state or defensive position

HIT DICE indicates number of Hit Dice to be rolled to determine the fiend's hit points. This number may or may not be followed by a hp bonus modifier (indicated by +#). Unique creatures will have a hit point indication followed by a Hit Dice indication; the hp indication notes the maximum hit points normally allowed for the creature, and the Hit Dice indication should be used for attack rolls and the like.

MOVE indicates the fiend's movement for turn (and round).

- /# number to right of slash = flying speed
- //# number to right of 2 slashes = swimming speed
- (#) number in parentheses = burrowing speed
- {#} number in braces = speed in web
- [#] number in brackets = movement rating in altered state

ATTACKS presents number and type of attack(s) the fiend may make during the melee round.

DAMAGE indicates amount(s) of damage by indicated attack(s).

NUMBER APPEARING presents a guideline for the DM only. Numbers should be adjusted to suit world and campaign.

SAVE AS provides a class and level equivalent for the fiend when determining the fiend's saving throws.

MORALE shows the suggested morale for the indicated fiend (may be adjusted at DM's discretion based on situation).

TREASURE TYPE notes for this edition are found on page 72. Several treasure types have been added to support fiends that may possess psionic treasure.

ALIGNMENT shows the standard alignment for a fiend of that type (based on a single-axis alignment system). Actual alignment may vary (at DM's discretion). Dual-axis alignment indications are included in parentheses.

IMMUNITIES/RESISTANCES note the amount of damage a fiend takes from certain kinds of attacks, as well as whether or not silver or magic weapons affect that fiend.

PSIONIC ABILITIES are included only for those fiends which possess psionics. Otherwise, it should be assumed the fiend does not possess psionics and is affected by them as any standard creature or character that does not possess such abilities.

Fiendish Orders

Some fiendish types are loosely divided into a number of orders that generally reflect their strength and abilities. They are, from weakest to strongest: those of the lower order, those of the standard order, and those of the higher order. While there isn't a strict delineation of what codifies one order from another, there are some general guidelines:

Lower order fiends are general rank and file. They tend to be unimportant, dispensable, and both weaker and more common than higher order fiends. They rarely have more than 5 HD or possess more than a few special abilities, and rarely possess psionic abilities. Almost never does a lower order fiend have a true name, nor do they generally have the power or authority to grant any sort of boon in a diabolical pact.

Standard order fiends are formidable in their own right. Sometimes used as enforcers or shock troops for stronger fiends, they are often held in some regard by their superiors (even if not their "higher up"). Standard order fiends usually have 6-10 HD and their fair share of special abilities. Some standard order fiends possess psionic abilities. More often than not, standard order fiends do not possess a true name; however, those with power and authority enough to grant favors usually do.

Higher order fiends are generally very rare for their type (e.g., no more than 3-5 exist) or truly unique (e.g., demon princes and lords). Higher order fiends possess truly impressive powers, and almost always possess a high degree of psionic ability. Higher order fiends generally possess the power and authority to grant boons or favors. As such, every higher order fiend will have a true name. The true name for unique fiends is almost never the name they are known by (e.g., although the Demon Queen of Poison is known well and widely as Vhalilar, this is not her true name.)

Demons

Demons are a race of creatures native to chaotic evil-aligned planes (like the Abyss). They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons. Most demons possess the abilities outlined below (unless otherwise noted in a fiend's entry).

Damage Resistances/Immunities. Demons are affected differently by specific attack types as listed below.

Damage Type	Damage Taken
acid	normal
cold	half
electricity	half
fire (draconic/magical)	half
gas (poisonous, etc.)	half
iron weapons	normal
magical energy/missiles	normal
poison	normal
silver weapons	none*

* Unless demon is affected by normal weapons, then damage is determined by weapon type.

Infravision. 60' range.

Darkness. As MU spell; (radius varies; if no radius indicated, the radius is 10' per HD).

Teleportation (without error).

Gate/Summon. Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in the description for each demon). Demons are often reluctant to use this power until in obvious peril or extreme circumstances. This ability is used as a spell.

Telepathy. With this innate ability, demons are able to understand every intelligent communication (regardless of language). Those demons of average intelligence or better are likewise able to converse telepathically.

Languages. Except as otherwise noted, demons speak abyssal, celestial, and draconic.

Planar Travel. Demons may move at will from their own plane and to Tarterus, Hades or Pandemonium, and back. They may also roam the Astral Plane freely, but cannot enter the Material Plane without assistance (e.g., by being conjured or gated in, or having their name spoken). They are also frequently found roaming the Ethereal Plane, and are drawn by persons in an ethereal state. If the name of a particularly powerful demon is spoken in the Ethereal Plane and the demon is in the Ethereal when it is spoken, there is a chance of hearing their name spoken (suggested base chance is 5%; actual chance at DM's discretion). A demon hearing its name spoken in the Ethereal will turn its immediate attention toward killing the creature that spoke its name, using the most immediate and expeditious means possible.

DEMONS' AMULETS: In order to safeguard their existence, a demon lord or prince will maintain their vital essence in a phylactery—usually a small container of some sort. While referred to as the demon's "amulet," it need not be the literal form of an amulet (e.g., it may be a jar, or a wand, or even a living creature). While the demon's soul (so to speak) is protected by existing separately from their physical existence, the demon is ironically vulnerable, should a resourceful character come to be in possession of the demon's amulet.

- Any character "possessing" a demon's amulet has power over that demon for a period of no more than 1 day (24 hours), at which time the amulet must be returned to the demon or destroyed.
- If the amulet is destroyed, the demon will be confined to the Abyss for a period of 1 year.
- Possessing a demon's amulet doubles the chances of calling the attention of another demon, and that demon will immediately attack the character possessing the amulet.
- If a demon's amulet in the possession of a character leaves that character's hands for even a second, the demon being commanded will do everything in its power to completely destroy that character, then bring any of the character's remains to the demon's own domain, negating any opportunity to resurrect or reincarnate the character.
- Should a character who has controlled a demon attempt to "reimburse" the demon for "services rendered," return to the amulet to the demon's possession, and thank the demon profusely, the demon may choose to not seek out and utterly destroy the character, or even bear a grudge.

Lower level demons may choose to place their essence in an amulet. If they do, they are more inclined to carry them with themselves than to hide them elsewhere.

Devils

Devils are fiends from lawful evil-aligned planes (like Hell). Devils adhere to a strict hierarchy (chain of command) which they fear breaking for castigation by the arch-devils. Animosity exists nonetheless, with sides commonly being taken and played. Most devils possess the traits outlined below (unless otherwise noted in the fiend's entry).

Damage Resistances/Immunities. Demons are affected differently by specific attack types as listed below.

Damage Type	Damage Taken
acid	normal
cold	half
electricity	normal
fire (draconic/magical)	none
gas (poisonous, etc.)	half
iron weapons	none*
magical energy/missiles	full
poison	full
silver weapons	full

* Unless devil is affected by normal weapons, then damage is determined by weapon type.

Additional Abilities. All devils are able to use the following special abilities at will (one per round):

cause fear (effect varies)	animate dead
charm person	illusion
suggestion	infravision (60')
know alignment	teleportation (w/out error)

Summon: Fellows of a devil may be summoned as if the devil is using a *monster summoning* spell.

Languages. Except as otherwise noted, devils speak infernal, celestial, and draconic.

Diavotelepathy. Devils possess a unique form of telepathy that allows them to understand and communicate with any intelligent creature.

Planar Travel. Although devils are capable of moving freely between the various layers of Hell, only the Dukes of Hell dare to do so without proper sanction. They may also move between Hell and the following planes at will: Acheron, Gehenna, and Hades. Finally, devils may enter and move through the Astral Plane, but (apart from those planes noted above), they may not enter another plane unless: a) the proper ritual is performed to grant them access, b) a gate is opened, or c) the devil's true name is called and heard by the devil being called.

DEALING WITH DEVILS: Dealing with devils is risky business. Though they will serve if commanded properly, an improper command is a breach of the code which binds them. Additionally, usually required is a contract outlining the conditions the devil must obey in return for the soul of the character commanding the devil. Characters of any alignment may make such deals. A holy relic or artifact will repel a devil, but a simple holy symbol will not. If properly scribed, magic circles will hold a devil off—for a time.

DEVILS' TALISMANS: A devil's talisman is a relic that shows a particular combination of inscriptions related to a devil's true name (for higher order devils and archdevils) or the devil's type (for lower and standard order devils). Evil creatures attempting to use a talisman are required to make a human sacrifice for the talisman to work.

Lower and standard order devils can be forced to serve for up to nine days, or least prevent that type of devil from harming the possessor for the same duration.

Higher order devils can be forced to serve for up to nine hours, or the talisman can protect the wearer from being harmed by that particular devil for the same duration.

Archdevils can be forced to perform a single service for the binder, or the talisman can protect the wearer from that particular devil for nine turns (1½ hours).

Looking upon a talisman is dangerous. Unless a magic circle or similar protective spell is used, there is a 10% chance that looking upon a devil's talisman will summon that specific devil (or type of devil, if of lower or standard order) will be summoned. Speaking the name on the talisman will always call the specific devil associated with that talisman (or type of devil, if of lower or standard order). If an archdevil is aware of an improperly protected talisman bearing their name, they will immediately dispense a force to slay the character possessing the talisman.

COMBAT TACTICS: Devils surrounded by a fear aura will often use that ability to break up powerful groups and defeat opponents piecemeal. Devils with spell-like abilities use their illusion abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned devils joining the fray.

Yamadutas

Yamadutas are fiends from neutral evil-aligned plane of Naraka. Most yamadutas possess the following abilities (unless otherwise noted in a fiend's entry).

Damage Resistances/Immunities. Yamadutas are affected differently by specific attack types as listed below.

Damage Type	Damage Taken
acid	normal
cold	half
electricity	half
fire (draconic/magical)	half
gas (poisonous, etc.)	half
iron weapons	normal
magical energy/missiles	normal
poison	save at +1 per 4HD
silver weapons	normal

* Unless yamaduta is affected by normal weapons, then damage is determined by weapon type.

Infravision. (60' range)

Teleportation (without error). Many

Gate/Summon. Yamadutas of Standard and Higher Orders share the ability to summon others of their kind. The chance of success is 5% per HD of the summoner, and on a successful attempt, the number summoned depends on the order of the yamaduta as follows:

Order of Summoner	Number Summoned
Standard	1-10
Higher	1

Yamadutas are often reluctant to use this power until in obvious peril or extreme circumstances.

Telepathy. With this innate ability, yamadutas are able to understand every intelligent communication (regardless of language). Yamadutas of Standard and Higher Orders are likewise able to converse telepathically.

Languages. Except as otherwise noted, yamadutas speak supernal, celestial, and draconic.

Beyonders

Beyonders are ancient creatures that predate the existence of demons, devils, and yamadutas. Their visages are usually quite horrid, and often their forms are so monstrous as to drive mad anyone who dares look at them.

True Names

In order to summon or control certain fiends (particularly powerful demons and devils), it is necessary to know a fiend's true name—the name that uniquely expresses that fiend and its true nature. Not all fiend types, or even sub-types (e.g., higher vs. lower order demons) are endowed with true names, and whether or not certain types have them is often a well-guarded secret. Knowing a fiend's true name allows casters to specifically target that fiend (e.g., a *geas* spell cannot be cast on certain demons unless that demon's true name is known and used properly by the caster). If a fiend with a true name comes to know of a character that possesses knowledge of that true name, the fiend will try to kill (either directly or indirectly) that character, or barter for the character's soul (should another fiend have claim to it). Most fiends would sooner die and face a 100 year banishment from the Prime Material Plane than divulge their true names. Beyonders never have true names.

Diabolical Signatures

Designed to disguise a fiend's true name, a diabolical signature (also known as a demon or devil's seal or sigil) is a graphic signature used to signify a fiend's participation in a diabolical pact (e.g., in order for a creature to sign its soul away). These "seals" (not seals in the usual sense, as they are always handwritten) are lineal drawings, often complicated. When used in such pacts, the diabolical signature is usually signed in blood, and often appears as physical evidence of the pact (namely, as a diabolical mark—an indelible mark where a marked person has been touched by the feind to seal the pact). If there is a mass of signatures, they are usually signed in a circle. It is believed that some fiends have more than one signature, and it is said that the reclusive scholar Lemegeton has been keeping a detailed chronicle of all known diabolical signatures. Beyonders never have diabolical signatures.

Killing a Fiend

Demons, devils, yamadutas and similar planar creatures can only be permanently killed on their native plane or an adjacent plane (including the Astral). If slain on another plane, they reform back to full strength on their home plane, taking quite a long time to do so. The time required to reform is particularly long if slain in the Prime Material (which is why the majority are loath to visit the Prime in person). It takes 3d4 weeks per HD for a fiend to fully reform on their native plane if slain in the Material Plane, double this if slain in an upper plane, half this if slain in an elemental plane, and one-fourth this if slain in a non-native/non-native-adjacent lower plane. If seriously threatened on their native or a native-adjacent plane, lower and standard order fiends will fight to the death, and higher order fiends will negotiate for their safety. This ability to reform does not usually apply to natives of Pandemonium, Limbo, Dream, Shadow or the Beyond.

Aamon (Grand Marquis of Hell)

HOME: Cocytus (the 9th layer of Hell)
 SERVES: Asmodeus

ARMOR CLASS: -3
 HIT DICE: 22**** (121 hp)
 MOVE: 180'(60')/
 ATTACKS: 2 claws/1bite/
 1 special
 DAMAGE: 2-12/2-12/1-8/
 special

NO. APPEARING: 1 (unique)
 SAVE AS: Fails only on a 1
 MORALE: 12
 TREASURE TYPE: G, L, W
 ALIGNMENT: Chaotic (LE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Normal	POISON: Normal
FIRE: None	SILVER: Normal
GAS: Half	REQ. "T.H.": +2 or better

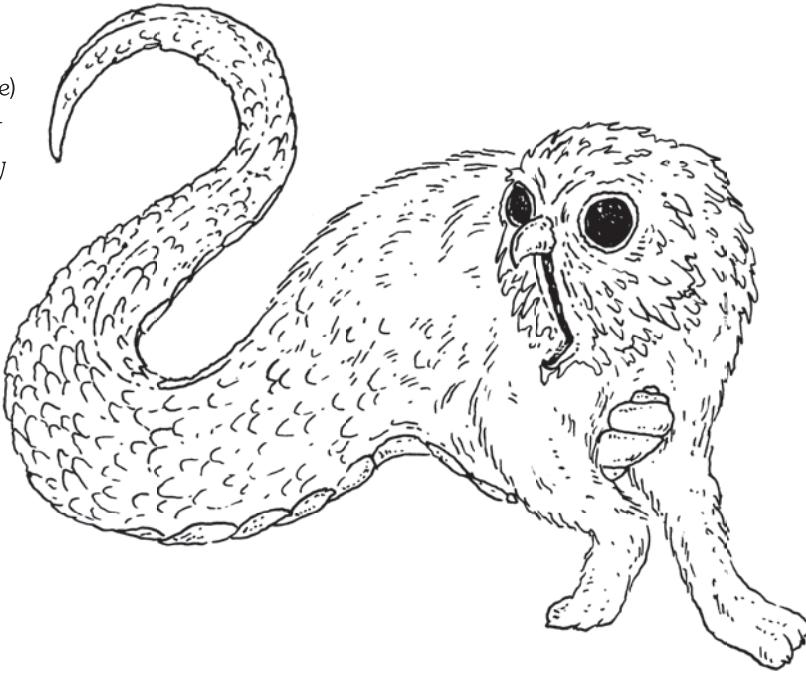
PSIONIC ABILITIES

PSIONIC LEVEL: 12 (60 PSPs)

Attack/Defense modes: all/all

Clairsentient: all* (cost no PSPs to use)

Psychoportative: S) banishment, probability travel



ATTACKS/SPECIAL ABILITIES

Deafening Screech. Once per turn, Aamon may release a deafening screech in a cone that is 5' wide at its source, extends to 120', and is 60' wide at its terminus. Anyone caught in the cone is automatically deafened for 1-6 days. Those failing a save vs. spells is permanently deafened (may be negated with *remove curse* or *dispel magic*). Aamon may not use his fire breath or bite attack during the same round he uses his screech.

Fire Breath. Three times per day, Aamon may breathe a cone of fire (as a dragon) that is 5' wide at its source, extends to 120', and is 60' wide at its terminus. A save vs. breath halves the damage. Aamon may not use his screech or bite attack during the same round he uses his fire breath.

Fear/Death Gaze. Any creature who looks upon Aamon's eyes must save vs. spells or flee for 2 turns. Any creature with fewer than 9 HD that fails flees for 6 turns. Any creature with 3 or fewer HD fails automatically and must additionally save vs. death or die immediately from fright.

Regeneration. Aamon regenerates 1d12 hit points per turn.

Gate/Summon. Once per round Aamon may summon 1-4 lesser devils from among his legions with a base chance of 99% for 1 HD devils, minus 2% per additional HD level of the devils.

Infravision. 120' range.

Spell-like Abilities. Aamon has the following additional spell-like abilities that may be used at will, but are only usable one at a time (1 per turn or 1 per round) as a 22th level magic-user: *animate dead, charm monster, darkness* (120' radius), *detect magic, detect invisible, dispel magic, fly, geas, know alignment, polymorph self, read languages, read magic, telepathy, teleportation (without error), wall of fire, wall of ice*.

DESCRIPTION/ECOLOGY — Grand Marquis of Hell

Although Aamon is also known by the names Amon and Nahum, he is not related to the Egyptian god Amon.

Appearance. Aamon appears as a massive beast nearly 20' long, with an owl's head, a wolf's fore-body (including legs), and snake's tail.

Ecology. This Marquis of Hell governs forty infernal legions and even though he serves Asmodeus (Supreme of the Nine Hells), he can often been found in the service of other arch-devils, procuring feuds and reconciling controversies between friends and foes. It is said that Aamon knows all past and future events, and tells of all things past and future (he has access to all clairsentient psionic abilities, and may use any of them at will with no PSP cost).

Languages. Aamon possesses diavotelepathy, but is also able to speak (and write) celestial, common, draconic and infernal, as well as 124 obscure and arcane languages.

Aamon Reaction Table

2	summons lesser devils and attacks immediately
3-5	attacks immediately
6-8	demands to procure feud or reconcile controversy, requiring a substantial contractual tribute/payment; will attack immediately if his services are refused
9-11	offers to procure feud or reconcile controversy, but demands a <i>substantial</i> contractual tribute/payment
12	offers to procure feud or reconcile controversy, if contractually offered a fitting tribute/payment

Alzo

HOME: Limbo
SERVES: Varies

ARMOR CLASS: 7	NO. APPEARING: 1-4 (3-12)
HIT DICE: 2+1*	SAVE AS: Fighter:2
MOVE: 60'(20')	MORALE: 12
ATTACKS: 1 bite	TREASURE TYPE: Nil
DAMAGE: 2-7	ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Normal	SILVER: Normal
GAS: Half	WEAPONS: Normal

PSIONIC ABILITIES

PSIONIC LEVEL: nil (0 PSPs)

Attack modes: none

Defense modes: *mind blank*



ATTACKS/SPECIAL ABILITIES

Nauseating Gaze. Any creature looking into the eyes of an alzo must save vs. paralysis or become nauseated for 1 turn, suffering a -1 penalty on all “to hit” and damage rolls. The effect is not cumulative, and once a creature is affected, it need not make any additional saves against this ability for the remainder of the encounter.

Sleep Inversion. When a *sleep* spell is used on an alzo, it affects the alzo as if a *haste* spell were cast on it (the alzo moves at double its movement rate and makes twice as many attacks per round). The duration of the *haste* effect is the same length of time the *sleep* spell would have lasted. The effect can be negated by *dispel magic*. A *haste* spell affects an alzo normally.

Debilitating Language. The native language spoken by the alzo is unbearable to most—a loud, gargling, crying sounding thing that carries great distances. Any hearing creature within a 30' radius of a “talking” alzo must save vs. paralysis or be stunned for 1d4 rounds and deafened for 2d6 turns. Any creature in a 31'-60' radius must save vs. paralysis or be stunned for 1 round and deafened for 1d6 turns. Those in a 61'-120' radius must save vs. paralysis at +3 or be deafened for 1d4 turns. The talking is so loud that no other creature can be heard speaking within a 30' radius without magical or psionic assistance, and no spellcasting is possible within that 30' radius. In a 31'-60' radius, shouting is required to be heard over the alzo, and there is a 50% chance that any spell cast within that range will fail.

Psionic Vulnerability. Even though alzo have no PSPs, as psionically-endowed creatures they take damage from psionic attacks as any psionic creature would.

DESCRIPTION/ECOLOGY

Appearance. An alzo appears as a nude human male with a disproportionately sized head, giving the creature an almost childlike appearance (though it measures 7' from head to toe), particularly because they crawl on all fours. The gaping mouth of an alzo features grimy, decaying teeth and a purple tongue. The scleras of its eyes are yellow, and its irises are a sickly green.

Ecology. Alzo are impetuous carnivores with voracious appetites. They spend their waking hours seeking out food. If the situation demands, they will even cannibalize other alzo. After eating a sizeable amount (usually a volume of food roughly equal to the size of the alzo's head), an alzo will sleep for a period of 3d6 turns. If disturbed from this slumber, an alzo will awake and immediately seek to eat again (regardless of how little time the alzo actually spent sleeping). Rarely is the attention of an alzo focused enough to be of any use to a higher level demon. Therefore, alzo most often serve demons who have the ability to control them (e.g., via the psionic ability *domination*).

Languages. Alzo speak their own language, and understand (but do not speak) abyssal. The sound of the alzo language is unbearable to most (see **Debilitating Language** above).

Alzo Reactions. Under normal circumstances, there is a 25% chance that any alzo present will have eaten recently and be asleep; in conditions of scarce “food,” this chance is reduced to 5%; in conditions of extreme famine, this is reduced to 1%. Alzo that are awake will attack immediately any creature that resembles food, always going for the “meatiest” opponent first.

Azgon (Ash Demon)

HOME: Khorgo (the 602nd layer of the Abyss)
 SERVES: Tamaohoi (Demon Prince of Fire)

ARMOR CLASS: -2
 HIT DICE: 9**
 MOVE: 90'(30')
 ATTACKS: 2 fists or
 2 fireballs
 DAMAGE: 2-16/2-16

NO. APPEARING: 1-3 (1-6)
 SAVE AS: Dwarf:9
 MORALE: 12 (never fails)
 TREASURE TYPE: See below
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Normal	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: None	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 9 (45 PSPs)

Attack modes: *psionic blast, psychic crush*

Defense modes: *intellect fortress, tower of iron will*

Psychokinetic: **S**) *detonate*, **D**) *control flames, control temperature, molecular agitation*

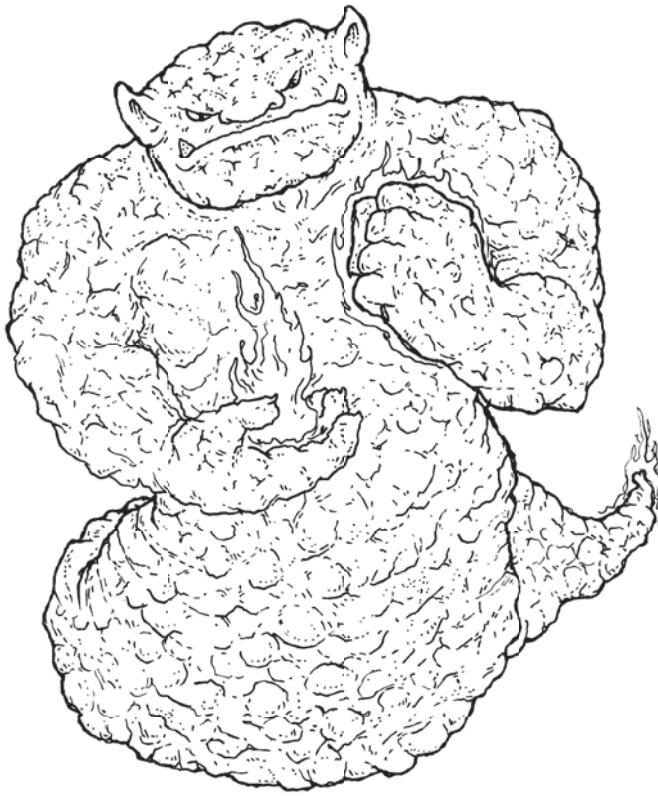
ATTACKS/SPECIAL ABILITIES

Flaming Fists. During combat, an azgon may choose to attack with its two flaming fists (against a single target), with each successful “to hit” roll resulting in 1d8 bashing damage plus 1d8 flame damage. The azgon may instead choose to throw two fireballs at a single target (120’ range), with each successful “to hit” roll resulting in 2d8 flame damage.

Fiery Belch. Once every 3 turns, an azgon may belch a fiery ball of magma (60’ range) that, on a successful “to hit” roll, does 3d6 points of flame damage. The azgon may make this attack in addition to its fists or fireballs, and it may be used against a separate target.

Trample. In lieu of any other attack, an azgon may trample an opponent. The azgon must be able to move at least 10’ in a straight line (the attack is made during the movement phase) at the intended target(s), and may move up to its full 30’ for the round. Any creature caught in the azgon’s path takes 2d6 impact damage plus 2d6 heat damage; a save vs. breath is permitted for half damage from both the impact and heat.

Generates Extreme Heat. Each round a creature spends within a 30’ radius of an azgon, the creature must save vs. breath or take 1d4 heat damage. Additionally, any creature that directly touches an azgon takes 1d6 heat damage per round (save vs. paralysis for half damage). Any non-magical weapon (including silver and iron) that strikes an azgon successfully has a 90% chance of melting on contact (with each strike), and becoming useless. Any highly flammable material (e.g., rope, wood, paper, etc.) that comes in contact with an azgon will immediately ignite and burn, becoming useless. Finally, the heat generated by an azgon is so intense that any creature that possesses infravision that looks directly upon an azgon must save vs. paralysis or be blinded for 1d4 turns.



Psionics. Azgons possess a limited number of psionic modes and disciplines, but use them as a 9th level psionicist.

Gate/Summon. Three times per day, an azgon may summon 1-3 additional azgons with a 70% chance of success.

DESCRIPTION/ECOLOGY — Higher Order Demon

Appearance. An azgon appears as an ashy, bloated, pulsing beast with a rocky, volcanic “hide” and “veins” of glowing fire (as if its body is bloated with red-hot lava, about to explode).

Ecology. Born of a dark, magical union between the Abyss and the Elemental Plane of Fire, azgons exist to serve Tamaohoi (Demon Prince of Fire). When not in service, an azgon enters a dormant state where the surface of its hide contracts slightly and hides its glowing veins; in this state, an azgon appears almost as if it is nothing more than a statue made of dense ash. In an awake state, azgons are dedicated of purpose, remaining steadfast to any order from Tamaohoi with which they are tasked. If no task is required of them, they are the embodiment of wanton destruction, ready to lay waste to anything and everything around them. Azgons revel in the smell of burning flesh.

Treasure. Azgons normally possess Treasure Type D. However, there is 75% chance that all coins possessed will actually be present as “lumps” worth the determined total (having melted down from the original coin form). There is a 50% chance that glass (e.g., potion bottles) will have melted and that soft gems will be “lumps” and hard gems will have oxidized (having half their normal gp value). There is a 95% chance that scrolls, spellbooks and the like will be nothing more than ash.

Languages. Azgons speaks abyssal, celestial, common, ignan, and primordial, and possess diavotelepathy.

Bilbeæzir

HOME: The Endless Desert of Erimos
(the 341st layer of the Abyss)

SERVES: Azazel (former Arch-duke of Hell)

ARMOR CLASS:	NO. APPEARING: 1-4 (4-16)
HIT DICE: 1**	SAVE AS: Magic-user:2
MOVE: 30'(10')	MORALE: 7
ATTACKS: 2 claws/1 bite	TREASURE TYPE: Nil
DAMAGE: 1-2/1-2/1-3	ALIGNMENT: Chaotic (LE)

RESISTANCES/IMMUNITIES

ACID: Half	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: None	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: nil (0 PSPs)

Attack/Defense modes: none

ATTACKS/SPECIAL ABILITIES

Dehydrating Breath. Bilbeæzirs possess a gaseous breath weapon that they are able to use once per hour. This breath weapon is a 1' diameter cloud that will only affect a creature with which the bilbeæzir is engaged. On a failed save vs. breath, the victim temporarily loses 1 point of Constitution and 1d6 hit points; lost Constitution is regained at a rate of 1 point per day. A successful saving throw by a victim results in 1d3 points of damage, and no Constitution loss.

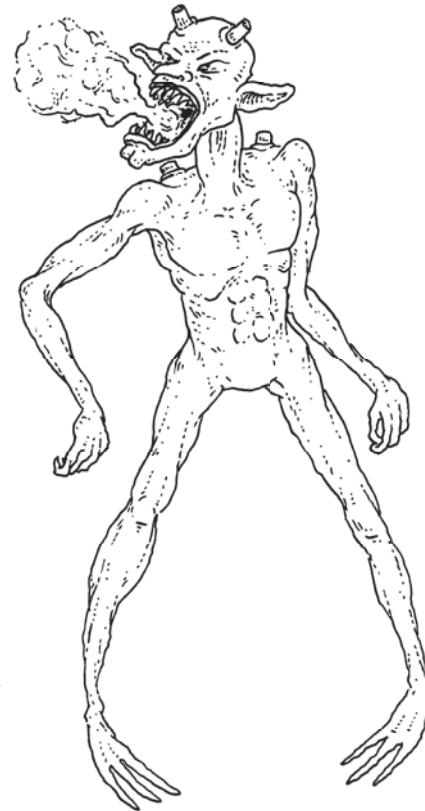
Choking Flame. Once per day, a bilbeæzir is able to take a fire (e.g., a burning torch) and cause it to spew forth a 10' radius choking cloud that persists for 1d4+1 rounds. All sight, even infravision, is ineffective in or through the cloud. All within the cloud must save vs. poison or suffer a -2 penalty on all "to hit" roll, damage rolls, and saving throws while caught in the cloud, and for an additional 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

Stumbled Gate. Bilbeæzirs' movement suffers from a lumbering gate, and they will always strike last (no initiative roll needed).

Legionary Abilities. There is a 25% chance any group of bilbeæzirs were once part a special legion of Azazel and possess an additional ability (usable once per day as a magic-user spell). There is only a 10% chance a spellcasting attempt by a bilbeæzir will succeed (since the bilbeæzir will stutter through the incantation). If an ability is possessed, roll 1d4 for the type of ability:

1 charm person*	3 magic missile
2 detect magic	4 shield

* There is no guarantee that a bilbeæzir will be understood by a charmed individual (see "Languages" below).



DESCRIPTION/ECOLOGY — *Lower Order Devil*

Appearance. Bilbeæzirs appear as leathery, emerald-green humanoids that have had their horns and wings cut off. They walk with a lumbering gate and to say they are malodorous is putting it mildly. Their stuttered speech is nearly incomprehensible, made worse by the fact that they tend to endlessly gibber when any other creature is near (complaining mostly about their lot in life for having been a servant of Azazel).

Ecology. Bilbeæzirs are members of the "cast down" legions of Azazel—the conceited and scornful former arch-duke of Hell that was, himself, cast out (to the Abyss from Hell) for his insufferable conduct. Though they are originally natives of Hell, they are now citizens of the Abyss. They spend most of their days wandering aimlessly across the Endless Desert of Erimos (the 341st layer of the Abyss), waiting for Azazel to plan his next insurrection. Azazel is not likely to call for their service, however, as they tend to be weak and generally ineffectual in combat. It is for this reason, Azazel will often post bilbeæzirs to guard "false treasures."

Languages. Bilbeæzirs possess diavotelepathy. Regardless, there is only a 50% chance that any creature able to communicate with a bilbeæzir will actually be able to understand what the bilbeæzirs is "saying"—the thoughts within the mind of a bilbeæzir are "stuttered," making communicating with others (even other bilbeæzirs) a hit-and-miss affair.

Bilbeæzir Reactions. If bilbeæzirs believe they are guarding treasures, they will do everything in the power to protect that treasure. On reaction rolls for roaming bilbeæzirs, a result of 12 (on a roll of 2d6) will cause the bilbeæzirs to inquire if they can assist the party in service to Azazel; otherwise, the bilbeæzirs will attack immediately for the glory of Azazel!

Buh'raxx

HOME: Pandemonium (specific layer varies)
 SERVES: Each buh'raxx serves itself

ARMOR CLASS:	NO. APPEARING: 1
HIT DICE: 6+6**	SAVE AS: Dwarf:6
MOVE: 150'(50')	MORALE: 12 (never fails)
ATTACKS: 1	TREASURE TYPE: E
DAMAGE: See below	ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: None	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: Normal
FIRE: Half	SILVER: None
GAS: None	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: nil (0 PSPs)

Attack/Defense modes: none



ATTACKS/SPECIAL ABILITIES

Jundej'baht. The jundej'baht is the weapon of choice of the buh'raxx. Each jundej'baht is crafted by the buh'raxx that wields it. The jundej'baht is the buh'raxx's best friend, and their life. They believe they are useless without it, and must always use their jundej'baht on the enemy before the enemy attacks the buh'raxx (for all but buh'raxx are enemies, and many buh'raxx are enemies too). A jundej'baht consists of a large stick of adumum root (a native vine that grows in the caverns of Pandemonium) topped with a piece of uvite crystal specifically-attuned to the buh'raxx who created it (which is why each jundej'baht works only in the hands of the buh'raxx who created it). A jundej'baht has 1 charge per round, and a successful strike with the jundej'baht has the following effects:

- 1d8 striking damage (as pole arm) + 1d6 electrical damage (no save to reduce electrical damage)
- victim must save vs. spells or be unable to cast spells or use psionics for 2d4 rounds
- victim must save vs. paralysis or be unable to move for 1d4 rounds (from the intense pain that courses through their bones and muscles)

A jundej'baht whose charge has been expelled for the round strikes as a standard 1d8 pole arm for the remainder of the round.

Awareness. The buh'raxx are perfectly suited for the chaos of Pandemonium (a place of madness, confusion and the always expected unexpected). They can never be confused (by magical or psionic means), are never surprised, and gain a +2 bonus on all initiative rolls. Additionally, they are able to dodge all non-magical missiles with a successful save vs. paralysis.

Gate/Summon. Once per day, a buh'raxx may summon 1-6 other buh'raxx with a 50% chance of success. A buh'raxx will only summon other buh'raxx if outnumbered. After all enemies are defeated, there is a 50% chance that each buh'raxx left standing will turn on the other buh'raxx.

Psionic Vulnerability. Because buh'raxx are psionically endowed (even though they have no psionic abilities or PSPs), they take damage from psionic attacks as any psionic creature would.

DESCRIPTION/ECOLOGY

Appearance. Buh'raxx stand 7'-8' tall, have a fuzzy body with a pair of bony spikes on each shoulder and patches of hair on their groin and forearms, and their head features a "pinched" face, large pointed ears, and a conical skull. Their color varies greatly, though they most often appear in shades of muted blue and medium gray.

Ecology. Buh'raxx are driven by sadistic pleasure. They roam freely in the infinite caverns of Pandemonium, seeking out the chaotic creatures who were sent there as penitents after death. They delight in causing pain, and it is not uncommon for a buh'raxx to toy endlessly with a captured creature, making them beg for an end to their suffering.

Languages. Buh'raxx speak their own language, abyssal and infernal. They also understand pleas of surrender in most every spoken language.

Reactions. Buh'raxx will always attack first and ask questions later.

Byshyasta (Empress of Enmity)

HOME: The Indigo Labyrinth (the 531st layer of the Abyss)
 SERVES: Pazuzu, King of Demons

ARMOR CLASS: -7
 HIT DICE: 18*** (90 hp)
 MOVE: 150'(50')/180'(60')
 ATTACKS: 4 touches
 DAMAGE: Energy drain

NO. APPEARING: 1 (unique)
 SAVE AS: Saves on 2 or better
 MORALE: 10
 TREASURE TYPE: C, G, I
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +2 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 18 (90 PSPs)

Attack/Defense modes: all

Clairsentient: all

Psychoportative: all

Telepathic: all

ATTACKS/SPECIAL ABILITIES

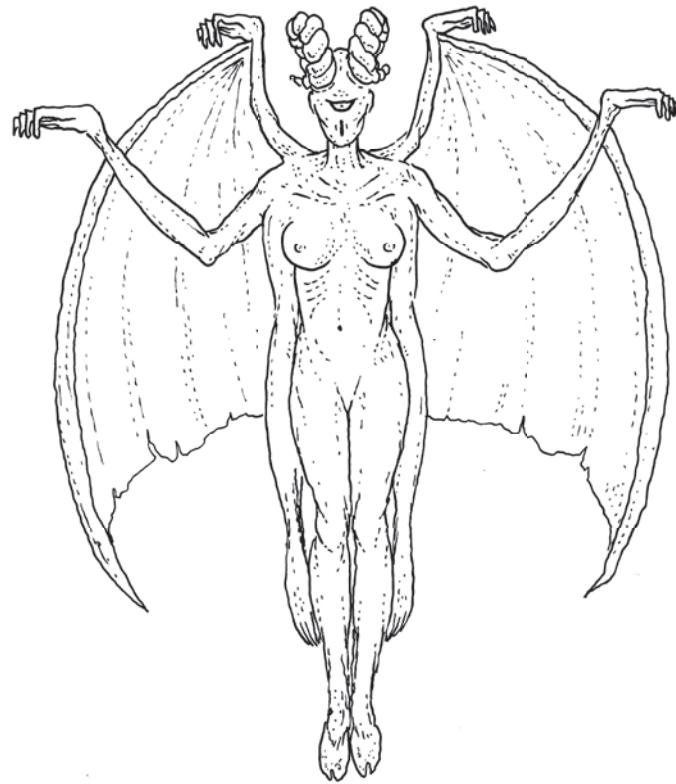
Sphere of Enmity/Beguiling. Byshyasta is surrounded by a magical sphere that invokes hostility in all creatures (living or unliving). All creatures in a 180' radius will be filled with hostility towards all (no saving throw), and attack the nearest creature (regardless of whether that creature would normally be considered a friend, foe or otherwise), with the exception of Byshyasta. Every creature within the sphere will see Byshyasta as their only friend, and will love and respect her, and will obey her, insofar as communication is possible, regardless of the character's nature or alignment. After a creature leaves the affected area (or Byshyasta departs), the victim is permitted a save vs. spells. For those who fail the save, the effects persist for an additional 4d6 rounds. For those who succeed on the save, the effects persist for an additional 2d4 rounds.

Energy Drain. Each round, Byshyasta may make up to 4 touch attacks (against the same or different targets). Each successful attack drains 1 energy level (no saving throw).

Magical Abilities. As a magical action, Byshyasta may use any of the following abilities, one at a time, (as an 18th level spellcaster): *antipathy/sympathy, amnesia, clairaudience, clairvoyance, command, confusion, curse, detect invisible, detect magic, ESP, locate object, charm person, hold person, charm monster, hold monster, geas, speak with monster, speak with dead, unholy word* (180' radius), and *gate/summon* (see below).

Telepathy. Byshyasta is able to speak telepathically with any creature with a language.

Darkness. At will (as a free action) Byshyasta may invoke darkness to a 60' radius.



Gate/Summon. Byshyasta is able to gate/summon 1 standard order demon with a 70% chance of success, or 1-4 lower order demons with a 90% chance of success.

DESCRIPTION/ECOLOGY — Demon Lord

Appearance. Byshyasta stands nearly 12' tall atop human-like legs with cloven hooves, has 6 arms (2 of which are part of her wing structure, and 2 of which have a nearly 8' reach), her body is covered with a leathery, blood-red hide, and the flaps of her wings range from burnt orange (at the top) to blood orange (near the bottom). She has no nose, her mouth is vertical, she is cycloptic (though this does not affect her vision), and a pair of curled black horns

Ecology. For a demon who revels in hostility and chaos, and acts with intolerably cruelty, Byshyasta is ironically very calm in her demeanor. Byshyasta is no so much mischievous as atrocious, the breeder of feuds and propagator of wars. Byshyasta prefers to surround herself with the cruelest of creatures (the buh'raxx, for example), and her palace Tabizia (located at the heart of the Indigo Labyrinth, the 531st layer of the Abyss) is populated with the cruelest creatures in existence and a seemingly unceasing number of victims.

Languages. Byshyasta is able to speak telepathically with any creature with a language, but is also able to speak verbally any language spoken by a race of creature that has ever been hostile to another creature (e.g., she is quite familiar with languages like common, orcish, abyssal, infernal, etc., but there are some languages Byshyasta cannot speak that belong to certain pacifist celestial races).

Caltroth

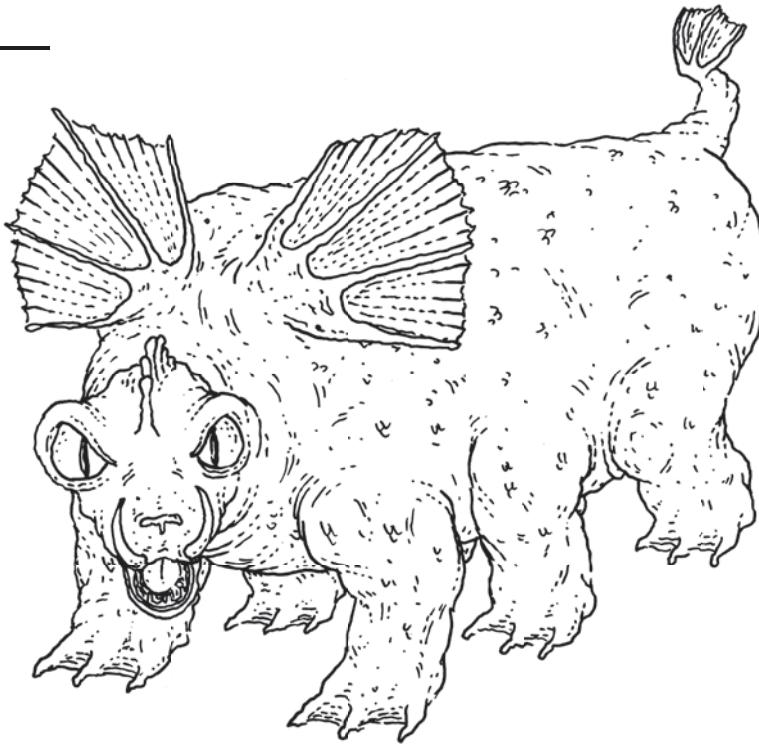
HOME: Palusu (the 151st layer of the Abyss)
SERVES: Ugallu

ARMOR CLASS: 6
HIT DICE: 5**
MOVE: 120'(40')
ATTACKS: 1 gore or breath
or cloud of flatulence
DAMAGE: 1-6

NO. APPEARING: 1 (1-4)
SAVE AS: Magic-user:5
MORALE: 7
TREASURE TYPE: Nil
ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: None	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: Normal
FIRE: None	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Heat Generation. A caltroth radiates heat to a distance of 10'. All creatures within the affected area take 1d2 points of heat damage per round of exposure (no saving throw).

Cold Breath. When used, this cloud of cold breath affects all creatures in a 10' diameter directly in front of the caltroth's mouth. Those caught in the cloud take 2d6 cold damage, or half damage on a successful save vs. breath. Those taking full damage from the cold breath do not take any damage during the same round from the caltroth's radiant heat. However, those taking half damage from the cold breath take 1 point of damage from the radiant heat (with no saving throw against the heat damage). This cold breath is usable once per turn.

Lightning Breath. A caltroth is able to breathe up to 5d6 worth of lightning bolts per day (as the MU spell, except a save vs. breath halves the damage). A caltroth can breathe a bolt as weak as 1d6, and as strong as the number of d6's it has remaining for the day.

Cloud of Flatulence. A caltroth's flatulent cloud affects all living creatures in a 10' diameter directly behind the caltroth. Creatures in the affected area must save vs. breath or be nauseated (-1 "to hit" and +1 AC for 2d4 rounds); the effect is not cumulative, but can be extended by additional uses of the ability (if the duration rolled is longer than the number of rounds remaining from the previous use of the effect). This ability is usable three times per day.

Weather Immunity. Caltroths disregard all effects due to weather (e.g., limitations on movement or visibility, particularly from wind, rain, mud, etc.).

Wrathstorm. Three times per day, a caltroth may summon a wrathstorm. This 180' radius black storm cloud can be targeted up to 360' away. The storm cloud persists as long as the caltroth concentrates upon it. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must save vs. paralysis or be deafened for 1d4 turns. While the cloud persists, acid rain falls and does 1d4 acid damage (no save) each round to those caught under it. Additionally, each round, the caltroth may call forth one lightning bolt to strike an individual target for 4d6 electrical damage (save vs. breath for half damage). Ranged attacks within the area of the storm suffer a -4 penalty, and spells cast within the area have a 25% chance of failing.

Disease Immunity. Caltroths are immune to all forms of non-magical disease.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. This bearlike hexapod has a covering of tiny mustard yellow feathers all over its body, a small pair of vestigial, rust-colored fan-like wings, a tusked dog-like mouth, and bulging pale-blue eyes. The smell of pretrichor (the earthy scent produced when rain falls on dry soil) hangs in the air around a caltroth, and usually precedes its arrival.

Ecology. Caltroths hail from Palusu, the 151st Plane of the Abyss (a crumbling place battered by unending storms, gale-force winds, constant lightning, and deafening thunder), where they serve Ugallu, the Demon Prince of Storms. During wartime and in battles, they will sometimes serve as steeds for Ugallu and the highest ranking demons in his armies.

Languages. Caltroths speak abyssal, celestial and ignan. Though they understand common and aquan, they are unable to speak those languages.

Cerriaughg

HOME: Nelagalasi (the 307th layer of the Abyss)
 SERVES: King of the Cerriaughg

ARMOR CLASS: 3	NO. APPEARING: 1-4 (4-16)
HIT DICE: 4**	SAVE AS: Dwarf:4
MOVE: 120'(40')	MORALE: 8
ATTACKS: 1 bite or 1 croak	TREASURE TYPE: Nil
DAMAGE: 1-4 + poison or special	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Half	IRON: Normal
COLD: None	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Normal	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 0 (0 PSPs)

Attack/Defense modes: none

Psychoportative: **S**) probability travel* (3x/day only)



ATTACKS/SPECIAL ABILITIES

Poisonous Bite. The bite of a cerriaughg injects a venom that severely weakens the victim. For each successful bite attack made by a cerriaughg, the victim takes 1d4 damage and must make a successful save vs. poison or lose 1 point of Strength and 1 point of Constitution (cumulative). The toxin will resolve itself over time, and victims of the toxin will recover 1 point of Strength and 1 point of Constitution for each full day of rest. A character whose Strength or Constitution is reduced to 0 dies.

Obscene Croak. Once every three rounds, a cerriaughg is able to let out an obscene croak. All hearing creatures in a 15' radius must save vs. paralysis or be stunned (unable to act) for 1-2 rounds, and disoriented (-1 "to hit" and +1 AC penalties) for an additional 2d4 rounds. Those who save are not stunned, and are only disoriented for 1d4 rounds. For each encounter with a number of cerriaughg, a saving throw is only required the first time a creature is caught inside the area of effect of a croak, even if additional croaks are made by different cerriaughg. A cerriaughg may use this ability as a free action, unless making a bite attack for the round.

Leap. In lieu of its normal movement for the round, and only after a round in which the cerriaughg did not move, a cerriaughg may leap up to 60' in distance and 20' in height (during its movement action for the round).

Tactical Surprise. In situations where cerriaughg are charged to guard something, they will position themselves in the most advantageous way possible, surprising on a 1-3 (on 1d6).

Psionic Vulnerability. Because cerriaughg are psionically endowed (even though they have no PSPs), they take damage from psionic attacks as any psionic creature would.

DESCRIPTION/ECOLOGY — Lower Order Demon

Appearance. Cerriaughg are rugged, cloven-hoofed, frog-like creatures possessing a thick, rubbery hide covered in rusty brown fur. A distinct salty smell hangs in the air around them.

Ecology. The cerriaughg inhabit the brackish expanse of Nelagalasi (the 307th layer of the Abyss). Although the cerriaughg serve the King of the Cerriaughg, they are believed to have descended from Tsathoggua (the Frog God), and it is rumored that the King of the Cerriaughg is, in truth, Tsathoggua in an alternate form. These rumors are compounded by the fact that it is not uncommon for those petitioning Tsathoggua to be provided assistance through the service of cerriaughg. Cerriaughg have also been known to appear in service to Baal, Lord of Destruction (a being who appears as an obscene conglomeration of humanoid, spider, cat and frog).

Languages. Cerriaughg speak primordial, terran, aquan, deep speech, and abyssal, as well as their own language. They also understand any language spoken by a frog-like creature (though there is only a 50% chance they are able to speak it).

Cerriaughg Reactions. If cerriaughg are serving Baal or Tsathoggua, they will attack immediately. If they serve the King of the Cerriaughg, use the standard reaction table for encounters.

Crozhal

HOME: Khorgo (the 602nd layer of the Abyss)
 SERVES: Tamaohi (Demon Prince of Fire)

ARMOR CLASS: 8	NO. APPEARING: 1
HIT DICE: 4+4** (26 hp)	SAVE AS: Fighter:4
MOVE: 120'(40')	MORALE: 10
ATTACKS: 2 pincers/ 1 bite/1 tail	TREASURE TYPE: E
DAMAGE: 1-6/1-6/1-4/2-5	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Half	IRON: Normal
COLD: Normal (see below)	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: None	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Volcanic Dust Cloud. A crozhal is surrounded by a thin, ashy swirl of volcanic dust to a radius of 60'. All creatures caught in the affected area must save vs. breath or cough and wheeze for each round they remain in the area, suffering a -1 penalty on all "to hit" rolls while the coughing persists. Creatures native to areas of volcanic activity are immune to this effect.

Fiery Cloudburst. Once every 3 rounds, a crozhal may release a fiery cloudburst (emanating from its torso). All creatures in a 30' radius of the crozhal take 2d6 fire damage (save vs. breath for half damage), and those in a 31'-60' radius take 1d6 fire damage (save vs. breath for half damage).

Cold Sensitivity. Although crozhals are creatures of fire and heat, they take normal damage from cold. However, any successful cold attack will stun a crozhal for 1 round per five points of cold damage the creature sustains during a single round (e.g., a crozhal taking 12 points of cold damage would be stunned for 2 rounds). The number of rounds the crozhal is affected is cumulative, but the damage caused from round-to-round is not (e.g., a crozhal taking 16 points of cold damage during the first round of combat would be stunned for 3 rounds; if the same crozhal takes 4 points of cold damage during the second round of combat, the crozhal the duration of the stun would not be extended; however, if the crozhal takes 7 points of damage during the third round of combat, the duration of the stun effect would be extended by one round).

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Crozhals have a frog-like body covered in wrinkled frosty-blue skin, four elongated legs of dark blue tipped with reddish, sucker-like toes, two dark blue arms with orange-colored pincers for hands, slitted amber eyes, a back lined with red hair-like spikes, and a blue tail with a red, mace-like tip. A smoky, volcanic smell hangs around them, as does a thin swirling cloud of volcanic ash.

Ecology. Crozhals tend to be solitary, territorial creatures with a hot temper and little patience for others (often even for their own kind). They are ravenous carnivores who will often choose to eat a defeated opponent before they have finished dealing with other members of the opponent's party. Weaker crozhals will often trail behind stronger crozhal in the hopes of scavenging the "scraps."

Languages. Crozhals speak their own language, abyssal and ignan. They understand, but do not speak, common.

Crozhal Reaction Table

Modify by +2 for creatures of fire.

Modify by +1 for abyssal natives.

Modify by -2 for creatures of cold.

2-8	moves in quickly to attack (normal speed); will pursue if party retreats
9-11	moves in cautiously (10'/round); 50% chance to pursue if party retreats
12	positions itself to attack; will attack next round unless party withdraws

Dracht

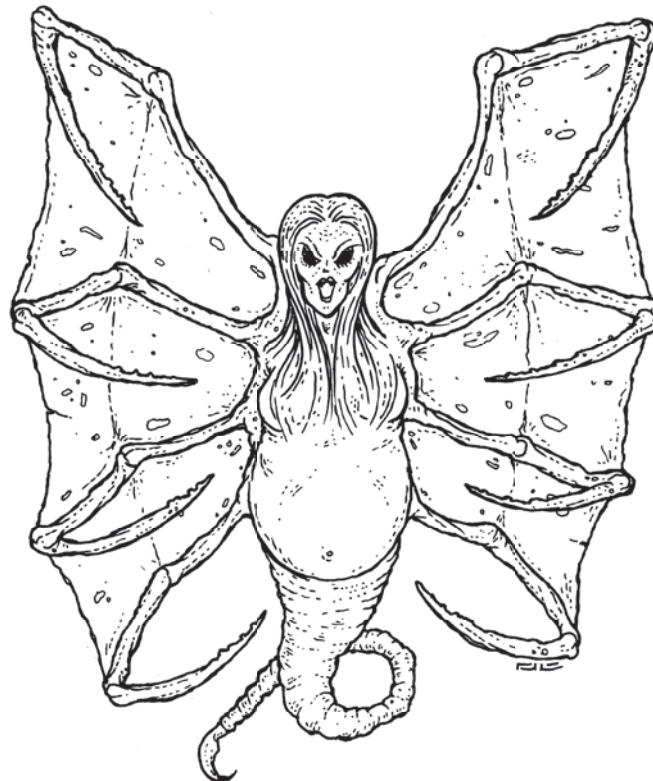
HOME: The Great Web (the 64th layer of the Abyss)
 SERVES: Arachne, Queen of Spiders

ARMOR CLASS: 3
 HIT DICE: 6+6**
 MOVE: 150'(50')/180'(60')
 ATTACKS: 1 stinger
 or 1 legs/1 stinger
 DAMAGE: 1-2+poison
 or 2-8/1-2+poison

NO. APPEARING: 1 (1-4)
 SAVE AS: Dwarf:6
 MORALE: 8
 TREASURE TYPE: D
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Leg Attack. A dracht in flight may attempt to “land” on a target (on a successful melee “to hit” roll), stabbing the victim with its legs and doing 2d4 points of damage; a dracht attacking in this manner may also use its tail stinger during the same round, but only against the same target as its leg attack.

Tail Stinger. The only physical attack a dracht may make while on the ground is a rear attack with their stinger. On a successful hit, it does 1d2 points of damage and (on a failed save vs. poison) causes death.

Death Stare. The blank, death-like stare from the massive black eyes of the dracht is magically engaging. Any human or human-like creature looking upon them must save vs. spells or be charmed (as the magic-user spell).

Frightening Screech. Once every three rounds, a dracht may unleash a frightening screech. This breath weapon is a cone that is 5' wide at its source, 60' long, and 20' wide at its terminus. All caught in the cone must save vs. spells or retreat in fear for 2 turns.

Flight/In-web Movement. A dracht is able to move its legs in such a way as to “flap” its membranes, allowing the dracht to fly. A dracht cannot spin webs, but moves in webs at its normal ground speed.

Extraplanar Movement. A dracht may travel at will directly between the Material Plane and the Abyss (as a magical ability).

Darkness. At will (as a free action) a dracht may invoke darkness to a 15' radius.

Gate/Summon. Once per day, a dracht may gate/summon 1 dracht with a 50% chance of success. Once per week, they are also able to petition Arachne for assistance (usually in the form of the appearance of 1-4 additional dracht) with a 25% chance of success.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. These fiends appear with the head and upper torso of a pale-skinned pregnant female, a fleshy worm-like lower body with a stingered tip, and 8 spider-like legs with translucent wing-like membranes stretched between them. On the ground, a dracht moves deftly on all of its legs.

Ecology. Almost all dracht serve Arachne, the Demon Queen of Spiders, from whom all dracht are descended. Their key role is acting as surrogate for Arachne, who uses magical processes to birth new species of demon spiders on a regular basis. Rarely is a dracht encountered in service of its own agenda; such acts are viewed by Arachne as treason—a crime punishable by death.

Languages. Dracht speak their own language, the languages of all spiders and spiderkin, and abyssal.

Named Dracht. The oldest and strongest of the dracht are kept as the closest confidants of Arachne. In turn, Arachne gifts these extraordinary dracht with proper names (unlike most named demons, who receive their names at birth). Once Arachne has gifted a dracht with a name (endowed through the use of *name dracht*, a 9th level cleric spell unique to Arachne and usable by none other), that dracht is subject to the same control and summoning as other named demons. Dracht without names are not.

Dung Fiend (Squatter)

HOME: Ksarakardama (the 22nd layer of Naraka)
 SERVES: Yama

ARMOR CLASS: 3	NO. APPEARING: 1-6 (6-36)
HIT DICE: 2+2**	SAVE AS: Dwarf:2
MOVE: 90'(30')	MORALE: 9
ATTACKS: 1 fists or 1 squat	TREASURE TYPE: Nil
DAMAGE: 2-4+special or special	ALIGNMENT: Chaotic (NE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: Normal
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 2 (10 PSPs)

Attack/Defense modes: as 2nd level mystic

Disciplines: as 2nd level mystic with wild chakra attainment



ATTACKS/SPECIAL ABILITIES

Stench. The putrid fecal stench of a dung fiend can often be smelled as far away as 600'. For those within a range of 60', however, it is absolutely unbearable. Any creature entering the 60' diameter area around a dung fiend must save vs. breath or suffer a -1 penalty on all "to hit" rolls for 2 turns (due to nausea). A new save must be made each time a creature enters the area of effect, but the duration "resets" on each failed saving throw. Properly plugging one's nose makes them immune to the effect.

Viral Touch. On a successful "to hit" roll with its fists attack, the victim of a dung fiend must save vs. spells or be infected with a virus that causes the victim to lose any control over their bowels, subjecting the victim to constant flatulence and defecation. The effect lasts for 4d12 hours, or until negated by a *cure disease* or *dispel magic* spell. While the condition persists, the victim suffers a -2 penalty on all "to hit" rolls and saving throws, as well as having their Charisma temporarily reduced to 3.

Squat. Once every 5 rounds, a dung fiend may make a squat attack in which the dung fiend "squats" a cone of acidic fecal spray from its hindquarters. The cone is 6" wide at its source, has a length of 15', and is 10' wide at its terminus. All creatures caught within the cone take 1d6 points of acid damage, but are permitted a save vs. breath for half damage. Should a victim fail this saving throw, they will accidentally swallow some of the squat and must make an additional save vs. poison or die.

DESCRIPTION/ECOLOGY — Lower Order Yamaduta

Appearance. These rank fiends have a truly foul appearance. Their feculent skin is pocked and bubbled in various shades of brown (greenish-brown, orange-brown, reddish-brown, etc.), and shines with a mucus-like glisten. Their eyes are featureless orbs of a burnt umber color, and what few teeth they are able to keep are rotted and yellow. Wherever a squatter goes, they leave brown, smudgy footprints behind.

Ecology. Ksarakardama (the 22nd layer of Naraka) is populated by lowborn persons who, in their lives, became falsely proud, thinking themselves better than others. It is the dung fiends who are employed to punish these souls and teach them respect by "putting them in their place."

Languages. Dung fiends speak their own language, as well as the languages of the yamadutas, celestial, and draconic.

Pseudonyms. In some high-born cultures, tales of squatters are told to keep children from becoming too vain, and believing they are better than the low-born, to avoid becoming reincarnated in a lower caste. In these stories, the squatters are called by many alternate names (depending on the culture), including: foul fiends, filthy freaks, rotten gobblers, smelly bellies, putrid brutes, and tainted ones.

Dung Fiend Reactions. If a dung fiend encounters a creature wearing conspicuously extravagant clothes (e.g., garments sewn from fine silks or with gold threading), the dung fiend will immediately attempt to squat upon that creature, then engage if matched equally or less, or run if outmatched. Otherwise, use the standard reaction table for encounters.

Ekrugnarhua (Qixar)

HOME: The Great Hollow (the 176th layer of the Abyss)
 SERVES: Fraz-Urb'lalu (Demon Prince of Deception)

ARMOR CLASS: 1 (6) NO. APPEARING: 1-4 (4-24)
 HIT DICE: 6+1* SAVE AS: Magic-user:6
 MOVE: 240'(80') MORALE: 9
 ATTACKS: 2 claws/1 bite TREASURE TYPE: F
 DAMAGE: 1-6/1-6/ ALIGNMENT: Chaotic (CE)
 1-4+delirium

RESISTANCES/IMMUNITIES

ACID: Half	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Illusionary Defenses: An ekrugnarhua always seems to appear in a slightly different place than it actually stands, giving it an Armor Class of 1 against most opponents. However, because the use of *true seeing* (or a similar ability) shows the ekrugnarhua's true location, in such circumstances the ekrugnarhua's Armor Class is penalized by +5 (to an AC of 6). Additionally, although the ekrugnarhua is technically a small-sized creature, its illusionary nature makes it appear as if it were a medium creature; this appearance is also negated via *true seeing* or a similar ability.

Delirium Bite: In addition to the 1d4 points of damage caused by the successful bite attack of an ekrugnarhua, the victim must save vs. poison or suffer a fit of delirium in which the victim believes themselves to be surrounded by an additional 1d4+3 ekrugnarhuas. The effect is similar to a magic mirror spell, but the additional ekrugnarhuas are seen only by the affected victim. If the delirious victim attempts to attack the ekrugnarhua that caused the delirium, it will attack an hallucinatory ekrugnarhua first, succeeding automatically, and dismissing that hallucinatory ekrugnarhua.

Illusionary Magic: Ekrugnarhua are able to cast spells as a 6th level illusionist.

Darkness. At will (as a free action) an ekrugnarhua may invoke darkness to a 30' radius.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Ekrugnarhua have a shriveled and parched appearance, and their leathery tan skin pulled taut over their hunched, bony form. They have a bony, fang-like fore-snout, talon-like digits at the ends of their appendages, a mane-like crest of red fur running from their head down their back, and a rat-like tail that slithers behind them. Ekrugnarhua's possess a permanent magical ability that makes these small creatures (they measure approximately 3' tall from the ground to the top of their hunch) appear as if they were medium creatures (standing about 6' tall to the top of their hunch).

Ecology. Ekrugnarhua hail from the Great Hollow (the 176th layer of the Abyss), which is ruled by Fraz-Urb'lalu (Demon Prince of Deception). Although the Great Hollow is an almost incomprehensible vastness of barren desert area where there is never any precipitation, great portions of it are disguised by Fraz-Urb'lalu (via *hallucinatory terrain*) to appear as lush, green and full of life. The ekrugnarhua are particularly suited for the climate of the Great Hollow.

Languages. Ekrugnarhua speak their own language and abyssal, and also understand (but do not speak) common.

Ekrugnarhua Reactions. Ekrugnarhua will use every encounter as an opportunity for deception. Therefore, they will usually allow the other party to approach and make an inquiry, then reply with the most deceptive response possible, playing out the deception as long as possible until threatening the safety of the ekrugnarhua.

G'lendlzx

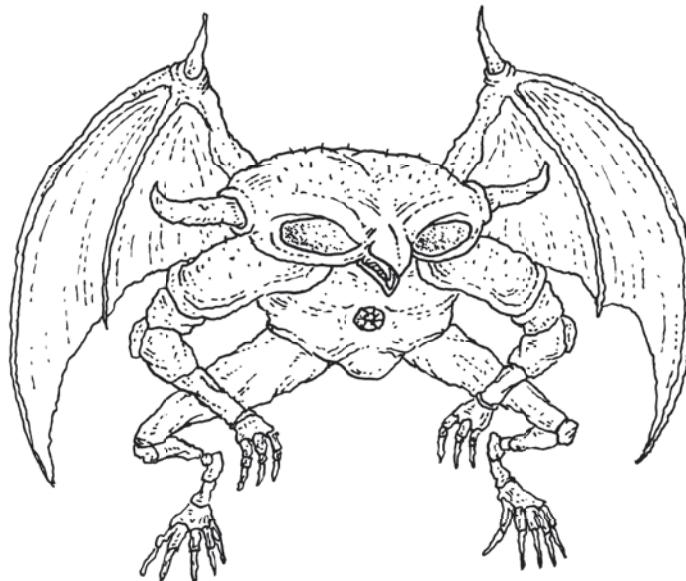
HOME: Limbo
SERVES: Varies

ARMOR CLASS: 3
HIT DICE: 2+1*
MOVE: 120'(40')/240'(80')
ATTACKS: 4 claws/1 bite or 2 claws/1 bite or 1 slam
DAMAGE: 1-2 (per claw)/1d4 (bite) or 2d4 (slam)

NO. APPEARING: 2-12 (5-30)
SAVE AS: Fighter:3
MORALE: 7
TREASURE TYPE: C
ALIGNMENT: Chaotic (NE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Normal	SILVER: Normal
GAS: Half	WEAPONS: Normal



ATTACKS/SPECIAL ABILITIES

Claw/Bite Attacks. While airborne, a g'lendlzx may use all 4 claw attacks (2 hands/2 feet) and its bite attack against a single target. On the ground, it may only make 2 claw attacks and its bite attack against a single target.

Slam (Headbutt) Attack. In lieu of its claw and bite attacks, a g'lendlzx may, if airborne, choose to fly into a target and slam it with a headbutt attack. The g'lendlzx need not have a straight path before attempting to make the (melee) headbutt attack. After a g'lendlzx (regardless of its success), the g'lendlzx will be engaged with the target (as standard melee combat). On a natural "to hit" roll of 20, the target must save vs. death or fall unconscious for a number of rounds equal to the damage done by the headbutt (in addition to the actual hit point damage done by the attack). A g'lendlzx is not considered engaged with a headbutt victim who has fallen unconscious.

Acid Spray. If the gem-like growth is removed from the breastplate of a g'lendlzx, a cloud of acid will be sprayed from its chest cavity. Any creature within 5' of the g'lendlzx will be automatically covered in an acid that does 2 points of damage per round until it is washed off (the spells *purify food & water* or *cure disease* may alternately be used; a *cure wounds* spell will heal hp damage but will not remove the acid). Victims are permitted a saving throw vs. breath, and a successful save reduces the damage to 1 point per round until the victim is cleansed.

DESCRIPTION/ECOLOGY

Appearance. The bodies of these gremlin-esque fiends feature insectoid characteristics and batlike wings. Their bulbous iridescent green eyes are contrasted by the prominent red gem-like growth in their breastplate. If removed, the gem-like growth has a 500 gp value (though many jewelers will refuse to deal in g'lendlzx gems as they are believed to be unlucky to those who possess them).

Ecology. G'lendlzxes are a nuisance more than anything. They are sometimes found in service to others, but more commonly are just "busybodies," drawn to places of interest to others. When possible, they will take up residence in such places, waiting for interesting events to unfold.

Languages. G'lendlzxes speak their own language, as well as common and a click speech language spoken by many insectoid natives of Limbo.

G'lendlzx Reaction Table

2	immediate attack
3-5	hold ground, and attack if threatened
6-8	examine party with interest, but attack if party infringes on boundaries of lair
9-11	approach party cautiously with interest
12	approach party optimistically with interest, going as far as examining their gear and attempting to look into their packs, etc.

Gamaazsam

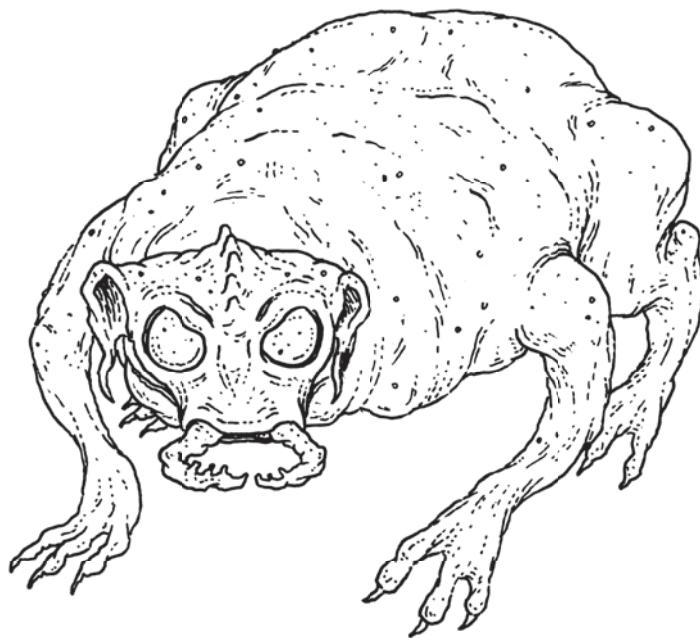
HOME: Slukagund (the 54th layer of the Abyss)
 SERVES: Dziwozona (Demon Queen of Swamps)

ARMOR CLASS: 3
 HIT DICE: 4**
 MOVE: 150'(50')
 ATTACKS: 2 claws/
 1 bite/1 gaze
 DAMAGE: 1-6 + special
 (x2)/1-8 + special/charm

NO. APPEARING: 1
 SAVE AS: Fighter:4
 MORALE: 8
 TREASURE TYPE: Nil
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Half	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Paralytic Touch. For each successful “to hit” roll made by a gamaazsam, its victim must save vs. paralysis or be paralyzed for 1d4+1 rounds (effects are cumulative).

Charm Aura. For each encounter with a gamaazsam, any creature coming with viewing distance of the gamaazsam and looking upon it must save vs. spells or be charmed. Victims will consider the gamaazsam as their “best friend” and defend the gamaazsam against any threat—real or imagined). Commands from the gamaazsam (if understood) will be obeyed by the victim, except those counter to their nature/alignment, or instructing self harm. If used during combat, a gamaazsam will request the victim fight on its behalf. If used during negotiation/discussion, the gamaazsam will usually request the victim depart and not return.

Gate/Summon. Once per day a gamaazsan may attempt to summon 1d2 other gamaazsan with a 50% chance of success. Because they are solitary by nature, a gamaazsam will rarely choose to do so, as they are indebted to return the favor. There is only a 1-in-20 chance per encounter that a gamaazsam will choose to use this ability (except as indicated by the “Gamaazsam Reaction Table” at right).

Telepathy. Gamaazsams are able to telepathically understand all intelligent communication (regardless of language), but are unable to converse telepathically.

Darkness. At will (as a free action) a gamaazsam may invoke darkness to a 5' radius.

DESCRIPTION/ECOLOGY — Lower Order Demon

Appearance. This rank beast has warty, forest green skin and dark olive green mandibles, flat black eyes, and gray ridges on its head. A salty smell hangs in the air around it.

Ecology. Though solitary by nature, gamaazsams will work in concert with others at the behest of Dziwonzona (Demon Queen of Swamps), often as guardians for special locations (usually magical) which Dziwonzona holds dear. The solitary nature of the gamaazsams is preserved through territorial alliances in which each gamaazsam presides over a specific area. A gamaazsam will rarely encroach upon another gamaazsams area, unless summoned or requested to do so by Dziwonzona or another gamaazsam.

Languages. Gamaazsam speak abyssal and celestial. There is a 50% chance that any gamaazsam is able to speak common.

Gamaazsam Reaction Table

2	immediate attack and summons additional gamaazsan (if able)
3-5	immediate attack
6-8	will give party opportunity to withdraw, but otherwise attacks immediately
9-11	guarded; will attack if approached within 90', unless party shows signs of attempted communication (50% chance gamaazsan will see communication attempt as threat and attack)
12	wary, watchful; will attack if threatened; will converse if non-threatening communication is attempted (will attack if communication seems threatening or negotiations take a turn for the worse)

Gnndelek

HOME: Unknown
SERVES: Varies

ARMOR CLASS: 7
(or 3 or -1)
HIT DICE: 1
MOVE: 300'(100')
ATTACKS: 2 lashes
DAMAGE: 1 pt. each

NO. APPEARING: 1-12 (3-36)
SAVE AS: Fighter:1
MORALE: 9
TREASURE TYPE: Nil
ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: Normal
GAS: Half	REQ. "T.H.": Silver or better



ATTACKS/SPECIAL ABILITIES

Armor Class Bonus. Due to their incredible speed and small size, gnndeleks receive a -4 Armor Class bonus against creatures larger than halfling-sized and smaller than ogre-sized, and a -8 bonus against creatures that are ogre-sized or larger.

Gibbering. Gnndeleks cannot help but be chatty with other gnndeleks (usually about nothing of any significance), often changing languages in mid-conversation (or even mid-sentence). When more than 10 gnndeleks are present, the gibbering becomes a nuisance. When more than 20 are present, the gibbering borders on unbearable. When 30 or more are present, any creature in hearing range must save vs. paralysis or suffer a -1 "to hit" and +1 AC penalties while in the presence of the gnndeleks (due to the distraction of the gibbering). The saving throw is made with a -1 adjustment per 10 additional gnndeleks (e.g., 41-50 gnndeleks result in a -1 penalty, 51-60 in a -2 penalty, and so on). Additional saving throws are allowed if their numbers are reduced by at least 10. If they are speaking in unison (see **Languages** below), no saving throw is necessary.

DESCRIPTION/ECOLOGY — Lower Order Demon

Appearance. These diminutive creatures stand only about 1' tall, have slimy little bodies atop spindly little legs, with thin tentacle arms, an elongated neck and a fish-like face. They appear in a number of jewel-tone colors (e.g., ruby red, emerald green, sapphire blue, etc.), though gnndelek of the same color tend to run together in packs.

Ecology. Gnndeleks are essentially Abyssal vermin. They often appear where they don't belong, and are always willing to assist other fiends, though their help is seldom desired (or even useful). Their tendency to gibber with one another makes their presence

annoying to most and dangerous to those who rely on stealth and quiet. However, because gnndeleks have a proclivity for languages (see below), they are useful as translators.

Gnndeleks are very territorial in regards to gnndeleks of a color different than their own. Gnndeleks are hermaphroditic bloomers, maturing to adulthood and breeding (as individuals) by the time they are 1 year old. Some creatures find this trait indispensable when "growing" gnndeleks for use as food.

Languages. Gnndeleks have a fondness and aptitude for learning, a love of spoken languages, and the ability to mimic the odd traits of strangely-voiced languages. As a result, gnndeleks are generally able to speak most known languages by the time they are six months old. Additionally, when a number of gnndeleks are present in a group, and any one (or more) of them are being used as a translator, there is a tendency for the entire group to speak in unison when communicating translated messages.

Gnndelek Reaction Table

Modify by +3 for each outward sign of association with a demon.

2	attack immediately
3-5	begin gibbering among themselves; attack if threatened
6-8	offer assistance with chaotic or demonic actions; leave if no assistance is required
9-11	offer translation services to chaotic party members; leave if no assistance is required; attack if threatened
12	ask what languages the party speaks; attempt to learn languages not already known; attack if threatened

Grock

HOME: Qinnu (the 503rd layer of the Abyss)
 SERVES: Lamashtu (Demon Queen of Monstrous Births)

ARMOR CLASS: 0
 HIT DICE: 9**
 MOVE: 120'(40')
 ATTACKS: 4 tentacles/
 2 beaks/1 tail
 DAMAGE: 2-8 per attack

NO. APPEARING: 1-3 (1-6)
 SAVE AS: Elf:10
 MORALE: 10
 TREASURE TYPE: B
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +2 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 9 (45 PSPs)

Attack/defense modes: all/all

Disciplines: none



ATTACKS/SPECIAL ABILITIES

Tentacle/Tail/Beak Attacks. Because a grock has two heads, it is able to make simultaneous attacks against up to 2 opponents to its front or flanks. It may make a combination attack (2 tentacles + 1 beak) against two different opponents up to 180° apart, or make all attacks (4 tentacles + 2 beaks) against a single opponent to its front. Its tail attack may be made against a target to its rear or flanks, but strikes at -2 when attacking a target to its rear. Each successful tentacle, tail or beak attack does 1d4 normal damage (bludgeoning/piercing) plus 1d4 electrical damage.

Two Brains. Because a grock has two brains, it gets two rolls on all psionic saving throws; if either succeeds, the grock succeeds. The same advantage is not afforded to spell-based saving throws that affect the mind.

Sympathetic Senses. Not only do the two heads of a grock allow a grock to share everything one head hears or sees with the other, any grock within a 30' range of another grock automatically shares these abilities telepathically. If multiple grocks are "chained" together (that is, each grock is within 30' of another grock), all grocks within the chain are able to see and hear everything seen and heard by other grocks in the chain. All "to hit" rolls made by grocks in a chain are made at +1 for each grock in the chain beyond the first (e.g., if four grocks are in a chain, they all roll with a +3 "to hit" bonus on melee and ranged attacks). The psionic ability *synaptic static* blocks this ability, but magical devices and spells will not.

Darkness. At will (as a free action) a grock may invoke darkness to a 10' radius.

DESCRIPTION/ECOLOGY — *Higher Order Demon*

Appearance. Grocks stand nearly 8' tall and weigh approximately 900 pounds. Their dual necks and heads are deathly-pale white, feature sullen black eyes, and beaks of medium gray. The furry collar at the base of their necks ranges in color from blood orange to coral pink reflecting their age (the former being typical of younger grocks and the latter typical of the elder of their kind). The feathers on the body of a grock are a mix of medium browns, and their legs are medium gray. The undersides of their suckered tentacles are fleshy pink, and the topsides are a slimy, putrid gray.

Ecology. Along with the vrocks and the succubi, grocks inhabit the Abyssal layer of Qinnu (the 503rd layer of the Abyss; a place of spires, peaks, ramps, and perches) and serve Lamashtu (the Demon Queen of Monstrous Births) alongside the vrocks and succubi. Because the *Incantation against Lamashtu* invokes Pazuzu (the King of Demons) to protect birthing mothers and infants against Lamashtu's malevolence, the grocks hold a great animosity for those who serve Pazuzu, as well as for Pazuzu himself (though they would never admit it).

Languages. Grocks speak abyssal, auran, celestial and common. They are also able to telepathically understand any language.

Grock Reactions. If a grock perceives a creature or party to have an alliance, allegiance or association with Pazuzu, the grock will attack immediately. This includes parties that are traveling to or from any Abyssal layer associated directly with Pazuzu and/or his servants and minions.

Grommk

HOME: Seventh Circle of Hell (Violence)
SERVES: Baalzebul

ARMOR CLASS: -2	NO. APPEARING: 1 (1-3)
HIT DICE: 11**	SAVE AS: Dwarf:11
MOVE: 90'(30')	MORALE: 10
ATTACKS: 2 fists or 1 gore	TREASURE TYPE: Mx2
DAMAGE: 3-18 (x2) or 2-20	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Normal	POISON: Normal
FIRE: None	SILVER: Normal
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Colossal Strength. Grommks are incredibly strong. On successful attacks, each of its fists do 3d6 and its gore does 2d10. A grommk may also throw boulders as a cloud giant (to a 200' distance for 3d6 damage).

Intimidation. Grommks may weaken an opponent's resolve in combat through intimidation. This may only be used against a melee opponent with whom the grommk is engaged, and who can see the grommk. The creature being intimidated must save vs. paralysis or become shaken for 1d4 rounds, suffering a -2 penalty on attack rolls and saving throws. A grommk can only attempt to intimidate an opponent once per encounter.

Regeneration. A grommk regenerates 3 hp per round (up to its normal maximum). Additionally, a grommk will regenerate back to life (even if killed on its native plane) unless its head is removed from its body, and both of its horns are removed from its head and ground into powder.

Waterbane. Any freshwater of a normal nature (i.e., water which has not been blessed) within a 60' range of a grommk will become automatically contaminated with poison. If the area of contamination is contiguous with a larger body of water, the entire body of water will be contaminated. Any creature consuming water contaminated by a grommk must save vs. poison or die. This ability does not affect holy water or salt water, and its effects may be removed by a *purify* spell.

Fear Aura. A grommk is surrounded by a 60' radius fear effect. All those in the area must save vs. spells or flee in fear for 2 turns.

Darkness. At will (as a free action) a grommk may invoke darkness to a 15' radius.

Spell-like Abilities. A grommk possesses the following spell-like abilities that may be used at will, but are only usable one at a time as an 11th level magic-user: *cause fear*, *charm person*, *suggestion*, *infravision*, *know alignment*, *phantasmal force*, *teleportation* (no error), and *wall of fire*.

Summon. Two times per day, a grommk may summon another grommk with a 50% chance of success.

DESCRIPTION/ECOLOGY — *Higher Order Devil*

Appearance. These hulking behemoths stand nearly 12' tall, have deep red skin, yellowed eyes half-hidden behind their low brow, and ivory-colored upturned horns. They are hunched and misproportioned, with legs too short and arms too long.

Ecology. Grommks are fantastically strong and carelessly cruel, often smashing and destroying for no reason other than wanton destruction; the nature of the item being smashed (inanimate object or living creature) matters not to the grommk.

All grommks have personal names, and refer to themselves in third person preceded by the word "the" (e.g., a grommk named Kellb would refer to himself as "the Kellb"). For this reason, the word "the" is considered part of a grommk's truename (and must be used as such).

Languages. Grommks speak celestial, common, draconic, and infernal. They also possess divovtelepathy.

Grommk Reactions. There is a 99% chance that a grommk will attack on sight, unless doing so contradicts the interests of Baalzebul. Otherwise, the grommk will threaten those encountered to leave before it attempts to destroy them.

Holsohr

HOME: Melas Oneiros (the Black Dream Realm of the Dream Lands)	SERVES: Phobetor (Demon Prince of Nightmares)
ARMOR CLASS: 2	NO. APPEARING: 1-3
HIT DICE: 7+7*	SAVE AS: Fighter:7
MOVE: 60'(20')/180'(60')	MORALE: 11
ATTACKS: 2 claws/1 bite	TREASURE TYPE: W
DAMAGE: 1-6/1-6/1-8	ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: None	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *ego whip, id insinuation*

Defense modes: *mind blank, thought shield**

Telepathic: D *thought concealment*, phobia amplification**

Psychoportative: D *dream travel**

ATTACKS/SPECIAL ABILITIES

Silent Scream. Although the holsohr are voiceless, they are able to emit a silent “roar” of sonic distortion in a 60' long radius and a 180° arc. All creatures caught within in the area take 4d6 damage; a successful save vs. breath halves this damage. This ability is usable 3x/day.

Phobia Aura. In addition to possessing the telepathic devotion *phobia amplification*, holsohr are always surrounded by a 30' radius effect equal to that ability. All creatures caught within the area must make a psionic saving throw or suffer the effects for a duration of 2 turns.

Phobia Reflection. This ability is similar to the illusionist spell *alter self*, except that all creatures that view the holsohr will see it as the living embodiment of their greatest fear. A psionic saving throw results in the creature being able to see the holsohr as it truly is. This ability is usable 3x/day and has a duration of 1 hour (6 turns).

Cause Nightmares. At will, a holsohr may touch a sleeping victim and cause it to have nightmares. On a failed psionic saving throw, the sleeping victim will be wracked with nightmares and restless sleep. When the victim wakes, it will have gained none of the benefits from such a period of sleep (e.g., natural healing cannot take place, spells cannot be memorized, etc.). If the victim is woken, the nightmares will be disrupted and the victim may then return to restful sleep. The holsohr must be in the same plane as the actual body of the victim for this ability to work (e.g., the holsohr may not reach into the Prime Material from the Dream Plane to use this ability).



DESCRIPTION/ECOLOGY

Appearance. These dreadful creatures are a horror to behold. A holsohr's body is generally humanoid in form, but its green-gray extremities feature bird-like hands and feet, its arms and torso are covered with reddish-gray feathers, and its wings are composed of long black feathers. The head of a holsohr appears as a human skull with bulbous orange eyes and a ghastly, fang-filled, vertically-set mouth that extends down its elongated neck.

Ecology. Holsohr are native to Melas Oneiros (the Black Dream realm of the Dream Lands)—the place where the most terrifying and dreadful of nightmares are born. In fact, it is believed that the holsohr themselves were born into existence from nightmare.

Holsohr prowl through Dream in search of the unattended bodies of dream travelers, through which the holsohr may escape from Dream into the plane occupied by the sleeper, in order to bring chaos, confusion and mayhem to the waking world.

The holsohr are the sworn enemies of both baku and zowls.

Languages. Holsohr are voiceless, communicating via a form of sign language (unique to the holsohr). They do, however, understand common, aurian, celestial, nocturne, primordial, and supernal.

Holsohr Reactions. If a holsohr encounters any creature that is not native to the Dream Lands, it will generally assume the creature is dream traveling, and attempt to find out where the traveler's body is located, travel to that location and, if the body is unattended, attempt to enter the waking world.

Kervarzl

HOME: Xibalba (the Great Cave of Fear;
the 89th layer of the Abyss)
SERVES: Camazotz (Demon Prince of Vampires)

ARMOR CLASS: 2	NO. APPEARING: 1-4 (1-6)
HIT DICE: 6**	SAVE AS: Elf:6
MOVE: 60'(20')/180'(60')	MORALE: 8
ATTACKS: 1 bite	TREASURE TYPE: F
DAMAGE: 1-4 + special	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: None	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Half
FIRE: Double	SILVER: Normal
GAS: Half	REQ. "T.H.": Silver or better



ATTACKS/SPECIAL ABILITIES

Life-draining Disease. The bite of a kervarzl does 1d4 point of damage on a successful “to hit” roll. Additionally, the victim of such a bite must also make a saving throw vs. death or contract a vampiric disease. While suffering from this disease, the victim loses 1 cumulative point of Strength and 1 cumulative point of Constitution per day until the disease is removed or the victim reaches a score of 0 in Strength or Constitution (and dies). This disease can be removed with a *cure disease* or *remove curse* spell cast by a cleric of at least 9th level; if cast by a cleric of a lower level, the attempt will be unsuccessful. These spells will only remove the disease, but will not restore lost points of Strength or Constitution; after the disease is removed, lost Strength and Constitution points are recovered at a rate of 1 each per full day’s rest until restored to their normal level. Any creature that dies while diseased from the bite of a kervarzl cannot be resurrected. Additionally, if the deceased is not reincarnated within 24 hours, its spirit will move on to Xibalba where it will be reborn as a kervarzl in a number of days equal to the deceased’s previous level/HD.

Terrifying Screech. In lieu of its bite attack, a kervarzl may let out a harrowing screech that affects all hearing creatures in a 60' radius. All those within the area of effect must save vs. spells or flee in fear for 2 turns. Any creature with fewer than 5 HD that fails is instead paralyzed with fear for 2 turns. This ability is usable every three turns.

Telepathic Vision. Kervarzls have no eyes, and do not have vision in the traditional sense. However, they do possess telepathic vision in a 360° radius to a 120' range. The full arc of vision nullifies any bonuses on attacks from behind (like a thief’s backstab). This is a magical ability and is unaffected by *synaptic static* (or other psionic abilities).

Regeneration. A kervarzl regenerates up to 3 hp per round (as soon as it is damaged). If a kervarzl is reduced to 0 hit points, it will assume the form of a mist and be transported immediately back to Xibalba (the 89th layer of the Abyss), where it will reassume its natural form with 3 hp, and continue to regenerate at a rate of 3 hp per round until fully healed. If a kervarzl is reduced to 0 hit points while in Xibalba, it will dissipate into nothingness and cease to exist.

Immunities. Kervarzls are immune to *sleep*, *charm* and *hold* spells, as well as magical diseases (like mummy rot), life-draining abilities (like a wight’s touch), and ghoul paralysis.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. The leathery body of a kervarzl sports a head that resembles a sphynx cat without eyes. Its legs are strangely jointed which forces it to “half-crawl” while moving on the ground, but its smallish wings are ironically quite capable when fully outstretched (allowing it flying speeds triple that of its movement when on the ground).

Ecology. Kervarzls are inhabitants of Xibalba (the Great Cave of Fear) and serve Camazotz (Demon Prince of Vampires). They are often simply charged with the task of making more of their kind (see **Life-draining Disease**, above).

Languages. Kervarzls speak abyssal, celestial, common, and nocturne, as well their own language.

Kervarzl Reactions. If a kervarzl believes it self to be evenly matched or stronger than its opponents, it will attack immediately in hopes of creating additional kervarzls. Otherwise, use the standard reaction table for encounters.

Jeeoxel

HOME: Limbo
SERVES: Varies

ARMOR CLASS: 8
HIT DICE: 1**
MOVE: 30'(10')/120'(40')
ATTACKS: 1 bite
DAMAGE: 1-4 + special

NO. APPEARING: 2-8 (10-40)
SAVE AS: Normal Man
MORALE: 10
TREASURE TYPE: Nil
ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: Normal
FIRE: Normal	SILVER: Normal
GAS: Half	WEAPONS: Normal

PSIONIC ABILITIES

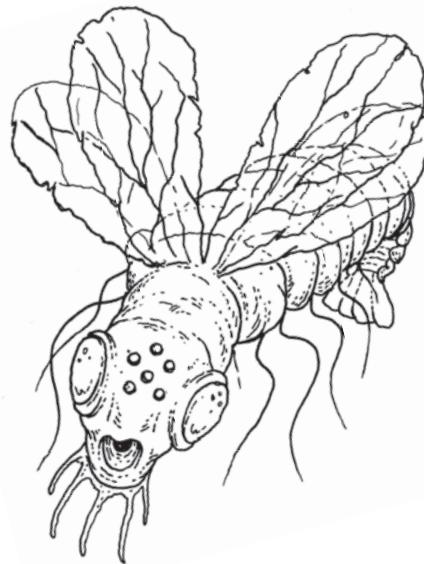
PSIONIC LEVEL: 1 (5 PSPs)

Attack modes: *ego whip*

Defense modes: *mind blank* (always on)

Psychometabolic: D) cell adjustment*

(costs no PSPs to use, see below for notes on use)



ATTACKS/SPECIAL ABILITIES

Bite. Jeeoxels possess a clamping bite that does 1d4 on a successful “to hit” roll. Additionally, on a successful bite, the jeeoxel’s beard of tentacles will constrict upward and attempt to form an electrical contact with the victim, doing an additional 1d4 in electrical damage on a second successful “to hit” roll.

Infravision. 60’ range.

Mind Blank. Jeeoxels possess the psionic defense mode *mind blank*. This ability is always active, unless the jeeoxel is unconscious or otherwise psionically hindered (e.g., through the use of *synaptic static*).

Ego Whip. Jeeoxels possess the ability to use the psionic attack mode *ego whip* (with a standard PSP cost for use). They may use this power while suspended in flight, but not during any round in which they otherwise move or act. Jeeoxels will typically reserve this attack as a “last offense,” preferring their bite attack.

Cell Adjustment. Jeeoxels are able to use the psychometabolic discipline *cell adjustment*, but only on themselves or another jeeoxel within a 30’ radius (no touch required). This ability costs no PSPs to use, and they may use the ability as many times per day as they wish, but may not make any other actions during a round in which they use the ability (other than remaining suspended in flight, as per *ego whip*, above).

Mental Bond and Combat Acuity. Jeeoxels share a mental connection with other jeeoxels in their general proximity (360’ radius), and have an innate knowledge of combat tactics. In swarms (even small ones) during combat, jeeoxels are able to make coordinated attacks by acting “in congress” as a group. Additionally, it is not uncommon for all individuals within a group of jeeoxels to all use their cell adjustment ability during the same round, healing those who need it most.

DESCRIPTION/ECOLOGY

Appearance. Jeeoxels appear as flying insectoid creatures approximately 2’ in length. Their bodies are ruby red, with a stripe of emerald green along the outside edge of their shrimp-like tails. Their wings are translucent pink, their eyes are bright blue, their head features a sextet of white nodules, and their tentacle beard is pale blue.

Ecology. In the Plane of Limbo, jeeoxels live in massive floating island vespriaries, ruled by a jeeoxel queen.

Languages. Jeeoxels speak their own language.

Jeeoxel Reaction Table

Modify by +1 for each party member native to Limbo.

Modify by -1 per 4 jeeoxels present.

2	immediate attack
3-5	positions themselves to attack; will attack next round unless party withdraws
6-8	guarded; will attack if approached within 30'
9-11	guarded; will attack if approached within 60'
12	uninterested; if approached (within 60’): 50% chance of attacking/50% chance of fleeing

Jikibria

HOME: Innapih/Ganzer (the 149th layer of the Abyss)
 SERVES: Asag/Nergal (Demon Prince of Sickness)

ARMOR CLASS: 4	NO. APPEARING: 1-3 (1-6)
HIT DICE: 6**	SAVE AS: Fighter:6
MOVE: 240'(80')	MORALE: 7
ATTACKS: 1 touch	TREASURE TYPE: B
DAMAGE: Disease	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 6 (30 PSPs)

Attack modes: all

Defense modes: all

Psychometabolic: all



ATTACKS/SPECIAL ABILITIES

Diseased Touch. Although a successful touch attack by a jikibria does no hp damage, there is a possibility it will cause as many as 6 diseases in a victim. The victim gets a saving throw vs. each effect, and contracts all those with failing rolls.

- 1. leprosy:** lose 1d3 hp per day (from bleeding) and unable to heal naturally until cured
- 2. lycanthropy:** as wererat
- 3. mummy rot:** as a mummy
- 4. plague:** loss of 1d3 points of Constitution and unable to get restful sleep (cannot recover lost hp or memorize spells) until cured
- 5. rabies:** loss of 1 point of Intelligence per day until cured or dead
- 6. tuberculosis:** -2 on all attack rolls, +2 AC penalty, and exhaustion (cannot recover lost hp or memorize spells) until cured

Once a creature has been touched by a jikibria (whether it failed any of its saving throws or not), the creature is immune to the touch of all jikibriae for the remainder of the counter. A single disease cannot be contracted multiple times (e.g., in future encounters with jikibriae before previously contracted diseases are healed). A single *cure disease* spell will remove all of the disease. Once cured, lost ability points are regained at a rate of 1 point per day of full rest.

Cause Disease. In lieu of making its touch attacks, a jikibria may use the spell *cause disease* (as a 6th level cleric) as many times per day as the jikibria wishes. Any creature already afflicted by a jikibria's tuberculosis is immune to this effect.

Disease Immunity. Jikibriae are immune to all disease, both of a standard and magical nature.

Disease Deflection. In addition to being immune to disease, a jikibria deflects all instances when a disease might otherwise come in contact with it, shirking off the disease magically on a chosen target within a 120' range. This is done as a free action at the moment the jikibria and the disease (or disease effect) come into contact with one another. Targets of the deflection are permitted a save vs. breath to avoid the jikibria's deflection. If the target fails, it is still permitted any saving throws normally allowed to avoid the original disease or disease effect.

Summon. Two times per day, a jikibria may summon 1-2 other jikibriae with a 30% chance of success.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. A jikibria would measure nearly 7' tall, if it were able to stand upright. Instead, the gangly jikibria hobbles at a nearly unbelievable speed. The skin of the hairless jikibria is sickly gray mottled with putrid yellow, and the entire creature is surrounded by a sort of membrane sack that is a nearly-translucent green. This sack is vestigial and self-healing, and while it provides some protection for the jikibria, it affects neither the jikibria's Armor Class, nor attacks made against the jikibria.

Ecology. Jikibriae hail from the 149th layer of the Abyss—a feverish, diseased place where the air is thick and humid. This layer is known by two names—"Innapih" by those who know its ruling demon prince by the name "Asag," and as "Ganzer" by those who know the ruling demon prince by the name "Nergal."

Languages. Jikibriae speak abyssal, celestial, and common.

Kubrudos (Thorn Devil)

HOME: Seventh Circle of Hell (Violence)
SERVES: Baalzebul

ARMOR CLASS: 1
HIT DICE: 7**
MOVE: 120'(40')//180'(60')
ATTACKS: 2 claws
DAMAGE: 2-5 + special (x2)

NO. APPEARING: 1-2 (3-12)
SAVE AS: Elf:7
MORALE: 8
TREASURE TYPE: C
ALIGNMENT: Chaotic (LE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Normal	POISON: Normal
FIRE: None	SILVER: Normal
GAS: Half	REQ. "T.H.": +1 or better

ATTACKS/SPECIAL ABILITIES

Strike with Fear/Bloodrot. On a successful “to hit” roll with one of its claws, a kubrudos does 1d4+1 damage, and the victim must also save vs. spells or flee in fear for 2 turns. If both claws of a kubrudos strike a single target successfully during the same round, the kubrudos may attempt to land its fangs into that target (with an additional successful “to hit” roll required). A successful fang attack does 1d2 damage and injects an infernal venom that causes bloodrot. A successful save vs. poison results in temporary bloodrot, which temporarily drains of 1 point Wisdom and 1 point of Constitution (regained at a rate of 1 point each per full day of rest). However, on a failed saving throw, the bloodrot remains until cured and causes a loss of 1d3 points of Wisdom and 1d3 points of Constitution; these points cannot be recovered until the bloodrot is cured (e.g., by the spell *cure disease* or the psionic discipline *complete healing*).

Infernal Vehemence. Twice per day, a kubrudos is able to enter a state of battle frenzy similar to a berserker, attacking opponents (and sometimes fellow devils) in a blind rage. This rage lasts for 2d4 rounds, and permits the kubrudos to either: a) make twice as many attacks per round as normal, or b) make its normal number of attacks with a +2 “to hit” bonus.

Breathe Blood. Kubrudos are able to breathe when submerged in blood as some creatures are able to breathe when underwater. (This ability is indispensable in the first ring of the Seventh Circle of Hell—the Great River of Blood.)

Spell-like Abilities. A kubrudos possesses the following spell-like abilities that may be used at will, but are only usable one at a time as an 7th level magic-user: *cause fear*, *charm person*, *hold person*, *infravision*, *know alignment*, *phantasmal force*, *produce flame*, *suggestion*, and *teleportation* (no error).



Summon. At will (as its action for the round), a kubrudos may summon another kubrudos with a 20% chance of success. A kubrudos may use this ability once every three turns.

DESCRIPTION/ECOLOGY — Standard Order Devil

Appearance. These spiked creatures appear individually in a number of different shades of blue, and the locations and lengths of their spiky growths vary independently of their coloration. Those kubrudos with a greater number of spikes, a greater length in their spikes, and a deeper/darker coloration consider themselves to be superior to other kubrudos, though their abilities are not reflective of this belief (for it is nothing more than hubris).

Ecology. The kubrudos are inhabitants of the Seventh Circle of Hell (Violence), where they are charged with tormenting those violent offenders sentenced to all the wonderful vengeance it was designed to deliver. In the first ring of this circle (the Great River of Blood), the kubrudos are quite common. They are uncommon in the second ring (the Horrid Forest, where barbed devils are more common), and quite rare in the third ring (the Fiery Desert, where bone devils rule). Kubrudos maintain a thin relationship with barbed devils, and the bone devils look down upon the kubrudos as tedious and unimportant.

Languages. Kubrudos speak celestial, draconic, infernal, and tauran, but also possess diavotelepathy.

Kubrudos Reactions. If encountering what it believes is a lesser group of creatures, a kubrudos will attempt to subdue its opponents and take them to the Great River of Blood and torture them endlessly. Otherwise, use the standard reaction table for encounters.

Keklek

HOME: Valley of the Unknown (the 107th layer of the Abyss)
SERVES: Unknown

ARMOR CLASS: 0	NO. APPEARING: 1-4 (3-12)
HIT DICE: 4*	SAVE AS: Fighter:4
MOVE: 240'(80')	MORALE: 10
ATTACKS: 2 hooks/1 bite or 4 hooks/1 bite	TREASURE TYPE: L (individual)
DAMAGE: 2-8(x3) or 2-8(x5)	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal
COLD: Half
ELECTRICITY: Half
FIRE: Half
GAS: Half
IRON: Normal
MAG. ENERGY: Normal
POISON: None
SILVER: None
REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Pounce. If attacking from a higher vantage point, a keklek may “pounce” on an opponent, digging in with all four of its hooks and snapping with its beak-like mouth (with an individual “to hit” roll for each). Otherwise, a keklek may only attack an opponent with its two fore-hooks and its bite.

Captivating Scent. Kekleks' glands produce a scent that is spicy and flowery, and appeals to most species. Those who have smelled a keklek before know this smell well—it is unique to the keklek and it's hard to reproduce effectively, even by illusory means. Within a 120' range of a kelklek, the scent is strong enough to have an effect; those in range must save vs. poison or approach the kelek (at a normal walking pace) close enough to engage in melee. There is a modifier on the save based on the creature's previous experience with the smell as outlined below.

<u>Previous Experience</u>	<u>Modifier</u>
has never smelled it,	±0
or doesn't remember smelling it	
smelled it, but has never seen a keklek	-2
encountered a keklek, and remembers it	+2

Forgetful Aura. Each round a creature stands within a 10' radius of a keklek, the creature must save vs. paralysis or forget what they are doing on their next action (treated as stun for the sake of movement, spellcasting, combat, etc.). Rolls to avoid the effect are made at the top of the round, regardless of the order of initiative. Making a save during one round does not exclude the creature from the need to make saves on future rounds (as long as the creature is standing within 10' of a keklek). If the aura of several kekleks "overlaps," only a single save is required of a creature standing in the area of overlap.

Preserved Memories. Kekleks are immune to all effects (both magical and psionic) which attempt to change what is known or believed (based on history) by the keklek. This makes them immune to effects which seek to alter the memories or knowledge of a keklek (e.g., the telepathic science *mind wipe*, or the amnesia effects of the Valley of the Unknown), or those that seek to alter what they believe about places or creatures they have encountered previously, even briefly (e.g., *charm* spells). They are subject to the effects of illusions, except in regards to previous experiences.

Summon. Three times per day, a keklek may summon 1 additional keklek with a 10% chance of success.

DESCRIPTION/ECOLOGY — Lower Order Demons

Appearance. Kekleks are plated and dinosaur-like, with a flat, ridged head and a beak-like mouth, a longish neck, and lanky arms and legs terminating in hooked hands and feet. Their overall coloration is deep orange-brown, save for the white plates that run from the creature's shoulders to its pelvis. Despite their appearance, kekleks are incredibly agile.

Ecology. Little is known of the kekleks, their culture, or their behavior, for those who visit the Valley of the Unknown (thd 107th layer of the Abyss) are unable to remember anything about what they have seen there, even those persons, places and things seen only moments before.

Languages. Kekleks speak abyssal, click speech, draconic, and their own language.

La'ahk

HOME: Rlouy (the 247th layer of the Abyss)
 SERVES: Dziwozona (Demon Queen of Swamps)

ARMOR CLASS: 3	NO. APPEARING: 1-4 (4-16)
HIT DICE: 3*	SAVE AS: Fighter:3
MOVE: 60'(20')	MORALE: 9 (12)
ATTACKS: 1	TREASURE TYPE: Nil
DAMAGE: 1-6 (or by weapon)	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: Normal
GAS: Half	WEAPONS: Normal



ATTACKS/SPECIAL ABILITIES

Rock to Mud. Three times per day, a la'ahk is able to permanently *transmute rock to mud* (as the magic-user spell).

Pass Morass. La'ahk are unaffected by the slowing effects of mud (or other similar morasses) on their movement, and are likewise unaffected by effects on movement by similar terrains (e.g., they are able to move through wilderness areas of swamp as if they were traveling through a plains area).

Deceleration Field. La'ahk are surrounded by a temporal field in a 30' radius sphere. Any creature within the sphere and in the same plane as the la'ahk has its movement slowed to half normal. This does not affect spellcasting, nor does it affect melee or ranged attacks. Creatures in the Ethereal Plane or a plane other than that in which the la'ahk exists in physical form are unaffected. La'ahk move at their normal speed (60' turn and 20' round) inside the field. Those already in morass (e.g., in mud) that are caught inside the field will be unable to move or turn (as if they are held fast), but may cast spells or make melee or ranged attacks in the direction they are already facing.

Create Murky Water. Three times per day, a la'ahk may generate up to 10 gallons of murky water. This water can be created in a receptacle to contain the liquid, or spread out over an area—possibly creating a downpour or filling many small receptacles. This water is drinkable by the la'ahk, but will be undrinkable by most other creatures (unless purified first).

Pass Without Trace in Swamps and Marshes. La'ahk are able to move through marshes and swamps, and leave neither footprints nor scent. Tracking la'ahk through these areas is impossible by nonmagical means.

DESCRIPTION/ECOLOGY — Lower Order Demon

Appearance. La'ahk are humanoids, both salamander- and frog-like in appearance, with fleshy, folded skin of blood orange color, with dark gray striping accenting the folds of their skin.

Ecology. La'ahk are the footsoldiers of Dziwozona (the Demon Queen of Swamps), serving mainly in Rlouy (the 247th layer of the Abyss; a putrid layer of slimy swamps and filthy fens), where it connects to the Slime Pits (layer 457 of the Abyss, ruled by Juiblex). For millennia, Dziwozona has contested rulership of the Slime Pits, seeking the overthrow of Juiblex. Because the la'ahk are incredibly prolific breeders, this has served Dziwozona well in replacing fallen la'ahk in battle after battle. In battle, la'ahk are usually armed with short swords, but are otherwise rarely armed. The la'ahk have a contentious relationship with the pazaluh, with whom they live in Rlouy, and fight alongside of in service to Dziwozona.

Languages. La'ahk speak abyssal, aquan, click speech, terran, and their own language. They are also all tied telepathically to Dziwozona—any command she gives to one la'ahk is heard by all la'ahk. If able, a la'ahk will follow her commands without question (la'ahk have a morale of 12 when following an explicit command from Dziwozona).

La'ahk Reactions. Generally, when la'ahk encounter intelligent creatures (particularly those who appear to pose a threat, like a party of adventurers), the la'ahk will attempt to keep a safe distance as they communicate telepathically with Dziwozona and see what she wishes for them to do.

Lsza-oth

HOME: The Realm of Lsza-oth (the 223rd layer of the Abyss)
 SERVES: Self

ARMOR CLASS: -2	NO. APPEARING: 1 (unique)
HIT DICE: 12*** (63 hp)	SAVE AS: Dwarf:12
MOVE: 30'(10')/150'(50')	MORALE: 8
ATTACKS: 4 tongues	TREASURE TYPE: W, X, Y, Z
DAMAGE: 1-8 + level drain	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

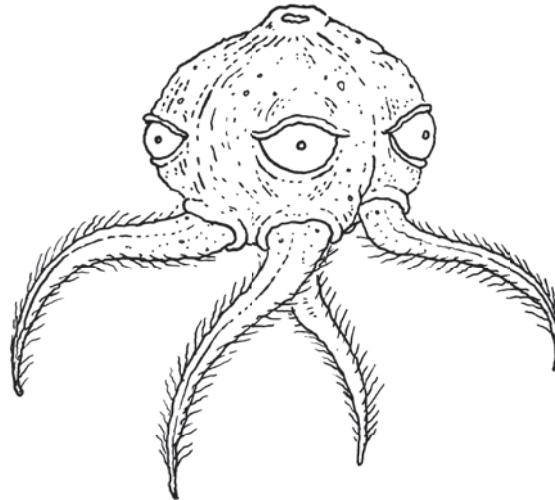
PSIONIC ABILITIES

PSIONIC LEVEL: 12 (60 PSPs)

Attack modes: all

Defense modes: immune to psionic attack modes (see below)

Disciplines: as 12th level mystic



ATTACKS/SPECIAL ABILITIES

Dazing Aura. Lsza-oth is surrounded by a 60' radius effect that dazes those in the area who fail a saving throw vs. spells. The effect persists only while the victim remains within the aura. New saving throws are required every time a creature re-enters the area of effect.

Enslaving Gaze. All seeing creatures that look upon Lsza-oth (and the unblinking gaze of his 4 eyes) must save vs. spells or be charmed (with additional saving throws permitted as the spell). Those creatures who are dazed from Lsza-oth's aura and looking at Lsza-oth fail automatically.

True Seeing. Lsza-oth possess this ability to a range of 120'. It is always active and it cannot be hindered.

Draining Tongue. On a successful melee "to hit" roll, the touch of a tongue of Lsza-oth does 1d8 damage and permanently drains 1 energy life level (victim loses 1 HD/level of experience).

Immunities. Lsza-oth's is immune to *sleep*, *charm* and *hold* spells. Additionally, Lsza-oth cannot be harmed, influenced or controlled by any psionic ability that requires a psionic saving throw from its target (including psionic attack modes); otherwise, ze saves as indicated vs. the psionic ability. Lsza-oth is immune to any attempt to read zir mind or understand zir thoughts (magical, psionic, or otherwise).

Summon Undead. At will (as a spellcasting action), Lsza-oth may summon undead creatures that follow zir commands without question. With each use, Lsza-oth may choose one option from the following summoning list: 4 skeletons, 4 zombies, 3 ghouls, 1 mummy, 1 shadow, 1 wight, or 1 wraith.

Spell-like Abilities. Lsza-oth possesses the following spell-like abilities that may be used at will, but are only usable one at a time as a 12th level magic-user: *animate dead*, *cause fear*, *suggestion*, *infravision*, *phantasmal force*, *teleportation* (no error), and *wall of fire*.

DESCRIPTION/ECOLOGY — Higher Order Demon

Appearance. Lsza-oth appears as a warty, bulbous, undulating mass of flesh with a vestigial air-hole on its topside, four unblinking eyes around its perimeter, and four flailing tongues dangling down and trimmed on their sides with hair-like growths.

Ecology. The Realm of Lsza-oth is an undulating expanse covered with a fleshy layer of earth. It is said that to experience Lsza-oth's world is to experience madness. Zir motivations are unknown and unknowable.

Lsza-oth may "walk" using zir tongues, but ze prefers to fly.

Languages. Lsza-oth possesses diavotelepathy.

Lsza-oth Reaction Table

2	attack immediately, attempting to kill all opponents
3-5	engage immediately, attempting to enslave as many opponents as possible, killing all others
6-8	request party serve Lsza-oth; attacks if refused, attempting to kill all opponents
9-11	request party serve Lsza-oth; attacks if refused, enslaving as many as possible and killing all others
12	request a party member be turned over as a slave to Lsza-oth; attacks if refused, enslaving as many as possible and killing all others

Malbhad

HOME: The Red Curtain (the 343rd layer of the Abyss)
 SERVES: Queen of the Malbhad

ARMOR CLASS: 2	NO. APPEARING: 1-3 (1-6)
HIT DICE: 5**	SAVE AS: Dwarf:5
MOVE: 90'(30')/150'(50')	MORALE: 8
ATTACKS: 2 claws	TREASURE TYPE: C
or 1 acid spit	ALIGNMENT:
DAMAGE: 1-4 (x2) or 2d4	Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: None	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

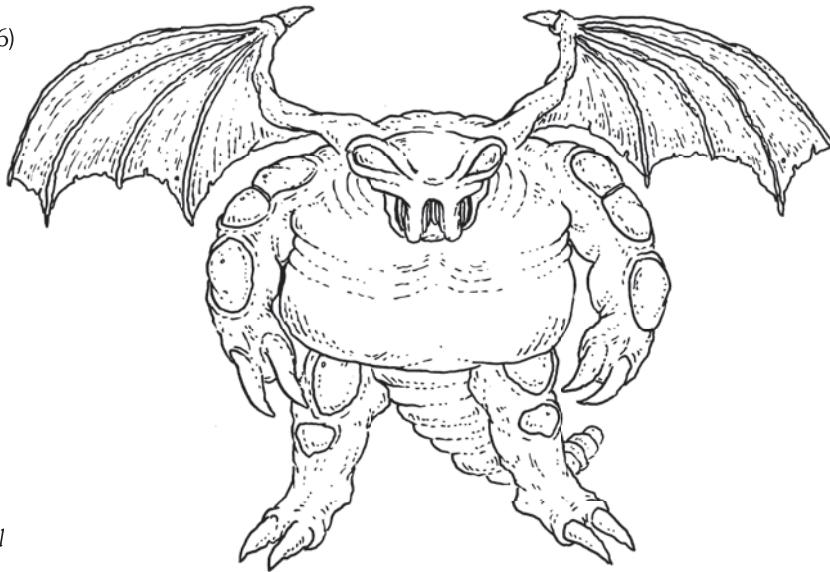
PSIONIC ABILITIES

PSIONIC LEVEL: 5 (25 PSPs)

Attack modes: *psionic shockwave, psychic crush*

Defense modes: *intellect fortress, tower of iron will*

Disciplines: none



ATTACKS/SPECIAL ABILITIES

Spit Acid. Every three rounds, a malbhad is able (in lieu of its claw attacks) to spit a small glob of acid at a target up to 30' away. On a successful ranged “to hit” roll, the glob does 2d4 acid damage. If the malbhad strikes with a natural “to hit” roll of 20, and the target is wearing non-magical armor that is not made of metal (e.g., non-magical hide or leather armor), there is a 50% chance that the armor will be ruined (and lose any benefits to AC).

Psionic Shockwave. This attack mode is identical to *psionic blast*, except that the force ripples out in all directions (360°) from the malbhad to a distance of 30'. The amount and type of damage done is equal to a *psionic blast*, and psionic defense modes work against a psionic shockwave as they do against a *psionic blast*. The cost to use this attack mode is 7 PSPs.

Regeneration. A malbhad regenerates 2 hp per round and will not truly die unless its head and wings are removed and burned. Once the malbhad’s head and wings have been completely destroyed by fire, the glow of its bulges (see **Appearance**, below) will be extinguished and the body of the malbhad will shrivel to dust in 3d12 rounds.

Blinding Flash. Three times per day, a malbhad may cause its glowing bulges to create a blinding flash. All seeing creatures in a 30' radius must save vs. paralysis or be blinded for 3d6 turns. This ability may be used during the same round as a physical attack by the malbhad, but may not be used during the same round as a spell or psionic ability.

Spell-like Abilities. Malbhad possesses the following spell-like abilities that may be used at will, but are only usable one at a time as a 5th level magic-user: *charm, hold person, infravision, phantasmal force, and teleportation* (no error).

Summon. At will (as its action for the round or turn), a malbhad may summon another malbhad with a 20% chance of success. This ability is usable once every 6 rounds.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Malbhads have thick, scaly red hides, ivory colored “toes” and “fingers” (as claws), green glowing eyes, and similarly glowing bulges on its arms and legs. These bulges will continue to glow as long as the malbhad is alive. When a malbhad dies, the bulges’ glow will be extinguished.

Ecology. Little is known of the Red Curtain (the 343rd layer of the Abyss), or the Queen of the Malbhad, save for the fact that the malbhad are often sent to the Material Plane by the Queen of the Malbhad to recruit new followers.

Languages. Malbhad possesses diavotelepathy.

Malbhad Reaction Table

2	attack immediately
3-5	charm party members into worshiping the Queen of the Malbhad; engage in combat if necessary
6-8	request party worship the Queen of the Malbhad; attack if refused
9-11	request party worship the Queen of the Malbhad; require tribute if refused; attack if tribute refused
12	request tribute to the Queen of the Malbhad; attack if refused

Mammon (Arch-devil)

HOME: Fourth Circle of Hell ("Greed")
 SERVES: Self/Asmodeus

ARMOR CLASS: -4
 HIT DICE: 24**** (121 hp)
 MOVE: 120'(40')/
 ATTACKS: 1 (Qidor)
 DAMAGE: 10-21 (1d10+9)

NO. APPEARING: 1 (unique)
 SAVE AS: Fails only on a 1
 MORALE: 12
 TREASURE TYPE: H, M, Z
 ALIGNMENT: Chaotic (LE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Normal	POISON: Normal
FIRE: None	SILVER: Normal
GAS: Half	REQ. "T.H.": +2 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 24 (120 PSPs)

Attack/Defense modes: all/all

Chakras/Disciplines: all



ATTACKS/SPECIAL ABILITIES

Qidor. Mammon wields *Qidor* (a +2 fauchard of wounding). This weapon strikes as a +2 polearm (+9 in Mammon's hands, when accounting for his +7 melee "to hit" bonus). On a successful "to hit" roll, the opponent takes 1d10+2 damage from the weapon (and an additional +7 from Mammon's Strength), and must save vs. death or permanently lose 1 point of Constitution. Hit points lost to this weapon's damage can be regained only through rest (at the character's normal recovery rate), and cannot be restored by regeneration, magic, psionic or any other means.

Unholy Word. In lieu of other attacks and magic use, Mammon may utter an unholy word. This instantaneously affects all living creatures of a non-chaotic alignment (or non-evil if using dual-axis alignment) in a 30' radius (no saving throw permitted, regardless of whether the creatures hear the unholy word or not), and the effects depend on the level/HD of the creature as outlined below:

level/HD	Damage Taken
25 or more	unaffected
24	deafened for 1d4 rounds
21-23	blinded and deafened for 2d4 rounds
16-20	paralyzed, blinded and deafened for 2d6 turns
15 or fewer	living creatures die (undead creatures are unaffected)

Additionally, if Mammon uses this ability in any layer of Hell, extraplanar creatures of non-chaotic alignment (or non-evil if using dual-axis alignment) within the area are instantly banished back to their home planes on a failed save vs. paralysis. Creatures so banished cannot return for at least 24 hours.

Regeneration. Mammon regenerates 2d8 hit points per turn.

Spell-like Abilities. Mammon has the following additional spell-like abilities that may be used at will, but are only usable one at a time (1 per turn or 1 per round) as a 24th level magic-user: *animate dead, charm monster, charm person, darkness (120' radius), detect invisible, detect magic, dispel magic, fool's gold, geas, know alignment, phantasmal force, polymorph self, read languages, read magic, teleportation (without error), and wall of fire.*

Gate/Summon. Once per round Mammon may summon 1-6 lesser order devils with a 95% chance of success, 1-4 standard order devils with an 80% chance of success, or 1 higher order devil with a 50% chance of success.

DESCRIPTION/ECOLOGY — Arch-devil

Appearance. Mammon's physical strength contradicts his form, which is bloated, soft-looking, and red-gold in color.

Ecology. Mammon is the personification of greed, lust, and ambition. He is two-faced, vindictive, and arrogant, always looking for imagined insults. His followers can be found among both humanoid and monstrous species, and his servants wage economic warfare on good, prosperous nations in an attempt to collapse their economies, hoping that in their desperation the newly impoverished souls will turn to Mammon for salvation. Mammon is indirect and venomous, and he is known for speaking in riddles—never coming straight to the point, even when giving orders; his servants emulate this behavior.

Languages. Mammon possesses diavotelepathy.

Symbol. Mammon's symbol is a pair of red scaled hands open and looming over a black gemstone, or gold medallions embazoned with the image of a snake-bodied devil.

Melpor

HOME: The Withered Forest (the 16th layer of the Abyss)
 SERVES: Lord of the Melpor

ARMOR CLASS: 5
 HIT DICE: 2
 MOVE: 180'(60') {120'(40')}
 ATTACKS: 1 club or 1 bite
 DAMAGE: 2-5 or
 1-4 + disease

NO. APPEARING: 1-4 (4-16)
 SAVE AS: Fighter:2
 MORALE: 7
 TREASURE TYPE: Nil
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: Normal
GAS: Half	WEAPONS: Normal



ATTACKS/SPECIAL ABILITIES

Dulling Bite. On a successful “to hit” roll, the toothy bite of a melpor does 1d4 points of damage and, on a failed saving throw vs. poison, causes a disease that temporarily drains 1 point of Wisdom (no saving throw). Those who succeed on the saving throw are still subject to the saving throws on future bites from a melpor. Those with the disease are immune from additional Wisdom loss from the disease, until cured. Creatures affected by the disease may not regain lost Wisdom until the disease is cured (at which point, the lost Wisdom point may be regained with a full day’s rest).

Song of the Melpor. Despite their demeanor, melpor are able to vibrate their vocal cords to create songs that are both hauntingly beautiful and intoxicatingly hypnotic. All creatures within 120’ that are able to hear the song of a melpor must save vs. paralysis or fall asleep for 1d4 turns. The saving throw suffers a -1 penalty for each additional melpor that is singing in unison.

Wing Buffet. A melpor may stand and flail its arms in order to flap its membranes and buffet opponents in a cone of wind 5’ wide at its starting point, 20’ long, and 10’ wide at its terminus. All creatures in the buffet area take 1d2 damage (a successful saving throw vs. breath halves this damage). Melpor will rarely use this attack unless 3 or more of their number are present, and they can position themselves advantageously to overlap this attack against opponents. Only a single saving throw is allowed for creatures caught in an overlapping area, regardless of the number of melpor flapping their membranes.

Gliding. Melpor can glide, usually from branch to branch, due to the loose skin between their arms and legs. The horizontal distance a melpor can glide is 30’ in length per 10’ in height. While gliding, a melpor must spread its arms and legs to catch the air; it cannot fight, or do anything requiring two hands. Melpor take no damage from falls of any height, provided they can use their gliding ability and have enough room to land safely.

DESCRIPTION/ECOLOGY — *Lower Order Demon*

Appearance. The melpor appear as hairless orange gorillas with a brown reptilian surface on the front of their torsos, and black leathery membranes connecting their arms and legs (this membrane permits gliding). The bulging eyes and enormous teeth of a melpor are distinctly and disturbingly yellow in color. To call their demeanor primitive is putting it lightly. They have little concern for what is or isn’t acceptable behavior, leading most observers to believe melpor are driven by lust and animal instincts (which they are).

Ecology. The melpor live in the Withered Forest (the 16th layer of the Abyss)—a dark, jungled realm ruled by the Lord of the Melpor (usually the oldest and strongest of all melpor).

Combat Tactics. Melpor will typically congregate in treetops, begin singing their song in an attempt to put their opponents to sleep, then glide down and beat their opponents with clubs (1d4+1 from Strength) or tear them apart with their teeth.

Languages. Melpor speak their own language, abyssal, and the language of apes. They are also able to communicate telepathically with other Melpor.

Moädoch

HOME: Alfegestr (the 43rd layer of the Abyss)
SERVES: Lord of the Moädoch

ARMOR CLASS: 0	NO. APPEARING: 1-3 (1-6)
HIT DICE: 7+7**	SAVE AS: Elf:7
MOVE: 180'(60')	MORALE: 8
ATTACKS: 1 bite/2 tentacles or 1 trample	TREASURE TYPE: C
DAMAGE: 1-6/1-6/1-6 or 6-24	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

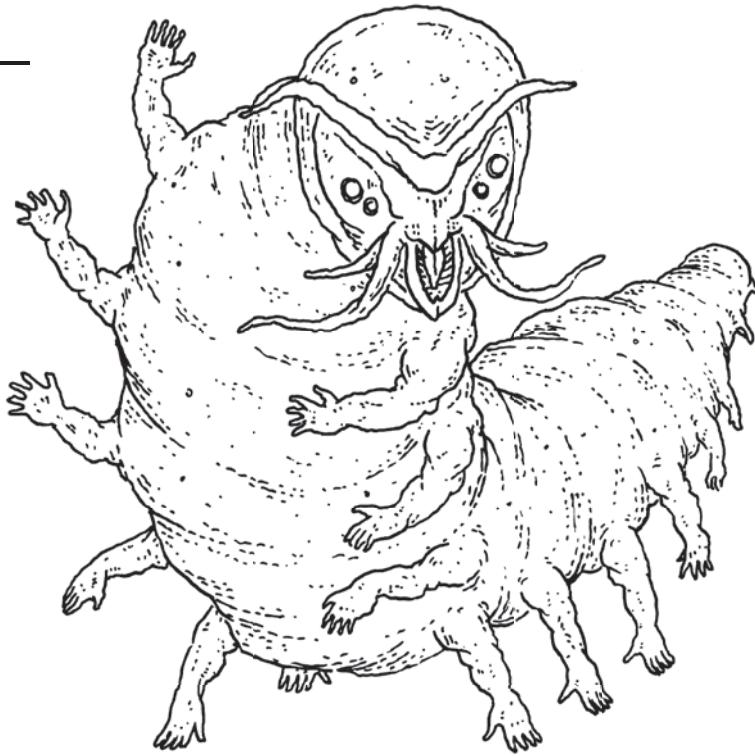
PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *psionic blast, psychic crush*

Defense modes: *intellect fortress, tower of iron will*

Disciplines: none



ATTACKS/SPECIAL ABILITIES

Tentacled Beak. A moädoch may attack a single target with up to three attacks—one bite from its beak and two touches with its tentacles. On successful “to hit” rolls, the beak does 1d6 crushing damage, and each tentacle does 1d6 electrical damage. Additionally, if both tentacle attacks successfully strike a single opponent during the same round, the opponent must save vs. paralysis or become stunned for 1d4 rounds.

Lightning Breath. Three times per day, a moädoch may breathe a line of electricity 50' long and 2' wide. This does a number of points of electrical damage equal to half the moädoch's remaining hit points. The target is permitted a saving throw vs. breath for half damage.

Trample. In lieu of any other attack, a moädoch may trample an opponent. The moädoch must be able to move at least 10' in a straight line at the intended target(s), and may move up to its full 30' for the round (the attack is made during the movement phase). Any creature caught in the moädoch's path takes 6d4 damage as its hands trample and punch; a save vs. breath is permitted for half damage.

Meld into Stone. This ability enables a moädoch to meld its body into a single block of stone. The stone must be large enough to accommodate the moädoch's body in all three dimensions. While in the stone, the moädoch remains in contact, however tenuous, with the face of the stone through which it melded. The moädoch remains aware of its surroundings—it can still hear what happens around it, but nothing that goes on outside the stone can be seen. Minor physical damage to the stone does not harm the moädoch, but its partial or complete destruction expels the moädoch (but does not damage it). The moädoch can step out of the stone through the surface that it entered. The following spells harm the moädoch if cast upon the stone that it

is occupying: *stone to flesh* expels the moädoch and deals it 5d6 points of damage; *stone shape* deals it 3d6 points of damage but does not expel it; *transmute rock to mud* and *passwall* expel the moädoch without dealing damage.

Gate/Summon. Once per day a moädoch may attempt to summon 1d2 other moädoch with a 50% chance of success.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Moädoch appear as massive, centipede-like creatures with two pairs of eyes and a beak-like mouth sporting four tentacles (two long tentacles and two short tentacles).

Ecology. The moädoch are native to Alfegestr (the 43rd layer of the Abyss)—a rocky, earthen realm with ties to the Elemental Plane of Earth.

Languages. Moädoch know abyssal, click speech, and terran, and also possess diavotelepathy.

Moädoch Reactions. Moädoch will always see any interaction with other creature types as a chance to make inflict pain upon those creatures. If there are 3 or fewer moädoch present, they will usually lead with their lightning breath (if able) from a distance, then close in to use their tentacled beak attack. If there are 4 or more moädoch present, they will usually lead with their lightning breath (if able), then trample as their next action, followed by tentacled beak attacks. Any moädoch that fails a morale roll (should one be necessary) will generally use their *meld into stone* ability if a suitable area of stone is available.

Nalmo

HOME: Xibalba (The Great Cave of Fear, 89th layer of the Abyss)
 SERVES: Camazotz (Demon Prince of Vampires)

ARMOR CLASS: 4
 HIT DICE: 7+7***
 MOVE: 30'(10')/120'(40')
 ATTACKS: See below
 DAMAGE: See below

NO. APPEARING: 1 (1-4)
 SAVE AS: Dwarf:7
 MORALE: 9
 TREASURE TYPE: D, Lx2
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: None	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Normal	SILVER: None
GAS: Non	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes/Defense modes: any 4/any 3

Clairsentient: **S**) psionic true seeing*, **D**) 360° vision*, danger sense*, detection of good/evil*, detection of magic*, infravision* (all are always on and cost no PSPs to use)

Psychoportative: **S**) probability travel



ATTACKS/SPECIAL ABILITIES

Claws. While airborne, a nalmo may strike at a single victim with up two claw attacks each of which does 1d6 damage on a successful "to hit" roll. Furthermore, on each successful strike, the victim must save vs. paralysis or be paralyzed for 1d6 rounds (cumulative).

Pincers. A nalmo may strike with up two pincer attacks (which may be used against separate targets). Each successful attack does 1d4, and on a failed save vs. paralysis causes the victim to be paralyzed for 1d4 (cumulative) rounds.

Darkness. A nalmo is surrounded by a 30' radius of complete and consuming darkness. No natural or magical light is able to pierce it the veil of this radius, and any light source that attempts to enter its area is automatically extinguished, and light spells targeted inside the area fail automatically. This darkness radius remains even after the nalmo reaches 0 or fewer hp, unless the nalmo is destroyed (see "Regeneration" below).

Special Senses. Nalmos possess a number of clairsentient psionic abilities that are always on and cost no PSPs to use. However, *synaptic static* (or similar) affects them normally.

Regeneration. A nalmo regenerates 1 hp per round (up to its normal maximum). Additionally, a nalmo does not die when it reaches 0 (or fewer) hit points, and will regenerate back to life unless the nalmo's head is cut off, and the body burned.

Gate/Summon. Once per day, a nalmo may attempt to summon either a normal vampire with a 75% chance of success OR a psychic vampire with a 25% chance of success. Additionally, three times per day, a nalmo may summon a swarm of bats with a 100% chance of success.

Spells. Nalmos use spells as a 10th level magic-user.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. A nalmo appears with a segmented body covered by a scaly reptilian surface of smoky gray scales, two bright yellow hand-like talons for feet, leathery black wings tipped with small white pincers, the head of balding man with a mangy, unkempt beard of white and gray, and milky white eyes. From head to tail, a nalmo measures approximately 6' long/tall.

Ecology. Nalmos hail from Xibalba (the 89th layer of the abyss known also as The Great Cave of Fear). They are rumored to be the offspring of the creature that mated with the Demon Queen of Spiders to produce the nightspinners.

Languages. Nalmos are able to communicate telepathically (180' range) with any creature that has a verbal language. They also use a spoken language of their own, and speak abyssal.

Nalmo Reaction Table

A nalmo will always negotiate with anyone willing to become a vampire servant of Camazotz.

2	attempts to summon a vampire (if possible; specific type at DM's discretion), then attacks
3-5	summons a swarm of bats (if possible), then attacks
6-8	holds position; demands someone offer themselves to become a vampire servant of Camazotz; attacks if anyone (or thing) attempts to breach its darkness
9-11	holds position; inquires if someone will offer themselves to become a vampire servant of Camazotz; attacks if threatened
12	open to discussion/negotiation; attacks if threatened

Nitabotht

HOME: None (the nitabotht are abyssal nomads)

SERVES: Varies

ARMOR CLASS: 3	NO. APPEARING: 1-6 (3-18)
HIT DICE: 6	SAVE AS: Mystic:6
MOVE: 60'(20')	MORALE: 7
ATTACKS: 4 tentacles	TREASURE TYPE: A
DAMAGE: 1-4 + special (x4)	ALIGNMENT: See below

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Normal	POISON: Normal
FIRE: Half	SILVER: Normal
GAS: Half	WEAPONS: Normal

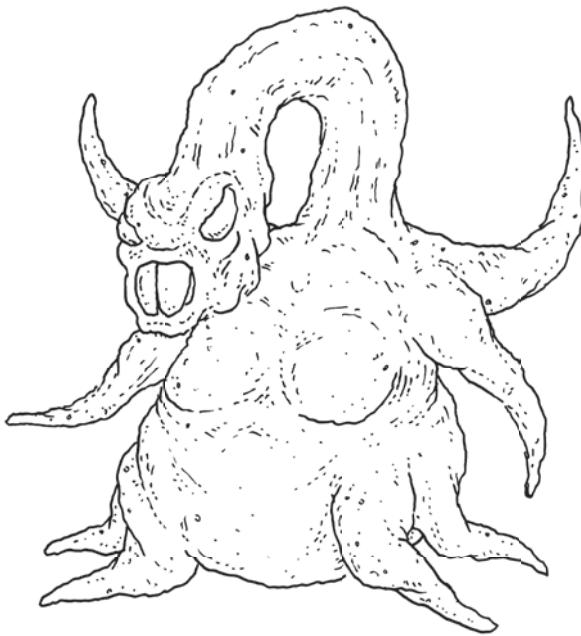
PSIONIC ABILITIES

PSIONIC LEVEL: 6 (30 PSPs)

Attack modes: *id insinuation, ego whip, mind thrust*

Defense modes: *mind blank, thought shield, mental barrier*

Telepathic: **S**) *mind bar** (always on; costs no PSPs to use);
D) *conceal thoughts** (always on; costs no PSPs to use)



ATTACKS/SPECIAL ABILITIES

Polymorph Self. A nitabotht may use this ability at will.

Absorbing Touch. In addition to the normal damage caused by the tentacle attack of a nitabotht, for each successful strike, the opponent must save vs. spells or the nitabotht is able to speak all languages known by the opponent (see **Chosen Tongues**, below) for a 24-hour period. Those who willingly allow a nitabotht to touch them do not get a saving throw (success for the nitabotht is automatic), but neither do they take any damage from the touch (unless it the nitabotht is actually trying to make an attack, in which case a “to hit” roll at +3 is required for the nitabotht).

Chosen Tongues. This ability enables a nitabotht to speak and understand the languages known by a specific intelligent creature (even racial tongues and regional dialects). The nitabotht can speak only one language at a time, although it may be able to understand several languages. This ability does not enable the nitabotht to speak with creatures who have no spoken language. The nitabotht can make itself understood as far as its voice carries. This ability does not predispose any creature toward the nitabotht in any way.

Telepathy. Nitabothts are able to communicate telepathically with any other creature within 120' that has a language. It is possible for a nitabotht to address multiple creatures at once, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time, and the nitabotht may only communicate in a single language at a time.

Mind Bar/Conceal Thoughts. Over the ages, nitabothts have developed natural psionic defenses to protect their true identities. These abilities are always on and cost no PSPs to use.

DESCRIPTION/ECOLOGY

Appearance. In their natural form, nitabothts appear as pudgy slug-like creatures of putty-gray, with four tentacle-like legs, four tentacle-like arms, an elongated neck, bulging yellow eyes, and two prominent ivory-colored teeth. With its neck straightened, a nitabotht can measure as tall as 10', and they can weigh upwards of 1,500 pounds. When transformed, a nitabotht’s attacks will change to suit the assumed form, but successful touches provide the *chosen tongue* ability nonetheless. Nitabothts are believed to be related to dopplegangers.

Ecology. Not true demons, nitabothts are Abyssal nomads, often polymorphing themselves in order to hide among other creatures of the Abyss.

Languages. Nitabothts speak their own language, abyssal, click speech, and deep speech. The written form of the nitabotht language is logographic (each character represents a word or phrase and is unrelated to the phonics of the language). The additional languages spoken by a nitabotht will depend largely on where they (or their clans) have resided (usually learning the languages of those creatures with whom the Nitabothts have resided in altered form). Nitabothts are able to mimic the use of diavotelepathy by combining their *tongues* and *telepathy* abilities.

Alignment. As a species, nitabothts are essentially neutral. However, their alignment has a tendency to adapt to that of the creatures among whom they reside (e.g., those nitabothts residing among demons will usually be chaotic). Given the length of time they have roamed the Abyss, there is an 85% chance that any free-roaming nitabothts will be of chaotic alignment, a 10% chance that they will be of neutral alignment, and a 5% chance they will be of lawful alignment.

Ohmros

HOME: The Corroded Jungle (the 527th layer of the Abyss)
 SERVES: The King of the Corroded Jungle

ARMOR CLASS: 3
 HIT DICE: 7+7***
 MOVE: 60'(20')
 ATTACKS: 2 fists or 1 bite
 DAMAGE: see below

NO. APPEARING: 1 (1-4)
 SAVE AS: Dwarf:7
 MORALE: 10
 TREASURE TYPE: D
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: *id insinuation*

Defense modes: *thought shield, tower of iron will*

Psychometabolic: **D** *cell adjustment*

Psychoportative: **S** *probability travel;*
D *dimension slide, retrieve*



ATTACKS/SPECIAL ABILITIES

Fists/Disease. The fists of an ohmros each do 2d4 on a successful "to hit" roll. If both fists successfully strike a single victim during the same round, the victim must save vs. spells or contract a disease that inflicts the following effect until cured (e.g., by a *cure disease* spell or similar psionic ability): 1d4 points of ability damage each to Intelligence, Wisdom AND Charisma, a -1 "to hit" penalty, and a -1 penalty on all saving throws (in addition to any penalties incurred from a low Wisdom score).

Debilitating Bite. The bite of an ohmros does 1d6 damage and, on a failed save vs. poison, 1d4 points of ability damage to both Strength and Constitution.

Infravision. 60' range.

Disease Immunity. Ohmros are immune to all forms of disease (non-magical or magical).

Darkness. At will, an ohmros is able to generate *darkness* with a 5' radius.

Cell Adjustment. Unlike most psionic creatures, an ohmros may use this psionic ability up to three times per day.

Psychoportative Disciplines. An ohmros possesses the following psychoportative disciplines: *dimension slide, retrieve*.

Gate/Summon. Thrice per day, an ohmros may attempt to summon 1d6 carnivorous apes or 1d6 giant constricting snakes with an 80% chance of success.

Charm Apes/Gorillas/Snakes. Any ape, gorilla or snake within a 120' radius of an ohmros is automatically charmed, and will follow any orders given by the ohmros.

Telepathy with Apes/Gorillas/Snakes. An ohmros is able to communicate telepathically with any ape, gorilla or snake within its line of sight.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. An ohmros appears with the upper half of a massive gorilla, the lower body of a snake, and an albino coloration from head to tail.

Ecology. In the Corroded Jungle (the 527th layer of the Abyss), the ohmros live in the filth-infested tunnels of underground caves and floating island vesparies.

Languages. Ohmros speak abyssal, their own language, the languages of all varieties of apes and gorillas, and the language of hobgoblins. They also possess diavotelepathy.

Ohmros Reaction Table

Modify by +1 for individuals who are able to speak any ape-related language (except hobgoblin).

2	summons/gates (if possible), then attacks
3-5	requires all treasure be forfeited or summons/gates (if possible), then attacks
6-8	requires offering worth 5,000 gp or attacks (75% chance first action will be to summon/gate, if possible)
9-11	requires offering worth $1d4 \times 1,000$ gp or attacks (50% chance first action will be to summon/gate, if possible)
12	considers any reasonable offer or attacks (25% chance first action will be to summon/gate, if possible)

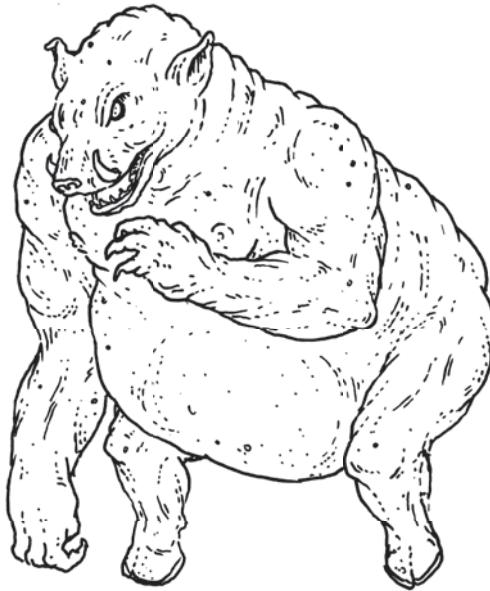
Pazaluhr (Snorker)

HOME: Rlouy (the 247th layer of the Abyss)
 SERVES: Dziwozona (Demon Queen of Swamps)

ARMOR CLASS: 3	NO. APPEARING: 1-4 (2-8)
HIT DICE: 5+5*	SAVE AS: Fighter:5
MOVE: 120'(40')	MORALE: 8 (11)
ATTACKS: 2 claws/1 gore	TREASURE TYPE: Nil
DAMAGE: 1-6/1-6/2-8	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: Normal
GAS: Half	WEAPONS: Normal



ATTACKS/SPECIAL ABILITIES

Intimidation. Pazaluhr may weaken an opponent's resolve in combat through intimidation. This may only be used against a melee opponent with whom the pazaluhr is engaged, and who can see the pazaluhr. The creature being intimidated must save vs. paralysis or become shaken for 1d4 rounds, suffering a -2 penalty on attack rolls and saving throws against all pazaluhr for the duration of the encounter. An individual pazaluhr can only attempt to intimidate an opponent once per encounter.

Etherealness. At will, a pazaluhr is able to become ethereal (or return to material existence), along with anything held or carried by the pazaluhr.

Mirror Image. Three times per day, a pazaluhr may create 1d4 *mirror images* of itself (as the magic-user spell).

Insect Plague. Once per day, a pazaluhr may summon an *insect plague* (as the cleric spell).

DESCRIPTION/ECOLOGY — *Lower Order Demon*

Appearance. Pazaluhr have a gorilla-like frame, with hooved feet, clawed hands, and a boar-like face. Their skin is a leathery charcoal gray, and their eyes are sapphire blue. Their scent is a smoky, peppery musk, and is considered a pleasant one by most.

Ecology. The pazaluhr (like the la'ahk) serve as the footsoldiers for Dziwozona (the Demon Queen of Swamps), serving mainly in Rlouy (the 247th layer of the Abyss; a putrid layer of slimy swamps and filthy fens), where it connects to the Slime Pits (layer 457 of the Abyss, ruled by Juiblex). For millennia, Dziwozona has contested rulership of the Slime Pits, seeking the overthrow of Juiblex. Though stronger than the la'ahk, the pazaluhr are not nearly as prolific as breeders. Therefore, Dziwozona holds the pazaluhr in higher regard (since they aren't as dispensable as the la'ahk). The relationship between the la'ahk and pazaluhr is understandably an uneasy one.

Languages. Pazaluhr speak abyssal and porcine. They are also all tied telepathically to Dziwozona—any command she gives to one pazaluhr is heard by all pazaluhr. If reasonably able, a pazaluhr will follow her commands without question (pazaluhr have a morale of 11 when following an explicit command from Dziwozona).

Pazaluhr Reactions. Generally, when pazaluhr encounter intelligent creatures (particularly those who appear to pose a threat, like a party of adventurers), the pazaluhr will attempt to keep a safe distance as they communicate telepathically with Dziwozona and see what she wishes for them to do.

Phogyitthar

HOME: The Beyond (The Great Disruption)
 SERVES: Chaos

ARMOR CLASS: -1
 HIT DICE: 12***
 MOVE: /180'(60')
 ATTACKS: 8 tentacles/1 bite
 DAMAGE: 1-6 (x8) + special/
 2-12 + poison

NO. APPEARING: 1 (1-3)
 SAVE AS: Dwarf:12
 MORALE: 10
 TREASURE TYPE: X
 ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: None	MAG. ENERGY: Normal
ELECTRICITY: None	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

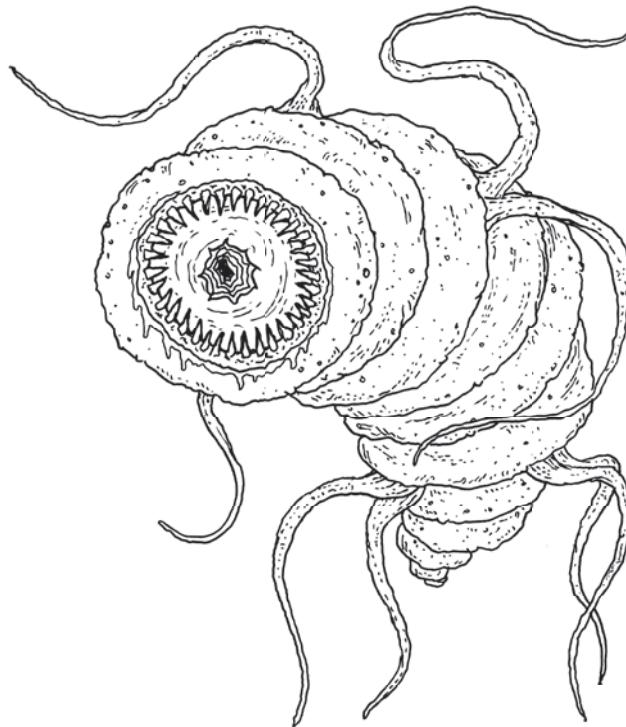
PSIONIC ABILITIES

PSIONIC LEVEL: 12 (60 PSPs)

Attack modes: all

Defense modes: all

Chakras/Disciplines: as 12th level mystic



ATTACKS/SPECIAL ABILITIES

Maddening Mist. Phogyitthar are surrounded by a 30' radius glowing green mist cloud. Any creature caught in the cloud must make a psionic saving throw or become mentally unstable, suffering a -2 "to hit" penalty and +2 Armor Class penalty until the effect is removed (through the cleric spell *remove curse* or the metapsionic discipline *psychic surgery*).

Electrifying Touch. Each successful tentacle attack from a phogyitthar does 1d6 electrical damage. Furthermore, any creature that, during a single round, takes an amount of phogyitthar electrical damage that exceeds their Constitution is stunned for a number of rounds equal to the difference (no saving throw). The stun effect is cumulative.

Poisonous Bite. In addition to causing 2d8 damage, the bite of a phogyitthar injects a poison that causes death on a failed saving throw vs. poison. The poison's incubation period is 3 hours, at which point the victim falls into a coma. Death occurs 3d6 turns later.

Grievous Telepathy. Phogyitthars are able to communicate telepathically with any intelligent creature. However, the glimpse this telepathy provides into the mind of the phogyitthar reveals a chaos that causes a permanent loss of 1d3 Intelligence and 1d3 Wisdom on a failed psionic saving throw. Those creatures that give in to the telepathy's effects and communicate willingly (by forgoing on a saving throw), lose only 1 point of each (no saving throw). This effect is not cumulative, regardless of the number of phogyitthars that speak to a single creature.

Brain Lock. As a telepathic minor devotion (PSP cost: 1), a phogyitthar may attempt to brain lock a single living, intelligent humanoid within 90'. On a failed psionic saving throw, the subject's higher mind is locked away—the subject is dazed and cannot take psionic actions for the duration of the power (while the phogyitthar maintains concentration on the effect). Brain locked subjects are not stunned, so attackers get no special advantage against them. The phogyitthar may not do anything else (except float) while concentrating on this effect.

DESCRIPTION/ECOLOGY

Appearance. A phogyitthar appears as floating, bloated segmented worm of bluish-purple, with long, withered tentacles and a fang-filled gaping maw. The creature is surrounded by a glowing green cloud that swirls through the air as the phogyitthar gently flails its tentacles.

Ecology. Phogyitthars are natives of the Beyond—a terrifyingly remote place of madness and aberration, where titanic beings are consumed by madness, and the whispers of uspeakable words carry their deplorable truths. The phogyitthars, like most creatures native to the Beyond, serve nothing more than chaos itself, seeking to bring disorder wherever there is order. The concepts of good and evil are of no significance to the phogyitthars.

Languages. Phogyitthars speak their own language and deep speech, and possess *grievous telepathy* (see above).

Phogyitthar Reactions. Upon encountering any other creatures, phogyitthars will (from a distance) use their *grievous telepathy* to communicate their malicious intentions, close in and allow their *maddening mist* to take effect, then attack with their touch and bite attacks.

Rählnog

HOME: Rlouy (the 247th layer of the Abyss)
 SERVES: Dziwozona (Demon Queen of Swamps)

ARMOR CLASS: -1
 HIT DICE: 8+8**
 MOVE: 120'(40')//30'(10')
 ATTACKS: 2 stabs
 DAMAGE: 4-24 (x2)

NO. APPEARING: 1 (1-3)
 SAVE AS: Dwarf:8
 MORALE: 9 (10)
 TREASURE TYPE: Mx2
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: None	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

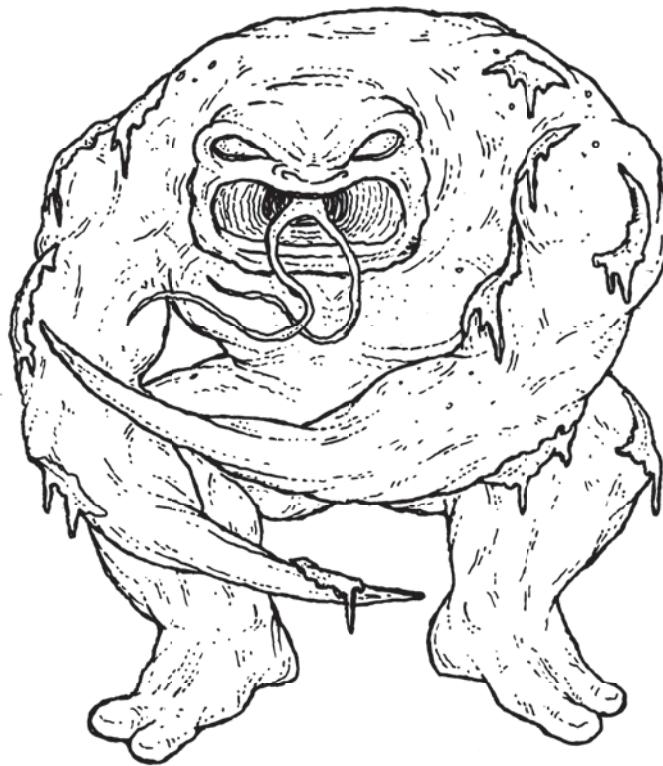
PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes: all

Defense modes: all

Chakras/Disciplines: none



ATTACKS/SPECIAL ABILITIES

Surprise. Despite their massive size, in swamp-like environs rählnog are able to easily disguise themselves with mud and moss, surprising on a 1-4 (on 1d6).

Bone-blades. The blade-like digits of a rählnog each do 4d6 damage on a successful "to hit" roll. Additionally, the subject of such an attack must save vs. paralysis for each hit sustained or the wound is critical. For each critical wound sustained, the victim suffers an additional loss of 1 hp per round (beginning on the round after the hit was sustained). The additional loss can be halted with the use of the clerical spell *cure critical wounds*. A psionic creature or character may stop the loss by using the psionic ability *complete healing* upon themselves (this ability cannot be used on other creatures).

Acidic Spit. Every three rounds, in addition to stabbing attacks, a rählnog is able to spit acid to a range of 30'. On a successful ranged "to hit" roll, the glob of acid does 1d6 damage.

Infravision. 120' range.

Breathe Underwater. Rählnog are able to breathe underwater, though their mobility is somewhat limited.

Spell-like Abilities. Rählnog have the following additional spell-like abilities that may be used at will, but are only usable one at a time: *charm person*, *darkness* (120' radius), *detect invisible*, *detect magic*, *know alignment*, *rock to mud*, *teleportation* (without error), and *wall of fire*.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. These hulking, slime-covered fiends are generally frog-like in appearance, stand nearly 12' tall, and have massive bony blades for hands. Their eyes are deep and black, and their split, tentacle-like tongues are charcoal gray.

Ecology. The rählnog are the elite soldiers in the armies of Dziwozona (the Demon Queen of Swamps). There is no contention between the rählnog and the la'ahk or the pazaluh, for the latter two understand they are inferior to "the great rählnog" (a title they are required to use by Dziwozona).

Languages. The rählnog speak abyssal and their own language. They are also all tied telepathically to Dziwozona—any command she gives to one rählnog is heard by all rählnog. If reasonably able, a rählnog will follow her commands to the best of its ability (rählnog have a morale of 10 when following an explicit command from Dziwozona).

Rählnog Reaction Table

2	attacks with a +1 initiative bonus and +2 moral bonus for the duration of the encounter
3-5	attacks with a +1 initiative bonus and a +1 moral bonus for the duration of the encounter
6-8	attacks with a +1 moral bonus for the duration of the encounter
9-11	communicates in abyssal that opponents should go back from where they came, and attacks immediately if the opponents don't respond quickly
12	communicates in abyssal that opponents should go back from where they came, and attacks if no response is made after a short period of consideration

Raykai

HOME: Xibalba (The Great Cave of Fear;
the 89th layer of the Abyss)
SERVES: Camazotz (Demon Prince of Vampires)

ARMOR CLASS: 4	NO. APPEARING: 1-3 (1-6)
HIT DICE: 8**	SAVE AS: Magic-user:8
MOVE: 60'(20')/240'(80') (as mist: 30'(10'))	MORALE: 8
ATTACKS: 2 hooks/4 claws	TREASURE TYPE: E
DAMAGE: 1-3 (x2)/1-4 (x4)	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: None	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Half
FIRE: Double	SILVER: Normal
GAS: Half	REQ. "T.H.": Silver or better

PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes: all

Defense modes: all

Chakras/Disciplines: none

ATTACKS/SPECIAL ABILITIES

Strength from Shadows. While in shadow, a raykai makes all "to hit" rolls and saving throws with a +1 bonus.

Shadow Sight. Raykai are able to see in shadows as well as if they were in normal light.

Infravision. 60' range.

Shadow Projection. Three times per day, a raykai may surround itself with a 30' radius sphere of shadow. The sphere overpowers normal lights (e.g., torches and lanterns); the sphere also dispels magical light (if the spheres/globes make contact) and the shadow sphere is likewise disrupted by magical light. All creatures inside the shadow sphere that do not possess other/extraordinary means of sight (e.g., infravision), suffer a -1 "to hit" penalty on all attacks into, out of, or while inside the shadow sphere.

Mist Form. At will, a raykai may assume the form of a mist (as a gaseous form) with a 20' radius and a 20' height. Any creature caught in the mist must save vs. breath or become nauseated and slowed (to half their normal movement) for as long as they remain in the mist plus 1d4+1 rounds. While nauseated, they will suffer a -2 "to hit" penalty, incur a +2 Armor Class penalty, and be unable to cast spells or use psionics. In mist form, the raykai is unable to cast spells or use psionics (though it is susceptible to both).

Regeneration. Raykai regenerate 1 hit point per round. Their bodies must be burned or destroyed with acid, or they will regenerate back to life.



Immunities. Raykai are immune to *sleep*, *charm* and *hold* spells, as well as magical diseases (like mummy rot), life-draining abilities (like a wight's touch), and ghoul paralysis.

Spell-like Abilities. Raykai possess the following spell-like abilities that may be used at will, but are only usable one at a time: *cause lights wounds*, *charm person*, *darkness* (120' radius), *detect invisible*, *detect magic*, *know alignment*, *phantasmal force*, *sleep*, *teleportation (without error)*, and *wall of ice*. Additionally, 3 times per day, a raykai may *cause serious wounds*.

Extraplanar Travel. At will, a raykai may travel from the Abyss to the Plane of Shadow, from the Plane of Shadow to the Abyss or to the Prime Material Plane, or from the Prime Material Plane to the Plane of Shadow.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. This flesh-colored creature has a slug-like body, bat-like wings, a monkey-like face, a quartet of bird-like legs, and a two tentacled arms with hooks on the end. Hints of gun-metal blue sneer from the irises of its wide-slit eyes. A sour smell hangs in the air around it.

Ecology. Raykai are inhabitants of Xibalba (the Great Cave of Fear) and serve Camazotz (Demon Prince of Vampires). They often found as go-betweens from Camazotz to his cults in both the Prime Material Plane and the Plane of Shadow.

Languages. Raykai speak abyssal, click speech and umbral (both the shadow common and shadowtongue dialects), and possess diavotelepathy.

Rhosthnbolig

HOME: The Realm of Lsza-oth (the 223rd layer of the Abyss)
 SERVES: Lsza-oth

ARMOR CLASS: 3
 HIT DICE: 6+1*
 MOVE: 120'(40')/120'(40')
 ATTACKS: 1 tail
 DAMAGE: 1 pt. + poison

NO. APPEARING: 1-4 (3-12)
 SAVE AS: Elf:6
 MORALE: 7
 TREASURE TYPE: Nil
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Poisoned Tail. On a successful “to hit” roll with its tail attack, a rhosthnbolig’s tail spike does 1 hit point of damage and the opponent must save vs. poison or be affected by a toxin that creates painful skin lesions. The toxin is fast-acting, spreads through the body in 3d4 rounds, and immediately begins forming lesions over the surface of the victim’s body. The lesions will persist for a number of days equal to the number of rounds they took to form. If a *neutralize poison* spell or potion is used before the toxin has finished acting, then the lesions will persist for the number of days that the toxin was active before being neutralized. Attempting to neutralize the toxin after the lesions have finished forming will not affect the duration of the lesions; *cure disease* spells are ineffective against the lesions. While the lesions persist, the discomfort caused by wearing metal armor inflicts a +3 Armor Class penalty, and a +2 Armor Class penalty is incurred for non-metal armor (e.g., leather, padded, etc.). Additionally, the victim suffers a loss of 1 point of Charisma for each 3 days the lesions are to persist, rounded up (e.g., if the lesions are to persist for 10 days, the victim’s Charisma is immediately reduced by 4 points; beginning on the third day of the lesions, 1 point of the victim’s Charisma is restored; another point is restored 3 days later; and so on).

Mental Fortitude. Rhosthnboligs gain a +3 bonus on saving throws against all spells and psionic abilities that attempt to influence or control (e.g., psionic *domination*, *charm* and *hold* spells, etc.).

Vigilance. Rhosthnboligs never need sleep, and are likewise immune to the effects of *sleep* spells.

Charming Gaze. Any seeing creature who meets the gaze of a rhosthnbolig must save vs. spells or be charmed (as the magic-user spell *charm person* or *charm monster*, as applicable).

True Seeing. Rhosthnboligs possess this ability to a range of 60’. It is always active.

Summon Undead. Three times per day (as a spellcasting action), a rhosthnbolig may summon 1d4 zombies with a 25% chance of success.

Spell-like Abilities. Rhosthnbolig possesses the following spell-like abilities that may each be used once per day, and are only usable one at a time: *darkness*, *magic missile* (as a 6th level magic-user), *phantasmal force*, *teleportation* (no error), and *web*.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Rhosthnboligs are spindly creatures, with brown, leathery skin, four legs and sheer wings, elongated necks, and a “hammer” head with large, unblinking eyes.

Ecology. The anatomy of the rhosthnbolig is particularly suited for life in the Realm of Lsza-oth, where they walk with steady steps, even though the fleshy layer of earth undulates below them.

Languages. Rhosthnboligs speak abyssal, click speech, deep speech, and primordial. They also possesses diavotelepathy.

Rhosthnbolig Reactions. If directed to do so by Lsza-oth, rhosthnboligs will attack on sight. Otherwise, they will taunt any creatures who are unable to fly, attack creatures who appear weaker than they are, and keep their distance from creatures who appear to be formiddable.

Sal-bbo

HOME: Thyrus (the 117th layer of the Abyss)
 SERVES: Kusarikku (the Doorkeeper)

ARMOR CLASS: 5
 HIT DICE: 2+2**
 MOVE: 90'(30')
 ATTACKS: 2 claws/1 bite
 or 2+ magic missiles
 DAMAGE: 1-3/1-3/1-2
 or 1d6+1 each

NO. APPEARING: 1-4 (4-16)
 SAVE AS: Dwarf:2
 MORALE: 8
 TREASURE TYPE: Nil
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: None (see below)
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: Normal
GAS: Half	WEAPONS: Normal



ATTACKS/SPECIAL ABILITIES

Magic Missiles. Once every three rounds, a sal-bbo is able to shoot two magical missiles (one from each hand), in lieu of its bite or claws. Each of these missiles strikes automatically and does 1d6+1 damage. Additionally, magic missiles that are aimed at a sal-bbo do no damage to the sal-bbo and, instead, are “stored” by the sal-bbo for future use. These stored missiles may be used by the sal-bbo at will, but may not be used during the same round it makes a claw or bite attack. Once a stored missile has been “re-fired,” the sal-bbo may not use it again. It is not uncommon for a sal-bbo to have as many as 15 or 20 of these missiles stored. A sal-bbo is limited to the use of no more than 6 magic missiles during a single round.

Detect Doors. Sal-bbo-bos are able to detect the presence of all doors, gates, and the like within a 120' range. This includes doors and gates that are hidden or invisible, disguised by illusions, or doors that have been polymorphed, changed, or transmuted, as well as any door or gate in the Ethereal Plane, or extradimensional spaces that coexist in the same space the sal-bbo occupies in another dimension.

Dimension Door. Sal-bbo-bos are able to use this ability (as the magic-user spell) at will (as a spellcasting action). They may only use this ability upon themselves or a willing target; they may not use this ability against an unwilling target.

Spell-like Abilities. Sal-bbo-bos have the following additional spell-like abilities that may be used at will, but are only usable one at a time (1 per round): *hold portal*, *knock*, and *wizard lock*.

DESCRIPTION/ECOLOGY — *Lower Order Demon*

Appearance. Sal-bbo-bos appear as dwarf-sized demons of almost any color (red and blue are the most common, with orange, purple, and green sal-bbo-bos being almost as common).

Ecology. The sal-bbo-bos are the minions of Kusarikku the Doorkeeper of Thyrus (the 117th layer of the abyss). Thyrus is populated by innumberable doors, most of which access other layers of the Abyss (every plane of the Abyss is accessible from Thyrus via one or more of these doors), though some lead to other places throughout the cosmos. A number of the doors are nothing more than one-way passages to eternal incarceration. Only Kusarikku truly knows where each door leads, though it is believed that the most trusted of Kusarikku sal-bbo-bos know where most of them lead (and that one particularly sal-bbo-bo knows which doors lead to eternal incarceration).

Though “sal-bbos” is an accepted plural form of “sal-bbo,” the form “sal-bbo-bos” is preferred.

Languages. Sal-bbo-bos possess diavotelepathy.

Sal-bbo Reaction Table

2	attempts to alert Kusarikku to the presence of intruders, then attacks (to kill)
3-5	attempts to alert Kusarikku to the presence of intruders, then attacks (to capture or kill)
6-8	attempts to call for reinforcements, then attacks (to capture) for Kusarikku
9-11	open to discussion/negotiation; attacks if threatened
12	attempts to evade through nearest door whose destination is known by the sal-bbo

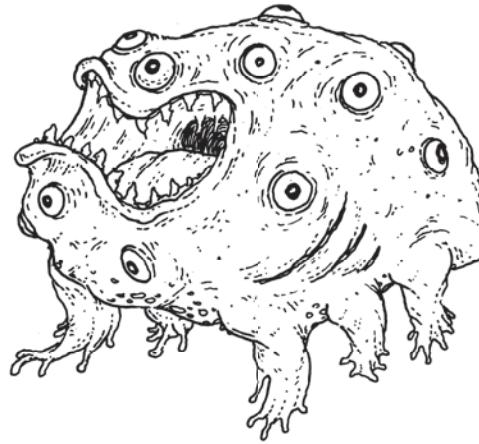
Slimekin

HOME: The Slime Pits (the 457th layer of the Abyss)
 SERVES: Juiblex

ARMOR CLASS: 3	NO. APPEARING: 1-4 (3-12)
HIT DICE: 3*	SAVE AS: Fighter:3
MOVE: 90'(30')//90'(30')	MORALE: 8 (or 10 or 12)
ATTACKS: 1 bite or 1 slam	TREASURE TYPE: Nil
DAMAGE: 2-5 + stun or	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Leaping & Slamming. As its movement for the round, a slimekin may leap up to a distance of 2' per remaining hit point. The slimekin may also attempt to "slam" into an opponent; on a successful melee "to hit" roll, the slimekin will do 1 hit point damage for each 2' leapt.

Stunning Bite. On a successful "to hit" roll, the bite of a slimekin does 1d4+1 points of damage, and the opponent must also save vs. poison or be stunned for 1d4 rounds.

Deafening Belch. Every five rounds, in lieu of other attacks and forgoing any movement for the round, a slimekin may let out a deafening belch. All hearing creatures in a 10' radius of the slimekin must save vs. breath or be deafened for 3d4 rounds.

Inability to be Surprised. A slimekin's eyes allow it to never be surprised when the slimekin is awake.

Underwater Abilities. Slimekin are able to breathe underwater. Additionally, while submerged, they are able to detect heat signatures in the water (similar to infravision), allowing them to "see" in darkness underwater to 30'. In murky water, this ability is limited to 15'. This ability does not work out of water (or in other type of liquid).

Spell-like Abilities. Slimekin have the following additional spell-like abilities that may be used once per day each, but are only usable one at a time: *darkness* (10' radius), *detect invisible*, *know alignment*, and *rock to mud*.

DESCRIPTION/ECOLOGY — *Lower Order Demon*

Appearance. These massive, frog-like beasts with slimy skin and many eyes measure about 3' long and typically weigh from 200-250 pounds. Slimekin take pride in the idea that should Juiblex possess a less amorphous appearance, that he would look something like a slimekin.

Ecology. The slimekin were created by Juiblex to serve in his war to defend the Slime Pits (the 457th layer of the Abyss) from Dzwozona (the Demon Queen of Swamps) and her armies. Slimekin are the sworn enemies of the la'ahk, the pazaluhr, and the rählnog. Slimekin will immediately attack la'ahk and pazaluhr, even if outnumbered; slimekin fight with a morale of 12 in such engagements. Slimekin will only attack rählnog if directly ordered by Juiblex, or if they determine their chances of defeat are balanced or better. If ordered to fight rählnog by Juiblex, they will do so with a morale of 12; if engaged on their own initiative, they will fight the rählnog with a morale of 10.

Languages. Slimekin speak abyssal, deep speech and their own language.

Slimekin Reaction Table

2	causes darkness then leaps/slams nearest opponent
3-5	leaps/slams nearest opponent
6-8	releases deafening belch as a warning; attacks if threatened
9-11	stands still facing opponents; awaits their actions; attacks if threatened
12	attempts to evade by going underwater (if available)

Slökkkt

HOME: Slökkkt (the 268th layer of the Abyss)
 SERVES: Slökkkt (the Slökkkt Lord)

ARMOR CLASS: 5	NO. APPEARING: 1-4 (4-16)
HIT DICE: 4*	SAVE AS: Fighter:4
MOVE: 120'(40')	MORALE: 9
ATTACKS: 1 weapon	TREASURE TYPE: Nil
DAMAGE: 3-8 or by weapon +2 (from Strength)	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better



ATTACKS/SPECIAL ABILITIES

Crask. Slökkkt prefer the use of a weapon known as a *crask*—a crescent-shaped blade fashioned from Abyssal onyx, affixed to a long shaft of petrified whispwood. The weapon normally does 1d6 damage, but the high Strength scores of slökkkt enable them to attack with a +2 bonus on their “to hit” and damage rolls. A *crask* cannot be used as a ranged weapon.

Incorporeality. At will, as a free action, a slökkkt may become incorporeal (or reversely corporeal). An enchanted weapon of +1 or better is capable of striking a slökkkt, even if in an incorporeal state. In this state, a slökkkt is inaudible and is able to hide in solid objects. If corporeal but not hiding in a solid object, a slökkkt surprises on a 1-3 (on 1d6). If hiding in a solid object, a slökkkt surprises on a 1-5 (on 1d6). While incorporeal, a slökkkt benefits from a +2 “to hit” bonus with its *crask*, but does not receive any damage bonus from its Strength if the attack is successful. For this reason, slökkkt tend to use their incorporeality while moving into position to surprise foes, but become corporeal just before they strike. A slökkkt may only change its state of corporeality once per round (i.e., it may not become incorporeal then corporeal during the same round, and vice versa). A slökkkt that dies in an incorporeal state outside the Abyss returns to the Abyss to be reborn (i.e., reincarnated as a newborn slökkkt). A slökkkt that dies in an incorporeal state in the Abyss permanently dissipates into the fabric of the multiverse. A slökkkt that dies in a corporeal state (on any plane) is subject to the same rules regarding death as any other demon.

Spell-like Abilities. Slökkkt possess the following additional spell-like abilities that may be used once per day each, but are only usable one at a time: *darkness* (10' radius), *detect invisible*, *locate object*, and *know alignment*.

DESCRIPTION/ECOLOGY — Lower Order Demon

Appearance. Slökkkt are meaty creatures with gray, rhino-like hides. They have six bovine-like legs, muscular humanoid arms and hands with pronounced (almost claw-like) fingernails, and a short, sloped, anteater-like snout. They typically measure 7'-8' tall and weigh from 750-1,000 pounds.

Ecology. The slökkkt are an elder race of demons that, over the ages, have devolved to a primitive state. The once great domain of Slökkkt is now little more than a place of rubble and debris, where the great (magical) artifacts of their past are hidden, waiting to be discovered. The slökkkt are organized only very loosely under the rule of the Slökkkt Lord (usually the slökkkt who possesses the greatest number or strength of slökkkt artifacts). The atmosphere of Slökkkt (the 268th layer of the Abyss) isn't altogether inhospitable, though the slökkkt themselves are intolerably cruel—not only to outsiders, but to each other as well. They are nasty-tempered things with no regard for their actions as they search out “slökktrxs” (“slökkkt-things”—artifacts made by their slökkkt ancestors).

Languages. Slökkkt speak abyssal, click speech, and their own language. Slökkkt do not possess diavotepathy, aren't able to use it as well as their race once did. All creatures communicating diavotepathically with a slökkkt will generally understand only half what the slökkkt is trying to communicate. The slökkkt will likewise only understand half of what the creature is trying to communicate. Misunderstanding are common, and the short-tempered disposition of the slökkkt does not help.

Slökkkt Reactions. Slökkkt will always attack non-slökkkt creatures immediately and unmercifully.

Shezmu (Demon Lord of Executions)

HOME: Duat (the 150th layer of the Abyss)

SERVES: Self

ARMOR CLASS: -3
HIT DICE: 20**** (100 hp)
MOVE: 240'(80')/
ATTACKS: 1 (Sfagí)
DAMAGE: See below

NO. APPEARING: 1 (unique)
SAVE AS: Fails only on a 1
MORALE: 12
TREASURE TYPE: H, M, Z
ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +3 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 20 (100 PSPs)

Attack/Defense modes: all/all

Chakras/Disciplines: none



ATTACKS/SPECIAL ABILITIES

Sfagí. Shezmu wields *Sfagí*—a devastating vorpal weapon of a supremely evil nature. The weapon strikes as a +7 weapon, and on a successful strike deals 2d6+14 damage the first round, and 1d6+7 damage the following round (with no additional “to hit” roll required for the secondary damage, and no saving throw permitted to avoid the damage). The weapon always strikes successfully on a “to hit” roll of 19 or 20 (regardless of the attacker’s HD/level or defender’s Armor Class). Furthermore, on a natural “to hit” roll of 19 it severs an arm or leg (roll 1d4 to determine which limb is severed), and on a natural “to hit” roll of 20 it beheads the opponent. An opponent is permitted a saving throw vs. death to avoid losing a leg, an arm, or its head, but rolls against beheading are made at -4. Mortal beings who attempt to wield *Sfagí* must save vs. death or die. Those who succeed on the save will be endlessly driven to kill every living being they encounter.

Heinous Roar. Every three rounds, in addition to physical attacks (but not in addition to psionic or magic use), Shezmu may let out a roar that causes paralyzing fear. Hearing creatures in a 120’ range must save vs. spells or be paralyzed in fear (as stun) for 2d4 rounds. Creatures that are currently stunned are unaffected by additional roars; however, creatures previously stunned but not currently stunned when another roar is issued must make a new save or be affected.

Regeneration. Shezmu regenerates as many hit points per round as he inflicts for that round when using a slashing or piercing weapon (including secondary damage from *Sfagí*), up to his maximum number of hit points. Shezmu does not regain hp from damage caused by bashing weapons, magic or psionics.

Spell-like Abilities. Shezmu has the following additional spell-like abilities that may be used at will, but are only usable one at a time as a 22nd level magic-user: *animate dead*, *charm person*, *darkness* (120’ radius), *detect invisible*, *detect magic*, *dispel magic*, *know alignment*, *phantasmal force*, *polymorph self*, *read languages*, *read magic*, and *teleportation* (without error).

Gate/Summon. Once per round, Shezmu may summon 1-6 lesser order demons with a 95% chance of success, 1-4 standard order demons with an 80% chance of success, or 1 higher order demon with a 50% chance of success.

DESCRIPTION/ECOLOGY — Demon Lord

Appearance. Shezmu appears as a leonine humanoid of massive size (16’ tall).

Ecology. Alternatively known as the Lord of Blood, the Great Slaughterer of the Gods, and He Who Dismembers Bodies, Shezmu is vindictive and bloodthirsty. Clerics of Shezmu commonly pray to him to ask him to dismember and cook certain deities and devour them in order to feed his power. It is believed that Shezmu takes the heads of his victims and tosses them into a wine press, treating the heads as if they were grapes to create blood wine. Shezmu has an affinity for the color red, so for many whose lives have been touched by the evil of Shezmu, crimson is a feared and hated color.

Languages. Shezmu possesses diavotelepathy.

Cults of Shezmu. Cults dedicated to Shezmu tend to be one of the two following types: a) assassins (generally human) who see their role as a necessity to society, or b) death cults who believe regular executions are required to keep the world in balance.

Shivku

HOME: Melas Oneiros (the Black Dream realm of the Dream Lands)	SERVES: Phobetor (Demon Prince of Nightmares)
ARMOR CLASS: 2	NO. APPEARING: 1 (1-3)
HIT DICE: 6+6*	SAVE AS: Dwarf:6
MOVE: 120'(40')	MORALE: 10 or 12
ATTACKS: 4 tentacles	TREASURE TYPE: W
DAMAGE: 1-4 (x4) + special	ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: None
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: None	REQ. "T.H.": +1 or better

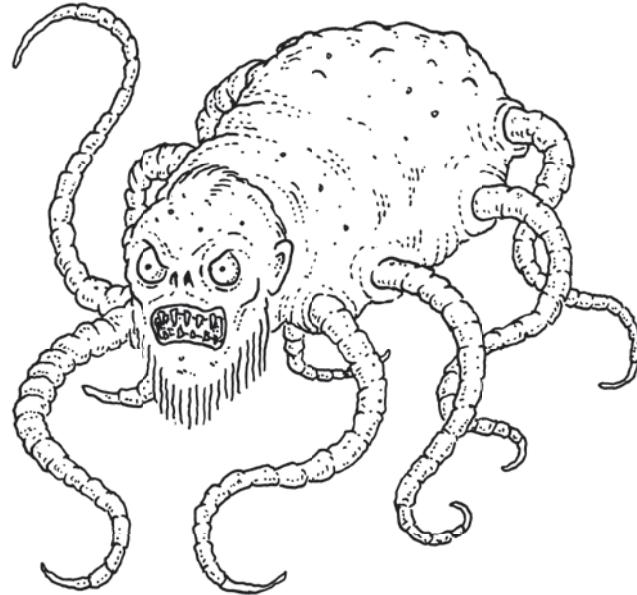
PSIONIC ABILITIES

PSIONIC LEVEL: 6 (30 PSPs)

Attack modes: psionic blast, psychic crush

Defense modes: intellect fortress, tower of iron will

Psychoportative: D) dream travel*



ATTACKS/SPECIAL ABILITIES

Tentacle Attacks. Each tentacle strike of a shivku does 1d4 points of damage on a successful “to hit” roll. Additionally, if a creature sustains a number of hp damage from a shivku’s tentacles greater than its Hit Dice, the creature must save vs. spells or fall asleep for 1d4 rounds per successful tentacle strike made during that round. For example, a 3rd level character sustains 6 total hit points damage from 2 separate shivku tentacle strikes during the same round. If the character fails its save vs. spells, the character will fall asleep for 2d4 rounds. A sleeping creature touched by a shivku will suffer *dreamdeath* (see below).

Dreamdeath. If a shivku touches a sleeping creature, the creature will suffer from nightmares of death so vivid that, on a failed saving throw vs. death, the creature will die in a number of rounds equal to its Hit Dice unless woken before that time (when the dream ends).

Dream Waves. Three times per day, a shivku may issue a blast of waking dream to a radius of 30'. The dream is perceived as waves of vivid clashing colors, causing creatures in the area to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature is permitted a saving throw vs. breath to avoid the effects. Creatures who fail are affected according to their Hit Dice. Sightless creatures are affected normally.

2 HD or less	unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round (only living creatures are knocked unconscious)
3 or 4 HD	blinded and stunned for 1d4 rounds, then stunned for 1 round
5 or more HD	stunned for 1 round

Displacement. At will, while in the Dream Realms, a shivku can displace itself—appearing about 2 feet away from its true location. There is a 50% chance that any attack made against the shivku while displaced will actually miss (determined by the DM after the opponent’s “to hit” roll is made). *True seeing* reveals the shivku’s true location and negates the chance of being missed. This ability does not work on any other plane of existence.

DESCRIPTION/ECOLOGY

Appearance. The ghostly-white shivku has a warty, fleshy body with eight segmented worm-like tentacles for legs, and a human-like head with bulging eyes, an upturned nose, a gaping maw, a patch of hair on the top of its head, and a stringy beard.

Ecology. Shvikus are native to Melas Oneiros (the Black Dream realm of the Dream Lands)—the place where the most terrifying and dreadful of nightmares are born. Like many other natives to Melas Oneiros, it is believed that the shvikus were born into existence from nightmare.

Unlike the holsohr who prowl through Dream in search of the unattended bodies of dream travelers, shvikus are territorial things, establishing areas of Dream which belong to them, and defending those areas with extraordinary ferocity. When defending their territory from invaders, they fight with a morale of 12.

Languages. Shvikus speak common, celestial, nocturne, primordial, and supernal. They also possess a dream-like version of diavotelepathy; those with whom the shivku communicates telepathically will experience the communication almost as if it were a waking dream, unsure if it is real or imagined.

Ssalthaszasth (Demon Prince of Serpents)

HOME: Dahaeka (the 112th layer of the Abyss)
and Dandasuka (the 25th layer of Naraka)
SERVES: Ape (King of Serpents)

ARMOR CLASS: -4
HIT DICE: 16**** (90 hp)
MOVE: 300'(100')/
ATTACKS: 2 fists/1 bite
DAMAGE: 2-12/2-12/
death (or 1-4)

NO. APPEARING: 1 (unique)
SAVE AS: Fighter:15 +2
MORALE: 11
TREASURE TYPE: H, M, Z
ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +2 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 16 (80 PSPs)

Attack/Defense modes: all/all

Chakras/Disciplines: all



ATTACKS/SPECIAL ABILITIES

Deadly Bite. Ssalthaszasth's bite causes death to all creatures susceptible to poison (no saving throw permitted). Creatures that are insusceptible to poison instead take 1d4 damage.

Poison Mist. Ssalthaszasth is surrounded by a 10' radius cloud of poison mist. All creatures caught within the area must save vs. poison or have their Constitution permanently reduced by 1 point per round spent in the cloud. Creatures reduced to a Constitution of 0 die.

Regeneration. Ssalthaszasth regenerates 1d3 hp per round.

Spell-like Abilities. Ssalthaszasth has the following spell-like abilities that may be used at will, but are only usable one at a time as a 16th level cleric: *cause poison, curse, darkness* (120' radius), *detect invisible, detect magic, dispel good, know alignment, neutralize poison, quest, protection from good* (10' radius), and *sticks to snakes*. Ssalthaszasth may likewise use the following as a 16th level magic-user: *geas, hypnotism, phantasmal force, polymorph self, read languages, read magic, and teleportation (without error)*.

Command Snakes & Serpents. Ssalthaszasth is able to command any non-magical snake with 15 or fewer Hit Dice. Ssalthaszasth may attempt to command any other snake-like or serpentine creature (except the King of Serpents), including nagas and serpent men, and non-magical snakes with 16 or more Hit Dice; such creatures are permitted a save vs. spell or they will be forced to follow Ssalthaszasth until he releases them from their service to him. Any creature under Ssalthaszasth's command has a morale of 12.

Gate/Summon. Once per round, Shezmu may summon 2d6 snakes of 1-2 HD each, 1d6 snakes of 3-4 HD each, 1d4 HD snakes, AND 1 snake of 5 HD or more. There is a 100% chance of these summoning attempts succeeding.

DESCRIPTION/ECOLOGY — Demon Prince

Appearance. Ssalthaszasth appears with a cobra-like head and hood, a scale-covered humanoid upper torso, and the lower body of a snake. He measures approximately 20' long from top of head to tip of tail.

Ecology. Ssalthaszasth roams freely between Dahaeka (the 112th layer of the Abyss) and Dandasuka (the 25th layer of Naraka). Ssalthaszasth defers only to Apep, the King of Serpents. Ssalthaszasth will seek approval from Apep before following any directive from any other demon other than Apep. Ssalthaszasth defers to no creature native to Naraka.

Languages. Ssalthaszasth possesses diavotelepathy.

Cults of Ssalthaszasth. Cults to Ssalthaszasth tend to be segregated by the race of its members, often formed out of small groups (usually no more than two dozen) serpent men or human assassins. Members are initiated by the Rite of the Vile Bite, in which the prospective member is bitten by an increasingly poisonous series of snake bites. Those who survive are granted admittance to the cult. Prospective members may take as long as they like between suffering each snake bite. However, status within the cult is organized by who takes the least amount of time between bites. The leader of each cult clan is known as the Blessed Biter, and is the living member of the clan that has completed the Rite of the Vile Bite in the least amount of time.

Sz'kell

HOME: Limbo
SERVES: Varies

ARMOR CLASS: 6
HIT DICE: 3+1*
MOVE: 60'(20')
ATTACKS: 1 bite + special
DAMAGE: 1-2 + disease

NO. APPEARING: 1-6 (3-18)
SAVE AS: Fighter:3
MORALE: 7
TREASURE TYPE: M (individual)
ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Normal	SILVER: Normal
GAS: Half	WEAPONS: Normal

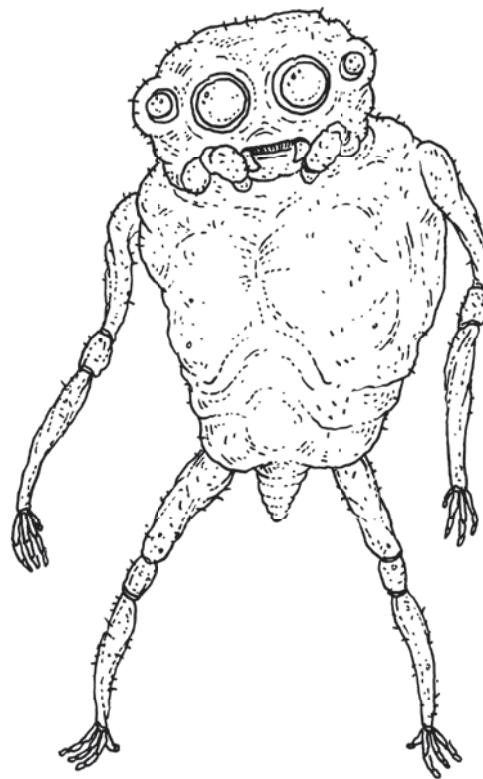
PSIONIC ABILITIES

PSIONIC LEVEL: 3 (15 PSPs)

Attack modes: psionic blast, psychic crush

Defense modes: intellect fortress

Psychometabolic: **S** life draining, **D** absorb disease*,
adrenaline control, chameleon ability



ATTACKS/SPECIAL ABILITIES

Weakening Bite. The bite of a sz'kell is itself relatively benign, doing only 1d4 on a successful “to hit” roll. However, on a failed saving throw vs. poison, it drains 1 energy level which cannot be regained until the poison is neutralized. Once neutralized, an uninterrupted week of complete rest is required to regain the drained level.

Web Globules. Three times per day, a sz'kell may spew forth a glob of sticky goo and “throw” it as a ranged attack at any creature in a 10' range. On a successful hit, the subject is covered in goo and becomes entangled (as a *web* spell).

Filiment Spray. Three times per day, as a psionic action (at no PSP cost), a sz'kell may send out 10' radius “spray” using the hair-like filaments that cover its body. All creatures caught in the area take 1d6 points of damage. A save vs. breath is permitted for half damage. Those victims that roll a natural 1 on their saving throw are also blinded for 1d4 turns.

Insect Swarm. Three times per day, a sz'kell is able to breath a 1 HD swarm of locust-like insects. During the round in which the swarm breath is exhaled, all in a 1'x10'x3' area in the direction of the breath must save vs. breath weapon or take 2d4 points of damage (a successful save halves the damage to 1d4). The damage caused by the swarm breath is also taken as hit point damage by the swarm. On the following round, the swarm is able to move independently (and has the stats of a standard insect swarm, minus the hit point damage taken by the swarm when it was uttered as a breath by the sz'kell).

DESCRIPTION/ECOLOGY

Appearance. Sz'kells appear as insect-like humanoids with heads and torsos disproportionately large for their limbs. Their limbs are quite strong and quite capable, despite their appearance. Sz'kells are dark grayish-brown in color.

Ecology. Sz'kells are not Limbo natives, having been brought to the plane thousands of millennia ago to act as slave labor for more dominant races. Through a series of revolutions and uprisings (by non-sz'kell groups) over the ages, there are currently there almost as many free sz'kells as there are slave sz'kells. Sz'kells are industrious and focused, which makes them ideal slaves; it also means that colonies of free sz'kells are incredibly successful. Ironically, because sz'kells are focused on the success of their individual groups, free sz'kells rarely possess the desire to liberate enslaved sz'kells. In fact, it is not uncommon for some free sz'kell colonies to possess sz'kells as slaves.

Languages. Sz'kell use click speech, and are able to communicate telepathically with all insects and insect-like creatures.

Sz'kell Reactions. As long as the actions of others do not directly interfere with a sz'kell's actions or conflict with a sz'kell's interests, the presence of others will be generally ignored, even if approached or addressed directly. Attempts to “force” a sz'kell to communicate (e.g., standing in the sz'kell's way, screaming at a sz'kell, attempting to charm a sz'kell, etc.) will be seen as a hostile action and the sz'kell will attack. A sz'kell will always retaliate if attacked. A sz'kell will rarely, if ever, flee from a confrontation. Once engaged in combat, a sz'kell will always fight to the death, attempting to call for the assistance/aid of nearby sz'kells. Those other sz'kells will help if doing so serves their personal interests (e.g., if the sz'kell calling for aid offers a stipend for assisting, additional sz'kells will usually provide such assistance).

Tezadeu

HOME: The (unnamed) 99th layer of the Abyss
 SERVES: Varies

ARMOR CLASS: 0	NO. APPEARING: 1-3 (1-6)
HIT DICE: 9**	SAVE AS: Fighter:9
MOVE: 90'(30') {60'(20')}	MORALE: 9
ATTACKS: 2 spikes/1 bite	TREASURE TYPE: E
DAMAGE: 3-10/3-10/ 2-12 + special	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

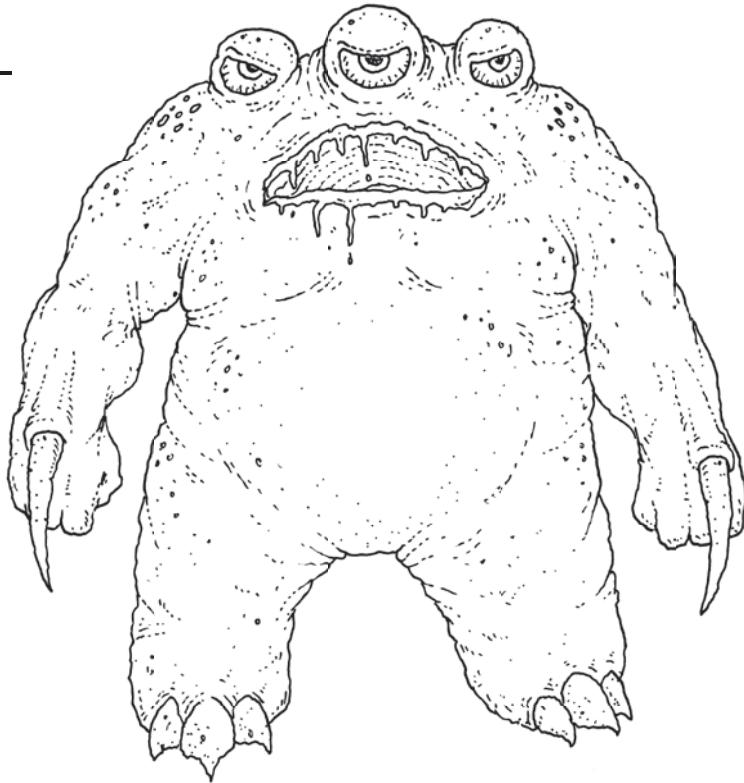
PSIONIC ABILITIES

PSIONIC LEVEL: 9 (45 PSPs)

Attack modes: *ego whip, id insinuation*

Defense modes: *intellect fortress, mind blank*

Psychometabolic: **S**) *complete healing*



ATTACKS/SPECIAL ABILITIES

Spike Attacks. The massive spikes growing from the wrists of a tezadeu each do 1d8+2 on a successful “to hit” roll.

Slimy Bite. The oozing mouth of a tezadeu does 2d6 on a successful “to hit” roll. Additionally, victims must save vs. poison or take an additional 1d4 points of damage from an acidic toxin that is injected into their system. A separate saving throw is required for each successful bite. During any 24-hour period, if a victim takes a number of points of acidic damage from a tezadeu greater than the victim’s Constitution score, the victim must save vs. death or die. If additional acidic damage is taken after a successful saving throw but during the same 24-hour period, the victim must make a new saving throw vs. death or die.

Sleepy Gaze. Creatures coming eye to eye with a tezadeu must save vs. paralysis or fall asleep for 2d4 turns.

Spell-like Abilities. A tezadeu possesses the following spell-like abilities that may be used at will, but are only usable one at a time as an 9th level magic-user: *cause fear, charm person, darkness 10' radius, infravision, know alignment, suggestion, teleportation (no error), and wall of ice.*

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Tezadeu appear as hulking, almost elephantine-like beasts with warted, slimy gray skin. Their spikes and toe-claws are dark gray in color, and their bloodshot eyeballs have bright white pupils. A purrid gray ooze drips from their ruby-red lips.

Ecology. Tezadeu reside in the 99th layer of the Abyss—an unnamed layer consisting of several disparate realms, with rulership of the plane contested by several demon lords, including Juiblex. Because different factions of tezadeu serve different demon lords, treachery and deception are common (e.g., it is not uncommon for one faction of tezadeu to seamlessly blend in with another faction, only for the first faction to murder the second while they sleep).

Because connections between the various realms of this layer are not consistent (e.g., entering Realm B from Realm A does not guarantee the ability to enter Realm A from Realm B), tezadeu are commonly found as guards at key access points (and who those tezadeu serve should always be in question).

Languages. Tezadeu possess diavotelepathy.

Tezadeu Reactions. The reaction of a tezadeu to a party of adventurers depends mainly on whether the tezadeu in question is in service to a greater demon or not, and what tasks they have been charged with. Generally, tezadeu will attack immediately, unless doing so directly contradicts their general interests.

Thr xl

HOME: Limbo
SERVES: Varies

ARMOR CLASS: 5
HIT DICE: 2*
MOVE: 180'(60')
ATTACKS: 1 or 2 (see below)
DAMAGE: 1-4 or 1-4/1-4

NO. APPEARING: 3-12 (4-40)
SAVE AS: Fighter:2
MORALE: 6
TREASURE TYPE: See below
ALIGNMENT: Chaotic (CN)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Normal	SILVER: Normal
GAS: Half	WEAPONS: Normal

PSIONIC ABILITIES

PSIONIC LEVEL: 1 (5 PSPs)

Attack modes: mind thrust

Defense modes: mind blank

Psychometabolic: D) cell adjustment, chameleon ability*

Psychokinetic: D) telekinetic disc*



ATTACKS/SPECIAL ABILITIES

Zk-thrkt (double-ended spear). Thr xl s use a double-ended spear known as a *zk-thrkt*. Normally, they are only able to make a single attack against a melee opponent, doing 1d4 points of damage on a successful “to hit” roll. However, if the thr xl is facing two melee opponents who are positioned so that one is to the thr xl’s left and one is to the thr xl’s right, the thr xl may use a combination move to make an attack against each of those opponents during the same melee round (doing 1d4 with each successful “to hit” roll). The opponents must be at least 120° apart, and may be no more than 180° apart (with the thr xl at the center point). The balance of the weapon and the flexibility of its shaft are designed around the thr xl anatomy; the combination move cannot be accomplished by a non-thr xl using the weapon, and non-thr xl wielders of the weapon suffer a -2 “to hit” penalty when using the weapon to make a single attack.

Enhanced Hearing. The heightened hearing abilities of the thr xl s make them incredibly difficult to surprise. They are surprised only on a roll of 1 on 1d20.

Speedy. Thr xl s are quick on their feet, gaining a +2 bonus on all initiative rolls.

Telekinetic Disc. (psionic minor devotion; costs no PSPs to use) This psionic minor devotion enables a thr xl to create a telekinetic disc (similar to the magic-user spell *floating disc*) with a size up to 10' in diameter, and able to carry as much as 25,000 coins (2,500 pounds) in weight. This ability costs no PSPs, and although it requires concentration to use, it can be used while the thr xl is moving (but not while fighting, performing any other action, or using any psionic ability that requires concentration).

DESCRIPTION/ECOLOGY

Appearance. Thr xl s appear as insect-like humanoids with segmented, chitin-covered bodies and limbs. They range in color from light tints of dusty brown to rusty pink.

Ecology. Thr xl s are nomads and hoarders, carrying with them as much as possible (regardless of its worth). Every capable thr xl is expected to use their telekinetic disc ability while traveling on foot in their conspicuous caravans. A thr xl clan will have either treasure type A, B, C, D, X or Y (determined randomly). Additionally, for each thr xl in the clan, there will be 100-600 coins weight of accumulated “goods” with a value of 4-400 gp (100d4) per thr xl. Thr xl s have been known to serve others, but they prefer to serve those who offer the greatest quantity of treasure, regardless of value (e.g., thr xl s see 150 copper pieces as more desirable than 2 platinum pieces).

Languages. Sz’kell use click speech.

Thr xl Reactions. Thr xl s see almost any interaction as attempt to steal their goods. On any 2d6 reaction roll, they will communicate or negotiate only on a 12. Otherwise, they will attack (if they feel they have a chance of defeating their opponents) or flee (if they feel they do not have a chance of defeating their opponents). If they do not feel they will be able to flee fast enough, they will fight to protect their goods, possibly negotiating during combat, but never acquiescing if it means compromising their possessions.

Uaumahaur

HOME: The Yellow Wells (the 515th layer of the Abyss)
 SERVES: Ekibiogami (Demon Lord of Plagues and Epidemics)

ARMOR CLASS: 0	NO. APPEARING: 1 (unique)
HIT DICE: 7*	SAVE AS: Dwarf:7
MOVE: —/150'(50')	MORALE: 9
ATTACKS: 1 or 2	TREASURE TYPE: Nil
tentacle flails	ALIGNMENT: Chaotic (CE)
DAMAGE: 2-16 or 1-8/1-8	

RESISTANCES/IMMUNITIES

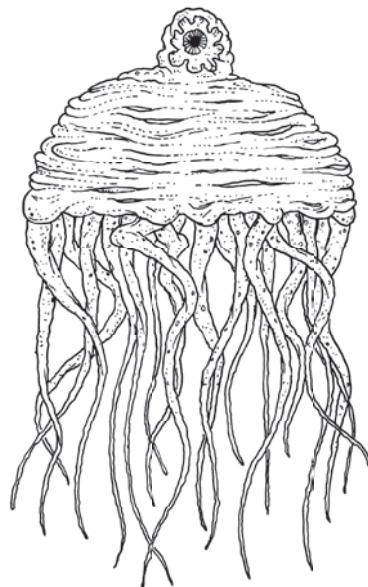
ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 7 (35 PSPs)

Attack modes: all

Defense modes: all



ATTACKS/SPECIAL ABILITIES

Bile Mist. An uaumahaur is surrounded by a 5' radius cloud of bile mist. The cloud has two main effects. First, anyone caught in the cloud takes 1d6 points of acid damage, halved on a successful save vs. breath. Second, anyone caught in the cloud must save vs. poison or contract a disease known as *demon's grip*, which goes through the following stages of incubation:

Week 1: The victim loses 1d3 hp per day (from bleeding) and 1 Constitution point (for the week) and is unable to naturally heal or restore lost ability points until cured.

Week 2: The victim loses 1d6 hp per day (from bleeding) and 1 Constitution point per day, and is unable to naturally heal or restore lost ability points until cured. The victim is also permanently deafened and blinded (even if cured of the disease; vision and hearing cannot be restored, even magically, until cured of the disease).

Week 3: The victim loses 2d6 hp per day (from bleeding) and 1 point per day each from all six ability scores. The victim is unable to naturally heal or restore lost ability points until cured.

Week 4: At the beginning of the 4th week of the disease (assuming ability loss has not caused death yet), the victim will die immediately (no saving throw allowed).

A creature that dies from *demon's grip* cannot be resurrected, except by a chaotic (CE) priest who worships Ekibiogami (Demon Lord of Plagues and Epidemics). If a creature with 6 or fewer HD is killed by *demon's grip*, it cannot be reincarnated. A creature with 7 or more HD that is killed by *demon's grip* can only be reincarnated as an uaumahaur.

Tentacle Attacks. Each round, an uaumahaur may choose to make one melee attack with both its tentacles against a single opponent for 2d8 damage (on a single successful "to hit roll") or melee attacks against separate opponents for 1d8 damage each (on separate successful "to hit" rolls).

Disease Immunity. Uaumahaur are immune to all disease, both of a standard and magical nature.

Spell-like Abilities. A uaumahaur possesses the following spell-like abilities that may be used at will, but are only usable one at a time as an 7th level magic-user: *cause fear*, *charm person*, *suggestion*, *know alignment*, and *teleportation* (no error).

Summon. Three times per day, a uaumahaur may gate in 1-2 additional uaumahaur with a 25% chance of success.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Uaumahaur have a body that appears as a "wound spool" of flesh, with fleshy tentacles hanging below, and a single eye above. They are putrid yellow in color, and have a distinctly sharp medicinal smell.

Ecology. Uaumahaur reside in the Yellow Wells (the 515th layer of the Abyss) and serve Ekibiogami (Demon Lord of Plagues and Epidemics). It is not uncommon for an uaumahaur to be found in the presence of a number of jikibriae.

Languages. Uaumahaur possess diavotelepathy.

Ugthamog (Stovebelly)

HOME: Khorgo (the 602nd layer of the Abyss)
 SERVES: Tamaohoi (Demon Prince of Fire)

ARMOR CLASS: 0
 HIT DICE: 8*
 MOVE: 90'(30')
 FLYING: 180'(60')
 ATTACKS: 1 bite or 1 breath
 DAMAGE: 2-12 + special
 or 3-18

NO. APPEARING: 1-3 (1-6)
 SAVE AS: Fighter:8
 MORALE: 10 or 12
 TREASURE TYPE: Lx3
 ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Normal	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: None	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes: *ego whip, id insinuation*

Defense modes: *intellect fortress, mind blank*



ATTACKS/SPECIAL ABILITIES

Generates Heat. An ugthamog generates heat that does 1 point of heat damage to all creatures within a 5' radius. No saving throw is permitted to avoid or lessen the damage, but creatures immune to heat or fire damage are unaffected.

Poisonous Bite. On a successful melee “to hit” roll, the bite of an ugthamog does 2d6 damage and, on a failed save vs. poison, causes a debilitating fever (known colloquially as “stove fever”). For each day a victim suffers from the fever, they lose 1 point of Constitution which cannot be recovered until the fever is removed (by *neutralize poison*; a *cure disease* spell does not affect stove fever, for it is a toxin, not a disease). If a character or creature is reduced to a Constitution score of 0 before the poison is neutralized, the character or creature will die.

Fire Breath. Once every turn (i.e., once every 10 minutes), an ugthamog may breath a cloud of fire that is 10' long and 5' wide in diameter. All caught within the area take 3d6 points of flame damage (a successful save vs. breath halves the damage).

Gaseous Flight. Every 6 rounds, using the gases produced in its intestines, an ugthamog may propel itself in a “gliding-leap” to a maximum height of 20' and a maximum distance of 60'. Use of this ability defers any other movement for the round.

Slam. Using its gaseous flight ability, an ugthamog may choose to propel itself into a number of targets. The ugthamog must be able to move at least 10' in a straight line (the attack is made during the movement phase) at the intended target(s), but may only move up to 30' distance for the round while using its gaseous flight. Any creature caught in the ugthamog’s path takes 2d4 impact damage plus 1d6 heat damage; a save vs. breath is permitted for half damage from both the impact and heat.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. Ugthamogs appear as bloated, furry dog-like creatures with a massive mid-section and a snout that appears simultaneously porcine and dragon-esque. They measure about 10' long and 6'-7' in diameter.

Ecology. Ugthamogs are natives of Khorgo (the 602nd layer of the Abyss)—a realm filled with lava flows, earthquakes, volcanoes, and smoke. Although they serve Tamaohoi (Demon Prince of Fire), their animal nature requires they be trained from an early age to do so (otherwise, they would live wildly in packs, guided by their beastly nature).

It is believed that Tamaohoi lives on the flank of one of the innumerable volcanoes that populate Khorgo, and that thousands and thousands of ugthamogs roam that area as “guard dogs” for Tamaohoi. Those ugthamogs that roam this area have a morale of 12 (for they are chosen from the most loyal and fierce of all the ugthamogs trained to serve Tamaohoi). Otherwise, ugthamogs have a morale of 10.

It is not unknown for wild packs of ugthamogs to wildly roam the Abyss (and sometimes the Material Plane or the Elemental Plane of Fire), with no knowledge of Tamaohoi, or the others of their kind who serve him.

Languages. Ugthamogs speak only canine, but understand abyssal, common, primordial, and ignan. Those bred to serve Tamaohoi do possess divovtelepathy, but those that roam wildly have but a 5% chance of possessing the ability.

Vhalilar (Demon Queen of Poison)

HOME: Chardu (the 541st layer of the Abyss)
SERVES: Self

ARMOR CLASS: -7
HIT DICE: 17*** (85 hp)
MOVE: 240'(80')
ATTACKS: 4 stabs
DAMAGE: 1d6+1 + energy drain + poison (x4)

NO. APPEARING: 1 (unique)
SAVE AS: Saves on 2 or better
MORALE: 10
TREASURE TYPE: C, G, I
ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +2 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 17 (85 PSPs)

Attack/Defense modes: all

Psychometabolic: all

Psychoportative: all

Telepathic: all

ATTACKS/SPECIAL ABILITIES

Stab Attacks. Each round, Vhalilar may make up to 4 stab attacks (against the same or different targets). Each successful attack does 1d6+1 damage, drains 1 energy level (no saving throw) and causes magical poison (save vs. spell or die immediately). Creatures that are normally insusceptible to poison instead take 1d6 damage (on a failed save vs. spells). If more than 1 successful touch attack by Vhalilar is made against the same opponent during the same round, each additional saving throw that round suffers a cumulative -1 penalty (i.e., no penalty on the first saving throw, a -1 penalty on the second saving throw, a -2 penalty on the third saving throw, and a -3 penalty on the fourth saving throw).

Poison Mist. Vhalilar is surrounded by a 30' radius cloud of poison mist. All creatures caught within the area must save vs. poison or have their Constitution permanently reduced by 1 point per round spent in the cloud. Creatures reduced to a Constitution of 0 die.

Poison Immunity. Vhalilar is immune to all forms of poison.

Regeneration. Vhalilar regenerates 1d3 hp per round.

360° Vision. Vhalilar possesses a magical form of 360° vision. This ability cannot be interrupted by psionic means.

Command Snakes & Serpents. Vhalilar is able to telepathically command any non-magical snake with 15 or fewer Hit Dice. Any creature under Vhalilar's command has a morale of 12.

Summon Snakes. Once per round, as a free action, Vhalilar may summon 3d4 asps which appear on the following round.



Magical Abilities. As a spellcasting action, Vhalilar may use any of the following abilities one at a time (as a 17th level spellcaster): *confusion, curse, detect invisible, detect magic, charm person, hold person, charm monster, hold monster, levitate, polymorph self, read/comprehend languages, sleep, sticks to snakes, unholy word* (180' radius), and *gate/summon* (see below).

Gate/Summon. As a spellcasting action, Vhalilar is able to gate/summon 1 standard order demon with a 60% chance of success, or 1-4 lower order demons with a 80% chance of success.

DESCRIPTION/ECOLOGY — Demon Queen

Appearance. Vhalilar appears with the lower body of a snake, the upper torso of a human female (with a snake-like breastplate), and four arms that end in stabbing, bony points. She has only a single eye in the "third eye" position. This eye is non-functioning.

Ecology. Though Vhalilar is most often found in her home realm of Chardu (the 541st layer of the Abyss), she sometimes wanders Emush (the 531st layer of the Abyss—the marilith realm). The Queen of the Marilith herself answers to Vhalilar.

Languages. Vhalilar possesses diavotelepathy.

Cults of Vhalilar. Because the cults dedicated to Vhalilar are generally dedicated to the propagation and use of poison, they tend to be of the following types: a) cults comprised of serpentine creatures (e.g., serpent men and wan ti) who see Vhalilar as a "mother god" figure, b) human and/or half-orc assassins (usually separated by race, but sometimes mixed), and c) human cults who believe that human sacrifices to Vhalilar (via ritual poison ingestion) will increase their power and dominance.

Wrohmog

HOME: Lowpit (the 217th layer of the Abyss)
 SERVES: The Great Wrohmog

ARMOR CLASS: 0	NO. APPEARING: 1 (1-3)
HIT DICE: 8+8***	SAVE AS: Dwarf:8
MOVE: 150'(50')	MORALE: 10
ATTACKS: 4 bites	TREASURE TYPE: Mx6
DAMAGE: See below	ALIGNMENT: Chaotic (CE)

RESISTANCES/IMMUNITIES

ACID: None	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: Normal
FIRE: Half	SILVER: None
GAS: Half	REQ. "T.H.": +1 or better

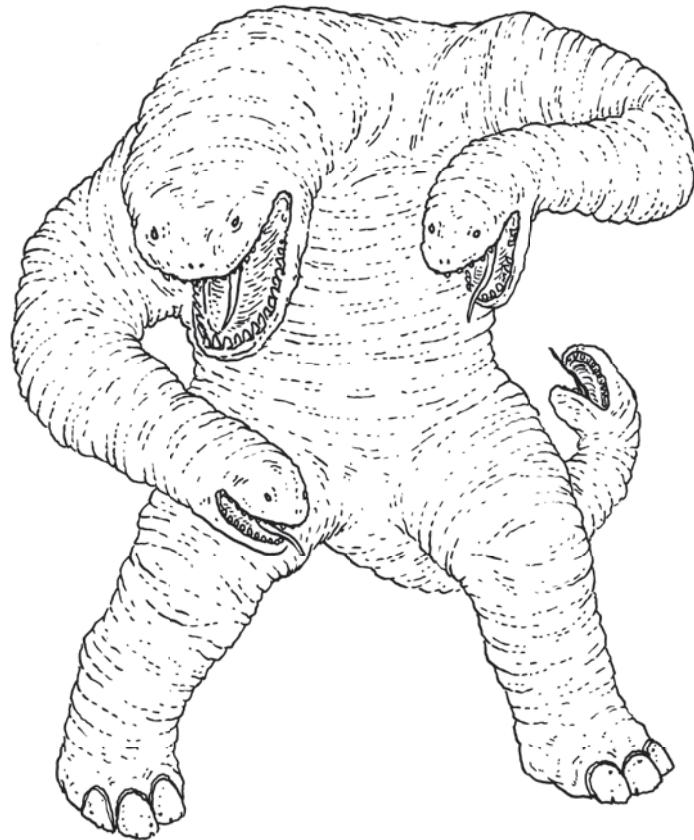
PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes: *ego whip, id insinuation, mind thrust*

Defense modes: *mental barrier, mind blank, thought shield*

Chakras/Disciplines: none



ATTACKS/SPECIAL ABILITIES

Acidic Aura/Acidic Blood. At the start of each round, each creature within 5' of a wrohmog takes 2d6 acid damage (halved by a successful saving throw vs. breath). Additionally, any creature successfully striking a wrohmog with a melee slashing attack while within 5' of it takes an additional 2d4 acid damage (halved by a successful saving throw vs. breath).

Bite Attacks. Each round, a wrohmog may make up to four separate bite attacks against 2-4 different opponents, doing damage as outlined below:

Head Bite: may attack to the front only; does 2d12 plus a poison that drains 1d3 points of Constitution (on a failed saving throw vs. poison; cannot be recovered until poison is neutralized; once neutralized, 1 point of Constitution is recovered per full day's rest)

Hand Bites: may attack to front or flanks; each does 2d6 bite damage, and on a natural "to hit" roll of 20 also does 1d6 rending damage

Tail Bite: may attack to rear or flanks; does 2d4 plus a poison that kills in 1d6 turns (on a failed saving throw vs. poison); a successful save doubles the onset time (killing in 2d6 turns); magical attempts to neutralize the poison require a saving throw vs. spells, even for willing targets (a failed save means the spell was ineffective)

Spell-like Abilities. Wrohmog have the following additional spell-like abilities that may be used at will, but are only usable one at a time (1 per turn or 1 per round): *blade barrier, cause poison, charm person, darkness (120' radius), detect invisible, detect magic, know alignment, and teleportation (without error)*.

Regeneration. Wrohmog regenerate 2d4 hp per round.

Gate/Summon. Once per day, wrohmog may attempt to gate in an additional 1d3 wrohmog with a 50% chance of success.

DESCRIPTION/ECOLOGY — Standard Order Demon

Appearance. These massive fiends stand nearly 17' tall, have wrinkled elephantine bodies with snake-like arms, and have heads with snapping maws at the ends of their arms and tails. They are deep teal in color, with the insides of their mouths appearing bloody red.

Ecology. These ancient beings seethe with an undying rage and an unquenchable desire for violence. Wrohmog are related both to the rählnog and the tezadeu.

Languages. Wrohmog possess diavotelepathy.

Wrohmog Reaction Table

2	attacks immediately with a +3 bonus (from rage) on "to hit" and initiative rolls for the first 1d8 rounds
3-5	attacks immediately with a +2 bonus (from rage) on "to hit" and initiative rolls for the first 1d6 rounds
6-8	attacks immediately with a +1 bonus (from rage) on "to hit" and initiative rolls for the first 1d4 rounds
9-11	attacks immediately
12	summons/gates (if possible), then attacks

APPENDIX A:

Dual-axis Alignment

Alignment is a tool for developing a character or creature's identity—it is not a straitjacket for restricting the character or creatures. Each alignment represents a broad range of personality types or personal philosophies, so even two characters of the same alignment can still be quite different from one another. In addition, few beings are completely consistent. A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

GOOD VS. EVIL: Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

“Good” implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

“Evil” implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good-evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

LAW VS. CHAOS: Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. They are honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful-chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments: Nine distinct alignments define all the possible combinations of the lawful-chaotic axis with the good-evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are generally reserved for monsters and villains.

Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. They combine a commitment to oppose evil with the discipline to fight relentlessly. They tell the truth, keep their word, help those in need, and speak out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment choice for a combination of honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. They are devoted to helping others. They work with kings and magistrates but do not feel beholden to them.

Neutral good is the best alignment choice for doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as their conscience directs them, with little regard for what others expect of them. They make his own way, but they’re kind and benevolent. They believe in goodness

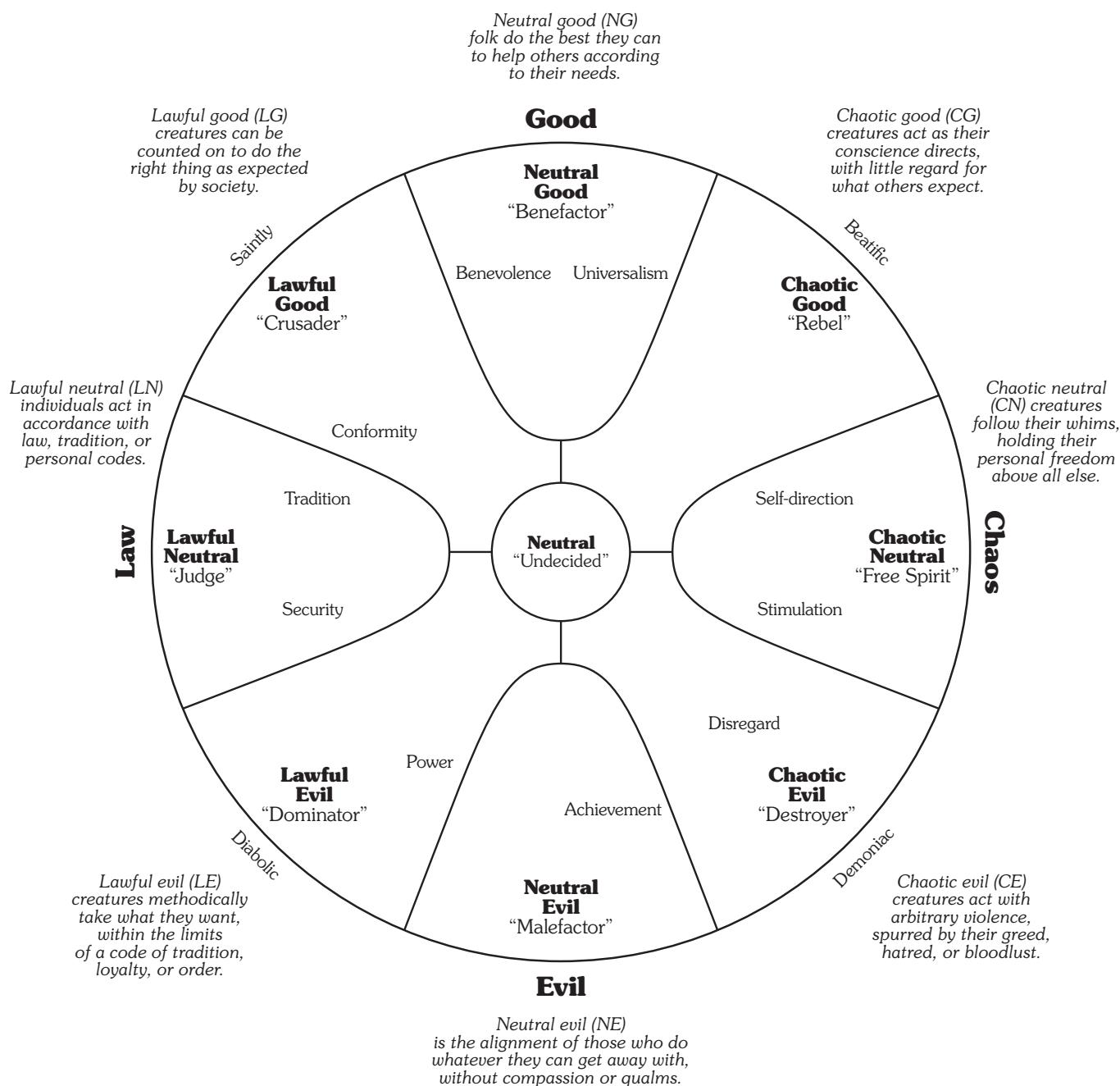
and right but have little use for laws and regulations. They hate it when people try to intimidate others and tell those others what to do. They follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment choice for a combination of a good heart with a free spirit.

Lawful Neutral, "Judge": A lawful neutral character acts as law, tradition, or a personal code directs them. Order and organization are paramount to them. They may believe in personal order and live by a code or standard, or they may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment choice for being reliable and honorable without being a zealot.

Neutral, "Undecided": A neutral character does what seems to be a good idea. They don't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, they would rather have good neighbors and rulers than evil ones. Still, they're not personally committed to upholding good in any abstract or universal way.



Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment choice for acting naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows their whims. They are an individualist first and last. They value their own liberty but don’t strive to protect others’ freedom. They avoid authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, they would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from themselves suffer). A chaotic neutral character may be unpredictable, but their behavior is not totally random. They are not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment choice as a representation of true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what they want within the limits of their code of conduct without regard for whom it hurts. They care about tradition, loyalty, and order but not about freedom, dignity, or life. They play by the rules but without mercy or compassion. They are comfortable in a hierarchy and would like to rule, but are willing to serve. They condemn others not according to actions but according to race, religion, homeland, or social rank. They are loath to break laws or promises.

This reluctance comes partly from their nature and partly because they depend on order to protect themselves from those who oppose them on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own

ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is among the most dangerous alignments because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever they can get away with. They are out for themselves, pure and simple. They shed no tears for those they kill, whether for profit, sport, or convenience. They have no love of order and hold no illusion that following laws, traditions, or codes would make them any better or more noble. On the other hand, they don’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is among the most dangerous alignments because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever their greed, hatred, and lust for destruction drive them to do. They are hot-tempered, vicious, arbitrarily violent, and unpredictable. If they are simply out for whatever they can get, they are ruthless and brutal. If they are committed to the spread of evil and chaos, they are even worse. Thankfully, their plans are haphazard, and any groups they join or form are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as they can thwart attempts to topple or assassinate them.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is among the most dangerous alignments because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

APPENDIX B:

The Planes of Existence

What is a Plane?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe, with its own natural laws. Although the number of planes is limited only by imagination, they can all be categorized into five general types: the Material Plane, the transitive planes, the Inner Planes, the Outer Planes, and the countless demiplanes.

Material Plane

The Material Plane is the most Earth-like of all the planes, and operates under the same set of natural laws that our own world does. This is the default plane for most adventures.

The Material Plane tends to be the most Earth-like of all planes and operates under the same set of natural laws that our own real world does. The “size” of the Material Plane depends upon the campaign—it might conform only to the single world on which your game is set, or it might encompass an entire universe of planets, moons, stars, and galaxies. The Material Plane is the default plane for most roleplaying.

Transitive Planes

These three planes have one important common characteristic: each is used to get from one place to another. The Astral Plane (although technically an Outer Plane) is a conduit to all other planes, while the Ethereal Plane and the Shadow Plane both serve as means of transportation within the Material Plane, which they’re connected to. These planes have the strongest regular interaction with the Material Plane and can be accessed using various spells. They have native inhabitants as well.

Transitive planes have one important common characteristic: they “overlap” with other planes, and as such can be used to travel between these overlapping realities. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well. Example transitive planes include the following.

Astral Plane

A silvery void that connects the Material and Inner Planes to the Outer Planes, the astral plane is the medium through which the souls of the departed travel to the afterlife. A traveler in the Astral Plane sees the plane as a vast empty void periodically dotted with tiny motes of physical reality calved off of the countless planes it overlaps. Powerful spellcasters utilize the Astral Plane for a tiny fraction of a second when they teleport, or they can use it to travel between planes with spells like astral projection.

Ethereal Plane

The Ethereal Plane is a ghostly realm that exists as a buffer between the Material Plane and the Shadow Plane, overlapping each. A traveler in the Ethereal plane experiences the real world

as if the world were an insubstantial ghost, and can move through solid objects without being seen in the real world. Strange creatures dwell in the Ethereal Plane, as well as ghosts and dreams, many of which can sometimes extend their influence into the real world in mysterious and terrifying ways. Powerful spellcasters utilize the Ethereal Plane with spells like *blink*, *ethereality*, and *ethereal jaunt*.

Dream Plane (The Dreamlands)

The Dream Plane (or Dreamlands) is a region populated by the thoughts, desires, and phantoms created by the minds of dreamers everywhere.

Shadow Plane

The eerie and deadly Shadow Plane is a dark, desaturated “duplicate” of the Material Plane, where “mirrored” locations are subject to the degradation created by shadow. It overlaps with the Material Plane but is smaller in size (existing mainly as pocket universes), and is in many ways a warped and mocking “reflection” of the Material Plane, one infused with negative energy (see Inner Planes) and serving as home for strange monsters like undead shadows and worse. Powerful spellcasters utilize the Shadow Plane to swiftly travel immense distances on the Material Plane with *shadow walk*, or draw upon the mutable essence of the Shadow Plane to create quasi-real effects (e.g., *shadow evocation*) and creatures (e.g., *summon shadow*).

Inner Planes

These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself. The Negative Energy Plane, the Positive Energy Plane, the Plane of Air, the Plane of Earth, the Plane of Fire, and the Plane of Water are all Inner Planes.

The Inner Planes contain the building blocks of reality—it’s easiest to envision these planes as “containing” the Material Plane, but they do not overlap with the Material Plane as do the transitive planes. Each Inner Plane is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself. Example Inner Planes include the following.

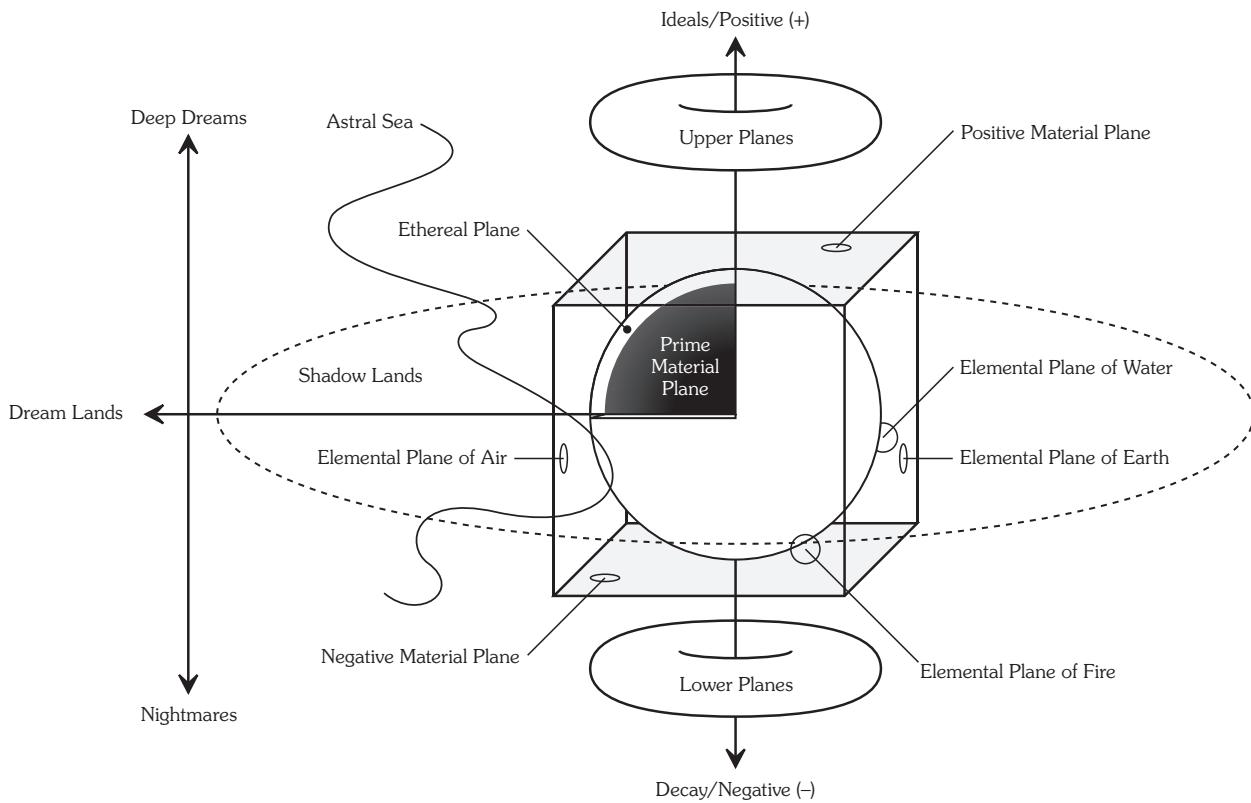
Elemental Planes

The four classic Inner Planes are the Plane of Air, the Plane of Earth, the Plane of Fire, and the Plane of Water—it is from these planes that the creatures known as elementals hail, yet they house many other strange denizens as well, such as the genie races, strange metal-eating xorns, unseen invisible stalkers, and mischievous mephits.

Energy Planes

Two energy planes exist—the Positive Energy Plane (from which the animating spark of life hails) and the Negative Energy Plane

FIGURE A



Planar Cosmology

(from which the sinister taint of undeath hails). Energy from both planes infuses reality, the ebb and flow of this energy running through all creatures to bear them along the journey from birth to death. Clerics utilize power from these planes when they channel energy.

Outer Planes

Beyond the realm of the mortal world, beyond the building blocks of reality, lie the Outer Planes. Vast beyond imagining, it is to these realms that the souls of the dead travel, and it is upon these realms in which the gods themselves hold court.

The denizens of the Outer Planes form the mythologies of civilization, comprising angels and demons, titans and devils, and countless other incarnations of possibility. The deities live on the Outer Planes, as do creatures such as celestials, fiends, and other outsiders. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Each of the Outer Planes has an alignment representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Upper Planes tend to be places of law, justice and good; the Lower Planes tend to be places of evil and chaos.

Each campaign world should have different Outer Planes to match its themes and needs (e.g., a Norse-themed cosmology

might include the higher planes of Asgard, Vanaheim, Alfheim and Nidavellir, and the lower planes of Hel, Muspelheim and Nifflheim).

Demiplanes

This catchall category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. There are countless demiplanes adrift in reality, and while most are connected to the Astral Plane and Ethereal Plane, some are cut off entirely from the transitive planes and can only be accessed by well-hidden portals or obscure magic spells.

Layered Planes

Infinities may be broken into smaller infinities, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own features and qualities. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on the first layer of the plane, which can be either the top or bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The plane

shift spell generally deposits the spellcaster on the first layer of the plane.

How Planes Interact

Separate Planes

Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane, such as a Transitive Plane.

Coterminous Planes

Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other.

Coexistent Planes

If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane with which it coexists.

Interstices

The place where two planes connect (where the surface of one plane touches the surface of a contiguous plane) is known as the interstices of those planes. Creatures able to simultaneously occupy two touching planes are said to be in interstices, usually manifesting at a 50% density in both planes (and, therefore, solid in neither). This generally allows such creatures to pass through most solid objects in either plane, and halves any damage or effects sustained solely in one of the two planes.

Methods of Transition

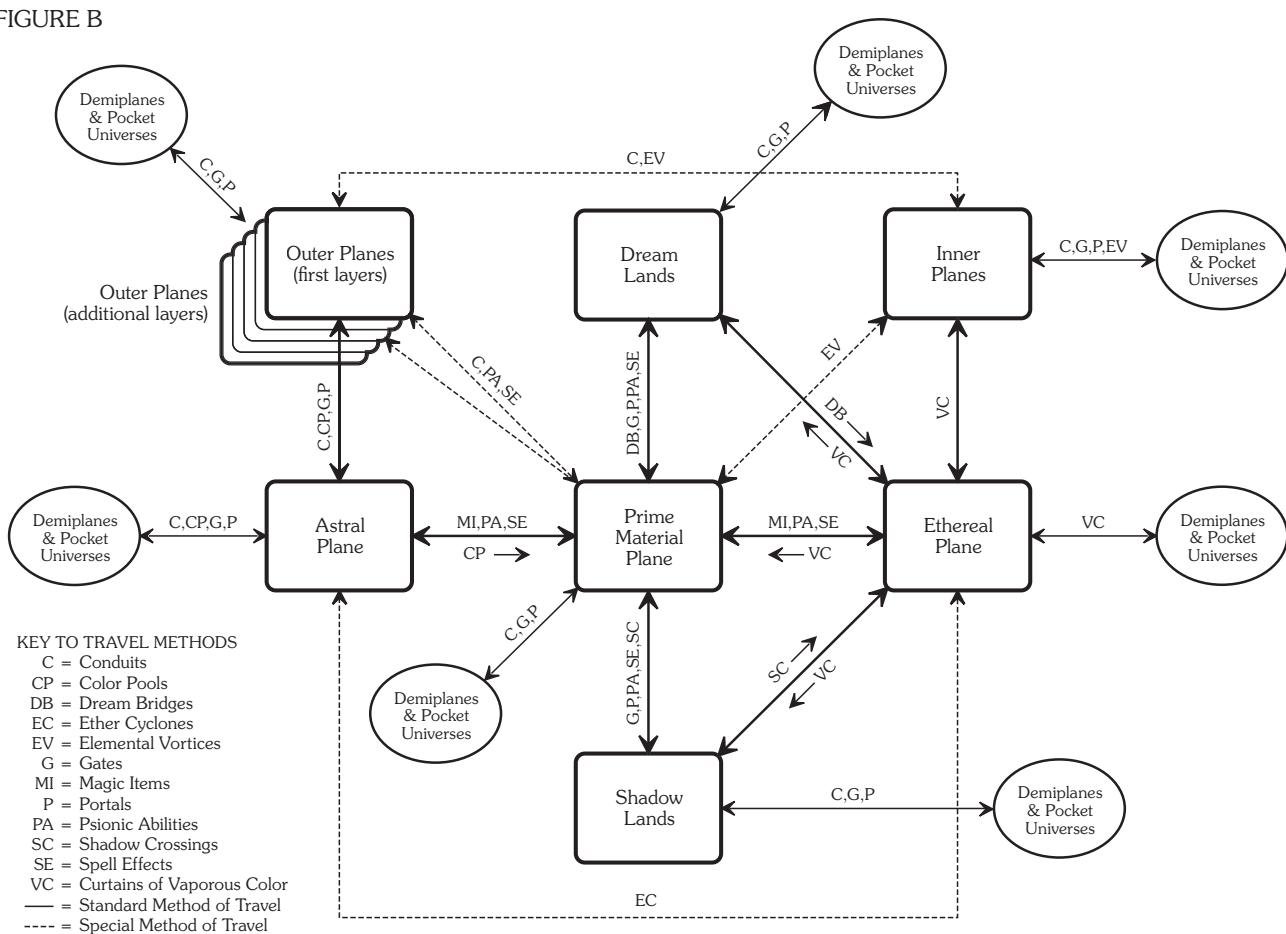
Portals

Portals are bounded by pre-existing openings (usually doors and arches); the portal is destroyed when the opening is. Portals also require portal keys to open; a key is usually a physical object, but it can also be an action or a state of being. Naturally occurring portals will often appear at random; some portals only exist for a brief period of time, or shift from one location to another.

Conduits

Conduits are also naturally occurring, but they are natural phenomena, the planar equivalent of whirlpools and tornadoes.

FIGURE B



Schematic of the Planes

Conduits are only known to occur in the Astral and Ethereal Planes. A type of conduit known as a color pool is a common gateway from the Astral Plane to the Outer Planes.

Vortices

A vortex is a link from a Prime Material world to the Inner Planes, which begin in areas of intense concentration of some element (e.g., the heart of a volcano might be a vortex to the Plane of Fire). There also used to be living vortices (plural of vortex) which the sorcerer-monarchs of the desert planet have managed to maintain, like siphoning water through a hose, and use to empower their “priests,” the templars.

Gates

Gates are portals that are not bounded by physical apertures; gates are rare, and usually appear as a result of magical spells and rare planar phenomena.

Planar Bleeding

Planar bleeding occurs when regions of two planes coexist; such phenomena are usually short-lived, and disastrous for their environments. Planar bleeding between the Shadow Plane and Material Plane is somewhat common compared to other occurrences, though still reasonably rare.

Planar Pathways

Planar pathways are special landscape features appearing in multiple planes or layers of a plane. Travel along a planar pathway results in travel along the planes. Pathways are crucial tactically, because they are very stable compared to portals or gates, and do not require magic spells or portal keys. One notable planar pathway is the River Styx, which flows across the Lower Planes and parts of the Astral Plane. Another is the River Oceanus, which flows through the Upper Planes.

Spells and Magic Items

Planes may also be accessed using certain spells and magic items. These magicks, however, may not always provide control to the user over where he or she goes, and may not always provide for the user's return. A list of plane-related spells and magic items has been provided in **Appendix C: Plane-related Magicks**.

Other Considerations

Time Parameters

Each plane is subject to its own passage of time, relative to the other planes. Time in some planes may pass faster or slower than in other planes.

Physical Parameters

Not all planes will feature familiar topography, nor will they necessarily conform to the accepted rules of physics (including gravity). Each plane is also subject to its own environmental conditions. For example, the Plane of Fire will be of a heat unbearable by most, and the amount of smoke and ash in the air will make breathing impossible for some. By comparison, characters without the water breathing ability will most assuredly drown in the liquid that fills the Elemental Plane of Water.

Physical Needs

Most characters will require food and drink to maintain their health. Such resources may be a rarity on some planes. For example, water is a precious commodity on the Plane of Fire.

Magic Use

While most magic works normally in the Ethereal and Astral Planes, many spells may have altered function, or not function at all, in other planes. For example, a fireball spell requires air to use, so it would be useless in the Elemental Plane of Water. Furthermore, clerics may find themselves quite distant from their deity, which may lead to the failure of higher level spells.

Economic Concerns

Money and other valuables may have little to no use on some planes, while seemingly mundane items may be of great value.

Ethereal Travel & Encounters

The Ethereal Plane may be accessed by a variety of means, including psionics, magical spells, and magic items. The Ethereal Plane is coexistent with the Material Plane, with access to the material plane being provided by a series of colored veils known as **ethereal curtains** (a portal specific to the Ethereal Plane). Travel on the ethereal plane is both fast and tireless.

Hazards on the Ethereal Plane include ether cyclones which can blow travelers to other parts of the Ethereal Plane (or to other planes entirely), as well as a variety of creatures which function partially or fully in ethereal form. Being a transitive plane, many encounters on the Ethereal Plane will be with other ethereal travelers and visitors.

Most spells and attacks made in the Ethereal Plane will generally effect only those on the same plane, but can affect those who exist in the Ethereal Plane and another plane at the same time. Any damage taken while in ethereal form is treated as actual (hit point) damage. Most magic functions normally on the Ethereal Plane. Those creatures in an ethereal state have no need of food, drink, rest or sleep.

Astral Travel & Encounters

The Astral Plane may be accessed by a variety of means, including psionics, magical spells, and magic items. The Astral Plane touches only the Prime Material plane and the initial level of the other planes. Travel to parallel worlds is accomplished through astral travel. Depending on the specific cosmology used, the Astral Plane will provide direct access to a number of planes through openings known as **astral color pools** (a portal specific to the Astral Plane). Like the Ethereal Plane, travel through the Astral Plane is both fast and tireless.

Hazards on the Astral Plane include the possibility of having one's silvery cord snapped or cut, the presence of monsters, and the appearance of psychic storms. Normally, the psychic winds which blow across the astral plane are no stronger than a light breeze. However, under certain circumstances, these winds can become so turbulent as to cause astral travelers to get lost, drive them onto other planes, or even effect their minds (e.g., with confusion, fear, or *feeblemind*).

Most spells and attacks made in the Astral Plane will generally effect only those on the same plane, but can affect those who exist in the astral plane and another plane at the same time. Those creatures in astral form have no need of food, drink, rest, or sleep. If the material body is killed while the astral body is in that form, the creature must remain in astral form (and may not return to a physical plane).

Planes of Note

The Abyss

(lower plane; chaotic evil-aligned)

The Abyss is chaotic evil-aligned. The first layer of the Abyss shares its borders with the neighboring planes of Tarterus and Pandemonium.

Descriptions of the Abyss vary wildly—a result of misinformation spread by the demons themselves, and the misunderstanding of those who study them. Generally, it a region of intense, extreme, and unforgiving climates, with layers consisting of overwhelmingly fierce desert sandstorms; explosively unstable volcanic activity, boiling lava, and molten rock; blinding, sub-zero Arctic glaciers; bottomless oceans filled with enormous Leviathans; nauseatingly putrid environments saturated with disease-causing fungi; and the endless, existential void of infinite space.

There are no rules in the Abyss, nor laws, order, or hope. The Abyss is a perversion of freedom, a nightmare realm of unmitigated horror where desire and suffering are given demonic form, for the Abyss is the spawning ground of the innumerable races of demons (among the oldest beings in the multiverse).

The main race that inhabits the Abyss are the demons, chaotic evil beings. The appearance and abilities of these demons vary as widely as the environments of the layers themselves. A number of chaotic evil deity-like demon lords and princes also inhabit the Abyss. With their god-like traits, they sway the worship of entire races and usually have cult-followings.

The petitioners (souls of the dead who have been sent to the layer for the afterlife) of the Abyss are called manes, and they are the lowest caste of all demonkind. Manes that survive for many years may be promoted to greater forms of demon.

The Beyond

(beyond the planes; a place of pure entropy)

Also known as “The Great Disruption,” The Beyond is a terribly remote place of madness, aberration, entropy and pure chaos. It is formless, alien and disordered that it will damage any normal mind that tries to comprehend it. It is a place filled with nothingness, where titanic beings are consumed by madness, and the whispers of uspeakable words carry their deplorable truths.

The Beyond consists of an infinite number of layers, with each successive layer being only slightly out of phase with its predecessor. One may often stand in one layer and see through dozens of others simultaneously, for they are distinct though overlapped. Only a thought is required to move from one layer to the next.

For mortals to know The Beyond, they must best the elementary limits of matter and space before triumphing over sanity.

Hell

(lower plane; lawful evil-aligned)

Hell (or the Nine Hells) is a lawful evil-aligned plane of sinister evil and cruelty. The plane itself is composed of nine different layers (referred to as “circles,” rather than layers), each of which

models a differing but no less inhospitable and dreadful environment, from barren plains of ash and rock to frozen wastes of endless ice.

The principal inhabitants of the Nine Hells are the devils—fiendish creatures of pure lawful evil. The different types of devils that dwell here obey a strict hierarchical caste-like social structure. Each continually plots to advance their position through treachery and deception. Unlike the demons of the Abyss, the devils are highly organized, with a logical and calculating nature.

Hell is populated by several types of petitioners, the most common being soul shells. These are ghost-like forms which can be molded by the devils into increasingly horrific and agonized forms; ultimately, their destruction results in their essence merging with that of Baator. Especially evil petitioners become lemures, blobs of molten flesh who mindlessly serve the greater devils.

Limbo

(neutral outer plane; chaotic neutral-aligned)

Limbo is a place of pure chaos where everything is in constant motion and change, especially the landscape, which can shift unpredictably, and randomly rolls over upon itself like liquid. Very few places in Limbo are stable enough for normal travel.

Limbo is home to the zlaad and their lords, and to the limbo gith. Very few gods call Limbo home, as the plane is not well-suited to any sort of permanent structures.

Naraka

(lower plane; neutral evil-aligned)

Naraka is the neutral evil-aligned outer/lower plane where souls are sent for the expiation of their sins. Like the 9 Circles of Hell, Naraka is composed of 22 layers, each reserved for a specific type of sinner (e.g., Visashana is reserved for those who have pride of their rank and wealth and sacrifice animals as a status symbol), suffering a punishment befitting their offenses. The length of a being’s stay in a Naraka is not eternal, though it is usually very long—measured in billions of years. A soul is born into a Naraka as a direct result of his or her previous karma (actions of body, speech and mind), and resides there for a finite length of time until his karma has achieved its full result. After his karma is used up, he may be reborn in one of the higher worlds as the result of an earlier karma that had not yet ripened.

Pandemonium

(lower plane; chaotic evil- and chaotic neutral-aligned)

Pandemonium is the outer/lower plane where chaotic evil and chaotic neutral petitioners are sent after death. Pandemonium is a large, complex cavern that never ends. Each of the four layers of Pandemonium is successively deeper within the caverns. Compounding this problem, howling winds drive most of its residents mad. There are few creatures that are native to this plane; those individuals who do live there usually have no choice in the matter.

APPENDIX C:

New/Additional Spells

Abjure*

Level: C4
 Range: 10'
 Duration: permanent

This spell is used to return a creature from another plane of existence back to its plane of origin. The exact name of the creature type must be known and used to enact the spell. If (and only if) the creature has a true name, that must also be known and used as part of the spell. There is a base 50% chance $\pm 5\%$ per level of the creature below/above the spellcaster that the attempt will succeed (e.g., a 7th level cleric attempting to *abjure* an 8 HD creature has a 45% chance of succeeding on the attempt). If the attempt succeeds, the creature will be returned to its home plane; otherwise, the spell fails. No saving throw is permitted.

This spell does not work on deities or higher order fiends, but may be used on minions or servants of deities, as well as standard and lower order fiends.

The reverse version of *abjure* is *implore* (see **Implore**, below).

Astral Projection

Level: C7, I9, M9
 Range: 0' (touch)
 Duration: see below

The spellcaster creates an astral body (separate from the physical one) which immediately leaps into the Astral Plane, where it may then travel throughout the Astral Plane. From the Astral Plane, the spellcaster may also travel to any plane which directly connects with the Astral Plane, including any point within the Prime Material Plane. The traveler's original body remains in a state of suspended animation during the journey.

The astral traveler is connected to his or her body by a nearly indestructible silvery cord. If the cord is broken or cut, the traveler is killed, both astrally and physically.

Once the astral traveler arrives at a destination outside the astral plane, a temporary physical body is formed there, except in the traveler's plane of origin. In this case, the traveler may view the plane in astral form, but may not physically interact with it (including the inability to cast spells into that plane). When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral body or a temporary physical body are killed, the silvery cord will return to the traveler's physical body, and the traveler's body emerges from suspended animation.

The astral forms of other willing creatures may be brought with the spellcaster, provided that these subjects are linked in a circle with the spellcaster at the time of the casting. One additional creature may be brought per two spellcaster levels. These fellow travelers are dependent upon the caster and must accompany him or her at all times. If something happens to the caster during the journey, the companions are stranded wherever they were left.

The spellcaster and any companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until the spellcaster chooses to return their spirits to them. The spell lasts until the caster desires to end

it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silvery cord, or the destruction of the spellcaster's body back on the Material Plane (which kills him or her).

Banishment

Level: C6[†], M7
 Range: 60'
 Duration: permanent

A banishment spell is a more powerful version of the *dismissal* spell. It enables the caster to permanently force extraplanar creatures back to their plane of origin (unlike the psionic discipline *banishment*, which temporarily sends the creature to a pocket universe). As many as 2 HD of creatures per caster level can be banished. This spell may be used to banish more than 1 creature under the following conditions:

- 1) The total Hit Dice of the creatures does not exceed the spellcaster's maximum for the spell.
- 2) All creatures being banished are within range of the spell.
- 3) All of the creatures being banished at the same time are from the same plane of origin.
- 4) The spellcaster knows the exact name of each creature's type and uses it (as part of the spell).
- 5) If (and only if) the creature has a true name, that must also be known and used as part of the spell.

If the spellcaster fails to meet these requirements, even for a single creature in a group of creatures being banished, the spell will fail.

Each creature being banished gets a saving throw vs. spells to avoid being banished. The spell's chance of success can be improved by presenting at least one object or substance that a target of the spell hates, fears, or otherwise opposes. For each such object or substance, any subject affected by that object or substance suffers a -2 penalty on its saving throw. Certain rare items might work twice as well as a normal item for the purpose of the bonuses (increasing the penalty on the saving throw to -4). If the spellcaster is attempting to banish a group of creatures and even 1 of their number makes a successful saving throw, the spell fails for the entire group.

This spell does not work if being used against a creature already on its plane of origin.

[†] Allowance of this spell to clerics is at the discretion of the DM. The similar but weaker cleric spell *abjure* is comparable in strength to the spell *dismissal*.

Binding

Level: M8
 Range: 90'
 Duration: see below

A binding spell creates a magical restraint to hold a creature, particularly those creatures native to the lower planes. The target

gets an initial saving throw vs. spells only if its Hit Dice equal at least one-half of the spellcaster's caster level.

The caster may have as many as six assistants help with the spell. For each assistant who casts *suggestion*, the caster level for that casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, the spellcaster's level for that casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve the caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. The spellcaster's adjusted caster level is used to determine whether the target gets an initial saving throw and how long the binding lasts. All binding spells are dismissible.

Regardless of the version of *binding* being cast, the spellcaster can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as desired, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition provides the target a -1 penalty on its saving throw (assuming a saving throw is allowed).

If the spellcaster is casting any of the first three versions of *binding* (those below with limited durations), additional *binding* spells may be cast to prolong the effect, since the durations overlap. If the spellcaster does so, the target gets a saving throw at the end of the first spell's duration, even if the adjusted caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The binding spell has six versions. The caster must choose one of the following versions when the spell is cast.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the spellcaster. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist. Therefore, the target gets a +1 bonus on its saving throw (if permitted).

Bound Slumber: This combination of *chaining* and *slumber* lasts for as long as one month per caster level. The target gets a +2 bonus on its saving throw (if permitted).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. The target gets a +3 bonus on its saving throw (if permitted).

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if the spellcaster so chooses. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is perma-

nant. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. The target gets a +4 bonus on its saving throw (if permitted).

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. The target gets a +4 bonus on its saving throw (if permitted).

A *binding* spell cannot be negated with *dispel magic* or a similar effect, though an *antimagic field* or *mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

Casting Time & Components (Optional). The components for a binding spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber bindings), a bell jar of the finest crystal, and the like. In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

Blasphemy

Level: C7

Range: 60'

Duration: 12 turns

Any nonevil creature within the area of a blasphemy spell suffers the following ill effects.

HD of Creature	Effect
equal to caster level	dazed
up to caster level -1	weakened, dazed
up to caster level -5	paralyzed, weakened, dazed
up to caster level -10	killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects, except as noted below.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed. A saving throw vs. death negates this effect, but the other conditions (paralyzed, weakened, dazed) remain in effect for the durations noted above.

Furthermore, if the spellcaster is on his or her home plane when this spell is cast, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The banishment effect permits a saving throw vs. spells (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed the caster's level are unaffected by this spell.

Command

Level: C1
Range: 60'
Duration: instantaneous

This spell enables a the caster to issue a one word command for a target to obey. The word must be uttered aloud in a single word (e.g., halt, stop, flee, leave, fly, surrender, sleep, or rest) which the target is able to understand, and may only be construed as an “action verb” (e.g., the one-word command “suicide” could be construed as a noun, and might indicate a “state” rather than an “act”). Affected targets commanded to “die” will simply fall unconscious for a single turn. Creatures with an intelligence of 13 or greater, or with 6 or more Hit Dice, or with 6 or more experience levels, are allowed to make a single saving throw vs. spells (that is, the allowances listed are not cumulative). The spell is ineffectual against the undead.

Dimensional Anchor

Level: C4, M4
Range: 180'
Duration: 1 turn

A green ray springs from the caster’s outstretched hand, and any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. A successful ranged attack is required to hit the target. Forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock

Level: C8, M8
Range: 180'
Duration: 1 day

The spellcaster creates a shimmering emerald barrier centered on a point in space with a 20' radius emanation that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dismissal

Level: C4, M5
Range: 60'
Duration: Instantaneous

This spell forces a single extraplanar creature back to its proper plane if it fails a saving throw vs. spells. Creatures with a greater number of HD than the caster’s level get a +4 bonus on the saving throw. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dream Messenger

Level: B5, M5
Range: 30'
Duration: Special

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient’s dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger’s mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient’s dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient’s dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don’t sleep (such as elves, but not half-elves) or don’t dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Ethereal Jaunt

Level: C7, M7
Range: 0' (personal)
Duration: 1 turn

The caster becomes ethereal, along with their equipment. For the duration of the spell, the caster remains in the Ethereal Plane (which overlaps the normal, physical, Material Plane). When the spell expires, the caster returns to material existence. The caster may end the spell early at their discretion.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, those in ethereal form can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane (from the Ethereal Plane) are both limited to a range of 60'.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures, and spells cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If the caster ends the spell and becomes material while inside a material object (such as a solid wall), they are shunted off to the nearest open space and take 1d6 points of damage per 5' that they so travel.

Forbiddance	Level: C:6 Range: 120' Duration: Permanent
Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. The spell protects an area that is 60 cubic feet per caster level.	

Additionally, the spell damages entering creatures whose alignments are different from the caster's. The effect on those attempting to enter the warded area is based on their alignment relative to the caster's (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

FOR SINGLE-AXIS ALIGNMENT

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different: The creature takes 6d6 points of damage. A successful saving throw vs. breath halves the damage, and spell resistance applies.

FOR DUAL-AXIS ALIGNMENT

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful saving throw vs. breath halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful saving throw vs. breath halves the damage, and spell resistance applies.

At the spellcaster's discretion, the abjuration can include a password, in which case creatures of alignments different from the caster can avoid the damage by speaking the password as they enter the area. The caster must select this option (and the password) at the time of casting.

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as the caster's level. Multiple overlapping forbiddance effects cannot be set. In such a case, the more recent effect stops at the boundary of the older effect.

Gate	Level: C:9, M:9 Range: 30' Duration: Special
-------------	--

This spell allows the user to create an interdimensional connection between his or her current plane of existence, and another plane. The gate may then be used to permit planar travel or used to call a creature from the secondary plane. The gate, once created, will have a "front" (which allows creatures entering the gate to be transported) and a back (which allows creatures to pass "through" it, but without transporting them).

As a mode of planar travel: The gate will open at a desired point, stay open for up to 1 full round, and permit all who choose to enter and pass through the gate while open. Deities and other rulers of a realm, should they so desire, can prevent a gate from opening in their presence or personal demesnes (land and/or property).

Calling creatures: To use the spell in this manner, the spellcaster must name the entity (deity, demi-god, demon, god, or similar) being called. The other end of the gate will open in the being's immediate vicinity and "pull them through" (willingly or unwillingly). There is a 100% chance of an entity being pulled through the gate, though the chance of the actual entity called depends on the spellcaster's level, alignment, and knowledge of the planes.

Holy Aura*

Level: C8
Range: 0' (personal)
Duration: 2 turns

A brilliant divine radiance shines from the caster to a 30' radius and protects up to one additional creature per caster level. The light surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a -4 bonus to AC and a +4 bonus on saving throws. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains an additional +2 bonus against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (a successful save vs. spell negates the blindness).

Implore

Level: C4
Range: 10'
Duration: permanent

This spell is used to entreat the aid of a like-aligned creature from another plane of existence. The exact name of the creature type must be known and used to enact the spell. If (and only if) the creature has a true name, that must also be known and used as part of the spell. There is a base 50% chance $\pm 5\%$ per level of the creature below/above the spellcaster that the attempt will succeed (e.g., a 7th level cleric attempting to *implore* an 8 HD creature has a 45% chance of succeeding on the attempt). If the attempt succeeds, the creature appear within a 10' radius of the caster; otherwise, the spell fails.

Unlike magical summoning, *implore* offers no automatic form of control over the creature summoned, nor does it return the summoned creature to its plane of origin. The need for, and the results of, any reaction rolls are at the discretion of the DM.

This spell does not work on deities or higher order fiends, but may be used on minions or servants of deities, as well as standard and lower order fiends.

The reverse version of *implore* is *abjure* (see *Abjure*).

Plane Shift

Level: C5, M7
Range: Touch
Duration: Instantaneous

With this spell, the caster moves themself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Reluctant creatures are permitted a save vs. spells to avoid being shifted.

Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, the caster can reach any other plane, though they appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends. Creatures so transported need to find other means if they are to travel back.

Psychic Turmoil

Level: C5, M5
Range: 60'
Duration: 1 rnd./caster level

The caster creates an invisible field, 60' in diameter that leeches away the PSPs of psionic creatures and characters located within the emanation. Nonpsionic characters are unaffected. When the spell is cast and at the beginning of each of the caster's subsequent turns, psionic creatures within the area of the psychic turmoil lose 1 PSP per psionic level they possess. Characters who succeed on psionic saving throw when they first come into contact with the emanation lose only half as many power points (round down) each round. Creatures and characters get only one save attempt against any particular *psychic turmoil* effect, even if they leave the spell's area and later return.

Sequester

Level: M7
Range: 0' (touch)
Duration: 1 day/level

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. There is no save to see the sequestered creature or object or to detect it with a divination spell.

This spell affects a single creature or an object up to 10 cubic feet in volume. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled. Unwilling creatures are permitted a saving throw vs. spells to avoid the effects of this spell.

Suggestion

Level: B2, M3
Range: 60'
Duration: 12 turns or until complete

On a failed saving throw vs. spells, the caster is able to influence the actions of a target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2, at the DM's discretion).

Suggestion, Mass

Level: B5, M6
Range: 120'
Duration: 12 turns or until complete

This spell functions like *suggestion*, except that it can affect one creature per caster level. The same suggestion applies to all these creatures, and each creature is permitted a saving throw vs. spells to avoid the compulsion.

Surelife

Level: C8*
Range: 0' (personal)
Duration: 2 turns

This spell allows the caster to protect him or herself against some condition that would ordinarily cause certain death. The character can only protect themselves against a natural occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which they wish to protect themselves, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, they feel no discomfort and take no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.

* This spell may only be granted by good-aligned deities whose clerics are barred from casting evil spells.

Unholy Aura*

Level: C8
Range: 0' (personal)
Duration: 2 turns

A malevolent darkness shines from the caster to a 30' radius and protects up to one additional creature per caster level. The darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a -4 bonus to AC and a +4 bonus on saving throws. Unlike *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, each warded creature gains an additional +2 bonus against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker suffers 1d3 points of temporary Strength drain (a successful save vs. spells negates). Lost Strength points are recovered at a rate of 1 point per full day's rest.

APPENDIX D:

New/Additional Magic Items

Amulet of the Planes

Allows the wearer to transport themselves or another creature to a different plane of existence or alternate dimension. Will transport up to as many as 8 willing creatures if they are in a circle holding hands. Unwilling creatures get a saving throw vs. spells or they will be instantly transported and the effect ends. May be used once per day. Roll on the following table when used:

Roll	Result
01-03	transported within 5-500 feet of intended destination
04-20	transported within 1-4 miles of intended destination
21-50	transported within 5-500 miles of intended destination
51-90	transported to randomly location on destination plane
91-99	transported to wrong (but contiguous) plane
00	if used on individual; transported to random plane; if used on group: each member is transported to a different randomly-determined plane

Armor of Ethereality

As +3 plate armor, but confers ethereality (as oil of ethereality, including wearer and all non-living items carried) upon use of a command word. Ethereal abilities may only be used one time per day and lasts for 4d4+4 turns.

Celestial Armor

This bright silver or gold +3 chainmail is so fine and light that it can be worn under normal clothing without betraying its presence. Additionally, it allows the wearer to use *fly* on command (as the spell) once per day.

Cubic Gate

Each face of this cube is keyed to a specific plane (one of which will always be the Material Plane). The planes to which the other five faces are keyed should be determined by the person that manufactured the item. Pressing a side once opens a gate to a random point on the plane to which that side is keyed, with a 10% chance of an outsider (randomly determined) coming through the gate. The gate may be closed by pressing the same side a second time. If a side is pressed twice in rapid succession, all those standing in a 10' radius will be transported to random point in the plane to which the side is keyed. May only be used for up to 6 total "taps" per day.

Demon Armor

This +4 full plate armor is fashioned to make the wearer appear as a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. "Claws" are built into the armor's vambraces and gauntlets, allowing the wearer to make 2 claw attacks per round that each strike as +1 weapons, deal 1d10+1 points of damage, and afflict the target with a disease that causes a loss of 1d3 points of a single (randomly determined) attribute score (a saving throw vs. poison negates).

Once this cursed armor has been donned, the wearer can't doff it unless targeted by a *remove curse* spell or similar magic. The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed, and cannot be overcome in any way (including restoration spells) while the armor is worn.

Oil of Ethereality

When this oil is applied to a character's skin, clothing and possessions, it confers ethereality (i.e., it "shifts" the subject into the Ethereal Plane). The normal recipe contains enough oil to anoint 1 character and his standard equipment, takes 4 rounds to apply, and 3 additional rounds to take effect. Lasts for 4d4+4 turns unless wiped/washed off.

Ring of the Planes

As an *amulet of the planes*, but may only be used by the single creature wearing the ring.

Robe of Stars

This dark blue or black robe is embroidered with small white or silver stars. Once per day, upon use of a command word, it will allow its wearer (and all of his or her equipment) to the physically travel the Astral Plane for 1d6+16 turns.

Staff of Passage

This magic item generally provides the following psionic powers as spell-like abilities (all as a psionicist at 6th psionic level): *astral projection* (2 charges), *dimension door* (1 charge), *dimension walk* (1 charge), *phase shift* (1 charge), *teleportation* (2 charges).

Well of Many Worlds

This item appears identical to a *portable hole*, but will immediately cast anything placed inside it to another world (randomly determined). The hole is actually a two-way portal, and will allow other "out" from the other world. If moved, the hole will open to a different (randomly determined) plane.

APPENDIX E: Languages

Some of these languages are actually families of languages with many dialects. For example, the primordial language includes the auran, aquan, ignan, and terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

The indication in parentheses at the end of each entry below notes the script form used by the indicated language. If no indication is noted, the language likely has no written form.

Humanoid Languages

Common. The common language evolved from the earliest tribal languages of humans and halflings (languages believed to have descended from dwarvish), spreading throughout the ages. Most cultures have had frequent exposure to humans in some way, so the common language is the de facto trade language in most locations. Common is also the language of most half-human races (e.g., half-elves and half-orcs). (common)

Druidic. Druidic is the secret language of druids, believed to have been granted to the druids from the god Silvanus (a tutelary deity of woods and fields). All druids are taught the language, and are forbidden to teach it to anyone who is not a druid. The language uses its own alphabetic script. (druidic)

Draconic. Draconic is said to descend from the dragons themselves and is the language used by kobolds, troglodytes, lizard-folk, dragons, and dragonborn. The draconic script is a florid, powerful alphabet, and is often used for magical messages and inscriptions. (draconic)

Dwarvish. The dwarvish language is the modern form of a language that has been in constant use since the Elder Age. It is generally rough and heavily accented, but without the annoying hacking sounds of goblin. The dwarven alphabet was made to be carved in stone, and its letters look as if they were chiseled in place. (dwarven)

Elvish. Elvish is a smooth language that has a melodic tone when spoken. The elven alphabet is a thin, flowing freehand script with letters overlapping and curling in on themselves, suitable for inscription on metal, ivory, or very hard woods. (elven)

Giant. Giant is the language of most giants and ogres, and has been spoken by them since ancient times. It is believed that the giant language shares some of its roots with common. (dwarven)

Gnomish. The gnomish language has a simple structure and fluid tones. Because it has an enormous and intensely specific vocabulary, it is renowned for its technical treatises and its catalogs of knowledge about the natural world. It is considered by many sages as “the scholar’s language.” (dwarven)

Goblin. The goblin language is spoken by goblinoids, hobgoblins, and bugbears. It is a guttural, hacking language of grunts, whimpers, squeaks, and croaks. (dwarven)

Gnoll. Gnoll has been described as sounding like barks. And although it is believed to be a dialect of low common (and uses the common script), the way the gnoll language is spoken suggests ties to the abyssal language. (common)

Halfling. The halfling language is a patois incorporating elements of elvish combined with distinctive halfling idioms. The halfling language isn’t secret, but halflings are loath to share it with others. (common)

Orc. The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks orc. However, certain words may come from certain dialects only. The language is distinctively more gutteral than dwarvish, but still less so than goblin. (dwarven)

Sylvan evolved in the Plane of Faerie as the natural tongue of the fairy races (e.g., dryads, brownies, leprechauns, etc.). Fey creatures (dryads, brownies, leprechauns). (elven)

Thieves’ Cant. As part of their normal training, thieves are taught the thieves’ cant—a secret mix of dialect, jargon, and code that allows the speaker to place hidden communications in seemingly normal conversation. Only another creature that knows thieves’ cant understands such messages. It takes four times longer to convey such a message (in thieves’ cant) than it does to speak the same idea plainly. There is no written form of the thieves’ cant, though it can be written in most languages (particularly common), and likewise takes four times as much written communication to convey the same message. Although there is no specific written form of the thieves’ cant, those who know it also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves’ guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Undercommon. Undercommon (or undertongue) is a debased version of elvish spoken by countless subterranean species, usually for the purpose of doing business with one another. It sounds generally elvish in origin, but is harsher and contains loan words from the languages of the other races of the Underdark. (elven)

Animal Languages

The following languages are ones spoken by non-humanoid animals, or humanoids of the specific animal type noted. These languages cannot be learned or spoken by a humanoid unless the creature can naturally speak them or possesses a special ability that allows them to speak them.

Feline. This is the natural language for humanoid felines and intelligent felines. It is spoken through a series of hisses, meows, and sometimes a snarl.

Feline, Feral. Feral feline is a natural language for lionfolk and intelligent large felines such as lions. It is spoken through feline growls and roars.

Canine. This is the natural language for humanoid canines and intelligent canines. It is spoken through a series of barks and growls.

Haliaeetus. This is the natural language of humanoid avians and intelligent avians. It is spoken through a series of clucks, shreaks, and chirps.

Nocturne. This is the natural language for humanoid night avians and intelligent night avians. It is spoken similarly to haliaeetus, but there are mostly only clicking sounds.

Tauran. This is the natural language for humanoid taurans and intelligent bulls (e.g., gorgons, minotaurs, etc.). It is spoken through a series of clicks and snorts.

Ursine. This is the natural language for humanoid bearlings, anthropomorphic bears, and intelligent bears. It is spoken through a series of growls and grunts.

Elemental & Planar Languages

Abyssal. Abyssal is the language of demons, and chaotic evil outsiders. (*infernal*)

Celestial. Celestial is the language of angels, devas, and most lawful outsiders (those from the upper planes). Spoken, it has a gentle, flowing tone. Celestial writing is elegant in its simplicity and purity, and tends to be direct in its language. (*celestial*)

Deep Speech. Deep speech is an alien form of communication that originates in far space. It is the language of aboleths, cloakers, flayers, and the like.

Infernal. Though often described as beautiful, the Infernal language is nonetheless alien in nature, having developed with beings whose thought patterns are typically inhuman. Infernal is the language of devils, tieflings and lawful evil outsiders. Its script form is similar to that of celestial, but less “pure.” (*infernal*)

Primordial. Primordial is, essentially, the elemental equivalent of common. It is the base language of the elements, and existed in the Era of Preexistence, before the other elements (and their planes) were fully formed. Auran, terran, ignan and aquan are akin to racial languages—dialects of primordial spoken by creatures of a relative elemental existence. Every (intelligent) elemental creature speaks the language (dialect) appropriate to their type, but only more sophisticated elementals speak primordial. In general, a creature who speaks a primordial dialect can understand the other dialects and primordial, but cannot speak in those other languages, unless specifically stated. (*dwarven*)

Aquan. Aquan is the language of water-based creatures, and the most common language spoken on the Elemental Plane of Water and its associated planes. (*elven*)

Auran. Auran is the language of air-based creatures, and the most common language spoken on the Elemental Plane of Air and its associated planes. (*draconic*)

Ignan. Ignan is the language of fire-based creatures, and the most common language spoken on the Elemental Plane of Fire and its associated planes. (*draconic*)

Terran. Terran is the language of earth-based creatures, and the most common language spoken on the Elemental Plane of Earth and its associated planes. (*dwarven*)

Supernal. The supernal language is the language used by the gods, shared with angelic servants and also known by devils. It is written in a system of hieroglyphics. It is a universal language, where listeners who don’t speak supernal will understand the words as if the speaker used their own languages. The gods and angels may choose to disguise their speech if this is not desired. Additionally, supernal contains words of power, which include the raw magic of creation. Each race heard the supernal language in a different way, resulting in the various languages among the different races.

Umbral. The umbral language is the language spoken by creatures of shadow. Shadow common and shadowtongue are, respectively, the low and high forms of the umbral language. Those who know one can generally understand the other.

Shadow common is the lingua franca of the Shadow Plane, adopted as a bridge language between speakers whose native languages are different. It is, therefore, the more common of the two languages, and spoken by most creatures common in or native to Shadow.

Shadowtongue, by comparison, is a lore language—an antiquated form of shadow language—used mainly by the fey and mages specializing in shadow magic.

Proto-languages

Proto-languages are incredibly primitive languages that acted as the baseis for current languages. These languages sometimes survve through use by any variety of primeval creature. Spider click and lizard click are examples of such proto-languages, as is the [rimordial language associated with the formation of the elemental planes. Unless specifically stated, a creature who knows one proto-language, cannot speak or understand a different proto-language. However, creatures that speak different dialects of the same language can usually communicate with one another.

Click Speech. Click speech is the common equivalent of the proto-languages, spoken as a series of clicks and hisses. Click speech is generally understood by speakers of related proto-click languages. Some aberrations know click speech.

Other/Extraordinary Languages

Animals, plants, vermin and oozes typically do not have languages, though extraordinary and magical creatures (like treants) often do.

Constructs, deathless, undead, and (conjured) elementals are usually created, and therefore usually understand the language of their creator. They are, however, rarely able to speak.

Aberrations are embodied chaos, and may or may not speak any known language. Even with the aid of magical or psionic assistance, understanding them may be beyond comprehension, or cause those attempting to understand them to become unhinged. Aberrations will sometimes know click speech.

APPENDIX F:

Treasure Types

The number to left of the slash mark represents the range that must be rolled on 1d20 to result in the indicated type (e.g., 1-5=25% chance). The number to the right of the slash mark indicates the dice to be rolled to produce the result of the specified type (as indicated in header of column).

Type (1,000s of pieces)	Copper (1,000s of pieces)	Silver (1,000s of pieces)	Electrum (1,000s of pieces)	Gold (1,000s of pieces)	Platinum	Gems	Jewelry	Magic Items
A	1-5/1d6	1-6/1d6	1-4/1d4	1-7/2d6	1-5/1d2	1-10/6d6	1-10/6d6	1-6/1d3: any type
B	1-10/1d8	1-5/1d6	1-5/1d4	1-5/1d3	—	1-5/1d6	1-5/1d6	1-2: 1 sword, armor, misc. weapon
C	1-4/1d12	1-6/1d4	1-2/1d4	—	—	1-5/1d4	1-5/1d4	1-2/1d2: any 2
D	1-2/1d8	1-3/1d12	—	1-12/1d6	—	1-6/1d8	1-6/1d8	1-3/1d3: any 2, 1 potion
E	1/1d10	1-6/1d12	1-5/1d4	1-5/1d8	—	1-2/1d10	1-2/1d10	1-5/1d4: any 3, 1 scroll
F	—	1-2/2d10	1-4/1d8	1-9/1d12	1-6/1d3	1-4/2d12	1-2/1d12	1-6/1d5: any 3 [†] , 1 potion, 1 scroll
G	—	—	—	1-10/1d4×10	1-10/1d6	1-5/3d6	1-5/1d10	1-7/1d5: any 4, 1 scroll
H	1-5/3d8	1-10/d%	1-10/1d4×10	1-11/1d6×10	1-5/5d4	1-10/d%	1-10/1d4×10	1-3/1d6: any 4, 1 potion, 1 scroll
I	—	—	—	—	1-6/1d8	1-10/2d6	1-10/1d12	1-3: any 1
J	1-5/1d4	1-2/1d3	—	—	—	—	—	—
K	—	1-6/1d6	1-2/1d2	—	—	—	—	—
L	—	—	—	—	—	1-10/1d4	1-10/1d4	—
M	—	—	—	1-8/2d4	1-10/5d6	1-11/5d4	1-9/2d6	—
N	—	—	—	—	—	—	—	1-8/2d4: potions only
O	—	—	—	—	—	—	—	1-10/1d4: scrolls only
P	3d8 pcs.*	—	—	—	—	—	—	—
Q	—	3d6 pcs.*	—	—	—	—	—	—
R	—	—	2d6 pcs.*	—	—	—	—	—
S	—	—	—	2d4 pcs.*	—	—	—	—
T	—	—	—	—	1d6 pcs.*	—	—	—
U	1-2/d%	1-2/d%	—	1/d%	—	—	1/1d4	1: any 1
V	—	1-2/d%	1/d%	1-2/d%	1/d%	1-2/1d4	1-2/1d4	1: any 1
W	1-5/1d6	1-6/1d6	1-4/1d4	1-7/2d6	1-5/1d2	1-10/6d6	1-10/6d6	1-6/1d3: any psionic
X	1-4/1d12	1-6/1d4	1-2/1d4	—	—	1-5/1d4	1-5/1d4	1-2/1d2: any 2 psionic or magic
Y	—	—	—	—	1-6/1d8	1-10/2d6	1-10/1d12	1-3: any 1 psionic
Z	—	—	—	—	—	—	—	1-10/1d4: power stones

[†] except swords or misc. weapon ^{††} excluding potions and scrolls * per individual

APPENDIX G:

Pronunciation Guide

A

Aamon	AY-mon
Alzo	al-ZOE
Aazgon	A-az-GOHN

B

Bilbeæzir	bil-BAE-zur
Buh'raxx	BUH-racks
Byshyasta	bish-ee-ASS-tuh

C

Caltroth	cal-TROTH
Cerriauhg	seer-REE-offg
Crozhal	CROW-zhahl

D

Dracht	DROKT
Dung Fiend	DUNG feend

E

Ekrugnarhua	eh-KRUH-NAR-whah
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G

G'lendlzx	guh-LEN-duhl-zex
Gamaazsam	GAM-muh-zam
Gnndelek	guh-nin-duh-LECK
Grock	GRAHK
Grommk	GROHMK

H

Holsohr	HOLE-sore
Kervarzl	ker-VAR-zuhl

J

Jeeoxel	JEE-ox-uhl
Jikibria	ji-kib-BREE-uh

K

Kubrudos	KUE-bruh-DOSE
Keklek	KECK-leck

L

La'ahk	Lah-AHK
Lsza-oth	Lss-zuh-OTH

M

Malbad	MALL-buh-HAHD
Mammon	MAM-mun
Melpor	MEL-pore
Moädoch	MOE-uh-DOCK

N

Nalmo	NAL-moe
Nitabotht	NIT-uh-BAHTHT

O

Ohmros	OME-roess
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P

Pazaluh	PAZ-uh-luhr
Phogyttar	FOG-gyit-THAR

Q

Qixar	KICKS-arr
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R

Rählnog	rawl-NOG
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Raykai

rake-EYE

Rhosthnbolig	ROSS-ten-BOW-ligg
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S

Sal-bbo	SAL-buh-bow
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Slimekine	SLIME-kin
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Slökkt	SLOK-t
--------	--------

Shezmu	shez-MOO
--------	----------

Shivku	shiv-KOO
--------	----------

Ssalthaszasth	sss-SOL-thuss-ZASS-th
---------------	-----------------------

Sz'kell	ss-ZKELL
---------	----------

T

Tezadeu	tuh-ZAY-doo
---------	-------------

Thrxzl	THREX-zuhl
--------	------------

U

Uaumahaur	whah-mah-HOWER
-----------	----------------

Ugthamog	UGG-thuh-MOG
----------	--------------

V

Vhalilar	vuh-HAL-leh-LAR
----------	-----------------

Wrohmog	ROE-mog
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Old-School Adventures™

Accessory FX1: Fifty Fiends

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Old School Adventures™ Accessory FX1

FIFTY FIENDS

Extra-planar beings come in many forms, and for outsiders hailing from the lower planes, almost every one of them comes in some shade of evil.

From the vicious malevolence of the demons of the Abyss, to the merciless schemes of the devils of Hell, to the psychopathic sadism of the yamadutas of the Naraka, the planes provide an unending parade of cruelty, immorality, corruption, and depravity.

EXAMPLE LISTING

JIKIBRIA

HOME: Innaphil/Ganzer (the 149th layer of the Abyss)
SERVES: Asag/Nergal (Demon Prince of Sickness)

ARMOR CLASS: 4
HIT DICE: 6th
MOVE: 240(80)
ATTACKS: 1 touch
DAMAGE: Disease

RESISTANCES/IMMUNITIES

ACID: Normal	IRON: Normal
COLD: Half	MAG. ENERGY: Normal
ELECTRICITY: Half	POISON: None
FIRE: Half	SILVER: None
GAS: Half	REQ. "TH": +1 or better

PSIONIC ABILITIES

PSIONIC LEVEL: 6 (30 PSPs)
Attack modes: all
Defense modes: all
Psychometabolic: all

ATTACKS/SPECIAL ABILITIES

Diseased Touch. Although a successful touch attack by a jikibria does no hit damage, there is a possibility it will cause as many as 6 diseases in a victim. The victim gets a saving throw vs. each effect, and contracts all those with failing rolls.

1. **leprosy:** lose 1d3 hp per day (from bleeding) and unable to heal naturally until cured
2. **lycanthropy:** as werewolf
3. **mummy rot:** as a mummy
4. **plague:** loss of 1d3 points of Constitution and unable to get restful sleep (cannot recover lost hp or memorize spells) until cured
5. **rabies:** loss of 1 point of Intelligence per day until cured or dead
6. **tuberculosis:** -2 on all attack rolls, +2 AC penalty, and exhaustion (cannot recover lost hp or memorize spells) until cured

Once a creature has been touched by a jikibria (whether it failed an attack or not), it must make a saving throw vs. touch or a successful touch attack by a jikibria for the remainder of the encounter. A single disease cannot be contracted multiple times (e.g., if future encounters with jikibria before previously contracted diseases are healed). A single cure disease spell will remove all of the diseases. Once cured, lost ability points are regained at a rate of 1 point per day of full rest.

Cause Disease. In lieu of making its touch attacks, a jikibria may use the spell cause disease for a 6th level cleric (as many times per day as the jikibria wishes. Any creature already afflicted by a jikibria's tuberculosis is immune to this effect.

FX1: FIFTY FIENDS

Collected herein are 50 fiends from the darkest reaches of the outer planes, including the Abyss, Hell, Naraka, Pandemonium, Limbo, the Dreamlands, and the Beyond (a terrifyingly remote place of madness, aberration, entropy, and pure chaos).

This book is designed for use with classic (BX/BECMI/LL) editions of the world's original role-playing game, and with Old School Adventures™ Accessory PX1: Basic Psionics Handbook. It additionally provides information on dual-axis alignment, the planes of existence, languages spoken throughout the planes, and descriptions for a number of planes- and fiend-related spells and magic items.



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