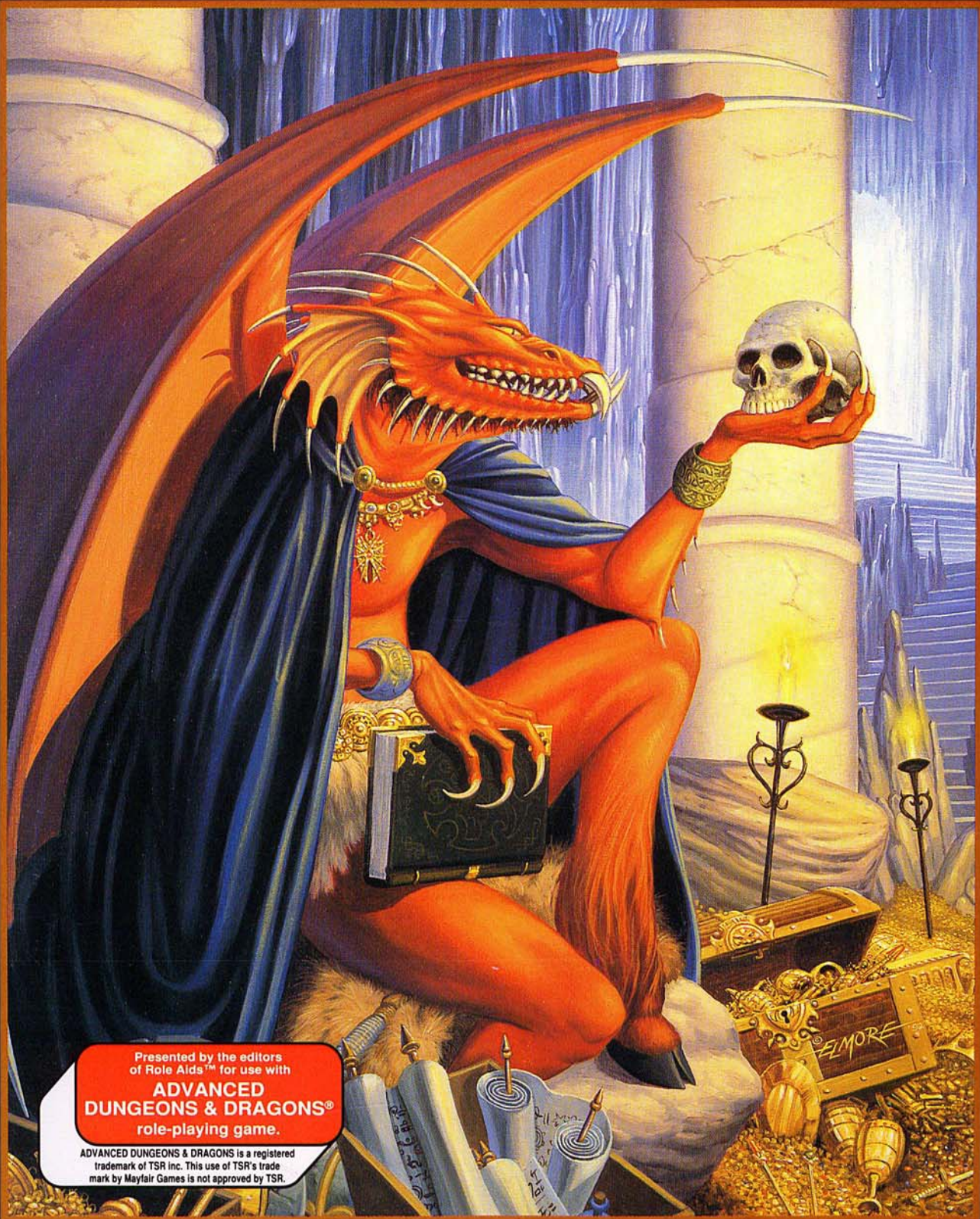
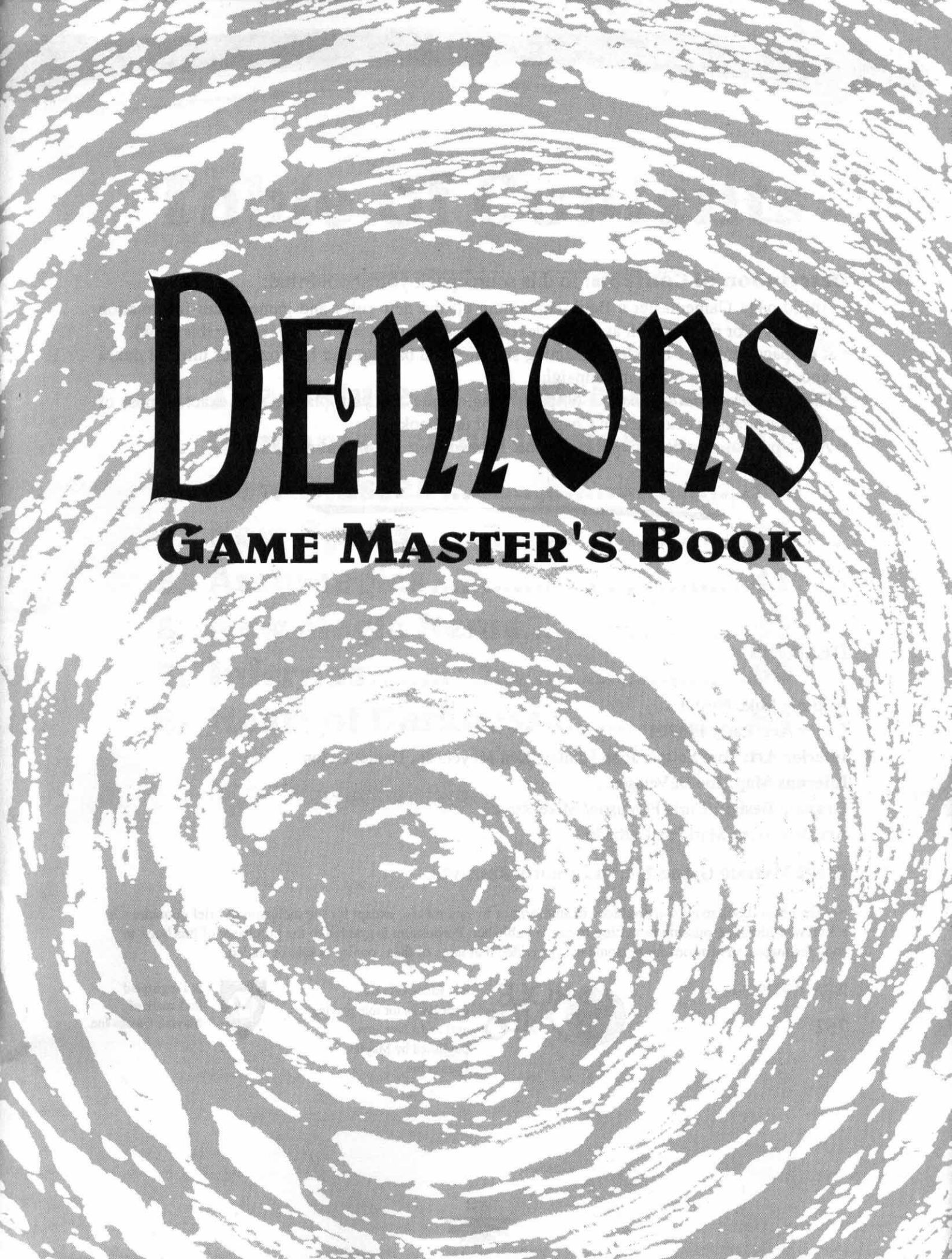


DEMONS



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DEMONS

GAME MASTER'S BOOK

Description of Contents: In this sourcepack you should find:

- An 80-page Gamemaster's Book containing all the new rules and gamemaster information necessary for play, as well as a fully developed adventure. (You're now reading this book).
- A 48-page reference booklet containing statistics and background for dozens of infernal dukes and new monsters for your campaign.
- The *Infernicum Mallemanica*, a 64-page "magic tome" for your players. The exact purpose of the *Infernicum* is discussed in Chapter One of this booklet.
- And a pullout map depicting the demons' home dimension of Infernus.

DEMONS

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The Nature of the Beast

•CHAPTER ONE•

To smoothly integrate the infernal powers into a role playing campaign, one must understand exactly what they are and how they came to be. This chapter provides you with the guidelines you need to tailor this sourcepack to fit your own individual milieu.

First, a description of the demons themselves and their society. Complete game statistics for all the demons discussed in this chapter can be found in the 48-page monster folio included with the package.

Demons — an overview

For our purposes, demons are evil extra-dimensional spirits who inhabit a dismal outer plane known as the Infernus. Because demons gain power from mortal sins, they are unusually active on the plane prime.

Within their realm of the Infernus, the demons have formed a complex society all their own; there are diabolical emperors, governors, and thanes. Because most demons are greedy and ambitious, in-fighting is common. Each individual demonling hopes to eventually capture the Throne Treacherous so it can feed off the choicest morsels of sin and receive tribute from its brethren.

Although demons can travel between their home dimension and the plane prime at will, their conduct in the mortal world is strictly limited by an ancient accord, known as the Compact, between the demons and the gods. The Compact allows the demons to tempt mortals to commit all manners of sin, but sets up certain restrictions upon demonic activity. According to the Compact, for instance, all sin must spring from the sinner's own free will; demons cannot force their victims to sin. The gods allow the demons to carry out their assault on the mortal soul because it functions as a useful measuring stick that allows the gods to classify each mortal as good or evil and determine the final resting place of his or her soul.

Temptation is not the only danger demons hold in store for mortals. For reasons not entirely understood by mortal spellcasters, there is a strange connection

between the denizens of the Infernus and the forces of magic. A few mortal sorcerers have learned that summoning and invoking demons grants them access to unusually powerful magicks. Demons summoned to the mortal plane in this fashion, however, are no longer bound by the Compact. A sorcerer who summons a demon and fails to control it typically unleashes a rampaging monstrosity upon the plane prime.

Exactly how the demons came to be trapped in the Infernus and sign the Compact with the gods depends upon the needs of your individual campaign. Later, you will find a fairly detailed history of the diabolical powers that you can adapt to fit your own milieu.

The Infernal Hierarchy

The infernal hordes are more orderly organized than any mortal society. The Infernal Hierarchy was established by a series of wars in which the strongest demons sought dominance over the weak. When the wars were over, the victors became the first lords of the Infernus.

The Infernal Hierarchy is similar to the feudal system used by mortals. Great Princes are served by Dukes who are in turn served by Lieutenants who are served by lesser demons such as the legions of demonic warriors that comprise the Infernal army. To extract a promise from one of the noble demons is to extract a promise from all the demon's thralls and servants as well.

As mentioned in the overview, in-fighting is a fact of life for the lords of Infernus. Since the day the demons were consigned to the underworld there has been a constant struggle for control. The Lords of Infernus do not serve willingly and are content only to rule. Every century or so there is a major upset, one of the lesser Lords is deposed, and a new demon assumes its throne and responsibilities. These changes are seldom significant enough to affect the upper echelons of the Infernal Hierarchy, but the balance of power is sometimes affected when a lord acquires more powerful servitors. Dukes are rarely overthrown, and the diabolical princes have ruled since the beginning.



The Infernal Court

Holding sway over all the demons is the Demon King Amdosias and his court, made up of the Lords Raastible, Bienthe, Rundigard, Lustikaar, Dorndigaffe, and Thruxus. Amdosias' court advises him and helps him oversee affairs in his diabolical kingdom. It is comprised of unusually powerful and cunning demons who managed to rise through the diabolical hierarchy to the rank of prince or beyond. For more information, refer to the statistics in the monster folio.

The Lords of Infernus

In toto, the Infernal Hierarchy is comprised of five Orders, each dedicated to examining and exploiting the weaknesses inherent in one of the five ingredients from which the gods forged mortal man - heart, mind, blood, flesh, and soul.

Within each of these five Orders are four Orbits dedicated to the exploitation of weaknesses arising from the regions of mortality in which the Order's primary ingredient intermingles with the other four.

For instance, within the Order of the Heart there are Orbits dedicated to the realms of the mortal psyche where the heart invades the mind, where the heart invades the blood, where the heart invades the flesh, and where the heart invades the soul.

There are exactly twenty diabolical Orbits in all, each corresponding to one of twenty epic failings that spring from the flaws in the mortal spirit. Sitting atop each diabolical Order is a prince of demons, and sitting atop each Orbit is a demonic duke.

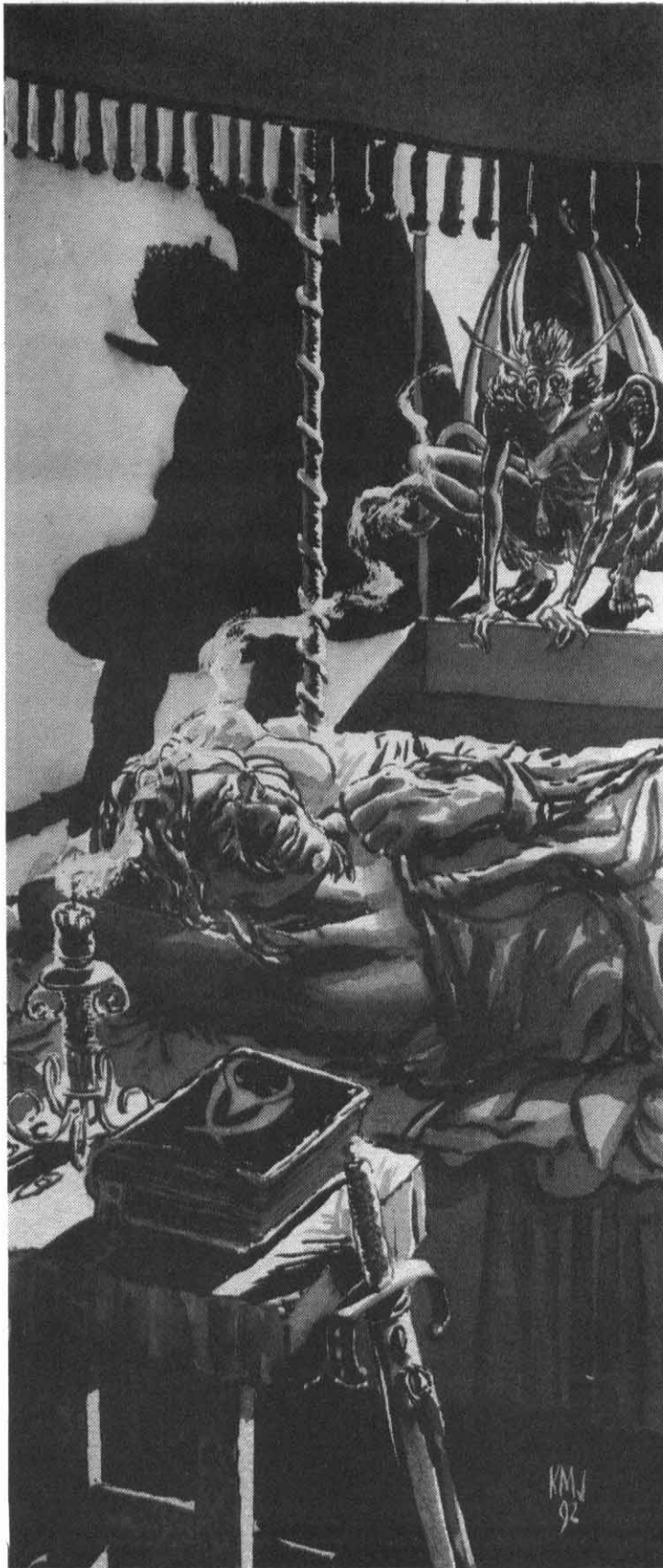
Each and every demon represents a minor sin related to the essential failing that defines its orbit and feeds off mortals committing that sin. Since the number of demons comprising each orbit is ever-increasing, so is the number of pitfalls that threaten the mortal spirit.

Order of the Heart

Sins of the heart spring from betrayal, the flaw that leads mortal spirits to turn against their allies and siblings.

Presiding over the Order of the Heart at present is Grand Anthraxus, Prince of Demons and Father of Treacheries. Among the Princes, Rubbibat, Lord of Blasphemy, is Anthraxus' truest ally and Decarabria, Lord of Lust, his surest foe. Anthraxus and Prince Polyphon were once allied, but Polyphon proved an unreliable asset. Prince Anthraxus is served by four Great Dukes: Phryxis, Runstibble, Gutterfowl and Tufforp. Among his Dukes, Anthraxus counts Tufforp as his truest ally and Runstibble as his surest foe. Phryxis seems loyal but is not the faithful thrall he pretends to be, and Gutterfowl is known to have been sympathetic to Decarabria.





Great Phryxis, Duke of the Heart and the Mind, is the swayer of sycophants and false-praisers. He pretends allegiance to any who will listen but means very little of what he says.

Great Runstibble, Duke of the Heart and the Soul, rallies idolators and false-worshippers. Runstibble covets the Throne Treacherous and would like nothing more than to see Anthraxus fall.

Great Gutterfowl, Duke of the Heart and the Flesh, is the progenitor of infidelities. He owes allegiance to Anthraxus but thralls himself to Decarabria. Gutterfowl counts Runstibble as an ally but is wary of Tufforp.

Great Tufforp, Duke of the Heart and the Blood, is the demon of vengeance and retribution. He is a loyal thrall of Anthraxus and counts Phryxis as his only ally among the other Dukes. Tufforp longs for the day when Runstibble tries to usurp the Prince's throne as he has been promised the upstart's soul.

Order of the Mind

Sins of the mind spring from deception, the flaw that enjoins mortal spirits to bear false witness and hide from truth.

Presiding over the Order of the Mind at present is Grand Polyphon, Prince of Demons and Lord of Lies. Polyphon has no allies among the other Princes but can count no enemies among them either. The Lord of Lies is known to have pretensions to the court of Amdosias and is suspected to have instigated power struggles between the other Lords to strengthen his position. Prince Polyphon is served by the Dukes Forneus, Volak, Andrealphus and Eligos. Of these, his truest ally is Eligos and his surest foe is Volak.

Great Forneus, Duke of the Mind and the Heart is the lord of traitors. While Forneus has made several attempts at the throne of his master, he has no intention of siding with Volak against Polyphon, though he may pretend allegiance at first so he can withdraw his aid at a crucial moment to ensure Volak's failure.

Great Volak, Duke of the Mind and the Soul is the tempter of false prophets and bane of the spiritually infirm. Volak feels that Polyphon's obsession with the court has weakened his effectiveness as a Prince and intends to replace him. When the time is right the Duke believes he can count on Forneus.

Great Andrealphus, Duke of the Mind and the Flesh is revered by thieves and bandits. Andrealphus is the occasional confederate of Great Vapula of the Order of the Flesh.

Great Eligos, Duke of the Mind and the Blood is the tempter of madmen and the infirm. A faithful ally of his prince, Eligos has been promised the throne of deceit if and when his master joins the Infernal Court. Naturally, it would take a madman to believe the



promises of the Lord of Lies, but Eligos has never let reason interfere with his plans.

Order of the Soul

Sins of the soul spring from blasphemy, the failure that leads the mortal spirit to turn its back on the light of the divine.

Presiding over the Order of the Soul at present is Grand Rubbibat, Prince of Demons and King of Heretics. Among the Princes, Anthraxus, Lord of Betrayal, is his truest ally and Phenex, Lord of Rage, his surest foe. Prince Rubbibat is served by the Dukes Orobas, Dantalion, Malphas and Marchosias. His truest ally among the Dukes is Marchosias and his surest foe is Malphas.

Great Orobas, Duke of the Soul and the Flesh, is the lord of corruption and bribery. It is said that the canny Orobas is behind the strife between Rubbibat and Malphas and that he is waiting for them to destroy each other so he can make his own play for the throne.

Great Dantalion, Duke of the Soul and the Heart, is the bane of bards and sages, the demon of despair. Dantalion has watched the in-fighting that surrounds him for centuries with grim resignation and is determined to remain neutral.

Great Malphas, Duke of the Soul and the Mind, is the progenitor of hubris, the sin of those mortals who elevate themselves to the ranks of the divine. Malphas believes himself not only worthy of the throne of his Prince but of a seat on the Infernal Court as well. His conviction and power are such that he actually has a chance of unseating Rubbibat, which has forced the prince to extreme measures to keep the Malphas' power in check.

Great Marchosias, Duke of the Soul and the Blood is the master of the crusaders, those who vehemently assume a cause without reflection. Marchosias spends most of his time harassing Malphas on his master's behalf and is a loyal servant of his Prince.

Order of the Flesh

Sins of the flesh stem from lust, the flaw that prompts the mortal spirit to covet the trappings of the material world.

Presiding over the Order of the Flesh at present is Grand Decarabria, Prince of Demons and Lord of Emptiness. Among the other princes, Phenex, Lord of Rage is his truest ally and Anthraxus, Lord of Betrayal, his surest foe. Prince Decarabria is served by four dukes: Vapula, Gremory, Rofocale and Agares. Of these, his truest ally is Rofocale, and his surest foe is Vapula.

Great Vapula, Duke of the Flesh and the Heart, is the progenitor of greed. Vapula has been at war with Decarabria for eons, but never openly. He simply eats

away his master's power and influence slowly, hoping that one day he will have consumed enough to defeat whatever remains.

Envy is the purview of Great Gremory, Duke of the Flesh and the Mind. Gremory watches the struggle between Vapula and Decarabria with jealous fascination. Unable to formulate a plan of his own, he hopes the Duke of Greed will ask for assistance, though Vapula remains uninterested.

Great Rofocale, Duke of the Flesh and the Soul is the demon of gluttony. Rofocale's unearthly passions can only be fulfilled by Decarabria, ensuring his unflinching loyalty.

Great Agares, Duke of the Flesh and the Blood is the lord of villains and blackhearts. Agares is usually too busy amusing himself with practicing his vile arts on mortal thralls to concern himself with Infernal politics.

Order of Blood

Sins of the blood stem from rage, the failing that blinds the mortal spirit to beauty.

Presiding over the Order of the Blood at present is Grand Phenex, Prince of Demons and Father of Humors. Among the princes, Decarabria, Lord of Lust, is his truest ally, and Rubbibat, Lord of Blasphemy, is his surest foe. Prince Phenex is served by four Great Dukes: Gusion, Botis, Furfur and Sabnock. His truest ally is Gusion, and his surest foe is Furfur. It is said that Phenex and Furfur were allies once, but when Furfur became the Duke of Pride, the office corrupted his loyalty.

Great Gusion, Duke of the Blood and the Heart is the progenitor of homicides and the tempter of murderers. Gusion is High General of the armies of Phenex, a responsibility he pursues with unholy vigor. Many attempts have been made to convince Gusion to turn on his Lord, but the military-minded demon is unwilling to instigate revolution against a Prince who has offered him so many opportunities to indulge his murderous passions.

Great Botis, Duke of the Blood and the Soul is the patron of suicides and the brother to Dantalion, the Duke of Despair. Botis has nearly convinced Dantalion to end his own life, a feat unheard of in infernal history.

Great Furfur, Duke of the Blood and the Mind is the god of foolish pride, the sin that leads mortals to overestimate their gifts. Furfur is convinced that the Prince's day is done and that he would be the ideal successor.

Great Sabnock, Duke of the Blood and the Flesh is the progenitor of depravity and father of cruelty. Like Agares, Sabnock is too busy amusing himself to bother with Infernal politics, though he would support Phenex against Furfur if the upstart dared oppose his prince.



The Lesser Powers

The Lords of Infernus are far from the only inhabitants of the Infernus. The hordes of thralls that serve them are more numerous than all of the mortals who have ever been born.

Most of the lower-ranking demons who inhabit the Infernus fall into one of five categories (these are the "Type X" demons appearing in the monster folio). Any attempt to enumerate the lower echelons of the Hierarchy would be lengthy and futile as the in-fighting among the lesser powers is constant and deadly, resulting in a regular turnover in the minor offices.

The following is a list of the offices the Lesser Powers may hold in approximate order of influence. Note that some demons hold more than one office, in which case the titles are combined (Marshal - Governor of the Ashen Plain of the Infernus). Each of the "Type X" demon entries in the monster folio describes the offices the demons of that particular rank frequently hold.

Marshals

Commanders of the infernal armies, these demons answer directly to one of the five princes. Many have more influence over the dukes themselves and are the most feared of the "lesser lords".

Marshals are provided with palaces where they are served by a hundred servitors and a personal guard of twenty Warriors of the Fourth Circle.

Governors

These lesser lords serve one of the twenty dukes. Each duke maintains five governors who rule his domain for him. Governors are well respected by most as they wield almost as much power as the duke they serve and would be next in line if something were to happen to their lord.

Governors maintain palaces where they are served by at least two hundred servitors and a personal guard of ten Warriors of the Fourth Circle.

Generals

Commanders of an Infernal Host, these demons answer directly to one of the marshals.

Generals are provided with a manor where they are served by fifty servitors and a personal guard of ten Warriors of the Third Circle.

Thanes

These lesser lords serve the governors. Each Governor maintains four thanes who do his bidding in Infernus and beyond.

Thanes are provided with manors by their governors where they are served by twenty-five

servitors and a personal guard of five Warriors of the Third Circle.

Lieutenants

Commanders of the infernal legions, these demons answer to one of the generals. Commanders of more than one thousand soldiers, they have almost as much power as the thanes.

Seducers

Seducers are the demons who have been granted the power to travel the plane prime in search of mortal prey. Among the seducers, there are five levels of influence, or "Cantos," each more powerful than the last.

Seducers of the First Canto are equivalent to servitors; Seducers of the Second Canto are considerably more powerful and command more respect; Seducers of the Third Canto are roughly equivalent to thanes; Seducers of the Fourth Canto have the power, if not the influence, of Governors; and Seducers of the Fifth Canto have the power and influence of a Duke.

As a Seducer moves from one Canto to the next, the range of his domain increases. While a Seducer of the First Canto could be restricted to convincing the faithful to fidget in church, a Seducer of the Third Canto might be relegated to tempting young men to lust after married women, a far more profitable enterprise.

Warriors

Unlike the seducers, the demons who serve as warriors in the infernal armies do not have the opportunity to gather mortal fodder. Instead, they are granted certain favors by their Lords in way of compensation.

Demon warriors are empowered to draw essence directly from the enemies they defeat in battle on the plane of Infernus, making sojourns into the plane prime unnecessary.

As with Seducers, there are five levels of power, or "Circles" with roughly the same significance as their counterparts.

The Warriors of the First Circle comprise the bulk of the infernal legions and have no more responsibility than most mortal soldiers. Warriors of the Second Circle are more powerful and experienced than the average soldier and are used as heavy troops. Warriors of the Third Circle are recruited from the infernal armies to serve as elite forces or personal guards to generals and thanes. Warriors of the Fourth Circle are very powerful and usually serve as personal guards to dukes, governors and marshals. Warriors of the Fifth Circle are very rare, and they serve the five princes and the Infernal Court of Amdosias.



Servitors

Many demons serve those who have acquired sufficient power to hold dominion, hoping for the chance to earn their freedom. Servitors perform a variety of unpleasant menial tasks that make them even more eager to become seducers or warriors.

Denizens

Some demons lack the intelligence to participate in infernal society or have chosen not to ascend the Infernal Hierarchy. These demons have no influence among their kind other than that offered by dint of their sheer power.

Gatekeepers, leviathans, nightmares, shapeless horrors, soulhounds and diabolical wyrms are all classified as Denizens (see the monster folio for more details).

The Infernal Armies

All of the more important lords of the Infernus maintain huge demonic armies to battle both extra-dimensional invaders and each other. The organization of the infernal armies resembles that of the Hierarchy itself. Each of the twenty dukes has 5 marshals who direct 4 hosts. A host is overseen by a general and is composed of 5 legions. Legions are comprised of a thousand demon warriors commanded by a lieutenant.

The structure of the infernal military is inflexible, so every Duke is served by exactly 100,000 troops. What varies from army to army, host to host, and legion to legion is the quality and power of those troops. Some dukes allow their armies to fall into disrepair while others are obsessed with their military might and constantly build stronger forces.

Wars in Infernus are inhumanly brutal. Unlike mortal battles that leave more men wounded than dead, demon troops are often ordered to dismember or devour their enemies, leaving few survivors. But despite the ferocity of infernal battles, troops are easy to replace. A Duke is often back to his full compliment before a war is over, though he may suffer from the loss of his more powerful or experienced soldiers.

Demonic commanders are unparalleled in the art of war. Cunning and vicious beyond human understanding, their exceptional instincts are honed by centuries of training and experience. Marshals are the most tenured military leaders in existence, having served their infernal lieges for eons.

The existence of such a powerful and well-organized demonic military gives credence to the theory that the Lords of Infernus are planning an invasion of the plane prime or an attack upon the manors divine.



Infernal Ambitions

Although each of the demons of the Infernus has its own individual goals, as a group, the demons share several ambitions.

To demons, sin is power. Every time a demon convinces a mortal to sin, that mortal unwittingly surrenders some of his or her soul. By consuming this life force, demons are able to slowly grow in power and influence. In fact, mortal spellcasters sometimes petition greater demons to make pacts in which they exchange their entire souls for some boon. These pacts are the chief source of nourishment for the Lords of Infernus as lesser energies no longer sustain them effectively.

As a demon achieves greater power, it enjoys increased freedom. Minor demons are assigned menial tasks and afforded few opportunities to interact with mortals and further themselves. As a demon achieves greater power, however, it is assigned a more significant role in accordance with its status. The Lords of Infernus rest on the upper end of this cycle; they have accumulated so much power over the ages that there are few demons who can even aspire to assume their lofty thrones.

Ultimately, a few demons are able to rise above the Hierarchy and the Compact itself, becoming Infernal demi-gods. These diabolical divinities compose the court of Amdosias. The Court has goals of its own, which include freeing their kind from Infernus and avenging themselves on the gods that imprisoned them. They are constantly working towards these ends through their mortal thralls but tread carefully lest the gods put an end to their plans.

The Compact

Affairs between mortals and demons are governed by an arcane agreement known as The Compact. Although each individual Gamemaster should decide how the Compact functions in his or her campaign, here are a few guidelines that all GMs are advised to observe.

There are only two crucial restrictions that all but the most powerful demons must follow. Demons may not show themselves to mortals or allow themselves to be seen, and demons may only tempt the subconscious, offering mortals the opportunity to sin but leaving them the choice to refuse. In other words, a demon of greed can leave a pile of gems in the path of a priest, hoping he'll take them, but the same demon cannot cast a *charm person* and force the priest to steal.

These restrictions never apply to demons summoned to the plane prime by mortal sorcerers. Summoning is an act of free will, and the summoner has karmic responsibility for the demon's actions on the mortal plane. Although not bound by the Compact, summoned

demons still operate under a few restrictions. Most importantly, they must bow to the influence of the gods; they may not enter hallowed ground and must recoil from artifacts charged with the essence of the divine.

Any additional provisions of the Compact are left to the Gamemaster's imagination. For these, the only rule is consistency. If a demon is banished by the tears of an innocent upon one occasion, for instance, this same method should work every time it is attempted under the same circumstances. You should note that the infernal powers make it their business to spread misconceptions about their limitations. There are countless legends about demons that paint a misleading picture of the laws that bind them. These legends are all that most characters will know at first. The truth can only be gleaned through experience.

As a final note, there are probably rogue demons sufficiently powerful to resist the Compact who can escape to the mortal realm unaided. It is the responsibility of the Lords of Infernus to punish these renegades, but the dukes and princes are sometimes slow to rebuke their willful kinsmen. The avatars of the gods and their divine servants often deal with rogues themselves rather than wait for the dark lords to intervene.

The Rules of the Game

The Infernicum Mallemanica, an infamous arcane tome, lists the following restrictions on diabolical activity. Most are obviously misconceptions, but all have a grain of truth to them. Some of these legendary strictures are "common knowledge" despite their dubious accuracy. The Gamemaster must decide which are true in his or her campaign.

- Demons are enjoined from harming or otherwise interfering with any mortal without that mortal's direct consent. Demons defending themselves from unprovoked attack, as well as those demons who were summoned to the mortal plane (or "plane prime") against their will may ignore this restriction.
- A demon may tempt a mortal for no longer than five years at a time. If the mortal continues to refuse the demon's advances at the end of the five year period, the demon must relent.
- No mortals are immune to diabolical influence, but all demons must relent upon a joint order from a god of law and a god of chaos.
- No more than a single demon may tempt any given mortal at a time. If two demons who wish to tempt the same target cannot make an agreement between themselves they must either relent or battle amongst themselves for privilege.
- Demons are enjoined from interfering with mortal man during holidays honoring the gods of law.



- Demons are enjoined from tempting a mortal soul on ground that is properly hallowed and consecrated in the name of the gods of law. At least one demonic duke, however, has persuaded the gods to grant him a special exemption to this rule.
- During the fifth month of the fifth day of the fifth year of every fifth decade, all the Compact's restrictions, save the consent clause, are temporarily void. The gods of law and chaos made this concession to the diabolical princes in return for Amdosias' promise that he would call upon all his resources to admonish rogue demons who callously violated the strictures.

Infernal Origins — a synopsis

In order to effectively integrate the infernal powers into your campaign, you should strive to weave their origins into your campaign history and cosmology as tightly as possible. In the enclosed *Infernicum Mallemanica*, we've created a vague history of the infernal legions for you. Below, you'll find the expanded text of the *Infernicum's* history chapter along with plenty of space for your own annotations. Wherever the *Infernicum's* language becomes vague (ie. "goddess of justice," "gods of law," etc.) you should circle the reference and note the specific terms from your own campaign in the margins along side it for your own reference (you might replace "goddess of justice" with "Ehelorra" or "gods of law" with "wise old ones").

The *Infernicum* was designed to resemble an ancient magical libram so you can had it to your players after their characters manage to find the tome it represents in a dungeon or treasure horde (in fact, you'll find an adventure that gives the player characters an opportunity to recover the *Infernicum* in this booklet). The idea is to allow the players to examine the book and discover some of the demons' secrets for themselves. Since you alone have access to your specific notations, you alone will know exactly what the *Infernicum* is saying. The players must discover the pieces they are missing through hard experience.

If you decide to make major modifications to the canned history we've provided, you can still use the *Infernicum* prop unmodified. After all, ancient arcane texts are notoriously unreliable and difficult to decipher. Perhaps old Andrellus was far more insane than anyone realized.

For more information on the *Infernicum* see the New Magic Items chapter.

The Infernicum's History - a synopsis

Demons have existed since the beginning of time. Before the demons began exercising their influence, all the gods were pure and good. It is the demons who created sin, and it was the demons who tempted some of the gods to evil and created the division between the forces of light and darkness.

When the gods discovered the existence of the demons and the effects of their influence, they cast them out and consigned them to an extra-dimensional prison known as Infernus. Since then, the gods have been free of demonic influence.

When the gods of light and darkness began their struggle for the souls of man, it was decided that mortals would be given free will and that demons would help decide each mortal's final fate by tempting him or her. If the mortal resists the temptation, the forces of light claim his or her soul. But if the mortal gives in to temptation, his or her soul is forfeit to the forces of darkness. The demons agreed to serve the gods in this fashion in exchange for certain freedoms set forth in a document known as the Compact. This document also contains a body of laws restricting the methods the demons can use to carry out their responsibilities. In essence, once the Compact was signed, the demons became the servants of darkness and the eternal enemies of mankind.

The First Epoch : Contemplation

In the beginning there were only the gods, and the gods were one. The origins of the gods and of creation itself is unclear, but there is evidence that there is a cycle of creation



and destruction that only divine powers survive. The universe began with the dawning awareness of the gods and the epoch of introspection that followed.

The first epoch was an era of inquisition during which the gods ruminated upon the nature of their being. At first the gods believed that this was their sole purpose. For time beyond reckoning, the collective divine intellect was devoted to the formidable riddle of uncovering its true origin.

Over the course of countless eons, the gods discovered the existence of the physical universe and learned that it responded to their desires. With this realization, the gods were awakened at last, and the epoch came to a close with the first act of creation.

The Second Epoch : Creation

The understanding that creation was superior to contemplation brought the dawn of the second grand epoch, an age of imagination. During the eons that followed, the gods pondered the essence of creation itself. In an attempt to solve this new puzzle, the gods consumed forty-one eons, creating all manner of things.

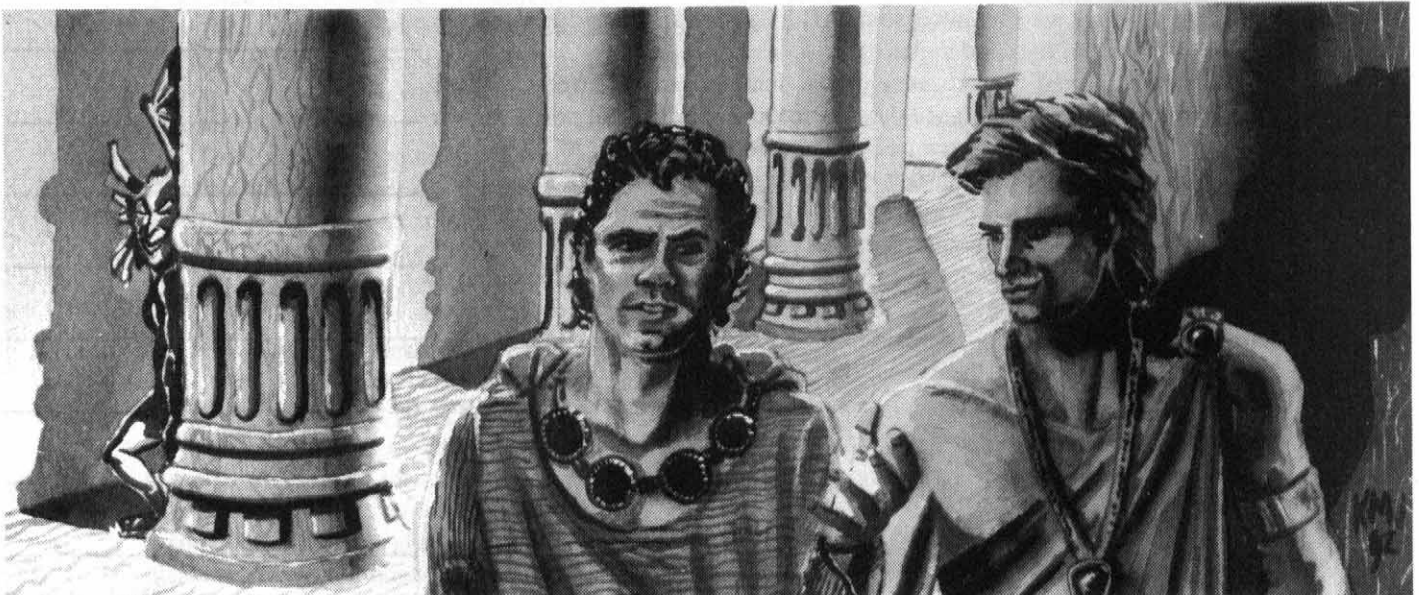
During the first eon of progenesis, the gods created the firmament. During the second, they erected their manors divine. During the fifth eon of progenesis, the gods forged the stars and the light. During the eleventh eon, they devised the wind. During the twelfth eon, the gods tempered the earth, the air, and the spoken word. During the fourteenth, they forged the mountains and crafted the seas.

The Great Experiment

After forty eons of aimless conjuration, the gods realized that they were no closer to understanding the great conundrum that had puzzled them since the dawn of time. They knew the futility of acknowledging creation without comprehension. Unwilling to accept a destiny of ignorance, the gods returned to their contemplation from a new vantage.

After due consideration, the gods resolved to create a being in their own image - a task that would push even their divine vigor to its very limit. By observing the actions of a creation sufficiently similar to themselves, they hoped to gain an insight into their own nature that would lead them at last to uncover their origin and purpose.

Mortal male was created in the forty-first eon, and during the forty-second, the gods created mortal female. During the forty-third eon, the gods created the flora, the fauna, and the multi-faceted arcana so that mortal male and female could hold dominion over their lessers just as the gods hold dominion over the mortals.



The Third Epoch : Conflict

The third grand epoch began with a great schism in the ranks of the divine. Frustrated with the progress of their living experiment, a few of the gods rejected creation and started to pursue new pathways into the mystery of their being.

Within an eon, these gods became convinced that their purpose was not to create, but to destroy. As their first act of purification, the rogue gods laid waste to the ancient fortress of Raak-po, one of the largest of the manor-states built by mortal man.

With this act, the gods were no longer one. Those who accepted the rogue view adopted a philosophy that mortal man describes as "chaos" or "evil", while those in opposition adopted a philosophy mortal man describes as "law" or "good".

The Grand Conference and the Compact

The gods then spent sixteen eons warring upon each another. Exactly seventeen eons after Raak-Po was laid waste, the gods came to understand the futility of conflict and agreed to sit in conference to discuss their differences.

During this first grand conference, the gods of chaos argued that the true mission divine was the purification of the cosmos by the eradication of all things. The gods of law countered with their belief that the true mission divine was to fill the cosmic void with divine creations.

Reconciling the diametrically opposed philosophies was impossible, but representatives of both factions were able to reach a set of accords that allowed the followers of each philosophy to pursue their inquiries with limited interference from their rivals.

The Corpus Diabolis

This first divine conference is also distinguished by the genesis of the corpus diabolis, now known as demons. During an impassioned speech in defense of the creation essence, a goddess of law demonstrated that the gods were not alone in the cosmos.

This goddess revealed to all the existence of another primordial essence that had lurked unnoticed within the divine intellect from the beginning. She also speculated that the influence of this concept was responsible for the divine schism.

To help prove her point, she used her magic to isolate the concept from the divine intellect, an event that cast out the intruders and embodied their essence in the form of a host of hideous monsters that would later be known to mortal man as demons.

Infernal Exile

Despite their differences, the gods agreed that the demons were dangerous. To forever isolate themselves from diabolical influence, the gods combined their might to create the Infernus and imprison the ever-growing ranks of demons within its fiery bowels.



Once separated from the gods and their creations, the demons began to suffer a hunger that drove many of them to madness. Most of these demons vowed to avenge their fate as soon as a fitting opportunity presented itself.

The Fourth Epoch : Confrontation

Some three and thirty eons after the Compact was signed and the demons were consigned to Infernus, the gods found themselves at war once again.

This latest conflict arose over each faction's desire to seize the souls of fallen mortals. Each soul seized by the gods in this fashion allowed them to partially replenish their depleting divine energies, meaning that the faction seizing the most souls enjoyed an obvious advantage over its rival.

Ultimately, the gods settled their differences by convening a second grand conference. Over the next three eons, each faction proposed scores of solutions to the problems at hand.

But in the end, only a single proposal acceptable to both parties had emerged. This proposal called for the gods of law to create the concept of free will, allowing each mortal an opportunity to select a final destination for his or her own soul.

The accord ultimately ratified by both factions granted the gods of law dominion over each soul at the instant of its birth, but allowed the gods of chaos a life-long opportunity to seduce the mortal into freely forfeiting his or her soul to their own dominion.

To conduct such seductions most efficiently, the gods of chaos struck a bargain with both the gods of law and the demons that allowed the demons an opportunity to leave the Infernus to tempt mortals on behalf of chaos.

Despite their rivalry with the gods, the demons accepted the accord because it allowed them to periodically relieve themselves from the torments of their infernal prison and because each mortal they successfully tempted would temporarily sate their hunger.

Today, the demons continue to function in this capacity. But as tensions mount between law and chaos, the demons grow evermore bold. Most remember the vows of vengeance they made many eons ago, and a few have started to ignore the rules that bind them once outside their prison, daring the gods to intervene. The very boldest of demons are already laying plans for a great war aimed at toppling the gods themselves.

Demonic Powers and Abilities

Complete game statistics for all the diabolical princes, dukes, and their minions can be found in the enclosed monster folio. In addition to their listed abilities, demons have the following powers:

Standard Demonic Abilities (possessed by all demons, Type 1 and up)

- **Plane Shift**—Demons have the ability to travel between the planes at will. While operating on the plane prime, of course, demons must observe the Compact unless summoned to the plane prime against their will.
- **Alter Self**—Demons have the ability to alter their own appearances at will, a power that comes in handy when tempting mortals.
- **Detect Alignment**—Demons can detect alignment at a range of 12" at will.
- **Protection from Good 10' Radius**—This magical ward emanates from all demons.

- **Immunity**—All demons are completely immune to poison and disease.

- **Darkness Vision**—Demons can see in the dark as well as they can see in the light. This ability has nothing to do with the infra-red spectrum and is not affected by heat sources.

- **Temptation**—Demons have the power to tempt mortals into sin. Basically, this magical ability allows a demon to magically manifest any circumstances it needs in order to propagate the sin it represents. A demon of gluttony, for instance, can magically locate a monstrous quantity of food or a barrel of wine whenever he needs one to assist him in tempting some mortal. Although the exact limits of this ability are up to the Gamemaster, greater demons can obviously accomplish a great deal more than lesser demons.

There are two ways of handling diabolical temptation in play. First, you can simply role play the situation. Suppose a greed demon leaves a jeweled



necklace dangling from around the neck of a sleeping beggar. If one of the player characters takes the necklace, he or she has succumbed to the temptation. Once a character has succumbed three or four times, his or her alignment shifts to evil and his or her immortal soul is forfeit to the gods of chaos.

If you would rather not role play the temptation sequences, every time a player character encounters a temptation "trap" laid by a demon (like the beggar's necklace), give him or her both a saving throw vs. magic and an Insight Ability Check. If both of these rolls fail, the character must succumb to the temptation (with all the consequences outlined above). You should not undertake this latter option lightly, however, since it dilutes the players' ability to make decisions for their own characters.

- **Possession**—Demons have the ability to possess any mortal within a range of 6." Once possessed, the mortal loses physical control of his or her body to the demon. Demons possessing mortals have access to all their victim's thoughts and memories and may still use all their own powers (as well as those of the target) while occupying the mortal body. Mortals targeted for possession can resist with a successful save vs. magic. If a possession attempt fails, the demon who made the attempt cannot try to possess that particular mortal for a period of five days.

Once a mortal is possessed, the only way to free him or her from diabolical influence is to successfully perform an exorcism or to convince the demon to leave voluntarily. (To exorcise a demon, a priest must successfully turn "special" undead, a priest of Skill 12 or higher must *remove curse*, or an appropriate character must *abjure*, *banish*, *dispel evil*, or *dismiss* the demon).

In accordance with the Compact, demons can only attempt to possess those mortals who agree to make themselves willing targets, though many demons are adept at tricking mortals into granting such permission. Demons who are unwillingly summoned to the plane prime, of course, may possess mortals with no restrictions.

Standard Demonic Abilities (possessed by demon lords):

- **Immortality**—It is impossible to slay a diabolical lord, prince, or duke anywhere but in the Infernus. If "killed" on the plane prime, greater demons simply reform in the Infernus 5-50 days later. If a member of the diabolical hierarchy is slain in the Infernus, he is truly dead, but his throne and patron sin are claimed by another demon almost immediately.

- **Teleportation**—Demon Lords can teleport unerringly from place to place.

- **Gate**—A demon lord can attempt to gate in 2-12 of its servants at will.

How to Read the Monster Folio Listings

The listings in the monster folio are divided into two categories: demon lords and other creatures (the other creatures are those entries that include a "Size Comparison diagram; all demon lords are roughly man-size). Each category has different listed statistics.

Demon Lords

STRENGTH, INTELLIGENCE, INSIGHT, DEXTERITY, STAMINA, and APPEARANCE list the demon's Attribute scores.



FIGHTER, WIZARD, PRIEST, and THIEF list the lord's Skill Levels. Most lords can perform the functions of all four of these classes.

ALIGNMENT gives some indication of the lord's moral code and behavior. All demons are some form of evil.

ARMOR CLASS gives an indication of how difficult it is to strike the lord in combat.

HTK is the number of damage points the demon can sustain before it dies.

THAC0, or "To Hit Armor Class Zero," indicates the ease with which the demon can strike others in combat.

NO. OF ATTACKS lists the number of attacks the lord can execute each round.

SP. ATTACKS and **SP. DEFENSES** list any special attacks or defenses the demon lord can execute.

MOVE indicates the demon's basic movement rate

MAGIC TOLERANCE is a measure of the demon's resistance to magic. Magic Tolerances assume the spell targeting the demon was cast by a Skill Level 11 Wizard. Spells cast by Wizards of higher or lower level adjust the demon's Magic Tolerance upward or downward as described in the standard rulebook.

SIZE indicates a creature's physical size. M stands for Medium, or man-sized, S stands for Small, and L stands for Large.

PERSONALITY indicates the lord's basic personality type. See the Chapter on Gamemastering Demons for more information about the various demonic personalities.

XP AWARD lists the number of experience points earned by a character who manages to slay the demon lord. Characters who "slay" demon lords on the plane prime receive the full award.

COMBAT details the lord's physical combat abilities.

SPHERE lists the lord's place in the Infernal Hierarchy.

DIABOLICAL ABILITIES list any special magical abilities possessed by the lord. Because of the strange connection between demons and the forces of magic, demon lords and their servants are able to bestow some of their powers upon mortal sorcerers who properly invoke them. Each demon lord has a lesser, a standard, and a greater power that may be used in this fashion. For more information, see the New Spells chapter.

Demon lords may use their own lesser, standard, and greater powers at will.

INQUIRIES provides details about how the lord will answer any queries posed of him after he has been properly summoned (again, for more details, see the New Spells chapter). Initially, you should try to keep this information secret from the players and allow them to learn about how the various demons will answer inquiries during play.

ROLE PLAYING NOTES provides tips on how to role play the lord.

And **PALACE** gives a detail or two about the demon lord's palace in the Infernus.

Other Creatures

RARITY provides a measure of the creature's relative scarcity. Common creatures are frequently encountered in the Infernus, Uncommon creatures are encountered half as often as Common creatures, Very Uncommon creatures are encountered half as often as Uncommon creatures, and Extremely Rare creatures are encountered half as often as Very Uncommon creatures.

NO. APPEARING gives the number of creatures likely to be met during an average encounter.

WANDER CHANCE lists the likelihood that player characters encountering the creature will encounter it in its dwelling or lair.

INTELLIGENCE lists the Intelligence Attribute of an average member of the species described.

ALIGNMENT gives some indication of the creature's moral code and behavior. All demons are some form of evil.

ARMOR CLASS gives an indication of how difficult it is to strike the creature in combat.

HTK Dice indicates the number of 8-sided dice rolled to determine the creature's HTK score.

THAC0, or "To Hit Armor Class Zero," indicates the ease with which the creature can strike others in combat.

NO. OF ATTACKS lists the number of attacks the creature can execute each round.

SP. ATTACKS and **SP. DEFENSES** list any special attacks or defenses the creature can execute.

MOVE indicates the creature's basic movement rate

MAGIC TOLERANCE is a measure of the creature's resistance to magic. Magic Tolerances assume the spell targeting the demon was cast by a Skill Level 11 Wizard. Spells cast by Wizards of higher or lower level adjust the demon's Magic Tolerance upward or downward as described in the standard rulebook.

SIZE indicates a creature's physical size. M stands for Medium, or man-sized, S stands for Small, and L stands for Large.

XP AWARD lists the number of experience points earned by a character who manages to slay the creature.

COMBAT details the creature's physical combat abilities.

SPHERE (provided only for Type 1-5 Demons) lists the creature's place in the Infernal Hierarchy.

NOTES describes the creature's basic nature or function.

SPECIAL details any special abilities or powers possessed by the creature.

And **ROLE PLAYING** gives tips on how to role play the creature.



Gamemastering Demons

• CHAPTER TWO •

It is important to remember that a demon is more than just another monster. Because they are inexorably linked to life, death, good, and evil, the appearance of one of the denizens of the Infernus is nearly as significant as the direct intervention of the divine. Trivializing the significance of a diabolical opponent robs them of their special menace. If played correctly, demons can be more threatening than any monster the player characters will ever encounter. The following section contains some tips on how to run demons and their machinations in a typical fantasy setting.

The Demonic Presence

Demons are creatures steeped in the occult. They never simply appear out of nowhere. The appearance of all but the most minor demons is heralded by subtle clues such as a dark cloud passing overhead, or a chill wind blowing on a warm night.

Because they are aberrations of nature, the very presence of demons affects the environment. Powerful demons might evoke more dramatic reactions such as plants withering and clocks running backwards.

The following are some of the more common signs of a demonic presence:

- Atmospheric effects such as unseasonably hot or cold wind, sudden storms, a dead calm or strangely colored clouds.
- Corruption or corrosion of unliving material such as rusting metal, rotting wood, soured milk or spoiled food occurs when a demon has been present for any length of time.
- All living creatures feel the presence of demons, but animals have better instincts than men and will react to more subtle clues.
- Plants will wither and die when they come into direct contact with a demon's physical body or influence.

Demons have a subtle, but noticeable affect upon mortals under their sway. The attentions of a seducer

can be detected by those trained to detect the signs of the creature's presence such as slayers, thaumaturgists and certain lawful good priests.

Signs of Demonic Presence According to *Infernicum Mallemanica*

The *Infernicum Mallemanica* lists the following signs of demonic influence. Like much of the material in the *Infernicum*, this section consists mostly of misconceptions and folklore. The Gamemaster must decide which (if any) of these signs are valid in his or her campaign:

- Should the victim feel a sudden chill at five o'clock, he or she is the target of temptation.
- Cocks do not crow in the vicinity of the demons or their chosen targets.
- Those laboring under the sway of temptation feel compelled to avoid contact with water, and refuse to drink wine.
- A man or woman who has been targeted by demons always remains to the rear of his or her party when marching or traveling.
- Demonic dukes somehow draw blood from their targets on every single day the temptation lasts.
- A flock of geese will not pass directly over the head of a man or woman in the throes of diabolical siege.
- Men and women who have attracted the attention of demons always leave a morsel of food uneaten on their plates.
- Anyone who coughs or belches while attending a place of worship probably stands under a diabolical siege..
- A rich man stopping to pick up a single, cast-off copper coin may be the target of demons.
- Those who dream of crows or toads may be the victim of a demonic assault.
- Men or women targeted by demons can frequently carry a tune on an unfamiliar musical instrument.



Demonic Personalities

One of the things that makes demons more interesting than other monsters is the fact that they are both unusual characters and dangerous opponents. When the adventurers encounter a demon, the Gamemaster should pay special attention to his or her portrayal of the fiend. Although there are many different types of demons, most manifest one of the archetypal personalities described below. Each of the lords, princes, and dukes described in the monster folio has been assigned to one of these personality groupings.

Bestial

A CAT!!!

You drag me across the barrier to demand my service and you offer me a CAT!

Give me one good reason why I shouldn't rip out your throat and be on my way...

Grrrrr...

From the lowly hordelings to the great princes, all demons manifest an underlying bestiality. Most are able to hide their instincts, but some have no choice but to reveal their true nature.

Bestial demons are fearsome opponents who rely on their savage instincts. When forced to parley with mortals, they will strain against the leash. Unwilling or unable to muster even the semblance of civility, they will speak only when spoken to and snarl or spit their response. Usually, the only responses they will offer are guttural growls, death threats and howls of frustration.

Craven

Greetings and salutations, illustrious master.

It pains me beyond expression that I could not drag my fetid carcass to your side with the alacrity you most certainly deserve, but your thoughtful sacrifice has cheered me immeasurably. The only excuse I can offer is that I was overwhelmed to receive the call from a magician of your caliber and was momentarily stunned by the realization of the privilege that had been accorded your most unworthy servant.

If you ask me to strike my foul head from my twisted body, I would gladly do so in your service and go to my eternal torment content in the knowledge that I offered you a momentary diversion - my only regret that I could never serve again...

Not all demons are the arrogant bullies that many adventurers expect. Infernus is an environment where the strong rule, and those who serve must learn to survive any way they can. When your master is a demon lord, survival often means self-abasing subservience.

Craven demons are insufferable sycophants who whine and pule incessantly, kow-towing to their summoner or whoever seems to be in charge. Most are actually more clever than they pretend, and all are evil creatures who offer willing service but readily plot the downfall of anyone who underestimates them.

Imperious

WHO DARES!!!

To call upon me unbidden and demand my service is to invite my wrath and imperil your immortal soul.

Your ritual was feeble and your defenses pathetic - I have come of my own free will to see what manner of creature would endanger his world so recklessly and with so little concern for his own safety.

I may choose to spare your worthless life if you can produce offerings more appropriate to my office than a dead cat before my patience runs out, and I claim my rightful tribute and carry it back with me to suffer torment eternal.

Most demons assume an imperious demeanor when dealing with those less powerful than themselves. Knowing that most mortals fear them, they play on their dread by playing the role their victims expect.

Arrogant and willful, these demons try to gain the upper hand by making demands whether or not they actually have the advantage. They find that most mortals respect perceived authority regardless of the demon's actual status.

Personable

What seems to be the trouble?

Am I not what you expected? If horns and a tail would be more to your liking I would be happy to oblige, but I 'm not sure I see the point.

You were kind enough to go to the trouble of inviting me to your plane and offering me this butchered cat, so I must assume you had a reason.

How can I be of service?

Experienced adventurers will come to expect grim malevolence from their demonic opponents. For this reason, a few clever seducers choose to assume a less aggressive demeanor. Personable demons will interact with mortals more willingly than most and give the Gamemaster an ideal "friendly foe" that will banter with the adventurers.

Seductive

You called for me and I have come.

Don't bother telling me what you want - I know your desires far better than you ever will. I have been watching you for some time, and if you have the courage



to face the truth, I have some things to show you that will change your life.

Perhaps we can come to some arrangement that will suit us both.

Since the Compact was signed, it has been the province of certain demons to tempt mortals to commit sins that will commit their souls to the dark gods. A bestial demeanor is inappropriate for this task. Seductive demons are more subtle, preferring to manipulate mortals by telling them exactly what they want to hear. Seducers are some of the most dangerous of the infernal denizens because it is hard to tell what they are actually after.

Unfathomable

Greeting you mortalman -

Music set me slithercrawling up and out - through and beyond

No grovellthrall for you am I

Sever minelife or infernal evernight be yours...

Infernus is an alien environment with only a passing resemblance to the mortal plane, and many of its inhabitants are just as bizarre. Those demons who are unconcerned with the temptation of mortals abandon the trappings of mortal civilization in favor of alternate forms of communication that better suit their nature.

There is a wide range of bizarre behaviors that a Gamemaster can use when portraying unfathomable demons. Speaking backwards or in rhyme and broken speech are good examples of unfathomable communication.

Introducing Demons

Here are some guidelines for incorporating the material in this sourcepack into a long-running and already successful campaign.

The Invisible Enemy

We had been searching through the caverns for ages when Tharkas found the torc. The instant he put it on, his eyes widened, and he let out a bloodcurdling shriek. It took us hours to revive him and it was days before he could speak.

We finally completed our mission for the sorcerer, but Tharkas continued to experience horrible visions of the infernal powers that prey upon the weak of spirit until the day his death brought him peace everlasting.

Of course, the simplest way to add demons to an ongoing campaign is to assume that they always existed, but the player characters never encountered them

before. This approach requires no special preparation but makes some basic assumptions about demons and demonology.

If this option is used, demons should continue to be rarely encountered. After all, if the adventurers haven't seen a demon for years, it wouldn't make much sense if they suddenly began running into them every other day (unless, of course, the infernal powers became involved in some sort of ongoing plotline).

When choosing this option, the gamemaster should ask himself why the characters have suddenly discovered the existence of the infernal powers and their sinister machinations. The best answers to this question bring the personalities and goals of the adventurers into direct conflict with the demons' ambitions.

The GM should also decide why the demons have chosen to operate in secret. Perhaps there is some powerful force, supernatural or otherwise, capable of interfering with their activities on the mortal plane should they tip their hand. Or perhaps the Lords of the Infernus simply opted for the advantage of surprise afforded those who walk the shadows.

With demons few and far between, there will be few Thaumaturgists and even fewer Slayers to oppose them (see the New Character Classes chapter for details). Tomes containing spells associated with demonology will be highly valued and dangerous to own. Since demons have always existed, wizards have probably constructed quite a few magic items designed to combat them, but most of the items were probably lost over time or reduced to "legendary status" in the minds of most scholars. Many of these legends are exaggerated, and some are simple lies. A few of the legends will always contain the seed of truth, however, allowing plenty of opportunities for great adventure.

The Compact

We had no idea why the priest hired us to find the "silver waters that run the wind". When he poured the stuff onto the ground where the cloven-hoofed footprint had appeared, we all saw the reason firsthand.

When we voiced our concern, he told us not to worry because it was all part of the "new order." I don't know what he meant, but I just had my sword blessed...

Under this scheme, the Compact becomes an agreement between demons and the evil gods. Though sin has always existed in the world, the demons had no active part in its propagation. Recently, however, the evil gods began allowing the infernal hordes to take an active role in the lives of mortals. Many adventures can be based around having the adventurers discover why



the demons have suddenly appeared and who is responsible for their appearance.

If this option is selected, demons have had little contact with the mortal plane, so very little information about them is available. Only the most powerful of sorcerers or most pious of priests know anything about demons or how they can be combatted. Similarly, the new character classes included in this sourcepack are going to be very rarely encountered as play begins. As the years pass, however, increasing numbers of Slayers and Thaumaturgists will appear. By the same token, few magic items created to combat demons will exist, though more will be crafted as time passes. This provides you with more adventuring opportunities since many parties will be hired to obtain rare ingredients for new spells and magic items.

Infernal Invasion

I walked through the third blasted town. Nothing was left but rubble and smoldering ashes. I had sought to bring solace to the suffering, but all I could offer was the knife. Everywhere I went, there were pools of acid, pools of blood, and the footprints of the enemies of mortal man.

A third (and probably the most radical) alternative available to Gamemasters who want to add demons to their game is staging an infernal invasion. Unlike the other two options, which are intended to leave the campaign environment the same as it was before the advent of demons, an invasion brings sweeping and often permanent changes.

Invasions all have catalysts, and the Gamemaster must begin by determining the reason for this particular invasion. Perhaps warring kingdoms have accidentally (or purposefully) summoned too many demons to the mortal plane, their meddling accidentally opening the demons' prisons and allowing them to escape. A legend is also a good way to start an invasion: "When the moon swallows the sun the gates to Infernus will open." In most cases, such legends might also provide adventurers with the clue they need to end the diabolical rampage. Obviously, the Gamemaster should devote plenty of time to carefully plotting out all the details of the invasion, perhaps detailing all the political relationships between the demonic generals and marshals. Demons are always fighting amongst themselves, and if the adventurers can uncover some of these squabbles, they might be able to use this information to their advantage.

Unfortunately, an invasion campaign limits the range of potential scenarios since most mortals must spend their time defending themselves or aiding those more powerful than themselves to repel the demons. On

the other hand, an invasion campaign is a heroic struggle of epic proportions that can often provide players with memorable and rewarding adventures.

Adventure Seeds

The following section contains nine different ideas the Gamemaster can use to create adventures involving the ideas presented in this product. These suggestions require some work before they can be used, but with interesting Non-Player Characters, involving subplots, and a rich setting, the Gamemaster can turn any of these ideas into a memorable adventure. More than a shopping list, this section is intended to give Gamemasters a better idea of the kind of adventures that can be created using the various concepts and materials introduced in this book. Reading through these suggestions and running a few of them should stimulate the Gamemaster's imagination and inspire him to create demonic adventures of his own.

Against the Foe United

In which the player characters are enlisted by a slayer to help him destroy a renegade demon that has wandered into the area.

The adventurers are sought out by a slayer who tries enlist their aid in tracking down and destroying the renegade. Slayers are normally loners, so the demon must be so powerful that the demon hunter would know from the onset that he could not defeat the creature alone. What the renegade demon is up to is left to the Gamemaster's imagination and discretion.

Best Defense

In which the characters are sent to find a slayer to defend a town from demonic influence.

In this adventure, the leaders of a small town have a recurring problem with a thaumaturgist, and they do not have the resources to defend themselves properly.

The slayer the player characters are sent to find should be someone willing to settle down to protect a single town. Unfortunately, most demon-hunters are wandering loners who go where they are needed most. One possible solution is a Slayer who lost his will to wander after an innocent was killed during one of his battles. The adventurers must convince this slayer that he is still needed and persuade him to help.

Blind Justice

In which our heroes run afoul of a misguided slayer who has decided to destroy a possessed woman.



An over-zealous slayer can be a dangerous opponent.

The adventure takes place when the player characters enter a town and hear rumors of a mad woman living on its outskirts. Most likely, they ignore the rumors until a slayer arrives and recruits them to help him destroy the demon he has been hunting for many months. The slayer knows the demon has taken refuge in the woman's home and has probably possessed the woman herself. He believes there is little hope to save the woman's life, so he aims to save her immortal soul.

For their part, the townsfolk insist the woman is merely crazy and not possessed, but the slayer believes he knows better. It is up to the Gamemaster to decide who is correct.

Cast in Darkness

In which the player characters are hired by a thaumaturgist to obtain rare spell components.

The adventurers are sent to Infernus to obtain iron forged in its tortuous flames. The thaumaturgist who dispatched them says the iron will be used to create magic weapons to fight demons who enter the mortal plane.

Eventually, the player characters are sent on several more, equally dangerous missions before they finally collect their reward and leave. While traveling to their next destination, they come across a slayer on his way to kill the thaumaturgist. When they tell him of their recent accomplishments, the slayer informs them that iron forged in Infernus can also be used to cast a Spell of Infernal Night that will throw the world into permanent darkness!

To Hunt the Hunter

In which our heroes encounter a slayer who has been possessed and is traveling from town to town using his perceived status as a demon hunter to aid his infernal allies.

The player characters can become involved in such a scenario in a number of ways, ranging from running afoul of the possessed slayer to uncovering evidence and deducing his involvement. In any case, the players should be given enough clues to figure out exactly what is happening.

To stop the rampage, the player characters must defeat the possessed slayer and exorcise the demon within him. This can be difficult because the heroes must stop the hunter without hurting him. Spells capable of immobilizing the slayer's body will certainly come in handy.

A possessed demon-hunter is a dangerous opponent. Not only must the heroes deal with the demon's innate cunning and magical abilities, they must also clash with the slayer's equipment and influence. Undoubtedly, the demon will try to turn the locals against the adventurers by claiming the heroes are actually working for the infernal powers themselves.

If they heroes succeed, the slayer will be grateful but despondent; the demon forced him to do the very things he has dedicated his life to fighting. If the adventurers can talk him out of his depression, he will try to secure their help in righting all the wrongs he committed while he was under the demon's influence.

Night Cries

In which the characters discover that a thaumaturgist is using his minions to capture villagers to use as sacrifices.

The player characters are hired to do a simple job. But when they come back to collect, their employer is gone with their promised reward. When the heroes finally discover his whereabouts, they find more than they expected.

Of course, the characters must help the captured villagers escape, but what is it that the thaumaturgist is attempting to summon? And how close is he to completion?

The Unchained Beast

In which a thaumaturgist seeks out the player characters to help him get rid of something he is not powerful enough to banish.

The town where the player characters hoped to rest is destroyed. Nothing is left but smoking ruin and mangled bodies. The only tracks left are those of a horse. Following the path leads to a wounded man (the thaumaturgist) sitting against a tree. The man asks the heroes to help him banish the beast back to its infernal home.

The player characters might decide to help, but they might also try to find out how the demon was unleashed in the first place. Ultimately, the heroes must gather the elements needed to perform a banishment ritual, a task that might take them all around the surrounding countryside. In the meantime, the demon is running loose, destroying other towns and a few forests along the way.

Of course, the thaumaturgist is not to be trusted. Despite the fact that he honestly needs the player characters' help to banish the demon, he will gladly take advantage of the heroes at the first possible opportunity. If possible, he will use the characters as sacrifices to



appease the demon and bring it back under his control. Hopefully, the heroes will identify his intentions and plan a surprise of their own.

Unfinished Business

In which a wounded slayer needs the player characters' help to defeat the demon that laid him low.

The wounded slayer can show up just about anywhere—on the road, in an inn, or at the player characters' home base. His appearance should be a shock; he is covered in blood and desperately trying to keep the largest of his wounds closed. When his wounds are tended, he explains who he is and what happened to him.

It is up to the Gamemaster to decide if the slayer is capable of assisting the player characters against the demon. The grievous wounds suffered by the demon-hunter could easily be so serious that he is forced to recuperate while his newfound allies finish his job for him. In any case, the hunter will know a little about his enemy and where the creature was last seen. Since demons are such cunning opponents, however, it has probably set a trap and fled by the time the group arrives.

Hunting a demon is dangerous business. Tracking the beast should prove difficult, but it will provide lots of opportunities for the Gamemaster to describe evidence of the demon's passing which will help establish dramatic tension that will build to a climactic confrontation with the infernal creature.

World's Heart

In which the player characters are charged with the destruction of a dangerous demonic magic item.

Though apparently without any overt power on its own, the torc is rumored to hold enough evil to give any one demon sway over all Infernus. The player characters receive a message from the gods of good informing them that the torc must be destroyed to save the mortal world. Unfortunately, they are not told much else except that the only way to destroy this evil artifact is to bury it beneath the World's Heart. But isn't the World's Heart only a legend?

Masterplots

The very embodiment of human sin, demons are arch-villains whose comings and goings shape the course of history. Below is a list of archetypal, over-arching plotlines that might involve the infernal powers. Trying to craft any of these plotlines into a single short scenario would be ambitious in the extreme. Demons

have been pursuing these goals since long before mortal man existed and will probably continue to do so long after the void has reclaimed creation.

War in the Infernus

We stood at the threshold of the underworld, watching as the demon was dragged back to its eternal prison by the silver chains with which Valdarius had bound it.

Our guide and employer watched with satisfaction as the demon vanished into the abyss. Pulling back his hood, he revealed a fiery mane and jet black horns as he bowed and vanished in a burst of fire and brimstone.

Puzzled, we tried to piece together our adventure from the beginning and were shocked to discover that we were working for a demon all along.

There was only one plausible explanation for why a demon would enlist our aid against another demon—the Infernal Powers were at war, and we were unwitting pawns in one of their battles. We can only pray their conflict will not be resolved on the plane prime.

The Lords Infernal are locked in an eternal struggle to determine who will rule and who will serve. Occasionally this struggle escalates and sides are chosen, lines are drawn, and infernal politics give way to war.

The demonic struggle is sometimes played out in the mortal realm as well. The mortal allies and thralls of the powers involved in the struggle act to further the cause of their Lords, often coming into conflict with adventurers in the process.

If the diabolical struggle upsets the Infernal Hierarchy, the effects could be far-reaching. A shift in the balance of power could bring new objectives with dire consequences for mortal man. The struggle might also have potential repercussions that draw the player characters into the conflict. For instance, if a Demon Lord with a vendetta against the player characters or their allies is trying to usurp the throne of his liege, it is in the heroes' best interest to see that his side fails. When the adventurers become involved in the politics of Infernus, they have the unique opportunity to interact with demons as allies. Such a situation often leads to interesting role-playing as the heroes struggle to come to grips with the eternal enemy of man.

Infernal Apocalypse

The storm crept unnoticed across the cold sky, its malevolent darkness surrounded by an uncaring world. Those few with the insight to divine the true nature of the foul wind fled the approaching cloud.

As night claimed the light and the power of shadow, red lightning flashed, heralding the first drops of bloody



rain. Dozens of winged shapes plunged out of the sky to ground, bearing iron hooks with which they pried open the mantle. Thousands strained against the fabric of creation, tearing a gash in the world and throwing wide the Gates of Infernus.

Free at last, the demonic hordes spilled over the threshold like a deadly tide of living flesh. It was the beginning of the end and there was nothing we could do but weep.

Denied their freedom by the gods, the demons have always coveted mortal man and the plane prime, where anything is possible. They seek a way to slip their bonds and subjugate the world of men. Knowing full well that mankind will not willingly surrender their paradise, the Lords of Infernus are trying to muster a demon army to take their lands by force. The armies of man are no match for legions of demonic warriors, so a direct confrontation would be disastrous and apocalyptic.

Should the diabolical hordes make any progress toward launching their infernal invasion, the player characters should learn about it long before the dreaded event comes to pass, giving them an opportunity to stop it. Most adventures based around this plotline involve foiling rogue demons' attempts to convince their brethren to violate the Compact en masse.

If the demonic forces make their way to the mortal plane, the heroes must find a way to turn them back. Most methods of averting the invasion involve invoking the power of the gods, either through an artifact or ritual or by traveling directly to the manors divine.

Against the Gods

The Oracle plunged the artifact into his scrying pool and contemplated the ripples it made in the water as it sank quickly to the bottom.

Without warning, the pool turned to blood, which boiled and seethed, filling the air with a foul, charnel stench. Clutching his eyes, the Oracle staggered away from his pool, a low moan escaping his trembling lips.

"The Gods" he cried, leaning heavily against a column for support.

We rushed forward to help him as the basin cracked, spilling its grizzly contents across the marble tile of the conjuring chamber. Suddenly quiet, the Oracle pulled his hands away from his now sightless eyes and whispered the pronouncement that would change the world forever.

"It is not our lives they seek, but those of our creators!"

Infernus is a prison originally created by the gods to contain their immortal enemies. Later, the Compact empowered the demons to leave, but only according to a strict set of laws. One of the most dire goals of the

Arch-Princes is to escape their prison and exact vengeance on their jailers.

When the demons decide to march on the manors divine, their allies, agents, and thralls will act to aid them in their struggles against the gods. During an extended campaign, it is possible that adventurers will discover the demons' plans in time to act and thwart their escape. The exact method by which the demons hope to exact their revenge is left to the Gamemaster to devise. Whatever the means, it should be very difficult to implement, requiring intricate preparations and materials. If escaping Infernus was simple, the demonic host would have done so ages ago.

The involvement of the gods might even introduce the adventurers to divine minions, priests, or even an avatar of one of the threatened deities, forcing them to re-examine their beliefs and take stock of their faith.



New Character Classes

• CHAPTER THREE •

Slayers

Slayers are characters who have dedicated their lives to opposing the efforts of the Infernal powers on the plane prime. Because of their association with the infernal powers, many societies do not readily welcome slayers into their midst. Loners by nature, they roam the land in search of demons and their mortal thralls, opposing the machinations of the Lords of the Infernus wherever they are found.

The slayer is a warrior subclass that uses the same Skill Level progression table as paladins, eight-sided HTK dice, the proficiency and combat charts used by all warriors, and the saving throw chart used by priests. Slayers also possess special abilities specific to their class and are bound by special restrictions.

Prerequisites

Only human characters can become Slayers. Slayers must have minimum ability scores of Strength 11, Intelligence 13, Insight 15, and Stamina 11. Intelligence and Insight are the prime requisites of the slayer. No character who has ever dealt with either the diabolic or divine powers as either a wizard or priest may ever become a dual-classed Slayer, though other dual-classed combinations are acceptable.

Alignment

Because of the special nature of their work, slayers must be of lawful alignment. There are three distinct orders of slayers, one for each of the three possible slayer alignments. White Slayers are of lawful good alignment, Grey Slayers are lawful neutral, and Black Slayers are lawful evil. All three orders are dedicated to the same purpose and will work together regardless of personal differences resulting from conflicting alignments.

Slayers who perform chaotic acts that endanger their alignment lose their status and all their special abilities, retaining only their proficiencies, hit points and THACO. Regaining Slayer status and abilities requires

unwavering dedication to the cause of law for a year and a day. If the Gamemaster determines that the fallen slayer has remained true to his alignment for that entire period, his or her abilities are restored.

Infernal Taint

Slayers lead a disciplined life dominated by rituals designed to maintain their spiritual purity. If a slayer becomes too closely involved with the infernal powers, he runs the risk of becoming tainted by them, making him vulnerable to his demonic enemies.

Any time a Slayer uses a demonic spell or weapon or is possessed by a demon, he must save vs. spell or become tainted. While suffering from infernal taint, a slayer may not use any of his special abilities. For a slayer, cleansing infernal taint is a serious business requiring three weeks of uninterrupted fasting and meditation before he or she may save vs. death to determine if his or her efforts were successful.

Special Abilities

All Slayers receive special abilities due to the disciplines practiced by their class.

- **Combat Bonus:** Slayers have special insight into the most effective methods for combatting the infernal powers, giving them a definite edge in combat against demons. These bonuses apply only when the slayer is combatting the infernal powers:

Lvl 1	+0 to hit / +0 damage
Lvl 2	+0 to hit / +1 damage
Lvl 3	+1 to hit / +1 damage
Lvl 4	+1 to hit / +2 damage
Lvl 5	+1 to hit / +2 damage
Lvl 6	+2 to hit / +3 damage
Lvl 7	+2 to hit / +3 damage
Lvl 8	+2 to hit / +4 damage
Lvl 9	+3 to hit / +4 damage



- **Detect Demons:** Slayers can detect the presence of demons at a range of 12."
- **Turn Demons:** Slayers can turn demons as a cleric three Skill Levels higher than their own. This ability has no affect upon normal undead.
- **Spell Use:** Slayers can cast Wizard spells that help them in their fight against the infernal powers. Only certain spells are available, as summarized on the table below:

Slayer Spells

Non-italicized spells are introduced in this sourcepack. Slayers treat these spells as though they are one Skill Level lower than their listed Skill Level. Slayers use the spell progression table used by bards.

Skill One

alarm, armor, cantrip, change self, comprehend languages, detect demons, detect magic, erase, find familiar, friends, identify, light, message, minor personal ward, mount, protection from demons, protection from evil, read magic, shield, wizard mark

Skill Two

blur, charm demon, continual light, detect demonic influence, detect evil, detect invisibility, dismiss lesser demon, ESP, forget, invisibility, knock, know alignment, locate object, magic mouth, minor ward 10' radius, mirror image, misdirection, strength, whispering wind

Skill Three

banish minion, clairvoyance, delude, dismiss greater demon, dispel magic, feign death, haste, hold demon, illusionary script, infravision, major personal ward, non-detection, phantom steed, protection from demons 10' radius, protection from evil 10' radius, secret page

Skill Four

banish lesser demon, detect scrying, dimension door, enchanted weapon, improved invisibility, magic mirror, major ward 10' radius, minor globe of invulnerability, mnemonic enhancer, remove curse, wizard eye

Skill Five

avoidance, banish greater demon, contact other plane, dismissal, extension II, false vision, magic jar, passwall, sending, teleport

Skill Six

anti-magic shell, contingency, enchant an item, ensnarement, extension III, geas, globe of



invulnerability, legend lore, mislead, lucubration, project image, true seeing

Followers and Stronghold

Upon attaining the 9th Skill Level, slayers attract 1-10 Skill Level 1 slayers as followers.

Due to their independent nature, slayers never establish strongholds.



Thaumaturgists

The thaumaturgist is a wizard who specializes in magicks of the Infernal School. Most thaumaturgists are obsessive and solitary individuals who spend most of their time pouring over arcane grimoires.

Thaumaturgists use the Skill Level advancement, combat, spell progression, and saving throw charts used by wizards. They also use 4-sided HTK dice and suffer all of the wizard's weapon and armor limitations.

Prerequisites

Thaumaturgists must be either human, elven, or half-elven. Both elven and half-elven characters can be multi-classed fighter-thaumaturgists. Half-elven characters can be multi-classed priest-thaumaturgists.

All thaumaturgists must have an Intelligence of 14 or greater and an Insight of 15 or greater. Thaumaturgists have no prime requisites and can never earn the 10% experience bonus.

Alignment

Though the demons they call upon are unquestionably evil, thaumaturgists may be of any alignment.

Special Abilities

- Thaumaturgists are especially adept at casting the spells of the Infernal School (ie. all the new spells introduced in this sourcepack). They are allowed to treat such spells as though they are one Skill Level lower than their listed Skill Levels. In other words, a thaumaturgist treats a Skill 3 spell of the Infernal School as though it was only Skill 2.

At the same time, however, Thaumaturgists must treat all standard wizard spells as though they are one Skill Level higher than their listed Skill Levels.

- Because they are so familiar with the diabolical powers, thaumaturgists receive a +2 bonus whenever they make a saving throw to resist a demonic attack or ability.

Followers and Stronghold

Thaumaturgists never attract followers, though they gain the ability to construct a stronghold upon reaching the 13th level.

New Race : Half-Demon

In a world where demons exist, one might encounter characters who are half demon and half man, a union of the mortal and the diabolical. Half-demons possess the free will of their mortal parent in addition to the power of their demonic parent. Note that all the rules in this section are optional; each individual Gamemaster should decide whether half-demon characters exist in his or her campaign.

Half-demons are usually forced to conceal their true nature since the prejudice against their demonic heritage is so strong that they are often persecuted and reviled. Some religions consider demon spawn beyond redemption and condone their slaughter. There are even a few slayers who devote their entire careers to hunting half-demons and putting them to the torch. Because they are persecuted, there is an unspoken bond between half-demons that brings them together regardless of class or alignment. In some areas, these unique individuals have formed a kind of secret society that calls upon its



members to come to the aid of their brethren whenever a threat arises.

Generating Ability Scores

Generally, half-demons have higher ability scores than other characters. To generate each of a half-demon's Attributes, roll 3d10 and add the 2 highest dice (in other words, each Attribute ranges from 2 to 20). It is recommended that you limit such characters to one roll per Attribute when using this scheme. Notice that the 2d10 scheme might produce some unusually low numbers, as well as the unusually high, but this is certainly appropriate. The infernal legacy is both a blessing and a curse.

Special Abilities

All half-demons possess two lesser abilities and one greater ability, though no two half-demons possess the same set of powers. Every time a player generates a half-demon character, the Gamemaster should work with him or her to define the character's abilities. Generally, lesser abilities are things like night sight, talons that inflict 1-4 damage, and tough hide that gives the Half-demon a natural Armor Class of 7. Greater abilities are usually spell-like talents the demon can invoke a limited number of times a day such as *charm person* or *pass without trace*.

Aberrations

While half-demons are definitely more than human, they are also something less than human. Their demonic parents pass along certain characteristics, known as aberrations, that are disadvantageous in the mortal world.

For each of his six basic Attributes rated 16, 17 or 18, the half-demon manifests a lesser aberration. For each Attribute rated 19 or 20, the half-demon manifests a greater aberration. Lesser aberrations are usually concealable physical characteristics (such as exaggerated canines or small horns) or minor magical effects (such as a cold wind that follows the half-demon everywhere). Greater aberrations are major physical characteristics (such as useless, leathery wings) or more potent magical effects (such as a touch that withers plant life). Each time a player generates a half-demon, the Gamemaster should work with him or her to define the character's aberrations.

Derangements

Another pitfall of an infernal origins is the fact that the demonic blood that gives half-demons their special powers carries the strong taint of evil. This taint often influences the half-demon's personality, corrupting his or her soul and actions.

All half-demons possess a derangement that is the expression of the infernal taint. This derangement is usually connected to the sphere of the character's demonic parent. For instance, a half-demon sired by a thrall of the Lord of Vengeance might manifest a derangement that compels him to punish anyone who wrongs him. Again, the exact nature of the half-demon's derangement should be determined by the player and the Gamemaster as the character is being generated.

The Gamemaster can invoke a derangement whenever appropriate. Under most instances, half-demons can resist this compulsion with a successful save vs. spell.

Available Classes

Half-demons may be fighters (limited to Skill Level 13), wizards (limited to Skill Level 9), thieves, or multi-classed fighter-wizards.



New Spells

•CHAPTER FOUR•

Here are several new wizard spells you can add to your campaign. Collectively, these spells form the Infernal School of magic, a subschool of the Necromantic School.

Skill Two

detect demons
dismiss minion
lesser invocation
minor personal ward
protection from demons
summon minion

Skill Three

call minion
charm demon
detect demonic influence
dismiss denizen
lesser pact
minor ward 10' radius
summon demon warrior
summon soul hound

Skill Four

banish minion
call soulhound
demon warrior
dismiss demon
hold demon
infernal communion
invocation
major personal ward
protection from demons 10' radius
summon minions
summon nightmare

Skill Five

banish denizen
bind minion
call minions
call nightmare
major ward 10' radius
summon demon warriors

summon gatekeeper
summon demon
summon scourge
summon soulhounds
summon succubus/incubus

Skill Six

banish demon
bind denizen
call demon warriors
call soulhounds
greater invocation
summon minion horde
summon nightmares

Skill Seven

bind demon
call nightmares
greater pact
summon scourges
summon shapeless horror

Skill Eight

summon leviathan

Skill Nine

summon demon lord
summon diabolical wyrm

Skill Two Spells

Detect Demons

Skill Level: 2	Components: V,S,M
Range: 0	TTC: 1 round
Duration: 1 turn / level	Saving Throw: None
Area of Effect: 30' radius / level	

This spell enhances the caster's awareness, allowing him to detect the presence of any demons within range. The spell's area of effect is a sphere that extends 30' per level in all directions with the caster at the center. The spell tells the caster the number of



demons in range and the approximate direction and distance to every demon detected.

Demons with Magic Tolerance get a roll to avoid detection. If the Magic Tolerance roll succeeds, the spell will not detect that particular demon but still detects any other demons within the area of effect.

Demons vary greatly in power, ranging from lowly minions to mighty lords. This spell is capable of discriminating between power levels. Whenever a demon is detected, the Gamemaster should give some indication as to the type of demon detected.

For the spell to function, the caster must stand motionless and concentrate for an entire round to receive an impression. He may do this as many times as he likes during the spell's duration. It is even possible to concentrate for more than a round, which will enable the caster to discern whether or not any of the demons he has detected are moving (and if so, how fast and in what direction).

If the caster detects a Type 1-5 demon or demon lord with this spell, the creature automatically knows that it was detected and the approximate direction and distance to the wizard who detected it. Most demons will investigate the source of such an intrusion, either personally or by sending a servant.

Dismiss Minion

Skill Level: 2	Components: V,S,M
Range: 3 yards / level	TTC: 1 round
Duration: Permanent	Saving Throw: Neg.
Area of Effect: 1 creature	

A limited version of *dismissal*, this spell is used to force a minion (see the Skill 2 spell *summon minion*) to return to its infernal prison. The minion may save vs. magic to resist the effects of the spell, but the difference between the wizard's Skill Level and the minion's HTK Dice is subtracted from its saving throw.

The only material component for this spell is a twisted length of silvered wire that is consumed when the spell is cast.

Lesser Invocation

Skill Level: 2	Components: V,S,M
Range: 0	TTC: 1 round
Duration: Instantaneous	Saving Throw: None
Area of Effect: Special	

This spell can only be used in conjunction with summoning and pact spells.

With *Lesser invocation*, the caster can call upon the lesser diabolical ability of a demon with which he has

signed an appropriate pact (see the Skill 3 spell *lesser pact* for details).

The only material component for this spell is the actual pact signed by the demon invoked.

Minor Personal Ward

Skill Level: 2	Components: V,S,M
Range: 0	TTC: 1 turn
Duration: 1 turn / level	Saving Throw: None
Area of Effect: The caster	

Essentially a more powerful, static version of *protection from evil* that is only effective against demons, this spell provides an effective defense against the infernal powers.

To create a *minor personal ward*, the caster must use silver dust to mark a double circle on the ground or floor just big enough for him to sit within. At least 3 gps worth of silver dust must be used to mark the circles, and the dust is consumed when the spell is cast. The spell creates a magical barrier around the caster that conforms to the dimensions of the double circle. The effects of the barrier are identical to those of the *protection from evil* spell, but the caster cannot move out of the circle.

This protection was created for use with summoning rituals and may be cast as a part of any of the summoning spells introduced in this booklet. In this case, the TTC is added to that of the summoning spell with which it is used, and the ward goes into effect when the summoning spell is complete.

Protection From Demons

Skill Level: 2	Components: V,S,M
Range: Touch	TTC: 1 round
Duration: 3 rounds / level	Saving Throw: None
Area of Effect: Creature touched	

Another variation of *protection from evil*, this spell provides a magical barrier around the recipient that moves with him and protects him from demonic powers. Any demonic attacks against the protected creature suffer a -2 to hit penalty. The caster also receives a +2 bonus to any saving throw against demonic powers or attacks.

Unlike *protection from evil*, this spell does not prevent a demon from making bodily contact with the protected individual, nor is it canceled if the caster makes a melee attack.

The sole material component for this spell is a copper disk etched with thirteen concentric rings of runes that costs no more than 1 sp but takes six hours to prepare. The disk is reusable and is often worn as an amulet.





Summon Minion

Skill Level: 2

Range: 0

Duration: 1 hour / level

Area of Effect: 1 creature

Components: V,S,M

TTC: 1 hour

Saving Throw: Special

Summoning is the principle ability of those who traffic with demons, and this is the first of many spells that allow a wizard to bring a demon into the world of men. This spell summons an extremely low-level resident of the Infernus (2 HTK Dice, AC 5, Damage of 1-8 per attack, struck only by silver or magic weapons) and compels it to do the caster's bidding. There is always a danger that the creature summoned will free itself of the caster's control, but the risk is reduced as the caster gains experience.

Before this spell can be cast, the wizard must trace a summoning diagram on the floor (or ground) consisting of a complex pattern of symbols and two interlocking circles large enough to sit within. Preparing a temporary diagram from scratch takes an hour and requires a clear area and the materials necessary to mark the pattern. A simple stick and some loose earth will usually do the trick, though most wizards prefer a staff, a knife, or some silver dust. The preparation time can be reduced to a single turn by preparing a reusable diagram which is usually cut or inlaid into wood or stone, requiring at least a day and costing anywhere from 10 to 50 gps or more, depending upon the materials used. Powerful wizards can prepare a permanent diagram with the *enchant an item* and *permanency* spells. Permanent diagrams take no time to prepare but take days to create and require raw materials which cost at least 1,000 gps.

Summon minion is an involved ritual that takes nearly an hour to cast. At the end of that time, a minion will appear, trapped in the circle. To gain mastery over the creature, the caster must make a successful saving throw vs. spell with a bonus equal to his level. (This save is automatic at Skill Level 9 and higher.) If the saving throw fails, the minion breaks free, attempts to attack the caster, and escapes to hunt on the mortal plane.

Once a minion is under control, the caster may give it a single task that it must perform to the best of its ability until it is killed, the task is completed, or the duration of the spell runs out (whichever comes first). When any of these things happen, the minion automatically returns to its infernal home. It is important to remember that the limited intelligence these creatures possess is twisted and evil. They have trouble with complex instructions and pursue their tasks with brutal single-mindedness. Subtlety is quite beyond them.

The material components for this spell are: a small bronze brazier, which costs no less than 5 gps; a silvered



knife marked with mystic runes that costs no less than 5 gps; a packet of herbs which cost 1 gp; and either the sacrifice of a small animal or 1d4 hit points worth of the caster's own blood. The brazier and knife are reusable, but the herbs are consumed.

Skill Three Spells

Call Minion

Skill Level: 3 Components: V,S,M
Range: 3 yards / level TTC: 3 segments
Duration: 1 turn / level Saving Throw: None
Area of Effect: Special

This spell allows the instantaneous summoning of a minion (see the Skill 2 spell *summon minion* for details), but only if the caster has signed a pact with the minion or a greater demon who presides over the creature (see the Skill 3 spell *lesser pact* for details).

Within one round of casting this spell, the minion answers the call. The demon appears anywhere the wizard desires within the spell's range. In accordance with the pact, the minion must perform one service to the best of its ability until it completes the task, the duration of the spell runs out, or it is killed.

The only material component for this spell is the actual pact signed by the minion or its master. If the pact covered only a single service, it is consumed by infernal flame as soon as the demon appears.

Charm Demon

Skill Level: 3 Components: V,S,M
Range: 10 yards / level TTC: 4 segments
Duration: 1 round / level Saving Throw: Neg.
Area of Effect: 1 creature

Similar in many respects to *charm monster*, this spell can affect a single demon whose HTK Dice do not exceed the caster's Skill Level. The demon targeted receives a saving throw vs. spell (and a Magic Tolerance roll, if any) to resist the spell's effects. If the saving throw fails, the demon regards the spellcaster as an ally and must obey any reasonable order without question. Any obviously hostile act against the charmed demon breaks the spell. At the end of the spell's duration, the demon returns to whatever task it was pursuing before it was charmed.

Charm demon has a much shorter duration than other spells of its kind, but most wizards can do a lot with an infernal thrall in the limited time allotted.

The material component for this spell is a simple wooden wand carved with a series of runes, wrapped in a double length of silvered cord, and tipped with crystal.

The wand costs in excess of 15 gps to produce and takes three days to prepare but can be reused.

Detect Demonic Influence

Skill Level: 3 Components: V,S,M
Range: 0 TTC: 1 turn
Duration: Spec. Saving Throw: None
Area of Effect: Special

When this spell is cast upon any person, place or thing, the caster can discern whether or not the target is under demonic influence.

A person is under demonic influence if he is possessed, regularly uses spells of the Infernal School, or has been in contact with a demon within the last 24 hours. A place is under demonic influence if a demon has been summoned at the site within the last week, if summoning rituals have been regularly performed on the site for at least a year, or if a demon has visited the site within the last 24 hours. An object is under demonic influence if it has been used as a material component in a spell of the Infernal School, or if it has been touched or used by a demon in the last 24 hours.

If he or she so chooses, the Gamemaster may give the caster additional information in the form of a vision that reveals some clue about the influence he has detected. For example, if a wizard casts the spell on a circle of stones used for summoning, he might receive a vision of the wizard who performed the rituals and a glimpse of the last demon the wizard summoned.

The material component for this spell is a miniature scale crafted of brass and gold that costs at least 25 gps but can be reused.

Dismiss Denizen

Skill Level: 3 Components: V,S,M
Range: 2 yards / level TTC: 1 round
Duration: Permanent Saving Throw: Neg.
Area of Effect: 1 creature

A limited version of *dismissal*, this spell is used to force a denizen to return to its infernal prison. Denizens include gatekeepers, soulhounds, nightmares, leviathans, shapeless horrors, and diabolical wyrms. The denizen may save vs. magic to resist the effects of the spell. The difference between the wizard's Skill Level and the denizen's HTK Dice is added (if positive) or subtracted (if negative) from its saving throw.

Lesser Pact

Skill Level: 3 Components: V,S,M
Range: 0 TTC: 1 hour
Duration: Spec. Saving Throw: Neg.
Area of Effect: 1 creature



Performing a summoning ritual is an elaborate and time-consuming process of limited effectiveness unless the caster has advance notice every time he needs to call for infernal aid. A pact is an agreement between the wizard and a demon that gives the caster the ability to call upon the creature's power at a moment's notice.

To make a pact, the wizard must first successfully summon a demon, using an appropriate spell. He must then offer the creature a favor in exchange for later service. The nature of the favor required depends upon the power of the demon the caster is trying to coerce. For minions (see the Skill 2 spell *summon minion* for details), valuables or fresh meat might be sufficient, but more powerful demons require a human sacrifice or an important service. The Gamemaster is the final arbiter of whether or not the demon will accept a proposed favor, and he or she should bear in mind that the infernal powers are diabolically clever and try to get the upper hand whenever possible. Demons who feel they are not being offered an equitable exchange refuse to sign the pact.

In exchange for the wizard's favor, a demon can offer a variety of boons depending upon its power level and station. In addition to whatever spells and powers a demon could use on the wizard's behalf, there are several basic boons that all demons can offer:

- All demons can offer extended service. Summoning spells normally have a limited duration, after which the summoned demon returns to Infernus. A summoned demon signed to a pact, however, might agree to stay for a longer period of time. Typically, demons agree to stay long enough to complete a specific task, or for a year and a day, whichever comes first. Powerful demons can also offer the extended service of any of their lesser thralls.

- A demon might also agree to appear at a future date. Such service is redeemed through the use of the various Calling spells (*call minion*, *call soulhound*, etc...) Demons who provide over thralls can offer the future service of those demons under their command.

- A demon might also agree to answer a query. The answers provided by demons under these circumstances are notoriously unreliable. In the monster folio, you'll find guidelines covering the manner in which demonic dukes and lords respond to such inquiries. The reliability of answers provided by lesser powers must be determined by the Gamemaster.

- Powerful demons such as dukes, lords, princes can offer to use their diabolical abilities (or the diabolical abilities of their masters) on the wizard's behalf. The caster redeems such a promise through the use of the various invocation spells. Typically, a demon agrees to bestow a lesser power upon the caster three times (allowing the wizard to cast three appropriate

invocations), a standard power twice, and a greater power only once per pact signed. Often, the thralls of a duke, lord, or prince are authorized to barter their master's diabolical abilities as well. Generally, a marshal or governor can off any of the special abilities of his lord, up to and including the lord's greater power, while thanes and generals are limited to standard powers, and thralls below thane rank can bestow only lesser abilities.

Note that a demon can grant any combination of these boons in a single pact. For instance, a demon might offer the service of one of his minions, the use of its lesser power three times and agree to answer two questions in return for a large gem and a blood sacrifice.

At any one time, a wizard can only maintain a number of *lesser pacts* equal to his or her Skill level, but an existing pact can be destroyed by simply tearing up the signed agreement.

The material components of this spell are: a piece of hand-made parchment, a small bottle of ink made from the caster's own blood, and a silver quill worth 3 gp.

Minor Ward 10' Radius

Skill Level: 3	Components: V,S,M
Range: 0	TTC: 3 turns
Duration: 1 turn / level	Saving Throw: None
Area of Effect: 10 ft radius sphere around the caster	

The protection offered by this spell is identical to that provided by a *minor personal ward* save that it encompasses a larger area that can accommodate several characters. Like the personal ward, this spell may be used in conjunction with a summoning spell.

To create this minor ward, the wizard must mark a large circle on the ground or floor with 15 gps worth of silver dust that is consumed when the spell is cast.

Summon Demon Warrior

Skill Level: 3	Components: V,S,M
Range: 0	TTC: 2 hours
Duration: 1 hour / level	Saving Throw: None
Area of Effect: Special	

With this spell, a wizard may summon a demonic representative of the warrior legions of Infernus and compel it to serve. The spell is similar in many respects to the 2nd Level spell *summon minion*, but it is more powerful and far more dangerous to cast.

Before the spell can be cast, the wizard must prepare a complex summoning diagram, a process that takes approximately three hours. The preparation time can be reduced to three turns by constructing a reusable diagram, but the materials necessary for such an operation cost at least 150 gp. No preparation time is



required if a permanent diagram is constructed using the *enchant an item* and *permanency* spells.

Summon demon warrior is an involved ritual that takes two hours to complete. Once the spell has been cast, a demon warrior will appear (3 HTK Dice, AC 2, Damage of 1-10 points per hit, struck only by silver or +1 weapons), trapped in the summoning circle. Mastering the creature requires a successful saving throw versus spell with a +1 bonus for each of the caster's Skill Levels beyond the 5th. If the saving throw fails, the demon attacks the caster and sets off to wreak havoc on the mortal plane.

Once the demon warrior is under control, the caster may give it a single task that it must perform to the best of its ability until it is killed, the task is completed or the spells duration runs out, whichever comes first. Demon warriors are more powerful than minions, but they aren't much smarter.

The material components for this spell are: a small silver brazier which costs no less than 25 gps, a silvered knife marked with mystic runes that costs no less than 25 gp and takes 1 day to prepare, rare herbs that cost 10 gp, and either the sacrifice of a large animal or 2D6 HTK worth of the caster's own blood. The brazier and knife are reusable, but the herbs are consumed during the ritual.

Summon Soul hound

Skill Level: 3	Components: V,S,M
Range: 0	TTC: 2 hours
Duration: 1 hour / level	Saving Throw: None
Area of Effect: Special	

This spell is identical to *summon demon warrior* in all respects, except it enables the caster to summon a soulhound (see the monster folio for details).

Soulhounds are vicious carnivores that have no interest in having their sacrifice slaughtered for them. Instead of killing the sacrifice used in the ritual, the caster releases it when the demon dog appears, allowing the creature the pleasure of taking its life and drinking its blood. If the wizard decides to use his own blood instead of a sacrifice, the soulhound savages a proffered limb, inflicting 3D6 hit points of damage that can only be restored by magical healing.

Soulhounds can be compelled to perform a variety of tasks but are usually used as hunters. A combination of supernaturally acute senses, a swift ground movement speed, and demonic endurance make them ideal trackers that are almost impossible to elude.

In addition to the materials normally required for a lesser summoning, the caster of this spell must obtain a whistle carved from human bone and inlaid with silver which costs at least 25 gps in raw materials that takes

two days to prepare but is reusable. The whistle emits a piercing shriek that sounds like a tortured scream as it calls the demon hound to feed.

Fourth-Level Spells

Banish Minions

Skill Level: 4	Components: V,S,M
Range: 3 yards / level	TTC: 4
Duration: Instantaneous	Saving Throw: Neg.
Area of Effect: 1 or more creatures in a 60 ft radius	

A less powerful version of *banishment* that only works on minions, this spell forces the affected demons back to the Infernus. The caster can affect one minion per Skill Level so long as all of the affected demons are within the spell's area of effect. Each of the affected creatures must save vs. spell or be instantaneously banished.

The material component of this spell is a parchment on which several runes of power are written in silver ink. The parchment is torn in half when the final word of the banishment is spoken. It costs approximately 2 gp and takes two hours to prepare.

Call Soulhound

Skill Level: 4	Components: V,S,M
Range: 2 yards / level	TTC: 4
Duration: 1 turn / level	Saving Throw: None
Area of Effect: Special	

This spell is identical to the Skill 3 spell *call minion* except it is used to call a soulhound.

Call Demon Warrior

Skill Level: 4	Components: V,S,M
Range: 2 yards / level	TTC: 4
Duration: 1 turn / level	Saving Throw: None
Area of Effect: Special	

This spell is identical to the Skill 3 spell *call minion* except that it is used to call a demon warrior (see the Skill 3 spell *summon demon warrior* for details).

Dismiss Demon

Skill Level: 4	Components: V,S,M
Range: 1 yard / level	TTC: 1 round
Duration: Permanent	Saving Throw: Neg.
Area of Effect: 1 creature	

This spell is similar to the Skill 2 spell *dismiss minion* except for the fact that it can be used to dismiss any demon, regardless of type.



The target is allowed a save vs. spell to resist dismissal. The difference between the caster's Skill Level and the demon's HTK Dice or highest Skill Level is added (if negative) or subtracted (if positive) from the demon's saving throw die roll.

The material component is a small silver bell etched with runes and wrapped with wire, its ringer silenced with wax. The bell costs 2 gp to manufacture and takes less than an hour to prepare. It is consumed when the spell is cast.

Hold Demon

Skill Level: 4 Components: V,S,M
Range: 5 yards / level TTC: 4
Duration: 1 round / level Saving Throw: None
Area of Effect: 1 to 4 creatures in a 60 ft radius

This spell is identical to the Skill 5 Wizard spell *hold monster* except it only works against demons.

Infernal Communion

Skill Level: 4 Components: V,S,M
Range: 0 TTC: 1 turn
Duration: Special Saving Throw: Neg.
Area of Effect: Special

Infernal communion enables the caster to contact a demonic duke, prince, or lord without actually summoning it, allowing the wizard to seek the advice of the infernal powers without resorting to a lengthy ritual. To use this spell, the wizard must know the true name of the demon he intends to contact.

The wizard may make one inquiry for every three Skill Levels he has earned. If the caster has signed a pact with the demon he is calling, he may ask any question he likes, and he will be given as full an answer as the demon is capable of giving. If the caster has not signed a pact with the demon, the infernal power is allowed a save vs. spell to avoid answering the question.

Direct communion with a demon can be very dangerous since the unholy malevolence of the infernal intellect can affect the sanity of those who come into contact with it. When this spell is used there is a percentage chance equal to the caster's Intelligence that he will be adversely affected by the communion. Wizards affected in this manner must save vs. spell or falls into a coma that lasts 1-10 days. The wizard can only be awakened from this coma by a *remove curse* or a *heal* spell.

The material component for this spell is a tiny crystal phial that contains a few drops of the wizard's blood, sealed with silver. The phial costs 5 gps, takes an hour to manufacture, and is smashed when the spell is cast.

Invocation

Skill Level: 4 Components: V,S,M
Range: 0 TTC: 3
Duration: Instantaneous Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 2 spell *lesser invocation* except it can be used to invoke a standard diabolical ability.

Major Personal Ward

Skill Level: 4 Components: V,S,M
Range: 0 TTC: 1 hour
Duration: 1 hour / level Saving Throw: None
Area of Effect: The caster

This spell is a more powerful version of the Skill 2 spell *minor personal ward*. The major ward offers the same protection as the minor ward but reduces the Magic Tolerance of any demon trying to overcome the spell by 5% for every Skill Level the caster has earned past the 7th.

Protection From Demons 10' Radius

Skill Level: 4 Components: V,S,M
Range: Touch TTC: 1 round
Duration: 2 rounds / level Saving Throw: None
Area of Effect: 10 ft radius sphere around recipient

This spell is identical to the *protection from demons* spell except that it covers a much greater area and can protect more than one character.

Summon Minions

Skill Level: 4 Components: V,S,M
Range: 0 TTC: 2 hours
Duration: 1 hour / level Saving Throw: Special
Area of Effect: Special

This spell is identical to the Skill 2 wizard spell *summon minion*, except it takes twice as long to cast and summons several minions at once.

To cast the spell, a large summoning diagram must be prepared, a task that takes two hours beyond the time required to cast the spell. A reusable diagram for this spell would cost 300 gps to prepare and take three days to create, while a permanent diagram (requiring *enchant an item* and *permanency* spells to complete) would cost at least 700 gps and take more than a week to render.

With the spell, the caster can summon a number of Minions equal to his or her Skill Level. To gain mastery over these creatures, the caster must make a successful save vs. spell with a +1 bonus every two Skill Levels he or she has earned.



The material components for *summon minions* are: a large bronze brazier which costs no less than 10 gps, a silvered knife marked with mystic runes that costs no less than 5 gps and takes 1 hour to prepare, a packet of herbs which costs 5 gps, and the sacrifice of either several small animals or 3D4 HTK worth of the caster's own blood.

Summon Nightmare

Skill Level: 4 Components: V,S,M
Range: 0 TTC: 2 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

Except for the fact that this spell summons a nightmare, it is identical to the Skill 2 spell *summon minion* in most respects.

Unless the wizard has prepared a special charm carved of wood taken from a stable door, nightmares can only be summoned in a stable or in a building that was once used as a stable. Preparing such a charm costs nothing but take several hours. The wooden charm is consumed during the ritual so a new one must be carved each time the spell is cast.

In addition to the materials normally required for a lesser summoning, the caster must obtain a silvered bit that costs at least 25 gps and takes two days to manufacture. The bit is used as a wand to compel the demonic steed to obey. Nightmares are easily controlled with such a wand; a simple successful save vs. spell with a bonus equal to the caster's level is necessary to master the summoned creature.

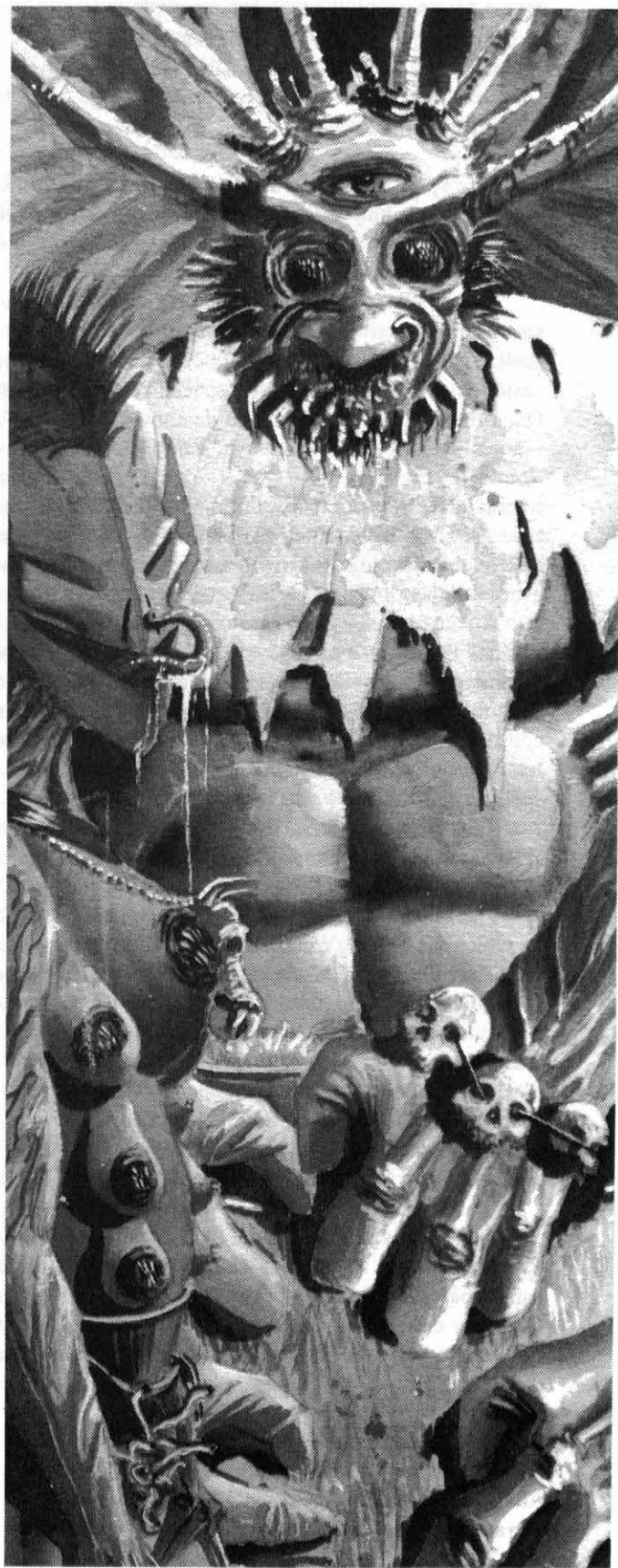
Nightmares are usually summoned to act as mounts. They are capable of performing other tasks but are only marginally more intelligent than mortal steeds. Demon horses will carry their charge to a specific location or until the spell's duration runs out, whichever comes first. Extended service can only be obtained if a pact is signed. (See the Skill 3 spell *lesser pact*).

Fifth-Level Spells

Banish Denizen

Skill Level: 5 Components: V,S,M
Range: 3 yards / level TTC: 6
Duration: Instantaneous Saving Throw: Neg.
Area of Effect: 1 or more creatures in a 60 ft radius

This spell is identical to the Skill 4 spell *banish minion* except it has a longer range and affects any denizen (see the Skill 3 spell *dismiss denizen* for a list of affected creatures).



Bind Minion

Skill Level: 5 Components: V,S,M
Range: 0 TTC: 1 hour
Duration: Special Saving Throw: Neg.
Area of Effect: 1 creature

This spell allows a wizard to bind a demon to his service, giving him greater control over the demon, and allowing the creature to remain on the plane prime for an unlimited period of time.

To cast this spell, the wizard must first summon and successfully control a minion using the appropriate spell. The binding ritual takes an hour, during which the caster covers a parchment with special runes of power. Once the spell is complete, the demon is entitled to a save vs. spell. If the save fails, the demon is successfully bound. If the save succeeds, however, the demon immediately returns to Infernus, and the caster must save vs. death or lose half his or her Stamina. Stamina lost in this fashion returns at a rate of one point for every full day of rest.

A wizard has a great deal of control over a bound demon. The caster may use *call minion* to summon the creature whenever he or she desires, and there is no limit to how long the creature may stay once called. In addition, the caster may compel the bound demon to return to Infernus at any time (as per a *dismiss minion* spell).

Each demon a wizard binds costs him or her 1 HTK. These HTK are returned when the bound creature is killed or voluntarily released from service.

The material component for this spell is the scroll on which the binding runes are scribed during the ritual. If this scroll is ever damaged, the demon is free of the spell's effects.

Call Minions

Skill Level: 5 Components: V,S,M
Range: 2 yards / level TTC: 4
Duration: 1 turn / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 3 spell *call minion* except it is used to summon several minions. Minions cannot be called unless the caster has signed each of the creatures called to a pact or has signed a pact with a greater power who holds all the called creatures in thrall.

Call Nightmare

Skill Level: 5 Components: V,S,M
Range: 2 yards / level TTC: 4
Duration: 1 turn / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 3 spell *call minion* except that it is used to summon a Nightmare.

Major Ward 10' Radius

Skill Level: 5 Components: V,S,M
Range: 0 TTC: 2 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: 10 ft radius sphere around the caster

The protection offered by this spell is identical to that provided by a *major personal ward* save that it encompasses a larger area and can accommodate several characters.

Summon Demon

Skill Level: 5 Components: V,S,M
Range: 0 TTC: Special
Duration: Special Saving Throw: None
Area of Effect: Special

This spell is similar to *summon demon warrior*, but it is used to summon any Type 1 to Type 5 demon from the Infernus to the plane prime.

Though this spell can be used to summon a wide range of infernal powers, a different ritual is required for each demon summoned. These rituals are found in various occult texts contained in the libraries of high level wizards. Unless the caster knows one of these rituals, the spell is useless. Naturally, the necessary rituals for summoning a Type 1 demon are much easier to locate than the rituals for summoning a Type 5 demon.

The exact requirements for a summoning depend upon the demon involved. The Gamemaster must determine the TTC, Components, and control roll necessary for any ritual the wizard discovers. Rituals of this sort are normally time-consuming and elaborate, requiring lots of expensive and exotic materials. Most of these rituals are also constructed around special conditions such as a specific place and time where the summoning spell must be cast. Sacrifice, especially human sacrifice, is a commonly required component.

Summon Demon Warriors

Skill Level: 5 Components: V,S,M
Range: 0 TTC: 4 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 3 spell *summon demon warrior* except it takes twice as long to cast and summons several warriors at once.

Before the spell can be cast, the wizard must prepare a complex summoning diagram, which takes



three hours to draw from scratch. The materials to prepare a reusable diagram cost at least 350 gp, and a permanent diagram (necessitating *enchant an item* and *permanency* spells) costs at least 800 gp.

Summon demon warriors allows the caster to summons a number of Demon Warriors equal to his or her Skill Level. To gain mastery over the creatures, the caster must make a successful saving throw vs. spell with a +1 bonus for every two Skill Levels he or she has earned past the 5th.

The material components for this spell are a large silver brazier which costs no less than 50 gps, a silvered knife marked with mystic runes that costs no less than 25 gp and takes 1 day to prepare, rare herbs which cost 25 gp, and either the sacrifice of several large animals or 3d6 HTK worth of the caster's own blood.

Summon Gatekeeper

Skill Level: 5	Components: V,S,M
Range: 0	TTC: 2 hours
Duration: 1 hour / level	Saving Throw: None
Area of Effect: Special	

Beside the fact that it summons a gatekeeper (see the monster folio for details), this spell is identical in most respects to the Skill 2 spell *summon minion*.

The diagram used to summon a gatekeeper is incredibly complex. It requires five hours of uninterrupted work to inscribe the intricate patterns necessary to contain one of the locksmiths of the underworld. Creating the diagram is an integral part of the summoning ritual that prepares the caster for his ordeal, so reusable and permanent diagrams cannot be used to summon gatekeepers. A new diagram must be drawn from scratch each time the spell is cast.

In addition to the materials normally required for a lesser summoning, the caster must provide the gatekeeper with a mechanical puzzle crafted of valuable materials worth at least 50 gps. If the puzzle fails to attract the interest of the demon, it will not bother to manifest, and the summoning will fail. If the wizard devised the puzzle himself, the chance it will interest the demon is equal to the caster's Chance to Learn Spell (derived from the caster's Intelligence).

Gatekeepers are not as violent as other demons and usually do not attack a wizard who fails to control them. Instead, they force the wizard to play a game and threaten to banish the caster to the Infernus if he loses. The games that amuse these cunning demons are usually elaborate and cruel. Examples include complex mechanical puzzles with razor sharp edges that mutilate the hands of anyone failing to solve them

and massive chess games using living creatures (who are devoured when captured) in place of pieces.

Properly controlled gatekeepers may be assigned only to guard a portal designated by the summoner.

Summon Scourge

Skill Level: 5	Components: V,S,M
Range: 0	TTC: 2 hours
Duration: 1 hour / level	Saving Throw: None
Area of Effect: Special	

This spell summons a scourge, one of the demonic tormentors that tends to the damned in Infernus. In most respects, this spell is identical to the Skill 2 spell *summon minion*.

Scourges are more concerned with mortal pain than the death of soulless creatures so animal sacrifice is unacceptable. The caster must cut himself with a special knife that is first dipped in a saltwater solution, causing agonizingly painful wounds. This act of self-mutilation arouses the unholy passions of the Scourge and draws it as surely as a flame draws moths. The self-inflicted wounds cause 4d4 HTK of damage. Due to the wounds' painful nature, the wizard must pass a System Shock roll or fall unconscious. In this latter case, the scourge arrives but is automatically free of the caster's control.

Summoning a Scourge can be dangerous. If the demon torturer frees itself of the caster's control, it will attempt to capture the wizard who summoned it and drag him or her off to Infernus to suffer the torments of the damned for a single night. Upon his or her return, the wizard must pass a saving throw versus spell or fall feeble-minded (as per the Skill 5 Wizard spell).

Scourges are sometimes summoned to act as interrogators or torturers. If employed for this purpose, the caster determines the information he wants the demon to extract from a captive and leaves the creature to its work. The victim of such an effort must make a successful save vs. death, or he or she reveals the information in question. Regardless of whether or not the information was revealed, the victim must also pass a System Shock roll or die.

Summon Soulhounds

Skill Level: 5	Components: V,S,M
Range: 0	TTC: 4 hours
Duration: 1 hour / level	Saving Throw: None
Area of Effect: Special	

This spell is identical to the Skill 4 spell *summon minions* except it allows the caster to summon a number of soulhounds equal to his or her Skill Level divided by 2 (rounding fractions down).



Summon Succubus/Incubus

Skill Level: 5 Components: V,S,M
Range: 0 TTC: 2 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 2 spell *summon minion* except it allows the caster to summon a succubus or incubus (see the monster folio for details).

In addition to the materials normally required for a lesser summoning, the caster must obtain a silver mirror worth at least 250 gps.

Sixth-Level Spells

Banish Demons

Skill Level: 6 Components: V,S,M
Range: 3 yards / level TTC: 6
Duration: Instantaneous Saving Throw: Neg.
Area of Effect: 1 or more creatures in a 60 ft radius

This spell is identical to the Skill 4 spell *Banish Minion* except it has a longer range and there is no restriction on the type of demon affected.

Bind Denizen

Skill Level: 6 Components: V,S,M
Range: 0 TTC: 3 hours
Duration: Special Saving Throw: Neg.
Area of Effect: 1 creature

This spell is identical to the Skill 5 spell *bind minion* except it can be used to bind denizens (see the Skill 3 spell *dismiss denizen* for a list of affected creatures).

Call Demon Warriors

Skill Level: 6 Components: V,S,M
Range: 1 yard / level TTC: 5
Duration: 1 turn / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 5 spell *call minions* except it allows the caster to call demon warriors.

Call Soulhounds

Skill Level: 6 Components: V,S,M
Range: 1 yard / level TTC: 5
Duration: 1 turn / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 5 spell *call minions* except it allows the caster to call soulhounds.

Greater Invocation

Skill Level: 6 Components: V,S,M
Range: 0TTC: 5
Duration: Instantaneous Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 2 spell *lesser invocation* except it can be used to invoke greater diabolical abilities.

Summon Minion Horde

Skill Level: 6 Components: V,S,M
Range: 0TTC: 3 hours
Duration: 1 hour / level Saving Throw: Special
Area of Effect: Special

This spell is identical to the fourth level wizard spell *summon minions*, except it summons a small army of minions.

The caster may choose to summon any number of minions he or she desires. For every minion summoned, the caster takes 1 HTK of damage. To gain mastery over the summoned creatures, the caster must make a successful saving throw vs. spell. If he fails, not only are the minions free, but a Type 3 demon will appear to lead them against the caster.

The material components for this spell are three small silvered braziers which costs no less than 25 gp each, a silvered sword marked with mystic runes that costs no less than 50 gp and takes 1 day to prepare, a packet of herbs which costs 15 gp, and the sacrifice of several large animals.

Summon Nightmares

Skill Level: 6 Components: V,S,M
Range: 0 TTC: 4 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 5 spell *summon demon warriors*, except it summons a number of nightmares equal to the caster's Skill Level divided by three (round fractions down).

Seventh-Level Spells

Bind Demon

Skill Level: 7 Components: V,S,M
Range: 0 TTC: 3 hours
Duration: Special Saving Throw: Neg.
Area of Effect: 1 creature



This spell is identical to the Skill 5 spell *bind minion* except it can be used to bind any demon except a duke, prince, or a lord.

Call Nightmares

Skill Level: 7 Components: V,S,M
Range: 1 yard / level TTC: 5
Duration: 1 turn / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 3 spell *call minion* except it is used to call nightmares

Greater Pact

Skill Level: 7 Components: V,S,M
Range: 0 TTC: 1 hour
Duration: Special Saving Throw: None
Area of Effect: 1 creature

This spell is a more powerful version of *lesser pact*. A *greater pact* can do far more than a *lesser pact* because the spell empowers both participants to grant more significant boons.

For his or her part of the bargain, the caster may give up Skill Levels, HTK, and/or Attribute points in any quantity agreed upon by both participants. As its part of the bargain, the demon can offer any boon it can offer as part of a *lesser pact* as well as any boon it could grant through the use of a *wish* spell. There are almost no limits to the extent of the agreement. For instance, a wizard might offer his health (maybe 5 points of Constitution and half his HTK) in exchange for a pact of eternal service from one of the demon's warrior thralls (allowing the wizard to *call* the thrall at will forever) and the resurrection of his dead assistant (through the use of a *wish*.)

Demons are not generous with their gifts. Every *greater pact* a demon enters into costs it an HTK permanently, so only the most powerful demons can afford to surrender their life force to gather mortal essence.

Summon Scourges

Skill Level: 7 Components: V,S,M
Range: 0 TTC: 4 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 4 spell *summon minions* except it allows the caster to summon a number of scourges equal to his or her Skill Level divided by five (round fractions down).

Summon Shapeless Horror

Skill Level: 7 Components: V,S,M
Range: 0 TTC: 2 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 2 spell *summon minion* except it is used to summon a shapeless horror (see the monster folio for details).

Of the demons of Infernus, shapeless horrors are the hardest to understand. Most of the denizens of the underworld follow a strict hierarchy that clearly defines their origins, goals and abilities. The horrors, however, exist entirely outside the hierarchy, having appeared in Infernus spontaneously and mysteriously.

Summoning a shapeless horror requires a bizarre diagram that employs otherworldly geometry that many wizards are unable to render effectively. Drawing the pattern requires a saving throw vs. death. If the save fails, the diagram is flawed, and when the horror appears, it is automatically free of the caster's control.

Shapeless horrors are mindless and easily controlled (the caster must pass a save vs. spell with a bonus equal to his or her Skill Level for mastery). Any task may be assigned a shapeless horror, though the creatures are notorious for their ability to misinterpret complex instructions.

Skill Eight Spells

Summon Leviathan

Skill Level: 8 Components: V,S,M
Range: 0 TTC: 2 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell is identical to the Skill 2 spell *summon minion* except it is used to summon a demonic leviathan (see the monster folio for details).

Leviathans are massive creatures that dominate the infernal seas, devouring anything in their path. They may only be summoned at the shore of a large body of water such as a lake, ocean, or sea. Ravenous by nature, the sea-dwelling juggernauts are drawn by blood but require more than the token sacrifice normally associated with a lesser summoning. Several large animals must be slaughtered and their blood drained into the waters where the Leviathan will manifest or the wizard must spill 6d8 HTK worth of his own blood.

Leviathans are mindless and easily controlled, requiring only a successful save vs. spell with a bonus equal to the caster's Skill Level for mastery. The danger



in calling up a leviathan is that it might not return to Infernus once its task is completed. Once the leviathan has fulfilled the summoner's demands, the caster must make another successful save vs. spell or the demon remains on the mortal plane. Uncontrolled leviathans usually enter into a rampage until killed or returned to their own plane.

Skill Nine Spells

Summon Demon Lord

Skill Level: 9 Components: V,S,M
Range: 0 TTC: Special
Duration: Special Saving Throw: None
Area of Effect: Special

This spell is similar to the Skill 5 spell *summon demon*, but it is used to summon any duke, prince, or lord of the Infernus. Like *summon demon*, a different special ritual is required for every demon summoned. Finding a ritual capable of summoning a Demon Lord should be very difficult, as such texts are either protected by those who keep them out of mortal hands or prized by powerful Thaumaturgists who are loathe to part with them. The exact requirements for a summoning depend on the demon involved. The Gamemaster must determine the TTC, Components, and control roll necessary for any ritual the wizard discovers. Rituals capable of summoning a demon lord always require special preparations and materials that cost thousands of gp and usually take weeks, if not years, to prepare. Most of these rituals can only be cast at certain times of the year, limiting their usefulness. Human sacrifice is always required when a Demon Lord is summoned. Many demons require several deaths, and some require the slaughter of scores of innocent victims.

The appearance of a demon lord on the plane prime is always heralded by unnatural phenomena such as comets, sudden storms, earthquakes and the like. At the Gamemaster's discretion, priests and slayers of High Skill Level may sense the coming of the infernal power.

Summon Diabolical Wyrms

Skill Level: 9 Components: V,S,M
Range: 0TTC: 2 hours
Duration: 1 hour / level Saving Throw: None
Area of Effect: Special

This spell summons one of the demon dragons of Infernus. It is identical to most of the other infernal summoning spells.

Wyrms are as rare in Infernus as dragons in the mortal realm so many special preparations are required to summon them. This spell is only effective if cast in a dragon's lair. It doesn't matter whether the dragon is alive or dead, but the ritual must be performed in the creature's nest. In addition to the materials normally required for a lesser summoning, this spell calls for five huge iron braziers that cost upwards of 50 gp each and take a skilled smith and two assistants a week each to manufacture. The braziers are reusable, but are incredibly heavy and unwieldy, making transportation a serious logistical problem. During the summoning ritual, the braziers burn with the intensity of a raging bonfire, requiring magical flame or two assistants per brazier to maintain. If the fire dims at any time, the spell is ruined and the caster must begin again. Summoning a wyrm also requires a copious offering of material wealth over which the blood of the sacrifice is spilled. There is a 1% chance for every hundred gp offered that the treasure is sufficiently valuable to appease the creature's greed. If the wyrm is not appeased, it appears but attacks the wizard who summoned it.



Archmagics

•CHAPTER FIVE•

Since mortal man was granted the arcana by the gods, the lords of Infernus have used power lust as one of their most effective tools of corruption. These spells were created by Great Malphas, the demon lord of hubris, to lure mortal wizards to their doom.

Archmagics are the most powerful spells of the arcana. They are so powerful, in fact, that no wizard has the power to memorize them. They must be granted by a demon lord as part of a special *greater pact* or read directly from ancient grimoires.

Since all the spells in this section are Skill 13 and there are no provision for wizards to acquire Skill 13 spell slots, all archmagics must be read as if they were scroll spells using the rules outlined in the standard rulebook. When calculating the chances for a wizard to successfully cast archmagics, assume that a wizard must be 27th level to use these spells. As with all scroll spells, there is a chance that a wizard trying to cast at a Skill Level higher than his own will fail to cast the spell successfully or even cast the spell incorrectly. Archmagic backfires can be more dangerous than the spells themselves, so the Gamemaster is encouraged to be inventive and brutal. In fact, the vast majority of wizards attempting to cast these spells fail, effectively succumbing to Malphas' special temptation.

Genocide

Skill Level: 13	Components: V,S,M
Range: 0	TTC: 3 days
Duration: Special	Saving Throw: Special
Area of Effect: Special	

This spell banishes an entire race or species to an extra-dimensional prison from which there is no escape. With this spell, all goblins, vampires, or even black dragons can be wiped from creation in the blink of an eye. There are as many different versions of this spell as there are victims against which it can be turned.

To prepare, the caster must create a document called the Codex, a massive book containing the full accounting of the true names of the race or species he intends to banish. No small task, researching such a tome can take decades.

Each season spent in research, the caster has a percentage chance equal to his Intelligence of completing a third of the book. Fortunately, it is possible to make use of a Codex created by another wizard so time can be saved if an existing tome can be obtained (though such books are few and far between and carefully guarded).

Once the Codex is complete, the spell may be cast, requiring the caster to recite the Codex backward over three days. At the end of this time, the caster must roll the Chance to Know Spell listed for his intelligence to see if he cast the spell correctly. If he fails, he has misread and is banished himself.

If the spell is used against human, humanoid, or demi-human races, exceptional individuals (such as player characters or key non-player characters) might receive a saving throw to resist the spell's effects. It is left to the Gamemaster's discretion exactly who, if anyone, might be spared and on what basis.

Planar travel to an extra-dimensional prison created with this spell is possible, but anyone who attempts it must make a save vs. spell at a -4 penalty or remain trapped in the prison dimension forever. A *wish* can free an individual from the prison, but cannot reverse the entire spell.

While imprisoned, the victims are in a state of suspended animation. It is possible to free the victims from the prison by acquiring the Codex and casting a *temporal reinstatement* and a *wish* upon it. If this process is successfully completed, the tome disintegrates and the prisoners are returned to their homeworld.

Eternal Night

Skill Level: 13	Components: V,S,M
Range: 0	TTC: 5 hours
Duration: Permanent	Saving Throw: None
Area of Effect: Special	

This apocalyptic spell creates a massive bank of black clouds known as the Infernal Curtain that crawl across the sky, blotting out the sun. If cast properly, the Curtain is eternal, plunging the world into darkness for



all time. The spell can only be cast at midnight on the longest night of the year.

Calling up the Infernal Curtain is a monumental feat requiring the wizard to fulfill many special conditions before the spell can be cast. If any of these conditions are not met to the Gamemaster's satisfaction, the curtain is imperfect and deteriorates over the course of a single year, dissipating completely on the first anniversary of the day the spell was cast.

- Thirteen enchanted spears must be prepared by the caster using the *enchant an item* and *permanency* spells. These spears must be wrought from iron mined in Infernus, forged with magical flame, worked in darkness, and quenched in blood. If light touches any of the spears before it is used, it is contaminated and falls to dust in a single turn. After the spell is cast, the spears can withstand any light save the rays of the sun, which destroy them.

- A special place must be prepared where a rift will open from which the Hellforge of Infernus will belch forth the foul cloud that will claim the day. For a period of one hundred years, there must have been no living things for a thousand yards in any direction of the site save the caster and his assistants.

- The wizard who intends to call up the Infernal Curtain is referred to as the Nightbringer in the spell's text. The Nightbringer must have a special affinity for the dark to bring about the *eternal night*. To achieve this affinity, the wizard must blind himself for at least a year before his affinity, usually with an enchanted mask or blindfold.

When all of the preparations have been made, the wizard may cast the spell. During *eternal nights* lengthy ritual, each of the thirteen spears are driven into the ground, forming a massive circle. If cast properly, the ground splits open and a cloud spills forth that encircles the world in a single night. Life under the Infernal Curtain is dark and dismal. The warming rays of the sun cannot penetrate the barrier of clouds, making the world very cold. Creatures of the night thrive, and mankind finds itself in the dark. The only sunlight possible is that created by the Skill 7 priest spell *sunray*.

Destroying the Infernal Curtain and ending the night eternal is difficult but not impossible. To unweave the spell, a wizard must gather all of the thirteen spears used in the original casting and expose them to sunlight, destroying the spears and the Curtain.

Lesser Apocalypse

Skill Level: 13

Range: 0

Duration: Permanent

Area of Effect: Special

Components: V,S,M

TTC: 1 year and 1 day

Saving Throw: Neg.

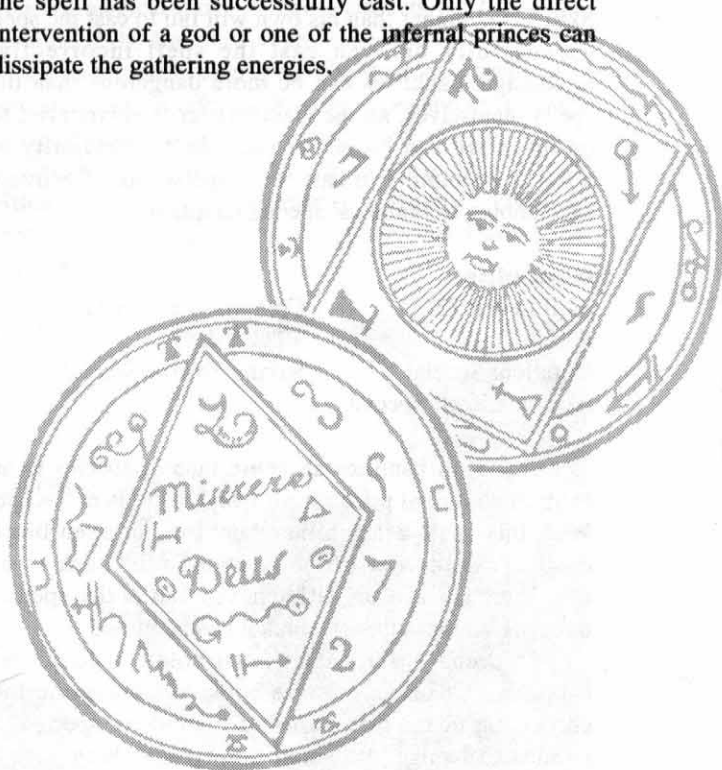
Arguably the most powerful spell known to god or man, this dweomer calls upon energies that will destroy an entire country or continent. There is no restriction on the area this spell is capable of destroying save that it must be an identifiable division of territory. If one lord rules an entire world, this single spell can destroy it.

The apocalypse takes a different form every time the spell is cast. Sometimes the energies are unleashed in a storm of incredible ferocity or a series of devastating earthquakes. The destructive power of the spell can also be personified in the form of a creature of hideous power.

Lesser apocalypse always requires an esoteric material component, but the component is different every time and is usually related to the form the apocalypse will take. The wizard must use *contact other plane* to discover the nature of the required materials. Needless to say, such materials are always unique and difficult to obtain.

Once the necessary ritual is complete, the caster rolls 6d12 to determine the number of months before the apocalypse manifests itself. If desired, he or she may halve or double the figure rolled. As time elapses, the coming apocalypse will be heralded by signs that might warn the potential victims of their fate. These signs range from early migrations and unseasonable cold to shooting stars and astrological catastrophes.

It is almost impossible to stop the apocalypse once the spell has been successfully cast. Only the direct intervention of a god or one of the *infernal princes* can dissipate the gathering energies.



New Magic Items

•CHAPTER SIX•

Here are some new, demon-specific magic items you can add to your campaign. When one of these new items is introduced, the Gamemaster should determine exactly why the item is present in the adventure and how it is being used. These items are too powerful to be found lying around in treasure rooms.

Black Magic

Those who deal with the infernal powers have acquired many tools to further their sinister ambitions. This section contains a few of the more common types of magic items employed by demonologists along with a few examples of specific artifacts.

Demon Masks

Fashioned in the likeness of hideous demons, these masks are used to frighten the wearer's opponents. Fairly rare, demon masks are sometimes worn by demonologists and priests of demon-worshipping cults.

Demon masks can only be created by a wizard of Skill 12 or greater. The mask must be fashioned over three nights by the enchanting wizard. At the end of each night's work, an *image* and a *fear* spell must be cast upon the mask. After work is complete, a *permanency* spell completes the enchantment and imbues the mask with its abilities.

The wearer of a demon mask can issue a *command* at will that affects human, demi-human, and humanoid characters of Skill 5 or less, so long as the chosen compulsion is the logical result of fear (i.e.: flee, submit, etc.). Characters with a 17 or better Appeal are immune to this effect. Any victim who fails a save vs. death must obey the command for 2-16 (2d8) rounds. In addition, any morale checks made

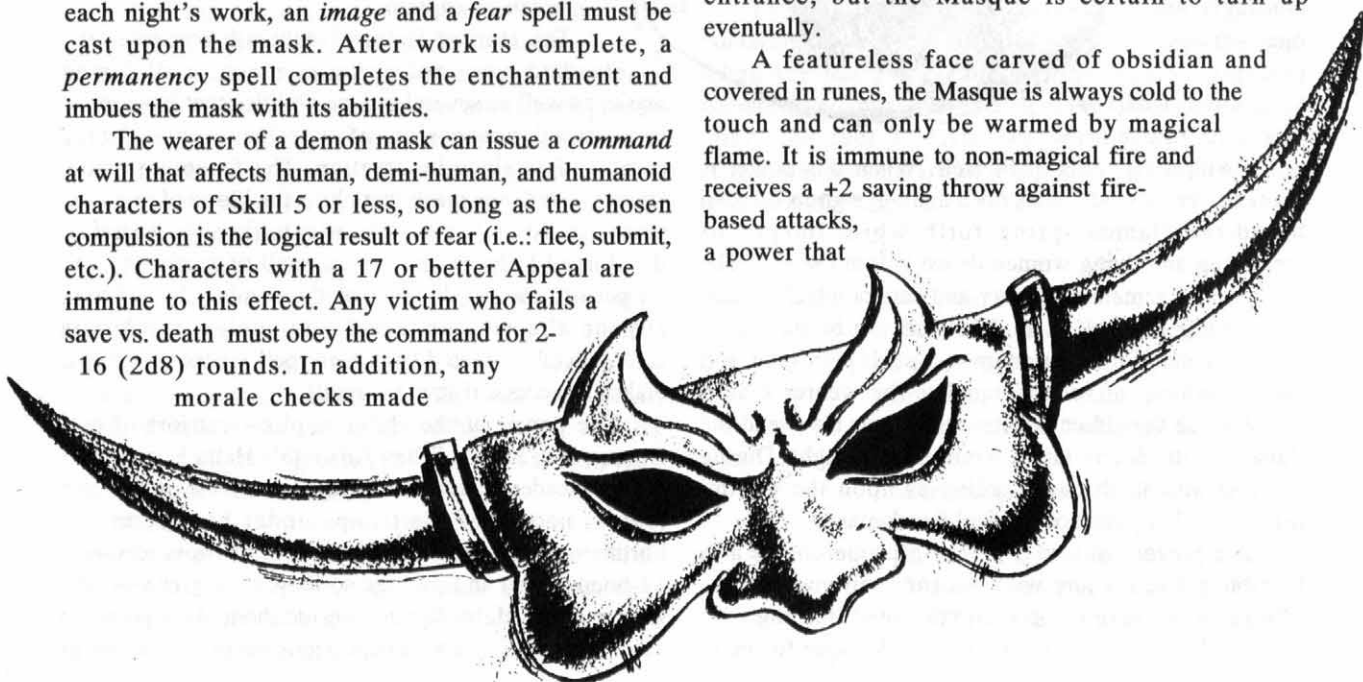
while facing opposition led by a character wearing a demon mask suffer a penalty of -2.

Many demon masks are crafted to resemble specific infernal powers. A few have even acquired the powers of their likeness and grown cursed. Most cursed masks are major magic items, possessing detailed backgrounds and unique powers. A few examples are detailed below.

The Faceless Masque

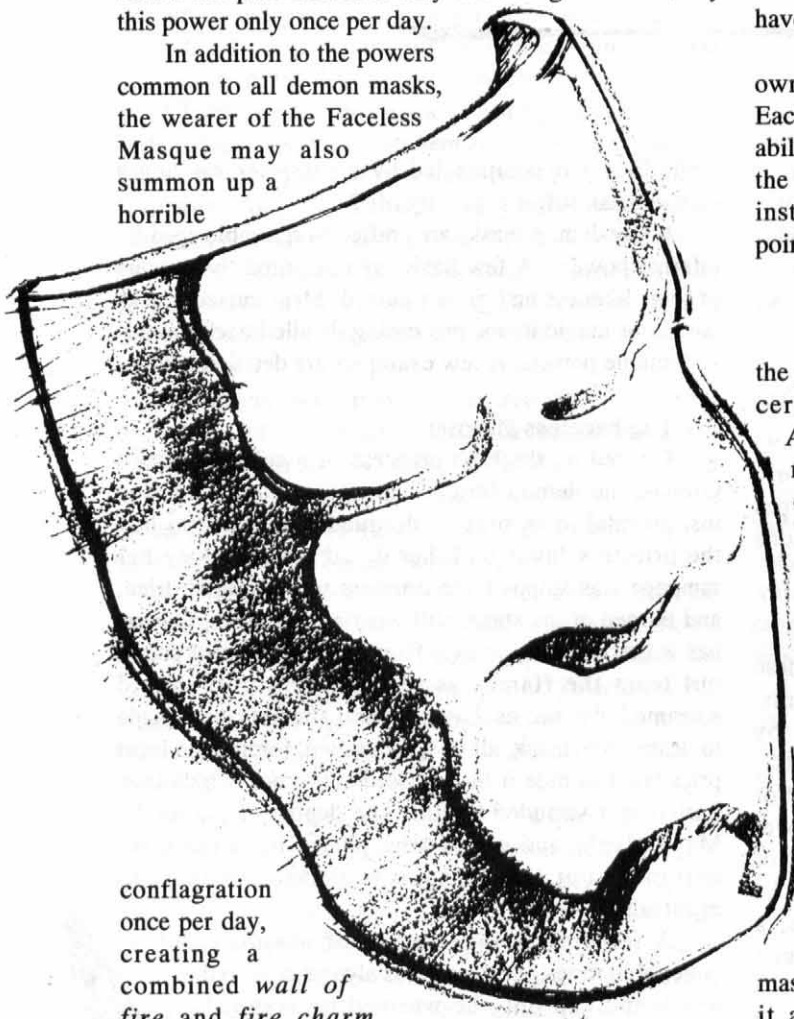
Created by the high priestess of a cult that served Orobas, the demon lord of corruption, this mask was instrumental in an orgy of destruction intended to buy the priestess favor with her dread master. Once her rampage was stopped, the priestess was captured, tried, and burned at the stake, still wearing the mask. Legend has it that the mask was inflammable and that it stared out from the flames as the priestess burned and screamed obscenities. Later, several attempts were made to destroy the mask, all of which failed, forcing the local priesthood to hide it in a blessed silver box which they buried in a secluded tomb in the depths of the forest. Many glyphs and wards were placed upon the tomb entrance, but the Masque is certain to turn up eventually.

A featureless face carved of obsidian and covered in runes, the Masque is always cold to the touch and can only be warmed by magical flame. It is immune to non-magical fire and receives a +2 saving throw against fire-based attacks, a power that



is conferred upon its wearer as well. Any who look into the Masque must save vs. spell or suffer the pain of death by fire, causing a -2 to all to-hit rolls and making spell-casting impossible as long as the victim screams and writhes in pain. This effect lasts for 1d4+1 rounds before the pain subsides. Any one being is affected by this power only once per day.

In addition to the powers common to all demon masks, the wearer of the Faceless Masque may also summon up a horrible



conflagration once per day, creating a combined wall of fire and fire charm

effect within 10 yards of himself. When this power is invoked, the ground cracks open and huge gouts of deep blood-red flames spring forth while images of screaming and dying women dance within the fire. The wearer must remain stationary and cannot attack or cast spells while the wall is up. The wall can be moved, at the command of the wearer, up to 5 yards per round, and lasts a number of rounds equal to the wearer's Skill Level. Once the effect expires, the wearer may send the flames to attack any target within line-of-sight. During such an attack, the wall collapses upon the victim, inflicting 12d4 points of magical fire damage.

The power conferred by the Masque comes at a horrible price, for any who use (or even possess) the Masque will begin to become corrupted, turning ever more evil. Any person who owns the Masque for more

than a week begins to act more brash and arrogant and starts to display a hot temper. After a month, the owner's alignment shifts one step towards evil (GM discretion), and he refuses to give up the Masque, or even let it out of his sight. Any who possess the Masque for more than three months are consumed by evil, and have no other desire than to destroy with fire.

An additional curse upon the Masque fates any owner that has turned evil to die horribly in flames. Each time such an owner calls upon the Masque's fiery abilities, roll percentile dice. If the result is lower than the wearer's Skill Level, the flames attack the owner instead of the designated target, inflicting 12d4+12 points of damage with no saving throw.

The Horned Helm of Alberath

Centuries ago, during a bloody war of succession, the general of a beleaguered army found himself facing certain defeat. In his hour of need, the general, Alberath, was approached by an evil sorcerer whose name has been lost to the ages. The magician offered to help, and in desperation, Alberath agreed. The wizard then called out to Tufforp, the dark lord of vengeance, who answered his prayers by transforming the faceplate of Alberath's helm into an inhuman mask that conferred terrible power upon its wearer. The wizard's demonic patron saw to it that Alberath lost his soul but won the battle. Despite the victory, however, Alberath's lord was outraged by his general's blasphemy and banished him from the kingdom. The general fled in shame, taking his most trusted men with him to live out his days as a reviled mercenary captain.

The Horned Helm of Alberath possesses the standard *command* power common to all demon masks as well as several unique abilities that have made it a prized possession of warriors and military commanders since its creation. The faceplate of the Helm is a hideous mask that chills the blood of any who strike against it. Anyone who tries to fight the wearer of the Horned Helm must save vs. spell or receive a -2 to hit penalty for the duration of the combat. In addition, anyone the wearer attacks in melee combat is automatically affected by a *fear* spell (unless the target makes a successful save vs. spell).

The power of the Helm inspires warriors of evil alignment in battle. When Alberath's Helm is used by a military leader, he receives a +2 bonus to the morale and loyalty scores of the troops under his command. Furthermore, up to 50 Skill Levels of warriors receive a +1 bonus to hit and damage so long as they can see the wearer of the Helm fighting beside them. This power is automatic and requires no conscious effort on the part of



the wearer. The wearer of the helmet must dedicate one battle a season to Tufforp, the demon whose visage he bears. If he fails to do so, or he loses a battle that he has dedicated, the demon is angered and may take retribution against the helm's wearer. Such retribution can take many forms, but the most common is for the demon to sow the seeds of dissent among the wearer's army, inspiring a revolt that often ends in the character's death.

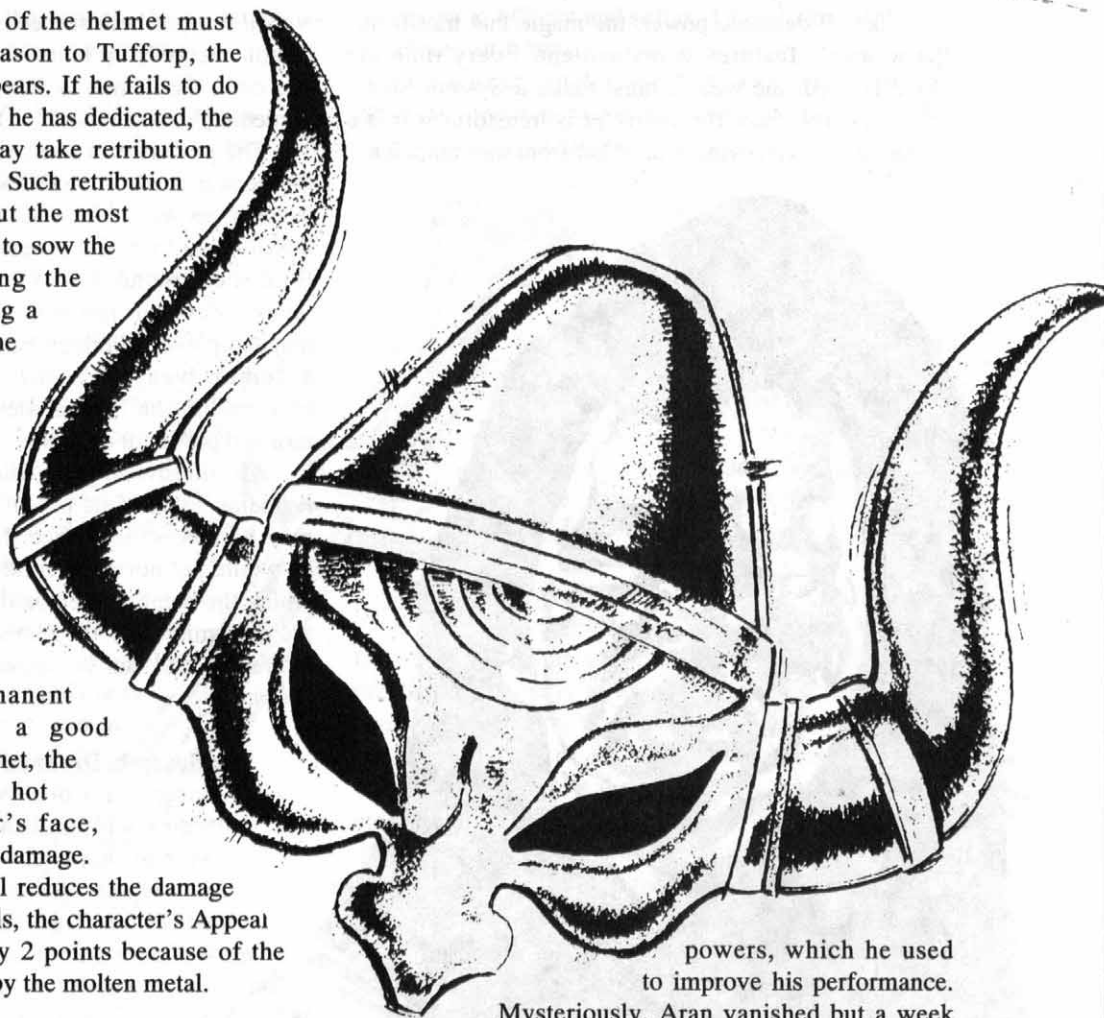
Due to its evil taint, owning the Horned Helm is dangerous for those of other alignments. Neutral characters who use the Helm fall under the influence of its power, committing deeds that eventually cause a permanent alignment change. If a good character puts on the helmet, the faceplate becomes white hot and sears the character's face, inflicting 4d4+4 points of damage. A successful save vs. spell reduces the damage by half, but if this save fails, the character's Appeal is permanently reduced by 2 points because of the extensive scarring caused by the molten metal.

The Daemon's Hood

Aran Sellacious was a journeyman magician who parleyed his unexceptional sorcerous talents into a lucrative career as a traveling conjurer. Unfortunately, the desires of Aran's audiences quickly outstripped his talent. As his notoriety grew, Aran's meager arsenal of spells began to wear thin. The conjurer soon found himself performing for more and more powerful lords with nothing new to show them.

One fateful night, before a royal command performance, Aran cried out in anguish that he would sell his soul to gain the favor of the king. A hooded demon instantly appeared and promised Aran a new show every night in exchange for his soul. Aran hastily accepted, and the demon removed his hood, revealing that there was nothing beneath! The demon then bade Aran to don the hood himself.

When Aran went before the king's court, he felt compelled to lower the hood, revealing a horrible demonic face beneath. Aran's hideous visage shocked the assembled royals, but they continued to watch. The sorcerer then discovered that he had gained demonic



powers, which he used to improve his performance.

Mysteriously, Aran vanished but a week later, leaving only the hood behind.

The Daemon Hood possesses the standard *command* power common to all demon masks, and when the hood is pulled up, the wearer's face is transformed into that of a demon. Each time this is done, the face is different, but always hideous. Additional powers are granted appropriate to the face appearing. Roll on the table below:

d6 Roll	Face and Powers
1	Huge fangs and tusks; bite attack for 2d4 damage
2	Small horns, red skin; breathe fire 1 per turn for 5d6 damage at a range of 3"
3	Multifaceted eyes; infravision at a range of 6"
4	Bull's horns; gore for 1d10 damage
5	No face; <i>confuse</i> any who view face
6	Skull face; <i>scare</i> any who view face



Like all demonic power, the magic that transforms the wearer's features is malevolent. Every time the Hood is used, the wearer must make a System Shock roll. If the roll fails, the character is transformed into a minor demon, removing him or her from the campaign.



Demon Weapons

One of the most horrific uses of a summoned demon is the creation of a demon weapon. In many ways, the creation of a demon weapon is the ultimate expression of infernal sorcery. Various forms of the necessary ritual have been outlined in magical texts through the ages, but all of them function the same way.

To create a demon weapon, a wizard must summon a demon and successfully cast an appropriate binding spell followed by the *polymorph any object*, *enchant an item*, and *permanency* spells. All of these spells are components of the ritual which takes a year and a day to perform. When all of the spells have been cast and the ritual is complete, both the demon and the wizard make a saving vs. spell. If the wizard succeeds and the demon fails, or both succeed but the wizard succeeds by more, the ritual was successful. If the demon succeeds and the

wizard fails, or both succeed by the same number or the demon succeeds by more, the ritual is unsuccessful. In this case, the demon is free of its binding and returns immediately to Infernus.

The powers of a demon weapon are determined by the demon used to create the weapon. In most cases, these weapons confer a +2 bonus to hit and a damage bonus equal to half the demon's highest Skill Level or HTK dice (round down). In addition, the wielder is sometimes granted access to the demon's innate magical powers. Perhaps the greatest asset provided by a demon weapon is the fact that the wielder is protected by half of the demon's Magic Tolerance, a rare and powerful defense.

The disadvantage of using a demon weapon is that it retains some of its parent creature's personality and may be able to influence the wielder to perform acts he would not normally condone. The conditions under which the demonic personality attempts to assert itself are determined by the Gamemaster when the weapon is created and can be resisted with a successful save vs. spell.

Maelgarath: Dreamcleaver

Forged of a demon whose province was the dreams and nightmares of mortal man, this weapon attacks the mind as well as the body of its victims. Seemingly crafted of ephemeral mist, Dreamcleaver assumes whatever shape is most effective from moment to moment, flowing like water in combat as it shifts from form to form. When Maelgarath is wielded, the dreams of sleeping mortals are disturbed for five miles in all directions.

Dreamcleaver can be any kind of sword the wielder chooses but always inflicts a base 2d10 damage. The weapon also has a +3 to hit and +6 damage bonus and bestows a 45% Magic Tolerance on the wielder. Maelgarath's user may cast a *sleep* spell once per turn, a *phantasmal killer* spell once per hour, a *dream* spell twice per day, and a *nightmare* spell (the reverse of *dream*) three times per day. All of these spells are cast at the 12th Skill Level of ability.

Vashkirin: Nightbrand

Nightbrand is a two-handed sword of impractical size adorned with a variety of tooth-like barbs. The jet black weapon is hot to the touch and responds to contact by subtly altering its form, writhing like a steel snake and bellowing its frustration.

Anyone brave enough to attempt to wield this particular weapon must make a save vs. death or the sword transforms itself into a whirling ball of spikes and tears into its would-be wielder, inflicting 6d6 damage



before falling lifeless to the ground. If the save was successful, the mortal is accepted as wielder and no attack takes place.

The Nightbrand is a two-handed sword with a +3 to hit bonus and a +8 bonus to damage that confers a 35% Magic Tolerance to the wielder.

Every round the wielder uses Vashkirin in melee combat, he must make a save vs. spell or the demon trapped within the sword partially possesses him and takes control of his combat instincts for the duration of the melee. While the demon is fighting through the wielder in this fashion, it attacks as a Skill 16 Fighter with a THAC0 of 5. Unfortunately, the demon has little regard for its wielder's safety which effectively lowers the wielder's Armor Class three levels. In addition, the possessed wielder must save vs. death every round or suffer 1d8 damage from ripped muscle tendons.

The wielder of Nightbrand may cast an *armor* spell once per turn, an *emotion* (rage only) spell once per hour, a *fear* spell once per hour, and a *teleport* spell once per day. All of these spells are cast at Skill 12 ability. Vashkirin itself retains the ability to cast a *suggestion* spell once per day that it uses on its wielder or its wielder's enemies to provoke bloodshed.

Ahzul's Talons

The Great Beast Ahzul was a horrible and merciless killer, a powerful and nearly mindless demon of combat.

He has been imprisoned in a large pair of cesti, wicked fighting blades that strap to the backs of a warrior's hands. When they are used in combat, the blades actually become Ahzul's claws, granting the wielder two attacks per round for a base of 1d8 damage each. The Talons have a +2 bonus to hit and a +9 damage bonus. They can damage any creature, regardless of immunity to attack due to magical bonuses, spells, ethereal state, etc. The gloves grant 30% Magic Tolerance to their wielder.

If both Talons hit in a single round, a powerful poison is released into the target, causing intense pain and paralysis unless the victim makes a successful save vs. poison at -2. The victim collapses to the ground, helpless and in excruciating pain but unable to cry out. The paralysis lasts for 2d4 rounds, and the pain is so intense that even after the paralysis wears off, the victim

will move at 1/2 rate and suffer -1 to all attack rolls and Attributes for 1 hour.

The wearer of the Talons may *spider climb* at will, cast *burning hands*, *shocking grasp* and *chill touch* once each per turn, *contagion* (with a range of touch) once per hour, and *poison* once per day.

All of these spells are cast at Skill 12 ability.

Ahzul doesn't mind being imprisoned within the cesti so long as he is constantly drenched in blood. The wearer of the Talons must make a save vs. spell at +1 for every hour they are worn but not used. Failure indicates that the wielder falls into a blind rage, attacks the nearest person, and fights to the death.

Summoning Tools

Trafficking with demons is a dangerous business. Demonologists throughout the ages have struggled to create magic items to aid them in their summoning rituals and make the rituals less dangerous.

These "tools of the trade" are useless to anyone but the evil sorcerers for whom they were created but are highly prized by the select few who can make use of their enhancing enchantments. Most summoning tools provide a bonus to the "control roll" required by the demon summoning rituals introduced in this book. Typically, the bonus ranges from +1 to +3. Items that provide a +1 bonus are fairly common. But items that provide a +3 bonus are extremely rare and very valuable to thaumaturgists since these items can mean not only the difference between life and death but the preservation of the summoner's soul.

Enchanted summoning tools can take many forms but for the sake of convenience, they usually take the forms of material components already required by the spells in which they will be used. For this reason, rods, knives, wands, braziers, and swords are the most common tools enchanted for this purpose. Regardless of form, the tool is always fashioned of expensive materials engraved with distinctive runes. It is obvious to any wizard familiar with summoning magicks that these runes are associated with demonology.

More powerful summoning tools exist that possess additional powers ranging from protection from the summoned demon to faster summoning times. A few are even imbued with the power to summon without resorting to a ritual. There are as many different kinds of these unique artifacts as there are enchanters who would have the desire and ability to fashion such devices.



The Gamemaster should devise a rationale for why each item he or she introduces into the campaign was created and what purpose it served. The following entries are examples of unique summoning tools intended to give the Gamemaster a better idea of what these items are like and how they operate.

The Ebon Wand

Created by Count Malodroth the Infirm, the Ebon Wand was born of necessity as the ancient sorcerer's failing health made extended sessions of scrabbling runes in the dirt impractical if not impossible.

The Wand was crafted from ebony taken from the volcanic ruin of Malodroth's greatest failure, an attempted summoning of a demonic duke that went horribly wrong. Fortunately, the tragic souvenir contained enough residual magic to be useful as raw material for enchanting.

As it turned out, the wand was the Count's greatest achievement, but sadly, he was never able to enjoy the fruits of his final labor, for the strain of casting the *permanency* spell that sealed the enchantment was too much for the old man who was delivered into the hands of his eternal tormentors in accordance with the pact that gave him the power to create the wand in the first place.

The ebon wand enables wizards to prepare the diagrams necessary for the ritual casting of summoning spells in one half the time normally required. The caster simply uses the wand to make the required symbols; his hands move swiftly and surely as though he casts the runes by instinct alone. In addition, the wand provides a +2 bonus to the caster's "control roll" for any summoning in which it is used.

An unforeseen benefit of the specialized enchantment on the wand is that it makes the incredibly complex diagram required by the *summon gatekeeper* spell much easier; the pattern can be scribed unerringly in a single hour instead of the normal five.

Avenging Sword of Undeniable Obedience

Aravon Shadowdrake was a powerful demonologist with a gift for the black arts limited only by his overwhelming arrogance. The magician believed himself to be the master of the powers he summoned and went so far as to punish his demonic servants for any perceived disobedience.

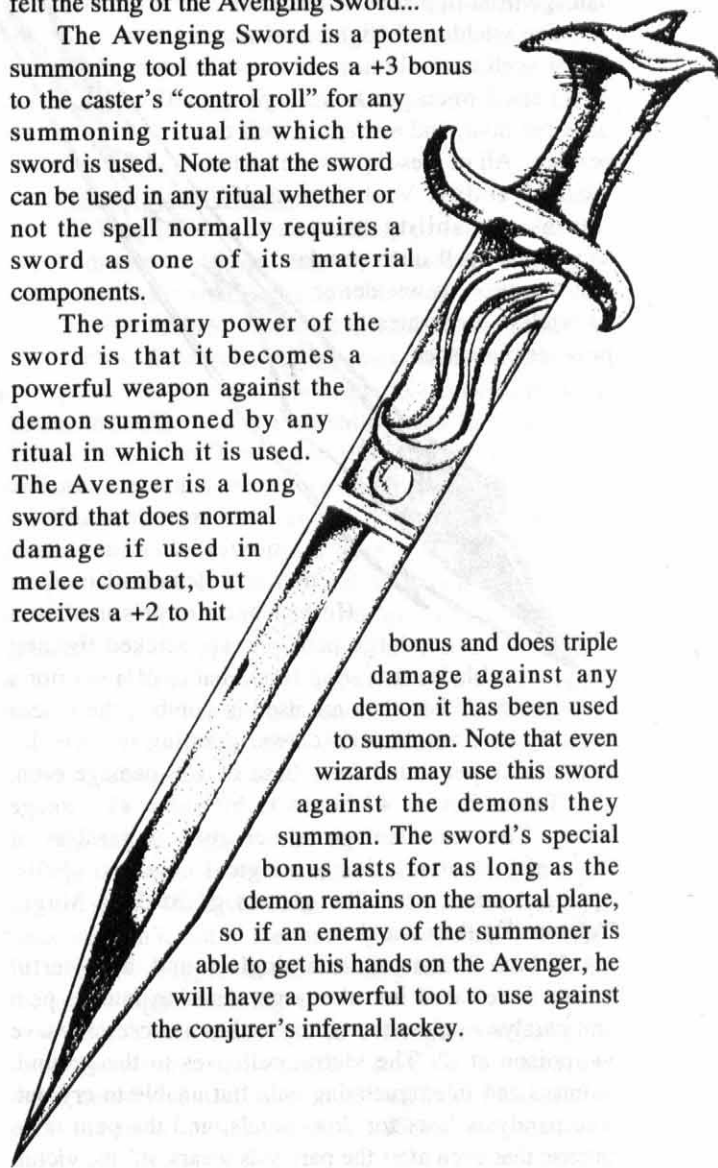
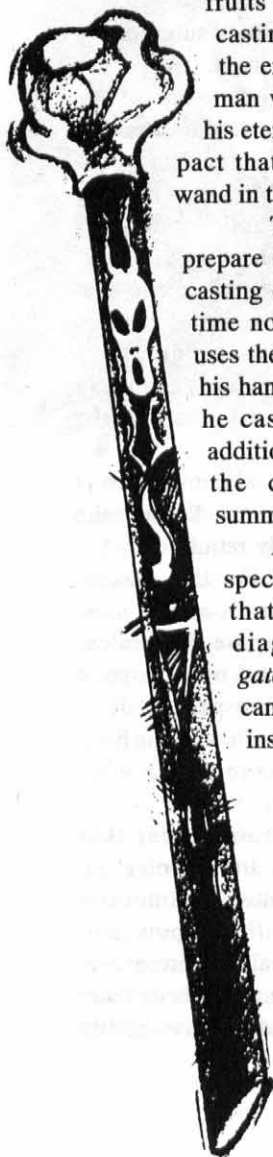
As Aravon grew in power his ability to mete out fitting punishment for the transgressions of his infernal allies was outstripped by his ability to summon them. To aid him in his righteous cause, the mighty enchanter forged a weapon capable of dealing grievous injury to any fiend he cared to summon.

No one knows what became of Shadowdrake, but if his surviving apprentice becomes sufficiently inebriated, he relates the blood curdling tale of his master's abduction by the minions of the first greater demon who felt the sting of the Avenging Sword...

The Avenging Sword is a potent summoning tool that provides a +3 bonus to the caster's "control roll" for any summoning ritual in which the sword is used. Note that the sword can be used in any ritual whether or not the spell normally requires a sword as one of its material components.

The primary power of the sword is that it becomes a powerful weapon against the demon summoned by any ritual in which it is used. The Avenger is a long sword that does normal damage if used in melee combat, but receives a +2 to hit

bonus and does triple damage against any demon it has been used to summon. Note that even wizards may use this sword against the demons they summon. The sword's special bonus lasts for as long as the demon remains on the mortal plane, so if an enemy of the summoner is able to get his hands on the Avenger, he will have a powerful tool to use against the conjurer's infernal lackey.



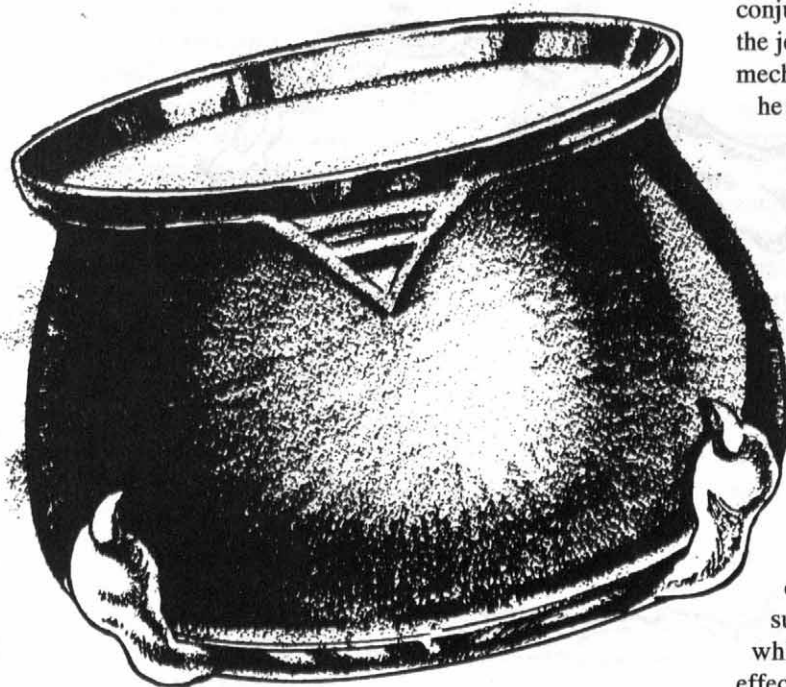
The Amber Flame

The origins of this enchanted brazier have been lost in the mists of time, but its history is distinguished by betrayal and bloodshed.

The Amber Flame was a treasured artifact of a coven of thaumaturgists who called themselves "The Talon." Its power to dismiss any demon it has summoned saved the life and probably the soul of many a wizard whose ritual had gone awry.

For decades, the brazier's use had been restricted to the archmage of the coven resulting in a lengthy and brutal tradition of in-fighting, backstabbing, and treachery that ultimately destroyed The Talon from within. The enchanted brazier was recently rediscovered in the ruins of what used to be the coven's manorhouse/meeting place and central library.

The Amber Flame is a brazier enchanted for use in summoning rituals. When used as a material component in a spell that requires a brazier, the Amber Flame confers a +2 bonus to the caster's "control roll." When the brazier is used in a ritual, it produces a jet of brilliant amber flame a full two feet in length throughout the entire ritual. If at any time this flame is extinguished, the ritual is immediately disrupted. Extinguishing the Amber Flame after the summoned demon has appeared allows the caster to send the creature back to its infernal prison. This attempt is resolved in the same manner as the Skill 7 Wizard spell *banishment*. Only one attempt is possible as the flame can only be extinguished once.



The Labyrinthine Matrix

One of the greatest demonologists of all time was a half-elf named Vadrosh Aliandros. Vadrosh was obsessed with puzzles from a very early age, and that obsession served as his introduction to the dark arts.

Content at first to treat every new ritual as a puzzle to be solved, his mania drove him to attempt increasingly powerful and complex summonings. When this escalation brought him face to face with a gatekeeper, the wily elf met his match at last.

Aliandros spent decades summoning the infernal locksmiths simply to play games with them. His prowess grew in leaps and bounds until he was nearly as skilled as the greatest of the demons known to him.

Ultimately, the magician resolved to beat a gatekeeper at its own game. He summoned a demon and bound it into a crystal, compelling it to craft a labyrinthine puzzle in its multi-faceted prison. His conjurations complete, Vadrosh waited more than a human lifetime for his imprisoned, demonic thrall to craft a puzzle of unparalleled complexity. Satisfied that his enchantments had created the ultimate puzzle, the wizard sequestered himself in his tower workshop and attempted to solve the masterpiece. Years later, his body was found hunched over the jewel. No one will ever know whether he could have solved the puzzle had he not perished of malnutrition.=

The Labyrinthine Matrix is an enchanted jewel that contains the bound spirit of a gatekeeper and the incredibly complex puzzle it has created during its centuries-long imprisonment. The Matrix can be used in conjunction with the *summon gatekeeper* spell. When the jewel is used, the caster does not need to provide the mechanical puzzle normally required by the spell, but if he fails to control the demon, it carries the device off to Infernus never to be seen again.

Attempting to solve the puzzle is a foolhardy endeavor at best, but if successful, the bound gatekeeper will be compelled to perform a service. To solve the puzzle, a character makes one save vs. spell for every point of Intelligence he or she possesses. To successfully complete the puzzle, ten of these saves succeed. Working the puzzle requires a number of hours equal to the total number of points by which every failed saving throw was missed. If all the saving throws were successful, the puzzle is solved in less than one hour.

Once a character starts the puzzle, he becomes obsessed and must not be disturbed lest his psyche suffer a crippling blow. If a character is disturbed while attempting to solve the puzzle, he suffers the effects of a *feeblemind* spell.



Demon Magic

Immortal and cunning, many of the greater demons are also accomplished magic users. The denizens of Infernus have crafted countless demonic artifacts to fill the empty eons of their imprisonment. Some of these infernal devices find their way into the possession of demons encountered on the mortal plane providing the infernal powers with another weapon to use against their mortal foes.

The following entries are a mere sample of the multitude of magical tools devised by demonic wizards across the ages. Almost anything is possible in terms of power and function, but most are as dangerous as they are bizarre, warped by the unholy power that created them.

Demonic Weapons

Less powerful demons may be content to do battle with tooth and claw, but the greater powers, particularly the lieutenants of the infernal legions, are partial to more effective methods of dispatching their enemies.

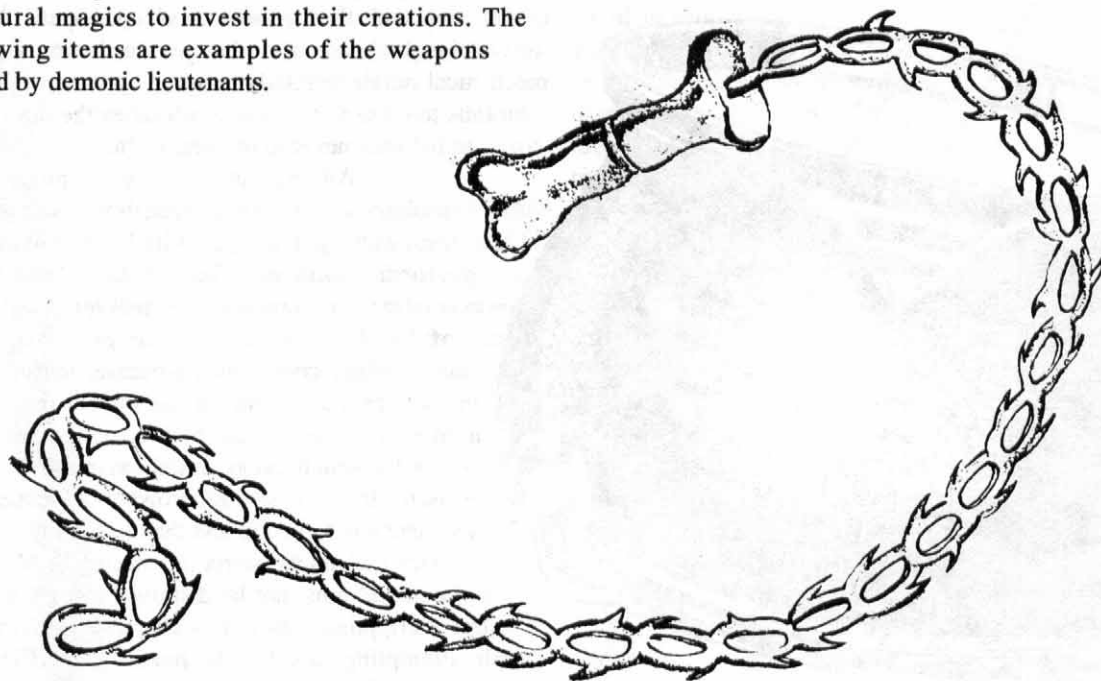
Demon warriors take great pride in their weapons and spend centuries in the pursuit of the perfect murderous tool. One of the few signs of favor among the infernal powers is the gift of an enchanted weapon. Demonic enchanters take great pride in inventing cruel weapons unique in their deadly wickedness. No two demonic weapons are alike. Few even resemble the mortal weapons upon which they are based. The powers invested in enchanted weapons are as twisted as their physical design. Their creators contrive the most unnatural magics to invest in their creations. The following items are examples of the weapons carried by demonic lieutenants.

The Iron Lash of Thraxus-Khor

The Iron Lash is an eight-foot length of barbed chain interwoven with silver cord. The grip is wrapped with unidentifiable, scaly hide that is warm to the touch. When the weapon is taken up and the lash unfurled, the chain takes on a life of its own, thrashing like a whipping tentacle. The Iron Lash is intended for off-handed use. Once the weapon has been set into motion, it acts of its own accord requiring no conscious effort on the part of the wielder.

The Lash automatically attacks the character with the highest Appeal within the weapon's eight-foot range regardless of whether that character is friend or foe. The Lash strikes three times per round. The first time it attacks as a Skill 5 fighter with a THAC0 16, inflicting 2d8 damage on a successful hit. The second attack is resolved as a Skill 9 fighter with a THAC0 of 12, doing 2d6 damage on a successful hit. The third attack is resolved as a Skill 13 warrior with a THAC0 of 8, inflicting 2d4 damage per successful hit.

Every time the weapon hits, its victim must save vs. death or one of his pleasant memories is replaced with a nightmarish corruption of the same event. Every time this happens, there is a percentage chance equal to the number of corrupted memories that the character's Alignment is changed to chaotic evil. An Alignment change caused by the Iron Lash can only be corrected by a *limited wish* or *wish* spell and even those must be carefully worded since the character's personality has been intrinsically and irrevocably altered.



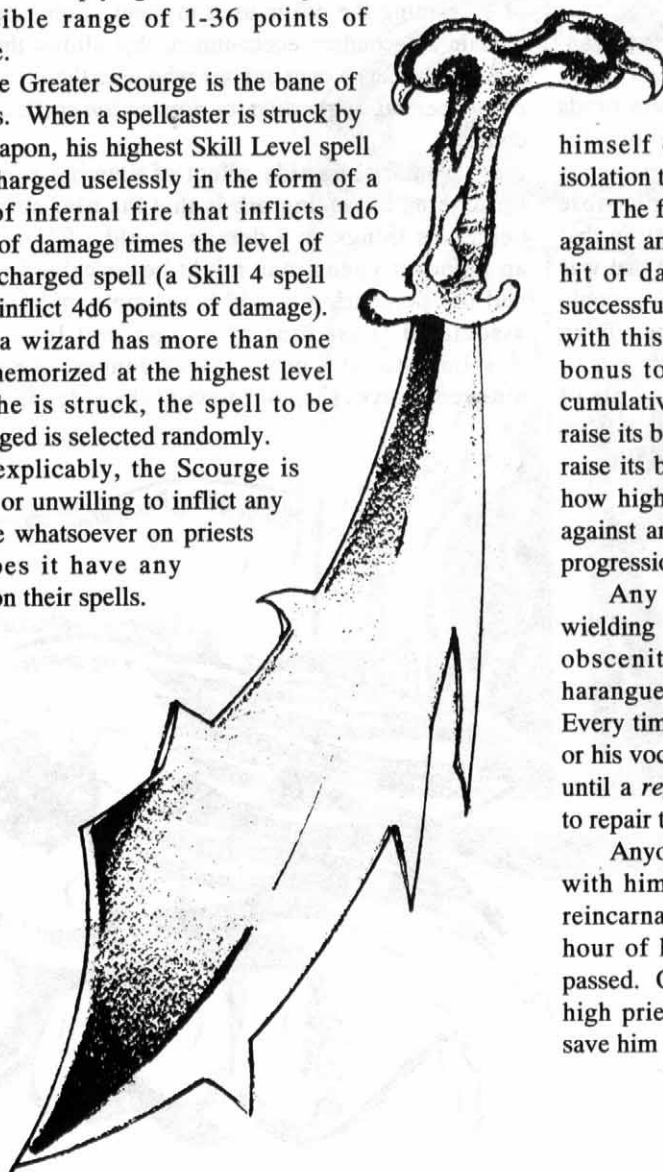
The Greater Scourge of Galgur

The Greater Scourge most closely resembles a broadsword, though its hideous complexity is a hundred times more sinister. Composed of thousands of razor shards, the whole is vaguely blade-shaped with a grip-like area mostly free of dangerous protrusions. Wielding the Greater Scourge causes 1 point of damage per round regardless of any attempt that may have been made to protect the wielder from his own weapon. Even mighty Galgur himself suffers this damage for it amuses him that his blood will mingle with that of the mortals he slaughters.

When the Scourge is swung, the intricate pattern of shards that compose the blade slide against one another resulting in wounds unpleasantly similar to those caused by a saw. The Scourge provides no to hit bonus, but the damage it inflicts is calculated by rolling two six-sided dice and multiplying the results together for a possible range of 1-36 points of damage.

The Greater Scourge is the bane of wizards. When a spellcaster is struck by this weapon, his highest Skill Level spell is discharged uselessly in the form of a flash of infernal fire that inflicts 1d6 points of damage times the level of the discharged spell (a Skill 4 spell would inflict 4d6 points of damage). When a wizard has more than one spell memorized at the highest level when he is struck, the spell to be discharged is selected randomly.

Inexplicably, the Scourge is unable or unwilling to inflict any damage whatsoever on priests nor does it have any effect on their spells.



Lakofka's Cruel Barb

The Cruel Barb appears to be a surprisingly mundane knife with a jagged edge and a grip wrapped in chain. Upon closer examination, the material of which the weapon is worked is softer than metal and porous; in combat, it grows slick with a translucent ooze strangely reminiscent of sweat.

It is said that the Barb was not created but simply came to be when the demon Lakofka spat forth the foulest curse uttered since the dawn of time.

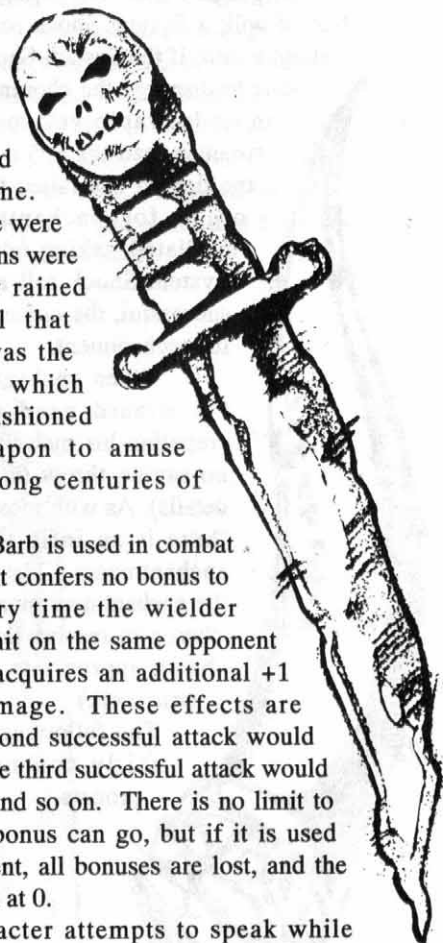
All who heard the curse were instantly slain, mountains were torn asunder, the sky rained blood, and all that

remained was the Barb which Lakofka fashioned into a weapon to amuse himself during the long centuries of isolation that followed.

The first time the Barb is used in combat against any given foe, it confers no bonus to hit or damage. Every time the wielder successfully scores a hit on the same opponent with this weapon, it acquires an additional +1 bonus to hit and damage. These effects are cumulative, so the second successful attack would raise its bonus to +2, the third successful attack would raise its bonus to +3, and so on. There is no limit to how high the Barb's bonus can go, but if it is used against another opponent, all bonuses are lost, and the progression starts again at 0.

Any time a character attempts to speak while wielding the Barb, he utters a blasphemous barrage of obscenity so heinous that anyone who hears the harangue must save vs. spell or suffer 2d6 damage. Every time this happens the wielder must save vs. death or his vocal cords are shredded, and he is rendered mute until a *regeneration*, *heal*, or *limited wish* spell is used to repair the damage.

Anyone who is killed by the Barb takes his wounds with him to the afterlife. If raised, resurrected, or reincarnated, the character begins to bleed within an hour of his return and dies before a single day has passed. Only a *wish* spell or the touch of a lawful good high priest who has been reincarnated as a dove can save him from this fate.



Corpus Diabolis

Literally the "body of evil," these repugnant artifacts are actually enchanted organs or limbs intentionally disgorged by demons. Sometimes a wizard can secure a demonic organ to enchant by scribing a diabolical pact.

Disgorging a chosen organ requires a tremendous feat of will, a System Shock roll, a save vs. spell, and about a turn. If the System Shock roll fails, the demon fails to disgorge the chosen organ and spews forth an undesirable volume of its own internal structure, causing 6d6 damage. If the save fails, the demon has failed to properly prepare the organ for enchantment and is simply mutilated, taking 6d6 damage. If both the System Shock roll and saving throw were successful, the organ is disgorged and ready for enchantment.

When enchanting a demonic organ, the wizard need only spend an hour preparing his materials, and the item needs no saving throw (see *enchant an item* for details). As with most demonic magic items, there is an infinite variety of possible enchantments. The only limitation is that the enchantment must fit the organ that was chosen to receive the spell. (an eye would be an appropriate organ for a *petrifying gaze* spell.)

The following items are a couple of fairly common examples of this process.

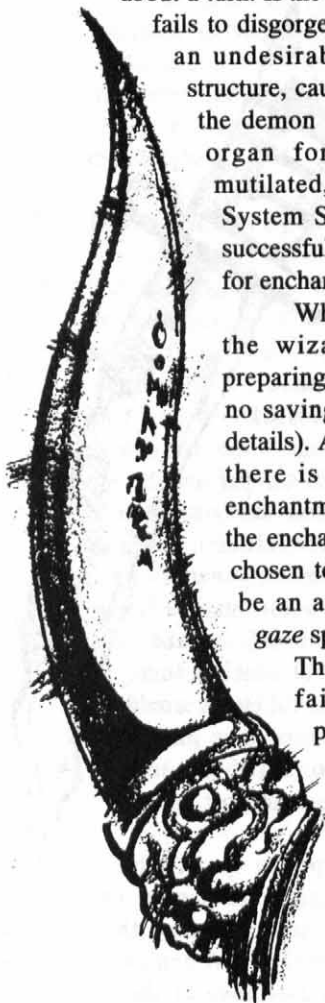
The All-Seeing Orb

Created using a demon's eyeball, these infernal scrying devices sometimes find themselves in the hands of powerful thaumaturgists and the high priests of demon worshipping cults. If the enchanter has the time or inclination, the eye can be encased in crystal or amber and used as an amulet, but more often than not it is simply a naked eyeball with a rune scratched on the cornea with the tip of a claw.

All-seeing orbs function in the same manner as crystal balls, except they are usually restricted to viewing a single person, place or thing chosen at the time of the orb's creation. For example, an orb can be enchanted to scry a demon's temple or a particularly bothersome slayer.

One of the drawbacks of using an all-seeing orb is that the demon from which the orb was taken is aware of everything the orb is used to view. Some orbs also contain a secondary enchantment that allows the donor to exert influence over anyone who uses the orb (treat as *charm person*, *suggestion*, or *domination* spell; demon's choice).

An unsettling side effect of viewing something through an all-seeing orb is that the user sometimes perceives things as a demon would. For example, an innocent young man might be perceived as food, and the perception would be accompanied with the associated sensations of hunger and lust. When this impedes the orb's effectiveness, the user is allowed a save vs. spell to avoid the side effect.



Heart of Darkness

The enchanted heart of a demon, these potent artifacts are rare because of the sacrifice required for their creation. Only the most highly favored allies of the infernal powers are gifted with this most potent tool.

When a demon creates a heart of darkness, he may empower it with the capacity to confer any of its powers or spell-like abilities it chooses, but it loses the use of those powers until it regains its heart.

Beyond any magical abilities vested in the heart, the device is very useful on the battlefield, as it can be used to heal the wounded. Each heart can store a number of HTK equal to the HTK with which it has been imbued. Imbuing HTK into the heart requires a special form of human sacrifice where the victim's mortal heart is removed and replaced with that of the demon. During this process, the heart of

darkness drains the victim of all his or her blood, allowing it to later restore a number of HTK equal to double the HTK of the sacrifice victim. The heart may only be used to heal a willing subject. Anyone who is healed by the heart automatically fails any saving throw made against any of the powers of the demon who created the heart. This effect can only be reversed through the judicious use of a *wish* spell.

If a character regularly makes use of the heart, his or her blood becomes mingled with that of the demon. If this happens, the demon is able to see everything the character sees and influence his or her actions in the same manner as a *suggestion* spell whenever it desires. This condition can only be reversed by a *heal* spell.



The Infernicum Mallemancia

Silvinus Andrellus was a scholar who dedicated his professional life to the examination of the metaphysical conundrum of the existence of demons. At first, Andrellus limited his investigation to research, but he soon discovered that there was little the old tomes could offer beyond speculation and contradiction.

Abandoning traditional avenues, the scholar sought a means by which the Infernus and its inhabitants could be observed directly, affording him the opportunity to confirm or deny the various theories he had gathered in his studies. Years of searching led him to a circle of stones that had been erected at a point where the veil between the worlds had grown weak from the summonings that had been performed there over the years. On this site, Andrellus gazed through the rift into the fires of Infernus itself.

Drawing on his extensive knowledge of demonology, Andrellus was able to discern many truths about the underworld, sorting myth and legend from fact by the evidence of his own eyes. Unfortunately, years of staring into the pit eventually warped the scholar's perceptions, twisting his words and obscuring his purpose.

The legacy of Andrellus contains much that is useful to those who would learn the secrets of the underworld, but it is ultimately no more authoritative than the tomes that had gone before. If the scholar had not succumbed to the basilisk gaze of the infernal fires, his magnum opus may well have been the greatest and most complete work of its kind.

This venerable tome provides valuable insight into matters diabolical. Only three copies remain. All are unbound, and their loose pages are always contained in large metal boxes sealed with locks and glyphs.

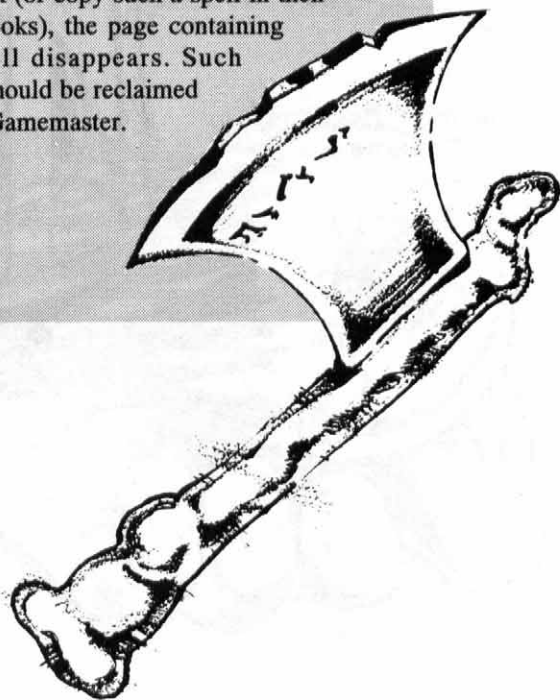
If the pages of a copy of the *Infernicum* are separated, fate and magic will conspire to

rejoin them through seemingly mundane means in a mere 3-30 days (though pages rejoined in this fashion are not necessarily reordered). This process can only be stopped if the pages of the book are contained in different dimensions.

At the time he wrote the *Infernicum*, Andrellus created 16 spells to be used in the investigation of affairs infernal. Copies of these spells were included in each copy of the original tome as spell scrolls, but over the years, many of these scrolls were used, so that no copy of the book contains copies of all the spells. The purpose, function, and Skill Level of the spells of Silvinus Andrellus are left to the imagination of the Gamemaster. It is suggested that most of the spells be variations on existing spells. Spells with longer casting time but no material component, or spells with a longer range but a restricted area of effect are both examples of the kinds of effects Andrellus was trying to achieve.

Towards the end of his life, the nature of the scholar's research began to take its toll, and his creations may not have been everything he hoped. Out of the new spells, only one or two are a complete success. Most of the rest are of questionable usefulness. A couple are outright failures that might even be dangerous to cast.

A copy of the *Infernicum* that you can use as a prop has been included in the sourcepack. For complete guidelines on its use, see chapter one. Needless to say, once the player characters cast one of the spells contained in the book (or copy such a spell in their spell books), the page containing the spell disappears. Such pages should be reclaimed by the Gamemaster.



White Magic

These items were all created by wizards who struggle to oppose the infernal powers.

The Argent Beacon

The Order of the Silver Star was a group of heroes devoted to the destruction of the infernal powers. Unlike the slayers, who confine themselves to opposing demonic incursions on the plane prime, the members of the Silver Star believed the only possible salvation for mortal man was the utter elimination of his immortal enemies. Over many eons, the Order built its forces, influence, and power in anticipation of an assault upon the Infernus. What the Order did not realize is that it was actually a demon who had set them upon their foolish quest; the infernal powers drove the heroes to enter the Pit of their own free will, where they were slaughtered to a man.

The Order is gone, but several of its creations still exist, including the Argent Beacon, a powerful magical device originally devised to light the way during the Order's assault upon the demonic realms. The Beacon is a lantern of beautifully wrought truesilver engraved with sorcerous runes that glitter in the magical light that emanates from within. The intensity and color of the light depends on the alignment of the person holding the lantern. If an evil or chaotic person picks up the Beacon, the light turns green and sputters like a damp torch. If a lawful good person takes up the Beacon, it shines brightly with a silvery light.

Anyone else who picks up the lantern causes it to glow with a pale blue light. When the lantern is released, its light fades to a glimmer until it is taken up again.

When held by a lawful good character, the light of the Beacon acts a protection from evil of infinite duration that protects anyone within the area of effect. In addition, the purity of the light is an inspiration to those of

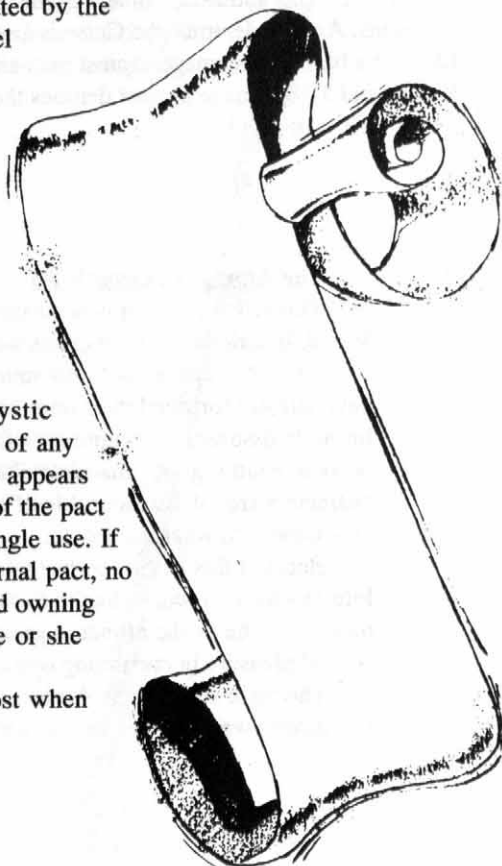
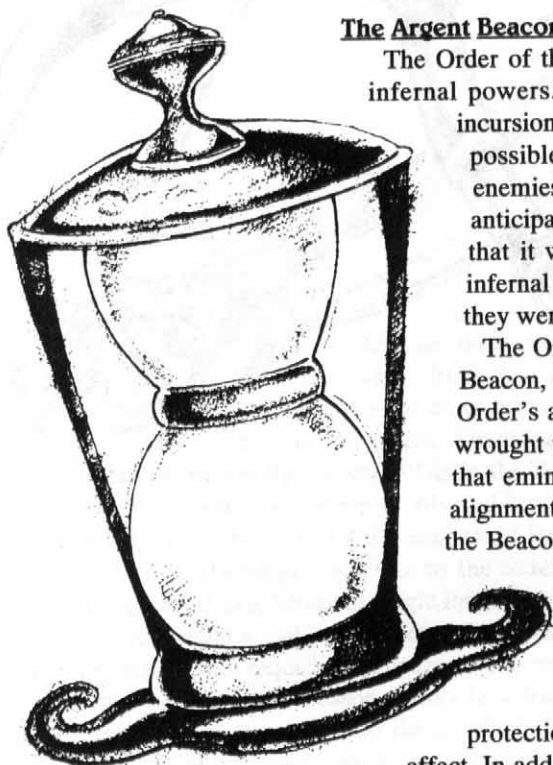
good alignment, having the effect of a chant spell on any such character who can see the light. Under these circumstances, the sphere of light generated by the lantern is 3 feet per Skill Level if the wielder is a slayer, 2 feet per Skill Level if the wielder is a priest, and only 1 foot per Level if the wielder is of any other class.

The power and purity of the Argent Beacon is so intense that lesser demons such as minions and demon warriors find it unbearable and may be driven back to Infernus simply by gazing upon it. The first time such a creature sees the light, it must save vs. spell or be banished.

Megido's Vellums

When an object belonging to a target mage is wrapped in these mystic parchments and the resulting bundle is held over a flame, the complete text of any lesser or greater pact the target has signed with the infernal powers mystically appears upon the bundled papers. Once the vellums are used in this fashion, the text of the pact remains imprinted upon them forever, essentially limiting each sheet to a single use. If the wizard who owns the item wrapped in the vellum has not signed an infernal pact, no text appears (and the sheet that was just used may be used again). If the wizard owning the item has signed multiple pacts, the vellums reveal the text of the pact he or she has signed most recently.

Despite the fact that the process for manufacturing the vellums was lost when Megido died, a large number of the enchanted papers survive.



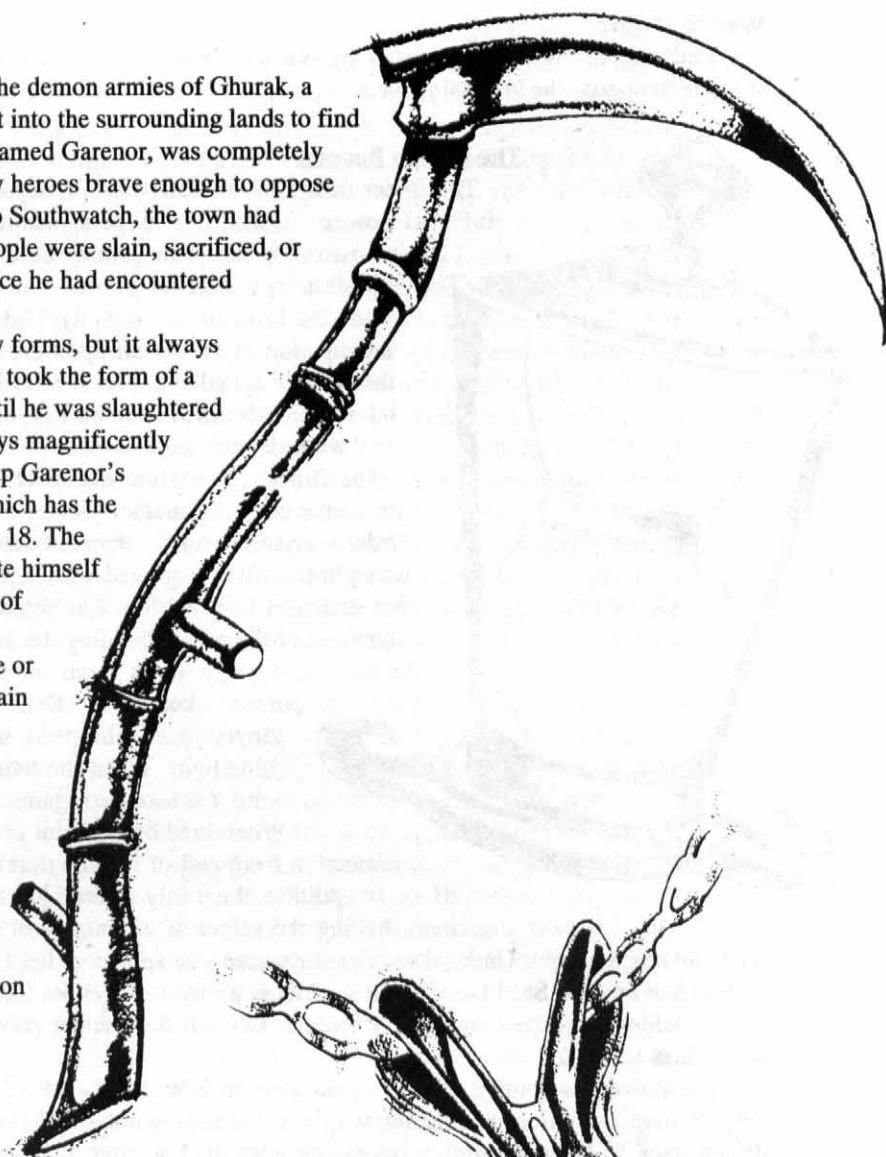
Garenor's Curse

When the village of Southwatch was beset by the demon armies of Ghurak, a half-demon warlord, the village sent messengers out into the surrounding lands to find heroes to help. One of these messengers, a wizard named Garenor, was completely unsuccessful. Try as he might, he could not find any heroes brave enough to oppose the mighty Ghurak. By the time Garenor returned to Southwatch, the town had fallen to the half-demon, and all but a few of his people were slain, sacrificed, or enslaved. Devastated, the wizard swore the cowardice he had encountered during his travels would not go unanswered.

Garenor's Curse has the power to assume many forms, but it always appears as a weapon of some kind. Most recently, it took the form of a scythe that was wielded by a prince of the realm until he was slaughtered by a scourge. Regardless of form, the Curse is always magnificently crafted and obviously magical. Anyone who takes up Garenor's Curse must save vs. spell or fall under its power, which has the effect of a geas spell cast by a wizard of Skill Level 18. The terms of the geas are simple: the wielder must devote himself to fighting demons and their allies until all vestiges of infernal power are driven from the land.

If the wielder makes his or her saving throw, he or she is not affected by the geas and need not save again until encountering a demon, when the Curse again attempts to exert its influence. The Curse's wielder must save in this manner every time he or she encounters a demon until failing victim to the geas or abandoning the weapon.

Regardless of form, the Curse is a +1 weapon that does a base 2-8 damage against man-sized or smaller opponents and 2-12 damage against large opponents. Against demons, the Curse is a +2 weapon that does a base 3-12 damage against man-sized demons and 3-18 damage against demons that are greater than man-sized.



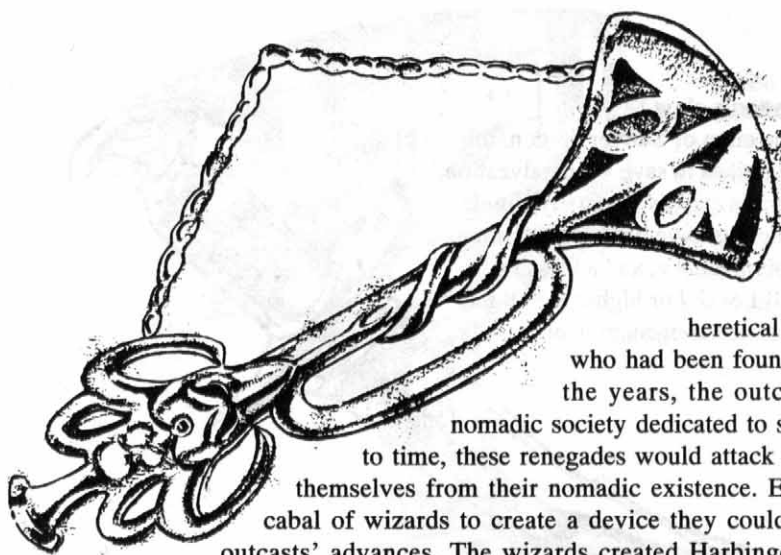
The Amulet of Orgath-Po

This silver pendant was created by the legendary Wizards of the White Wood. It completely protects its wearer from diabolical temptation and influence. Anyone wearing the amulet (except wizards or thaumaturgists who have already forfeited their immortal souls as part of a lesser or greater pact) instantly assumes an Alignment of good (true neutral or neutral evil characters become neutral good; chaotic evil characters become chaotic good, etc). Such characters are totally incapable of committing a sin or an evil act for as long as they choose to wear the amulet.

Because this device curbs their powers so effectively, the demons of the Infernus have grown to loathe the amulet. Typically, as soon as the bearer of the amulet removes it, he or she attracts a great deal of diabolical attention. Most demons take special pleasure in corrupting one of the amulet's ex-bearers.

The mere sight of the Amulet of Orgath-Po properly worn causes fear in all minions and demon warriors (see the appropriate summon spells for details) at a range of 6."





Harbinger - Trumpet of Doom

Thalir was a small kingdom that bordered on a massive desert known as the Wasted Land that had been destroyed by powerful magics in ages past. The Wasted Land was home to outcasts such as half-demons, thumaturgists, and the

heretical members of demon-worshipping cults who had been found out and banished to the desert. Over the years, the outcasts banded together into a kind of

nomadic society dedicated to serving the infernal powers. From time to time, these renegades would attack in an effort to conquer Thalir and free themselves from their nomadic existence. Eventually, the Lords of Thalir hired a cabal of wizards to create a device they could use to prepare a defense against the outcasts' advances. The wizards created Harbinger, the Trumpet of Doom. When the forces of evil finally destroyed Thalir, the Trumpet disappeared.

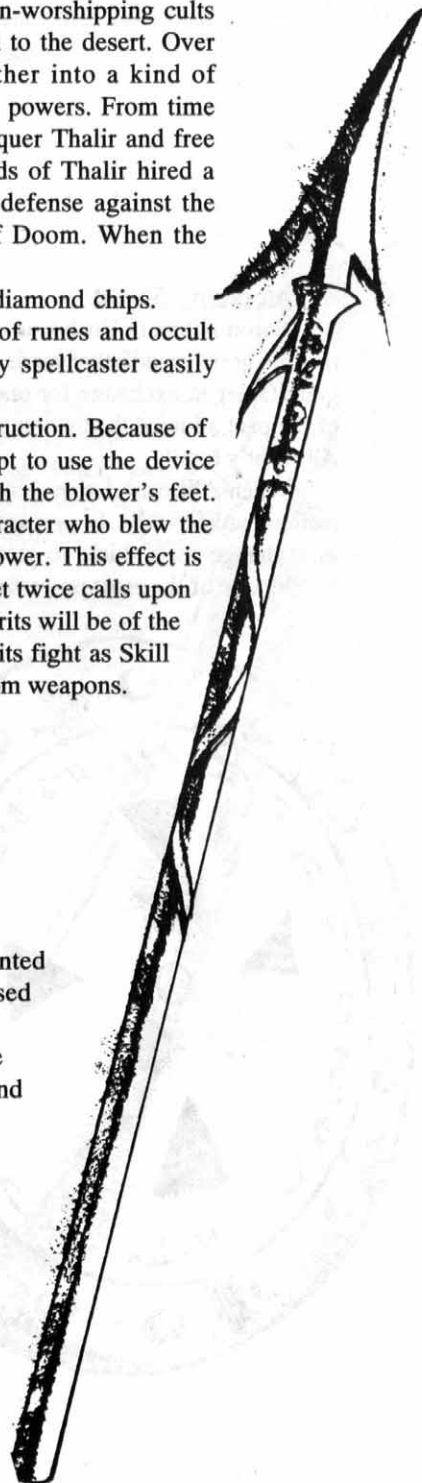
Harbinger is a trumpet of silvered brass inlaid with platinum and thousands of diamond chips. All the inner surfaces of the enchanted instrument are covered in row upon row of runes and occult markings. Harbinger is warm to the touch, and its enchantment is such that any spellcaster easily recognizes it as a powerful magic item.

Harbinger's call can be heard for ten miles in any direction, regardless of obstruction. Because of the power this requires, the trumpet can only be used once per season. Any attempt to use the device more than once per season results in a backfire that causes an earthquake beneath the blower's feet. Sounding the Trumpet once makes all characters of the same Alignment as the character who blew the Trumpet aware of any simple message of three words or less determined by the blower. This effect is similar to a whispering wind spell but on a truly massive scale. Sounding the Trumpet twice calls upon the spirits of the dead, summoning 1-100 phantom warriors. All of the summoned spirits will be of the same alignment as the caster and fight for one day or until they are "slain". The spirits fight as Skill Level 3 fighters with an Armor Class of 2, doing 1-8 damage per hit with their phantom weapons.

+5 lance, demonslayer

These magic lances were wielded by the vaunted Silver Warriors, a knightly order entirely comprised of slayers. The lance is +5 to hit and damage in combat, but automatically inflicts double damage against all creatures of evil Alignment. Any wound the lance inflicts upon a demon heals only as the result of a wish spell.

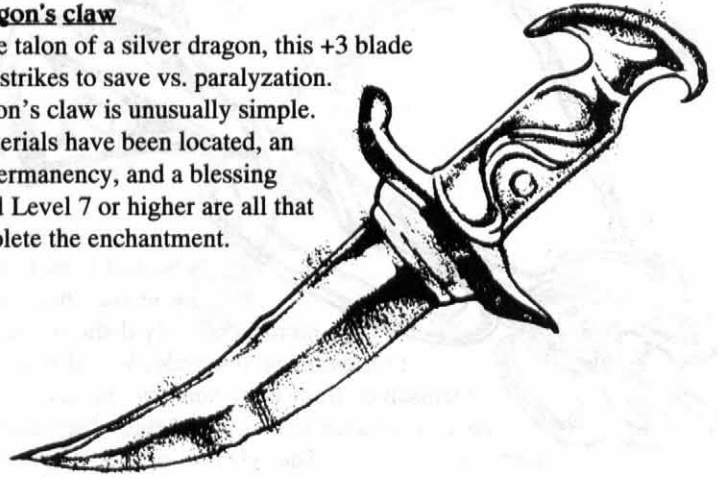
In all, only seven demonslayers were ever created, and three have been destroyed by the infernal legions.



+3 dagger, dragon's claw

Crafted from the talon of a silver dragon, this +3 blade forces any demon it strikes to save vs. paralyzation.

Creating a dragon's claw is unusually simple. Once the proper materials have been located, an enchant an item, a permanency, and a blessing from a priest of Skill Level 7 or higher are all that is necessary to complete the enchantment.



Albrecht's Shield

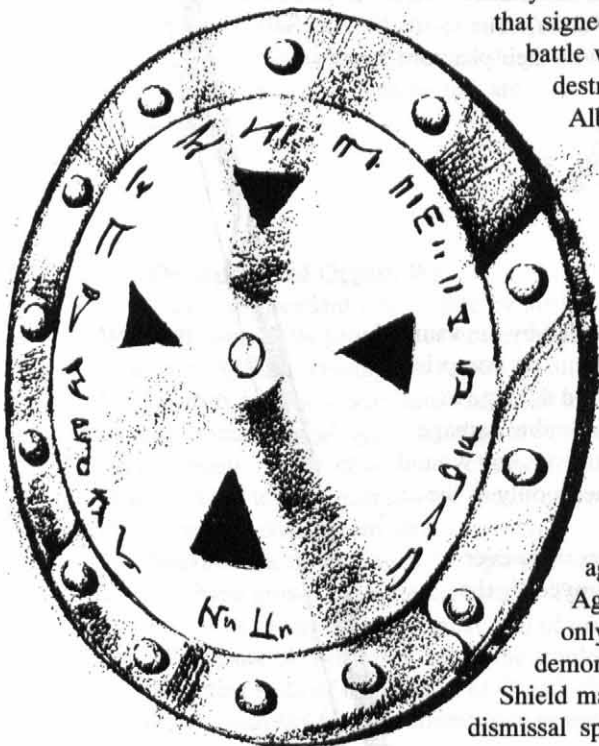
Baron Albrecht Vosh was a powerful lord whose holdings were extensive and fruitful. What he did not know is that his great grandfather made a deal with a demon of greed. The demon laid claim to the soul of Albrecht's great grandfather in exchange for one hundred years of good fortune for the grandfather's descendants. Another clause of the pact allowed the demon to return after the one hundred years expired to collect a tithe of blood and land from Albrecht's family.

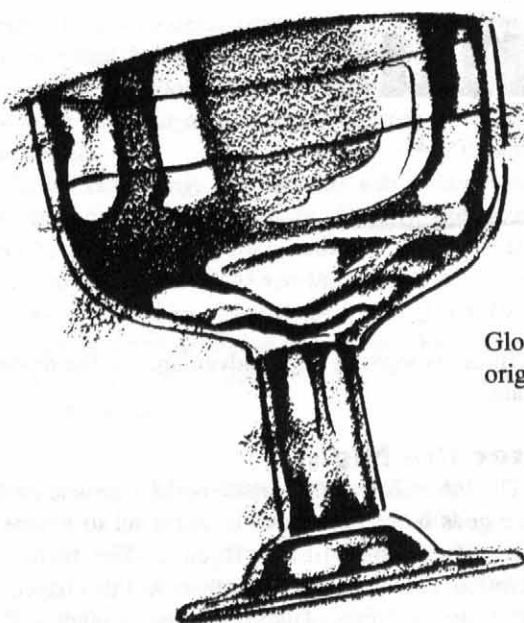
When Albrecht discovered the ancient pact, he took it upon himself to challenge the demon and save his land from its unholy tithe. In preparation, he journeyed to a local brotherhood of slayers and offered them half his riches in exchange for a shield to protect him from the demon's infernal power. The slayers accepted and fashioned the Shield, one of the most powerful artifacts ever created by their order.

After years of preparation, Albrecht hired a thumaturgist to summon the demon that signed the blasphemous pact. When the creature appeared, Albrecht did battle with it and the warriors it called to its side. Ultimately, the Baron destroyed the fiend with a magic sword but sustained mortal wounds. Albrecht's brave sacrifice undid the evil wrought by his ancestors and freed the Barony from unspeakable horror.

Albrecht's Shield was crafted from silvered steel into which potent runes infused with the power of the slayers were inscribed. The shield is very light and never tarnishes. Only characters of lawful good or neutral good Alignment can benefit from the shield's power and only if their cause is just. If a character of evil or chaotic Alignment tries to use the shield, it behaves as a shield +2 until the character engages in combat against a superior foe. At that point, the power of the device turns against the wielder, prompting the item to behave as a shield -4. Albrecht's Shield protects worthy characters as a shield +2. This bonus also applies to saving throws vs. spells or magical effects.

When a worthy shield bearer engages in melee combat against demons, the true powers of the shield manifest themselves. Against demons, the artifact acts as a shield +4 and its bearer suffers only half damage from any attack, magical or mundane, initiated by a demon (round down.) Once per day, the reflective surface of Albrecht's Shield may be used to shine a brilliant light upon any demon that acts as a dismissal spell.





The Goblet of Gloranthus

Any water poured into this magical cup by a priest of Skill Level 9 or higher becomes a potion capable of automatically exorcising all demons possessing the character who drinks it. To function effectively, the potion must be sipped directly from the goblet itself. In addition, any priest can use the goblet to create a cup full of holy water up to three times per day.

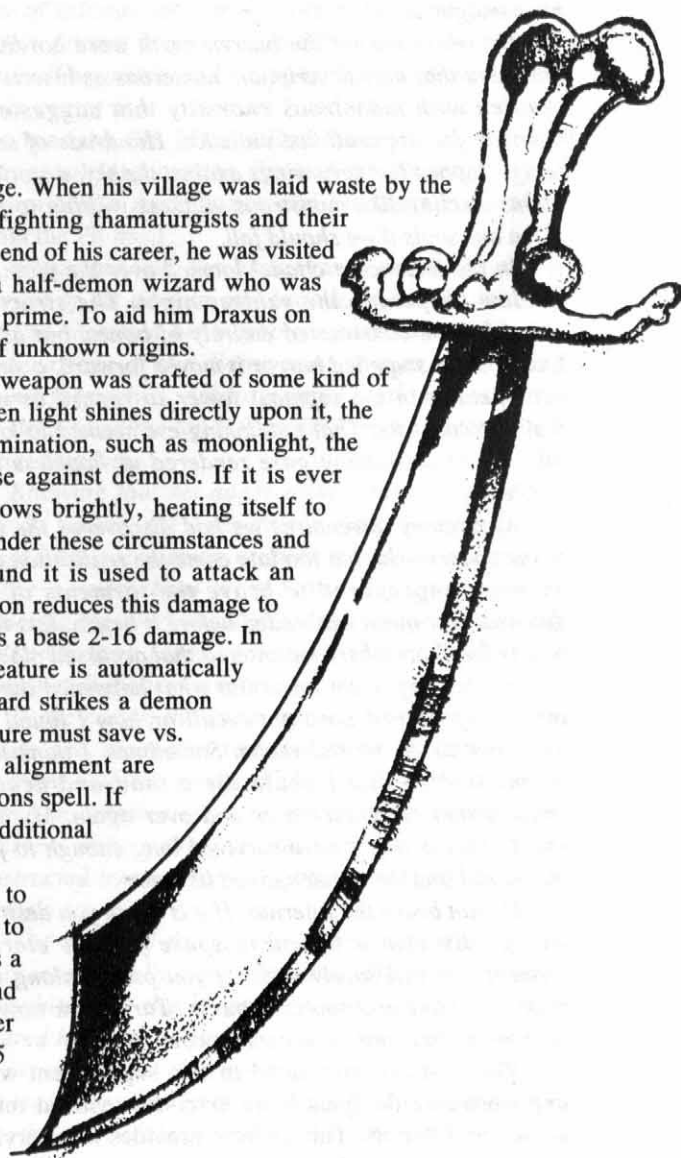
Although scholars and demonologists have deduced that Gloranthus was a priest and slayer who lived more than an eon ago, the origins of the goblet remain mysterious.

Silvershard

Draxus Greywarden was perhaps the greatest slayer of his age. When his village was laid waste by the machinations of an evil thumaturgist, he dedicated his life to fighting thumaturgists and their demonic allies. Greywarden's adventures were many, but near the end of his career, he was visited by a powerful spirit who charged him with the elimination of a half-demon wizard who was constructing a portal that would allow his sire access to the plane prime. To aid him Draxus on his quest, the spirit gifted him with Silvershard, a magical sword of unknown origins.

Silvershard is a heavy broadsword with a curved blade. The weapon was crafted of some kind of translucent metal that is incredibly tough but light as wood. When light shines directly upon it, the surface of the metal has a mirror-like quality. But in dim illumination, such as moonlight, the blade is nearly invisible. Silvershard was only intended for use against demons. If it is ever wielded against a mortal foe, it lets out a keening wail and glows brightly, heating itself to searing temperatures. It is -2 to hit and does only 1-6 damage under these circumstances and inflicts 3-12 points of burn damage to the wielder every round it is used to attack an opponent who is not a demon (a successful save vs. breath weapon reduces this damage to a single point). Against demons, the weapon is +3 to hit and does a base 2-16 damage. In addition, every time it hits a minion or demon warrior, the creature is automatically dismissed with no saving throw. Similarly, every time Silvershard strikes a demon with more HTK Dice than the wielder has Skill Levels, the creature must save vs. spell or be banished to the Infernus. Wielders of lawful good alignment are protected by a nimbus of light that acts as a protection from demons spell. If the wielder is also a slayer, the sword allows him to make one additional attack per round.

The spirit of Draxus Greywarden maintains a tenuous link to the plane prime through the focus of his weapon. He continues to watch over the weapon and those who wield it. If the wielder is a slayer of Skill Level 7 or higher and of exceptional courage and moral character, Greywarden makes himself known to the wielder and becomes his or her advisor. Greywarden is Skill Level 15 and may be willing to cast spells on the wielder's behalf. How often Draxus appears and under what conditions is left to the Gamemaster's discretion.



Infernus

•CHAPTER SEVEN•

Slowly the circle of stones faded from our sight and our memories, the rune-covered menhirs replaced by a vision more aggressive that laid bare our senses and threatened our sanity. The ever-present comfort of the familiar world of our birth had been usurped by an alien landscape more terrible than anything we could have imagined.

Crawling across the barren earth were hordes of creatures that defy description, numerous as insects but swollen with monstrous enormity that suggested a capacity for unparalleled violence. Hundreds of scaly things flapped leathery wings against the sky, a storm of talons circling like monstrous vultures waiting to pick clean our souls if we should fall.

In the distance a citadel loomed over the plain, its shadow deepening the sunless night. The structure seemed to be constructed entirely of bones, but as we looked on in stupefied horror it moved forward, a single eye opening in the topmost tower to regard us with diabolic curiosity. That unblinking eye seemed to know all, and its unyielding gaze rendered us hopeless and helpless.

After many adventures we had discovered the way to the underworld, but too late came the realization that we were unprepared to brave the torments of the damned. Our quest was ended before it began, less than twenty feet from where we entered that accursed place.

To this day, I am uncertain what happened during the twenty years I dare not recall or how I found my way back to the mortal realm. Sometimes, I think they let me live so that I could die a thousand deaths, reliving that nightmare over and over again. My only satisfaction is that I have survived long enough to find this portal and warn you against its use.

Do not brave the Infernus. If it is death you desire, I will gladly give it to you to spare you the eternal torment you will surely suffer if you persist along this most arrogant and foolish course. Turn back now or face me as guardian. You cannot win.

The demons introduced in this supplement were imprisoned by the gods in an extra-dimensional realm known as Infernus. This chapter provides an overview of the Infernus. It is intended to serve as a guideline for

Gamemasters looking to set adventures in the demons' domain.

Enter the Night

The Infernus is a vast prison-realm that was created by the gods before the dawn of mankind to isolate all creation from diabolical influence. The following description, along with all the others in this chapter, are drawn from the *Libram Diabolical*, an accounting of the history of Infernus compiled from a series of interviews with a greater demon conducted by an ambitious thaumaturgist.

Resolved as they were to cast out the essence of decay, the gods spoke as one for the first time in eons. A single word split the firmament, tearing asunder the veil between the plane prime and the ethereal mists that distinguish the mortal realm from the worlds beyond.

Through the rift, the divine powers projected their formidable might, setting their collective will to the task of creating a prison for the demon horde. The divine chorus sounded power, every voice adding its unique perspective to the song of creation that fused the tendrils of ether into a new world apart from the realms of gods and men. When the song had run its course and the last of the gods had spoken, silence settled on the underworld and night eternal embraced the outcasts.

Like the plane prime, Infernus began as a featureless void. But shortly after they were imprisoned, a few of its demonic inhabitants acted upon the darkness to give shape to the emptiness and transform it into a fitting home.

Bereft of the bright light of creation, the outcast demons struggled to return but found that they had lost their way. For a time, the teeming hordes dwelled in darkness, the only substance in an empty universe. Eventually, the most powerful of the imprisoned creatures realized that the plane prime was lost to them, but in the void into which they had been cast, they themselves reigned supreme.

Remembering the creation of the mortal world they had witnessed as aberrations of the divine essence, the demon lords set about reshaping Infernus in their own image. The purity of the gods had inspired a beautiful



world full of wonders, tainted only by the demonic influence that lurked within their own intellect. When the demons set about the work of creation, however, they gave birth to a twisted perversion of what the gods' world.

In the beginning, the Infernus was a land united, like the world of mortal man. During the wars of domain, the land was torn asunder and with it the prison dimension itself. When the wars were resolved and the Hierarchy established, the Arch-Prince Amdosias asserted dominion over what remained of the land, while the five princes each claimed one of the Infernal shadows.

Paved with Good Intentions

Infernus is actually six separate planes in one. The entire realm is comprised of the primary plane, known as the Pit, and five demi-planes, known as Vecheron, Verekna, Og, Thanis, and Diannor. Each of the demi-planes is the domain of one of the five infernal princes.

It is possible to reach any plane of the Infernus using any spell that allows travel between dimensions (such as *plane shift*), but travelers risk appearing in one of the many prisons constructed by the demon lords to trap the unwary. When traveling to any of the infernal planes by means of a spell, scroll, or magic item, the caster must pass a save vs. spell or the party appears in a demonic prison protected by a *wall of force*, a *globe of invulnerability*, and a gatekeeper. Once a party is trapped, a scourge arrives in 1-100 turns with two fiends in tow per prisoner to subdue and disarm the new arrivals. The usual penalty for trespassing is eternal damnation.

Wizards of high Skill Levels can sometimes create special portals that lead directly to the infernal realms, a much safer method of travel. These portals can only be created in places where the veil between dimensions is unusually weak. There are only a few of these weak points every ten thousand square miles, and they can only be located by means of a *contact other plane* spell. To create a portal, the wizard must construct some kind of physical gateway to serve as the focus for his spells, typically an archway or a circle of stones. To enchant the portal the wizard must cast *enchant an item*, *gate*, *teleport without error*, *wish* and *permanency*. When complete, the portal provides safe one-way transportation to Infernus. Each portal is activated by a trigger specified by the wizard when the *permanency* spell is cast. Sometimes the trigger is as simple as a key word or phrase, but it is usually more restrictive. Most triggers include a ritual performed on a certain day of the year or an enchanted key of some sort. Because of

the difficulty in creating such portals and the potentially apocalyptic consequences of misuse, they are few and far between, and those that do exist are very difficult to find and use. Locating an existing portal and obtaining the means to use it should be a lengthy adventure in and of itself.

Infernal Geography

For the most part, Infernus is littered with blasted, rocky terrain and plenty of smoking craters filled with fiery magma. Most of the details are left to the Gamemaster's imagination, but the following section provides an overview to point him in the right direction.

The Pit

The Arch-Prince Amdosias lives on the primary plane of Infernus from which any of the demi-planes of the five princes may be reached by a series of gateway portals. The primary plane is an extensive wasteland. At its center is a crater six hundred of miles across known as the Pit. (The pullout map included in the sourcepack depicts the Pit and its environs). The manors of the Arch-Prince and his court are located within the Pit itself.

Within his lair, the Arch Prince gazed out across the ruin of his domain and brooded upon the struggle that had shattered his newborn realm. Enraged by the machinations of the divine powers that set his kind against themselves, Amdosias spat forth a great curse that devastated the land, forming a crater as large as a mortal kingdom.

Knowing that his anger served only the gods that were its source, the Arch-Prince swore vengeance and focused his energies on crafting a bastion against the divine powers that would one day oppose him. Gathering his court about him, Amdosias wove a mighty spell that took form as a giant that embodied the essence of diabolical creation.

In the crater, the giant rose up mountains, planted forests and excavated riverbeds with its bare hands. Bestowed with the power of the greatest of the demon lords, the creature wove reality from the whims of its masters. When the Pit was complete, the giant constructed manors for each of the lords of the Arch-Prince's court.

The strain of the giant's labors was so great that the creature finally burst into flame. The pyre consumed everything but the creature's skull, which Amdosias ordered his court to fashion into a manor-keep suitable for his needs and appropriate to his station. It is said that the spirit of the mighty artisan lives on and watches over the keep of the Arch Prince in the form of a cloud of black birds.



The crater that surrounds the Pit encircles the inner lands with walls of rock nearly a mile high. There are only a few passages into the Pit, and all of these are well-hidden and defended by powerful demon guardians who protect the master's sanctum from casual intrusion.

The Pit is where the most powerful denizens of the Infernus dwell in the shadow of the keep of the Arch-Prince. The manors of the court of Amdosias are located here and are nearly as expansive and well defended as their lord's.

At the center of the Pit is the manor of Lord Amdosias himself. Constructed out of the skull of the giant who rebuilt the Infernus, the manor is a massive keep intended to hold fast against the power of the gods themselves. An entire legion of winged warriors constantly patrols the skies above the keep like a deadly cloud that darkens the land below. Within, the dark lord holds court on a living throne.

Vecheron

Great Anthraxus strode across the darkness in pursuit of the infernal shadow that would become his domain, spear and hammer in hand. He fixed the land against the firmament with the spear and shattered it with the hammer, sending fragments spinning out into the eternal sea, creating a thousand islands.

Drawing his thralls from Infernus, the prince set his minions the task of giving shape to each of the thousand realms in his domain. Those whose creations showed inspiration were given realms of their own and dominion over others. So it was that Anthraxus established his domain and the orbits of the Hierarchy that would serve him.

Vecheron is an endless sea, only a small fraction of which is occupied by the domain of Great Anthraxus. Leviathans swim the deeps in search of prey, circling the thousand islands that are the only land masses. As each island was created by a different group of demons, each is a unique creation.

The thousand realms are the cornerstone of an incredibly complex political system in which the lesser lords who serve the Prince of Betrayal struggle for influence and power. Every island enjoys a certain measure of independence under a lesser lord but is also part of the greater system.

Beside Anthraxus, each of the Dukes of the Heart dwell in Vecheron as well. For details on their individual abodes, see their entries in the monster folio.

Verekna

After the wars of dominion, Great Polyphon was the least of the Princes. But during the exodus into the

infernal shadows, the Lord of Lies appeared to many of the thralls of other Princes as their lord, convincing them to follow him into the dark.

When the thralls arrived in the domain of Polyphon and discovered that they had been deceived, they dared not return to their lords for fear of retribution for their perceived betrayal. Instead, they stayed, and the Polyphon's power grew.

No power, mortal, demonic or divine, knows what truly lies in Polyphon's domain, for at the moment of arrival, the demon lord gathered the mists of ether about himself and his lands, shrouding the truth forever in an everchanging phantasm.

Verekna is concealed by a dense ground fog that hangs over the land. This mist is charged with the power of deception and confounds the eyes of demons and mortals alike. Few details of Polyphon's domain are ever visible through the layered illusions.

All of the greater demons in Polyphon's service are empowered to manipulate the mists to varying degrees of effectiveness, creating a nightmare of endless diversity that would be nearly impossible for mortal intruders to distinguish from what little reality remains.

In addition to Polyphon, all the other Dukes of the Mind inhabit Verekna as well. For details on their individual palaces, see the monster folio.

Og

Grand Rubbibat was unwilling to craft a lesser lair for himself out of the meager dominion granted him by the Arch-Prince. The memory of progenesis still haunted the demon lord, and he decided to recreate the manors divine originally erected to serve as the realm of the gods themselves.

The combined might of Rubbibat and his court was sufficient to shape a new realm out of an infernal fragment. But what resulted was not the argent palaces of the divine but a pale shadow of their original splendor. The prince's evil was made manifest in the obscene architecture of his creation, twisting the grand design into foul temples whose very form was blasphemous.

Og is identical to the realm of the gods save that every element of the divine has been perverted so that the resulting domain resembles nothing so much as a grotesque parody. All the greater demons have manors of their own, and the lesser powers have extensive palaces. The palace of the Prince is the largest and most terrible of all.

In addition to Rubbibat, all the other Dukes of the Soul inhabit Og as well. For details on their individual palaces, see the monster folio.



Thanis

When Grand Decarabria was granted dominion by Amdosias, he sought to complete the work the gods began when the Infernus was first forged. The prince of lust and the lesser powers in his service took up the mantle of creation and remade the shattered fragment of land.

To mortals, Thanis seems a paradise found, but only because the demonic taint is far more subtle than that evidenced in the other realms. Behind every wonder lurks temptation that threatens the very soul of those reckless mortals foolish enough to attempt a journey beyond the veil.

As the text suggests, Thanis seems to be a garden paradise. On the surface, there is little to distinguish this beautiful realm as an infernal site. In many ways, Decarabria's domain is far more pleasant than the afterlife offered by many of the gods of light and law. This is the Thanis' lure. Lulled into a false sense of security, many mortals fall prey to the corrupting influence of Thanis and the seducers who dwell there, finding themselves trapped by their actions, doomed to eternal damnation.

In addition to Decarabria, all the other Dukes of the Flesh inhabit Verekna as well. For details on their individual palaces, see the monster folio.

Diannor

Grand Phenex was unwilling to lay down his weapons when Amdosias declared an end to the wars of dominion. Unsatisfied with the power accorded him by the new order, the Lord of Rage had to be banished to his dominion along with his legions of thralls.

With a single cry, Phenex released his righteous indignation as a fireball that consumed his domain. Everything that could be burned was consumed by the demon's fury. So long as the Prince's anger bides, the flames of Diannor will burn bright.

Diannor is a shattered continent floating in the mists of the ether. The flames of Phenex burn across the land in one form or another, lending this demi-plane a traditional fire-and-brimstone look. Obsidian planes, burning seas, lava pits, and jets of flame dominate the landscape which is populated by fiends, scourges and diabolical wyrms.

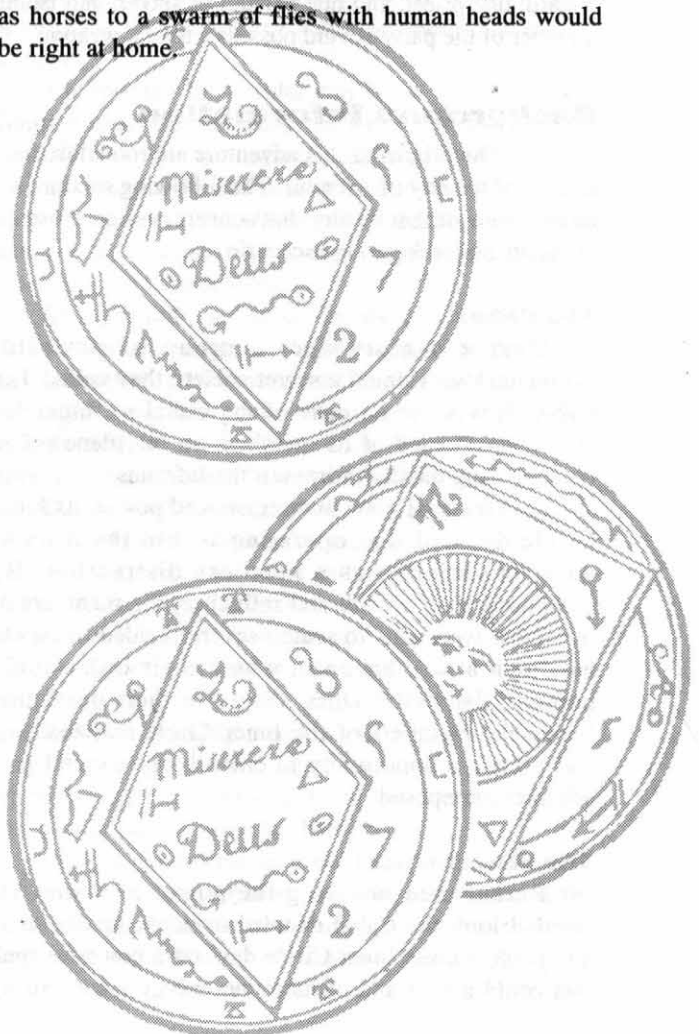
The Lords of Diannor dwell in volcanic fortress palaces, and Phenex himself maintains a citadel in the living heart of a volcano where the molten rock provides a defense more formidable than a hundred demon warriors could hope to achieve. For details on the palaces of Phenex's dukes, see their entries in the monster folio.

Infernal Adventures

If a Gamemaster intends to run adventures set in Infernus, he or she should prepare additional material regarding the regions he knows the player characters will visit. As the underworld is as everchanging as the sins of man, it is much easier to prepare a mere series of encounters than to attempt mapping the demonic domain in its entirety.

A journey to Infernus or any of the Infernal demi-planes should be incredibly dangerous and threaten not only the lives but the souls of any hero brave enough to dare an adventure there. Anything short of lethal would be a disappointment, and Gamemasters should strive to live up to the expectations of their players. Any player character who decides to go to Infernus is certainly looking for trouble.

When running an adventure in Infernus remember that the underworld is a twisted parody of the mortal plane where anything that is not totally alien is familiar enough only to be terrifying. Mood is everything. Let yourself go and describe whatever grotesque detail comes to mind. Anything from a sea of maggots as big as horses to a swarm of flies with human heads would be right at home.



Heart of Darkness

• CHAPTER EIGHT •

In which our heroes are hired to investigate a haunted ruins and become entangled in the machinations of a secret society of thaumaturgists and an ancient spell that could swing wide the gates of Infernus.

This is an adventure for 4 to 6 characters of Skill Levels 3-5. Experienced players can attempt the adventure with a weaker party, but the group's total Skill Level should be no lower than 12. A party particularly suited to this adventure contains at least one wizard, one priest, and one paladin or slayer, and some member of the party should possess a magic weapon.

Background Information

The origins of this adventure are rooted in the history of the city of Arendur. The following section is an overview of that history that concentrates on those elements pertaining to the scenario.

The Cabal

Over a century ago, a group of powerful thaumaturgists formed a secret society they called The Cabal. It was the purpose of the Cabal to further the ambitions of each of its members on the plane prime by exploiting the dark forces of the Infernus.

As the Cabal grew in numbers and power, its Inner Circle decided that operating within the laws of another society was a needless distraction. By combining their wealth and influence, the members of the Cabal were able to secure several landed titles and establish a safe haven in which their order could conjure discreetly. Once secure in their newfound home, the members of the Inner Circle realized they had a unique opportunity to embark upon grand new schemes unopposed.

The Wheel

Rather than invoking the power of a specific infernal lord, the Cabal decided it would invoke them all. To do so, the Inner Circle devised a powerful spell that could gather and channel the energy generated by

sin. By balancing the power of the lords against each other, the thaumaturgists hoped to achieve a nexus of power they could harness to swing wide the infernal gates, vastly boosting their own powers. To assist them in their endeavors, the thaumaturgists built the Wheel, a magical patterns of megaliths capable of drawing upon the sins committed in and around Arendur to open an extra-dimensional rift. These megaliths were hidden in the foundations of buildings all across the city.

Retribution

Eventually, the megaliths gathered sufficient power to charge the Wheel. When the device first opened the rift, it attracted the attention of the lords of Infernus, who were not very amused by the Cabal's activities. Almost immediately, Arch-Prince Amdosias sent hordes of demons through the rift to punish the insolent mortals. In one night, the creatures laid waste to what it took the Cabal years to build.

Restoration

After Amdosias' retribution, Arendur lay in ruins for decades. Over time, the lands belonging to the shattered Cabal reverted to the liege-lord from which they had been purchased in the first place.

With the passing of the years, the stories of the retribution faded into obscurity. Rumors became legends and legends became wives' tales. Eventually, the ruins of Arendur became accepted as nothing more than the remains of a bygone age. When time had finally wiped away all traces of infernal activity, the local lords began to consider returning to the abandon lands.

Although their handiwork currently lay in ruins, the retribution did not extinguish the Cabal. Over the years, the organization has continued to flourish, though it was forced to adopt a much lower profile.

The Adventure

The adventure is presented in three parts. Much of the adventure takes place in the city of Arendur, which is described in greater detail in the section that follows.



Part One : The Road to Ruin

Begin the adventure wherever the player characters regularly spend a lot of time. An inn or tavern will do nicely.

The adventurers are approached by a recruiter who knows their reputation and works for House Vandrik. When the recruiter walks into the tavern, he heads directly over to the adventurers.

Faelin

Elven, Skill 3/3 Fighter/Thief

STR: 10, **INT:** 14, **INS:** 12

STA: 11 (75%), **DEX:** 17 (+2/-3), **APL:** 13 (+0/+1)

HTK: 15, **AC:** 5, **THAC0:** 18

AL: Neutral

Weapon Proficiencies: dagger, shortsword, staff

Weapons: 2 daggers, shortsword, staff

Armor: leather

Appearance: The recruiter is obviously a road-weary adventurer. His clothes and armor are blood-stained and have been mended repeatedly. A headband holds back a mane of fiery red hair that almost covers his elven ears.

Personality: Outgoing and personable, the recruiter is well-suited to his job. Years of experience have taught him that the best way to work is to befriend his clients.

Faelin was hired by the Viscount Vandrik personally to obtain the services of an experienced adventuring party. He introduces himself and explains that he is a recruiter interested in hiring the adventurers for a high-paying job. If the party shows any interest at all, he continues, but if they are reluctant, he launches into a "this is a once in a lifetime opportunity you can't afford to pass up" pitch in an effort to pique their interest.

Faelin begins by asking each member of the party about his or her qualifications. Although he is familiar with the party's reputation, an interview is a formality of his trade. Faelin's questions should give the players a chance to reminisce over old battles and accomplishments. When the recruiter has a fair idea of player characters' capabilities, he asks them about any encounters they have had with the undead and about any special experience or abilities they have in that regard.

Once he has taken measure of the group, Faelin explains who he is working for. He tells the player characters that the viscount is building a new city on the ruins of Arendur and has run into problems with one an old building that appears to be haunted. House Vandrik has sent for a high priest to perform an exorcism but the priest has had no luck so far, and the Viscount is tired of waiting.

The recruiter seen Arendur and can tell the PCs a bit about the town if they like. He tells the group that he likes and trusts the young viscount, but the elf admits that there is something about Arendur that "makes him nervous," though he can't put his finger on exactly what it is. Faelin knows nothing else about the mission for which the party is being hired.

The party's compensation for taking the job is to consist of two potions of healing and a +1 dagger, all of which are offered up front. These items are in Faelin's pack and are surrendered to the party as soon as they agree to undertake the mission. Furthermore, the Viscount will pay at least an additional 100 gp per party member upon completion of the task at hand. The Gamemaster should adjust this figure so that it whet's the players' appetite.

If the player characters agree to take the job, Faelin explains that he will take them to Arendur, where the Viscount will explain their mission in greater detail. The ruins are located some two or three days travel from the tavern where the group was hired. The recruiter instructs his charges to make whatever preparations they deem appropriate for the journey and meet him at the stables at dawn.

The journey to Arendur can be as eventful as the Gamemaster desires. Any random encounter charts normally used for the region should be consulted about half as often as normal to keep the focus of the game upon the task at hand. As a rule of thumb, one or two unassociated encounters is a good idea, but three or more is probably a mistake.

As night falls on the second day, an unseasonable chill settles over the land. Faelin responds by donning a fur-lined cloak hastily retrieved from his saddlepack. As midnight approaches, the horses become uneasy and must be walked, or they may buck their riders. Only a druid or ranger is able to calm them effectively.

The surviving members of the Cabal know of the recruiter's mission and has dispatched a hunting party of demon warriors to kill Faelin and anyone with him. It is the approach of these demons that is heralded by the chill wind and the discomfort of the party's beasts of burden. Shortly before the demons attack, any open flames carried by the party flare up, turn bright green, and burn out, plunging the area into darkness unless the party was using a magical light source of some kind. In all twelve demon warriors attack. For details, see the *call demon warrior* spell in chapter four.

Faelin is always the demons' target of choice. But if he is beset by three demons, any who remain attack the rest of the party, and once a demon is engaged in melee combat, it will not break off to attack the elf. During the ensuing melee, the nature of the demonic opposition



should be played up for all it is worth. Any wounds the demons inflict burn, plants die wherever they walk, and they drip a viscous slime that sizzles when it drops to the earth. When the creatures are wounded, they howl like tortured dogs, oozing a thick black slime that seems to serve as blood.

The demons fight to the last. As each creature dies, its body bursts like a gruesome blood pudding, the grizzly contents of its material form evaporating into a foul-smelling cloud of acrid vapor. This process takes roughly a turn, after which there is nothing left but a thin patina of slime.

If Faelin dies, a search of his pack reveals a variety of adventuring supplies, a map of the area depicting several routes to Arendur, and a pouch containing 138 gp. If the recruiter survives the attack he is as puzzled as the player characters about the seemingly unprovoked ambush. All he can offer is that the Viscount mentioned some kind of trouble in town and that the demons might be part of whatever problem the group was hired to solve.

Part Two : City Under Siege

When the player characters arrive in Arendur, they are met by four guards who take them directly to the temporary palace to meet with the viscount. After a short wait, the characters are met by Morgan, the Captain of the town guard, who takes them to a makeshift audience chamber, where they are brought before Lord and Lady Vandrik.

If Faelin is still with the party, the recruiter introduces each of the characters in turn. When this final duty is discharged, the elf says his farewells and is on his way. He takes his leave of the court, goes directly to the stables, and rides out of town. With the formalities out of the way, the viscount asks the group what Faelin told them and asks if they have any questions.

Captain Morgan

Dual classed Human, Skill 3 Fighter, Skill 7 Wizard

STR: 16 (+0/+1), **INT:** 17, **INS:** 12

STA: 16 (95%), **DEX:** 13, **APL:** 12

HTK: 35, **AC:** 5, **THAC0:** 18

AL: Evil

Weapon Proficiencies: broadsword, crossbow, dagger

Weapons: bolts (x20), broadsword, 2 daggers, heavy crossbow

Armor: None

Magic Items: bracers of defense (AC: 5), potion of healing, ring of masking (alters his aura so that his alignment reads lawful neutral for spells like *detect evil* and *know alignment*)

Spells Known: *call minion, lesser invocation*

Appearance: The captain is a large, muscular man with a full beard and long black hair tied back in a braid. He favors dark clothes and light armor.

Personality: Serious and businesslike in most of his official relationships, Morgan is a stern but effective leader.

Notes: Morgan is actually an agent of the Cabal who passes himself off as a guard captain to keep an eye on the ruins. He will not reveal that he is a spellcaster unless absolutely necessary.

Viscount Garon Vandrik

Human, Skill 1 Fighter

STR: 10, **INT:** 13, **INS:** 14

STA: 12, **DEX:** 11, **APL:** 15 (+3/+3)

HTK: 7, **AC:** 5, **THAC0:** 20

AL: lawful neutral

Weapon Proficiencies: dagger, longbow, longsword

Weapons: +1 longsword, dagger

Armor: chainmail

Magic Items: potion of extra-healing

Appearance: A handsome young man, the Viscount is insecure about his age and his good looks. He compensates by wearing ornate robes in court to help him assert his influence.

Personality: The viscount is unusually easy-going for one of his station, but when it comes to the safety of his people, Lord Vandrik is deadly serious.

Lady Allora Vandrik

Human, Skill 5 Fighter

STR: 11, **INT:** 12, **INS:** 11

STA: 15 (90%), **DEX:** 15 (-1), **APL:** 14 (+1/+2)

HTK: 34, **AC:** 3, **THAC0:** 16

AL: neutral good

Weapon Proficiencies: broadsword specialist, crossbow, dagger, staff

Weapons: bolts (x10), broadsword, dagger, light crossbow

Armor: +1 chainmail +1

Magic Items: potion of extra-healing

Appearance: A good-looking woman, Allora is more muscular than is fashionable for a lady of the court. She usually shuns the elaborate gowns she is expected to wear.

If the characters tell the viscount about the demonic ambush, he is perplexed by the turn of events as it does not fit in with his theories about the city's problems. He thinks all of his troubles stem from the haunted ruin, which does not explain a small army of demons being sent to kill his messenger. Until this point, all the



unusual incidents occurred in the city proper. Obviously, someone did not want the characters to reach Arendur.

Eventually, the viscount discusses the party's mission—removal of a phantom that has taken up residence in one of the city's ruined buildings (the asylum indicated on the Arendur map). Unknown to the viscount is the fact that the asylum houses one of the magical megaliths that make up the Cabal's Wheel. When the interview ends, the viscount offers to lodge the party at a nearby inn for as long as they like and offers to have Morgan show them around the city whenever they are ready to begin.

If the player characters explore the area around the ruins, they begin to notice the region's true nature. The Gamemaster should describe foreboding details such as a two-headed serpent slithering through the grass, clawmarks in a block of stone at the roadside, and the occasional patch of scorched earth where nothing will grow. Any of the viscount's men the characters ask about the odd things they see in town have also noticed that there is something amiss; have stories of their own to tell. No one knows why these things happen, but it is common knowledge that the old city was destroyed in some kind of cataclysm. There are rumors that the city was once an evil place laid low by its own corruption.

There is an old man named Escabar who knows a little more of the story. Escabar spends most of his time at the tavern in the viscount's new city (see the map). He will befriend anyone who buys him a drink. The old man is a retired adventurer who once travelled with an elf named Galetharian who claimed he lived in Arendur for a time. According to Escabar, Galetharian said Arendur was once a magnificent place nicknamed the Silver City by its inhabitants. But as the years progressed, something went horribly wrong. Gradually, the people started acting differently, as though they were somehow influenced to perform evil acts. The elf left the city before it was destroyed, but he theorizes that there were elements in the city who trafficked with the infernal powers and that it was demons who laid waste to Arendur.

Part Three: Down Among the Dead Men

When the characters are ready, Captain Morgan takes them to the haunted ruins. On the way, the guardsmen chats with the party, trying to find out as much about the adventurers as he can. As the party nears the haunted ruins, the townsfolk turn out to see what is happening. No one is brave enough to actually approach the ruins, but all watch as the players descend.

This phase of the scenario is a traditional "dungeon-crawl" where the adventurers explore the haunted ruins in an effort to put an end to the strange goings-on that

have been plaguing the city. Remember that Captain Morgan is an agent of the Cabal. He does not want the adventurers to discover the megalith hidden within the asylum because the Cabal hopes to eventually return to Arendur and reclaim the Wheel.

The Asylum

See the asylum entry in the ruins section for an overview of the origins and purpose of this building. Nothing living has entered the ruined asylum since the retribution due to the Ghost that inhabits the second level.

The encounters described in this section are a short adventure that could easily be completed in a single sitting. If you want a longer or more involved adventure, you can easily add encounters or details that expand upon these ideas.

Ground Level

What little remains of the building is overgrown. Fragments of a wrought-iron fence surround the ruin like jagged teeth, the corroded gate lying useless on the earth. It is possible to make out some of the basic floorplan but no doors, furniture or even complete walls exist. Piles of rubble and three large trees dominate the area. Near the center of the ruin is the landing of a spiral staircase which descends into the darkness.

There is very little here for the player characters to discover beyond the obvious. The retribution and the ensuing decades of decay have taken their toll, reducing the building to rubble. If the group searches the area they discover the skeletal remains of one of the scholars that once ran the asylum. The scholar was killed by a demon warrior during the retribution.

Your search reveals a body under a large flat rock that probably fell when the ceiling collapsed. The skeletal remains are clad in tattered remnants of some kind of silken robe that was once trimmed in silver. A golden ring still hangs from one of the skeleton's fingers, undamaged by the passing years. Upon examination, the skull of the corpse is shattered as though something sheared off the top of its head. The obvious cause might be the falling roof, but the angle of the body and the surrounding stones is all wrong, suggesting some other force.

The ring has a minor enchantment that keeps it from tarnishing and is worth 100 gp. If it is taken off the body, the skeleton loses all cohesion, falling apart into a loose pile of bones and torn silk.

The spiral staircase that leads to the underground complex is quite long. The first section has been damaged by the elements and is overgrown, slowing the party's descent.



As you descend the winding stair, you notice the paving stones have buckled and become uneven. After a few feet, the roots of the surrounding trees break through the wall, creating a barrier that is easily parted with a few deft swings of a sharp blade. Hacking your way through the woody tendrils, you can smell the stale air of the underground mingling with the fresh breeze from the surface. Negotiating the uneven footing offered by the ancient stairway in the darkness while clearing the path is awkward and time consuming so it is slow going for a while.

Level One

In time, you arrive at the first landing. The spiral stair continues down for at least one more level that you can see from here. A ring of ten doorways surround the central column around which the staircase winds. These portals were once sealed by iron bound doors with barred windows, but the dampness has warped the wood and rusted the iron, leaving them so twisted and weak that they are easily destroyed or removed.

The first level of the asylum has ten temporary cells where individual patients were to be detained until an appropriate "treatment" could be devised.

Each of the ten rooms seems to be identical to the others. Mostly barren, they seem to have been furnished with a simple wooden bench, a brass basin, and some kind of cot, though most of the appointments are in worse condition than the ruined doors. The arrangement of the rooms, the strength of the door, the barred windows, and the furnishings are reminiscent of prison cells.

Only one of these cells has anything more to offer. It was inhabited by a slayer who had taken on a *geas* but was afflicted with insanity by the demon he was sent to destroy. When he was locked up by the Cabal, the power of the *geas* and his dementia drove him to attempt escape at any cost. He eventually died of blood loss but not before leaving his mark on the cell and charging the nearby megalith with his madness.

This cell is badly torn up, but not by the ravages of time. It seems that its inhabitant was particularly intent on escape and was willing to go to great lengths to earn his freedom. The bench was torn into fragments that now lie in a rotting pile covered in a grey/green fungus of some kind. One section of the wall is scored as if it had been clawed at over and over again. The prisoner's body is a pile of bones huddled in the corner. There is no evidence of a basin in this room.

At this point, the power of the megalith begins to affect the party for the first time. All of the player characters must save vs. spell. If all the party members

make their saves, nothing happens. But if anyone fails, the character who failed his or her saving throw by the largest margin has a vision. Only one character can have the vision, so if two or more characters fail their save by the same margin, only the character with the lowest Insight Attribute will succumb to the influence of the megalith. The Gamemaster should either read the following passage aloud to the character who receives the vision or write it out and pass it to the player as a note. It is more effective if only the player who receives the vision knows what his character has seen, so if the Gamemaster does not want to take the time to write out the entire passage by hand he should take the player aside to read it to him.

As you leave the cell you hear an odd scratching sound like a rat gnawing at the wall. Glancing back, you are startled to see a gaunt figure huddled in the corner amidst a pile of splintered wood and refuse. Gaunt and pale, he is obviously malnourished and in ill health. Slowly and deliberately he scrapes at the stone wall of his cell with a tiny fragment of his bench. His fingers are raw from the effort and blood stains the wall where his labors have carved away pathetic furrows in the indomitable stone. Somehow, he feels your gaze and stares back at you. Turning away, you shield your eyes with your hands to ward off the vision only to discover that your fingers are raw and bleeding like those of the wretch in the cell before you..

The power of the megalith is such that the derangements of madness can cause actual damage to their victims. After witnessing the vision, the victim must save vs. death. If successful, the vision fades with no further effect. If the save fails, however, the victim's fingers actually bleed and he or she suffers 2d6 damage and a loss of manual dexterity that reduces his chance to hit by -1 until this damage is healed and a day has passed. If the victim is a thief, his or her pick pockets, open locks and find/remove traps skills are all at -10% until the affliction is cured.

The stairs to the next level lead to the source of the haunting that has upset the viscount and terrified the villagers. Somewhere between the first and second level, the player characters receive the first clue that they are approaching the object of their quest.

Once again, you descend the winding stair. As the cloying darkness overtakes you, there is a sudden rush of wind accompanied by the echoing sounds of deranged laughter from somewhere below. When the wind passes, an unnatural chill overtakes you, leaving you shivering and uneasy.

At this point, the Gamemaster should ask the party whether or not they will press on despite everything they have experienced.



Level Two

The second level is similar to the first, with a landing surrounded by doors. The only difference appears to be that there are only eight doors and they are in somewhat better condition. The stair continues down; how far you cannot tell.

The second level of the asylum has eight cells that could hold up to four people each. This was where the staff kept "patients" that required special attention. The cells on this level are similar to those on the first, but each features four cots and two basins. There are also more bodies within the cells, many of them slain in unusual ways. If the adventurers examine the remains closely, they find evidence of dismemberment and decapitation that suggests attacks by creatures with tremendous strength.

After the group investigates the first cell, they witness a *programmed illusion* originally cast by Cabal wizards to torment one of the hated "patients" on this level. The duration of the spell expired long ago, but the illusion has been maintained by the power of the megalith. If the group remains on the level for two hours or more, the illusion repeats itself.

Without warning a beautiful young woman walks around the corner and into your midst. Dressed like a peasant girl, she is dark haired and of average build with green eyes and a lovely smile. She appears to be aware of her surroundings but doesn't seem to notice you. Before you can react she moves through you without substance and fades back into the oblivion from which she came.

There is a ghost on this level that has haunted the ruins since its demise. When the Cabal found him, the man who became the ghost was suffering from the death of his wife. They tortured him by conjuring a programmed illusion of his beloved that walked the hall, just out of reach, refusing to talk to him or even acknowledge his existence. When the retribution came, his cell door was torn open, and he was finally free to join his love, only to discover at last that she was only a dream. At that moment, one of the rampaging demons ripped him in half, denying him vengeance.

As insane in death as it was in life, this particular ghost does not behave as expected. As the party prepares to leave the level, it senses their life force and manifests to investigate. It does not recognize the adventurers as friend or foe and does not know what to make of them. Confused, it hovers nearby and watches the newcomers in hopes of determining who they are and what they are up to.

A dim glow forms in your midst which quickly grows in intensity from a candle to a torch. In the pallid luminescence, a figure regards you with eyes that blaze with emerald fire.

When the creature first appears, every character who sees it must save vs. fear or be overcome with terror for 1-12 turns. As the creatures lack of focus robs it of some of its menace, this saving throw is made with a +2 bonus. Characters who are terror stricken must flee the asylum and cannot return until the terror passes. A *dispel magic*, *remove fear* or *remove curse* negates this effect.

If the player characters try to communicate with the lost soul it responds, but it won't make much sense. The following are typical responses. If it is not addressed, it mutters these phrases under its breath.

- *Leave me be. She left me for them. Why did she go?*

- *I'll show her. Three five and six, three five and six. Know her secret I do.*

- *Wind and light. All this time, wind and light. How could they?*

- *Snap snap. Hardly sporting. Snap and black. Never rest. Snap snap snap.*

If the heroes take any kind of aggressive action, the ghost retaliates by materializing and attacking with its icy touch. The ghost has a THACO of 11 and does 2-12 damage on a successful hit. The victim must also save vs. death or age 2-20 years. If a character is aged more years than his or her Stamina score, he or she must pass a System Shock roll or die from trauma.

(1) Ghost

HTK: 50 (10d8), **AC:** 0

MV: 9"

AT: 1, **DM:** 2-12

THACO: 11, **AL:** chaotic neutral

INT: N/A (insane), **SZ:** M

Special Attacks: fear, possession

Special Defenses: only affected by magic weapons

If the party ignores the ghost and tries to leave the level, the phantom attempts to possess someone. When this happens, all the adventurers must save vs. spell. If everyone makes his or her save, the creature materializes and attacks. If anyone fails a saving throw, the character who failed by the largest margin is possessed. If more than one character fails by the same margin, the ghost possesses the character with the lowest Insight Attribute.

A possessed character has no awareness of what is going on while the ghost inhabits his or her body. Regaining a physical form helps the ghost overcome his disorientation. He does not remember who he is or where he is, only that he was locked up and that his dead wife used to visit three times a day to taunt him. He asks the party members who they are and what they want.



If it is explained to the ghost that he is dead and that his wife was an illusion, it remembers the circumstances of its death, in which case it asks the party to help him find his remains. His corpse is easy to identify as it is torn in half at the waist. When the adventurers find the body, the ghost asks the heroes to join its two mutilated halves. If this is done, the ghost dispels and the possessed character is freed. As the ghost rises out of his host and fades out of existence on his way to the next world, he tries to warn his new friends about Arendur.

Thank you. You have done me a great service for which I can never repay you. It saddens me to know that I pass over to a better world and leave you behind in the heart of darkness. There is more to this place than you might imagine. Beware or the city will destroy you. I was a victim - you must survive. Good luck and long life.

Level Three

Once more you descend the stair, and you come at last to the end. The lowest level is like the other two, but only six doors face you this time, and they are double doors in much better condition than any you have encountered thus far. The darkness here is oppressive and the air is thick with the ages.

The large cells on this level were used for the "patients" the agents of the Cabal had successfully tormented beyond redemption. Dozens of prisoners could be crammed into each cell to wait out the balance of their miserable lives.

The cells are equipped with a single bench along the back wall and a small pit in the center of the room instead of a basin. All the cells are locked and filled with corpses. Searching these rooms involves picking the locks or breaking down the doors and sorting through gruesome mounds of human remains.

There is only one room that has anything of interest or value. On the side wall of this room, an imprisoned wizard inscribed two magic spells using his own blood and excrement. It is obvious to any wizard that these markings are magical in nature and that the only way to use them would be to read them off the wall like reading a spell scroll. There is no way to tell what the spells are or what they will do except to use them. Not even an *identify* will glean a clue. Unfortunately, the wizard who penned the spells was insane and his spells were warped by his mental state. The first spell was intended to help the wizard escape. It is a modified *dimension door* that sends the caster several hundred yards away in a random direction unless he or she saves vs. spell. At the Gamemaster's option, the caster might end up in another of the city's many underground complexes. Alternately, the spell could be a *teleport* that sends the caster miles

away or a *plane shift* that sends him to another dimension (considering the spells' origins, a destination of Infernus would be particularly ironic). The second spell was devised to exact vengeance. It is a badly written version of *monster summoning two* that summons a small party of monsters but exerts no control over them. The monsters summoned immediately attack the caster. If the Gamemaster likes, there can be more than two spells here. The wizard might have inscribed any number of exotic spells or spell variants on the cell wall. It is left to the Gamemaster's creativity to devise interesting magicks.

The Secret Door

The column around which the spiral staircase winds is actually hollow. There is a secret door in the column at this level which provides access to the interior of the shaft. The door is locked and protected by a trap that causes a gas to fill the area just in front of the door, forcing anyone within 10' to save vs. poison or take 2-8 damage and fall unconscious for 1-6 turns.

The secret chamber is very small and very dark. When and if the heroes enter, a *contingency* spell casts *summon demon warriors*, causing 6 demon warriors to appear and attack the party. See the appropriate spell description in chapter four details.

Inside the column is a small shelf on which lies a copy of the *Infernicum Mallemanica* flanked by silver candlesticks worth 25 gp each. Painted on the wall above the tome is a diagram of the Wheel (see the included map diagram) and a brief passage explaining the purpose of the megaliths. When found, the *Infernicum* is badly damaged and tattered. Tear its pages apart and mix them up before handing the book to the players. It is up to the adventurers to piece the tome together for themselves.

Overhead, a megalith dedicated to Eligos, the Mad Duke, hangs from massive iron chains. The megalith is a stone nearly eight feet tall covered in runes and symbols. The chains that suspend it are wound through a series of wheels and counterweights that allow it to be raised and lowered. If anyone touches the megalith, he or she is attacked by a *feeblemind* spell. The megalith can be destroyed by raising it to the top of the column and dropping it, causing it to shatter. Anyone on this level when that happens must save vs. spell or be *confused* for 2-12 turns.

If the megalith is threatened, Captain Morgan instantly realizes it (no matter where he is). He and twelve of his men (Skill 2 fighters) rush to the asylum to defend the structure and kill the meddlers.

If and when the party returns to visit the viscount after completing their mission, the young noble gladly grants the promised reward. If Morgan attacked the



party after the megalith was discovered, the viscount is alarmed at captain's treachery and asks the party to stay on to help investigate the ruins and the mysterious Cabal. If the party never finds the megalith, more strange events soon take place at the tower, prompting the viscount to hire the adventurers to return and investigate the structure anew.

Further Adventures

The Cabal and their Wheel pose a far greater threat to Arendur than the player characters may realize from their experiences in this adventure.

The following description of the ruined city should provide the Gamemaster with guidelines he or she can use to create a series of adventures in which the characters fight the Cabal and discover the secret of the Wheel. The only way to bring an end to the troubles that plague the city once and for all is to destroy more than all the megaliths. During these adventures, the party will probably encounter several more denizens of the Infernus. But the copy of the *Infernicum* recovered from the asylum should provide them with some of the knowledge they need to identify and defeat their adversaries.

The Ruins

Each of the key buildings of the old city was intended to serve the Wheel by generating sufficient energy to charge the megalith beneath it. As each megalith was dedicated to a different infernal duke, each of these buildings was constructed to promote a specific sin. This unique requirement provided the framework for an unusual city. Because of the importance of these key buildings, they were constructed better than the other parts of the city. Ironically enough, these buildings were the only ones to survive the infernal retribution intended to destroy them.

Arena

The megalith beneath this building was dedicated to Tufforp, Duke of the Heart and the Blood, Demon Lord of Vengeance.

Under the Cabal, Arendur pretended to be a lawful city where the random violence so common in outland settlements would not be tolerated. Fighting of any kind was forbidden in the city limits except in the Arena where any citizen could finish a brawl or duel without fear of reprisal from the local authorities.

What seemed to be a reasonable solution to a common problem was actually intended to promote violence in the permissive atmosphere provided by the arena. The megalith drank deeply of the many grudge matches fought here over the years.

In the new city being constructed by the viscount, the arena is currently being used as an open air theater where minstrels, actors, jugglers, and magicians perform daily. So far, the Wheel has been starved for no acts of vengeance have been performed here in a long while, but it is only a matter of time before Tufforp has his way.

Barracks

This megalith was dedicated to Great Gusion, Duke of the Blood and the Heart, Progenitor of Homocides.

Arendur was defended by a troop of elite guardsmen who called themselves the Circle of Steel. The members of the Circle were known not only for their skill but for their ruthless efficiency. Many feared the very warriors who were supposed to protect them and with good reason. The Order knew only one solution to nay problem—violence.

At first, the Circle was a guard unit like any other. But gradually, the megalith corrupted the art of war into a passion for death. Towards the end, the Circle became so savage that they began to turn on their own number when the bloodlust came upon them.

The new city is using the underground portion of the barracks to house the few guards and soldiers stationed there. The influence of the Wheel is starting to corrupt some of the guards and rumors of brutality are increasingly common.

Brothel

The megalith beneath the brothel was dedicated to Great Gutterfowl, Duke of the Heart and the Flesh, Progenitor of Infidelities.

Most settlements the size of the Silver City eventually develop a problem with prostitution. The founders of Arendur let it be known that procuring would be harshly punished inside the city walls.

The lack of competition provided by the city's strict prohibition on prostitution made the operation of a brothel just outside the city walls a popular and lucrative business. The brisk activity in Arendur's sole house of ill repute charged the Wheel day and night.

The ruins of the brothel have yet to be put to service by the new lord, but already the megalith draws forbidden lovers to elicit trysts in the chamber beneath the rubble.

Castle

This area was dedicated to Great Furfur, Duke of the Blood and the Mind, Lord of Pride.

In its time, the Silver Citadel was Arendur's crowning glory. Massive columns and vaulted ceilings were the hallmarks of a design that was more



concerned with the use of valuable materials and works of art than structural integrity.

The castle was one of the primary targets of the retribution and suffered devastating damage that turned a magnificent palace into a heap of expensive gravel. The collapsed castle ruins are unsteady and treacherous and have been cordoned off to prevent the unwary from falling through a pit into the shattered underground. There has been talk of leveling what remains and filling the pits, but there are far more pressing matters at hand at the present.

Church

The megalith found here was dedicated to Great Malphas, Duke of the Soul and the Mind, Progenitor of Hubris.

The Church of Man was dedicated to the idea that the great works of "modern" civilization are more worthy of reverence than the "primitive myths" offered by most religions. The Church offers mankind a chance to pat itself on the back for its achievements, a proposition worthy of Great Malphas himself.

Oddly enough, this strange little cult was one of the only survivors of Arendur's demise. While the Silver City's temple fell, missionaries had already spread the word to neighboring provinces. The faithful have returned and plan to reopen the Church soon.

Crater

The crater was once dedicated to Great Sabnock, Duke of the Blood and the Flesh, Progenitor of Depravity.

Nothing remains of the city-temple dedicated to Sabnock. Its annihilation signaled the end of the retribution. Until recently, this was the only node without a megalith to tie it into the Wheel.

Exchange

This megalith was dedicated to Great Vapula, Duke of the Flesh and the Heart, Progenitor of Greed.

The Silver City built its reputation as a thriving hub of trade. A special Exchange was established to handle all the money and merchants that pass through the town on a daily basis. Most of Arendur's large financial transactions were conducted at the Exchange, which also served as the city's principle bank and moneylender.

With a veritable river of gold flowing through the Exchange, enough greed was inspired to charge the Megalith ten times over.

One of the soundest buildings in the Silver City, the Exchange was the only structure to survive intact. The new administration has chosen to use the building to

house the treasure that is being used to pay for the city's reconstruction.

Flophouse

The flophouse was once edicated to Great Orobas, Duke of the Soul and the Flesh, Lord of Corruption.

Arendur made its founders very wealthy, but there were many who suffered terrible poverty while the Silver City tarnished. Outside the city walls, the poor huddled in a pathetic collection of shanties and makeshift huts. The Cabal eventually opened a flophouse that took in "wayward boys" and offered them food and board in fair exchange for services rendered. Many of these underprivileged lads were turned to a life of crime and degradation, their corruption feeding the Wheel.

This building was badly damaged during the Retribution and has deteriorated in the ages that followed. It has yet to find a role in the new city.

Foreign Quarter

The building housed a megalith dedicated to great Phryxis, Duke of the Heart and the Mind, Swayer of Sychophants.

When visitors would come to Arendur, they would be directed first to the Foreign Quarter, where they received temporary lodging and were provided with whatever information they required about the city. Embassadors and diplomats from surrounding principalities maintained residence here to facilitate trade with the Silver City. The power of the megalith served to turn respect into fawning, transforming competent diplomats into prattling sychophants. In the massive audience chamber beneath the main embassy building, the idle praise of foreign dignitaries gave life to the Wheel.

With the ruined palace in disarray and the new keep progressing slower than expected, the main embassy building is now being employed as a temporary palace.

Prison

The megalith beneath the prison was dedicated to Great Botis, Duke of the Blood and the Soul, Patron of Suicides.

The Silver City's dedication to maintaining law and order created a need for an unusually large prison to detain all the criminals hauled in by the overzealous guard. When it was complete, the Arendur prison was one of the largest facilities of its kind in the kingdom. Horrible atrocities were committed by the Cabal here in an effort to provoke the prisoners to take their own lives. Sadly, the jailers were successful all too often.



The architects of the new city have chosen the ruins of the prison as the site for the new castle keep. So far, work has progressed slowly, as the engineers must reconcile their designs with the existing structure and its extensive underground.

Rebel Headquarters

This megalith was once dedicated to Great Forneus, Duke of the Mind and the Heart, Lord of Traitors.

While the lords of Arendur presented themselves as magistrates, it eventually became obvious that the promised paradise of the Silver City was actually a hive of evil hiding in the shadow of pretend civility. The Cabal foresaw the eventual realization of Arendur's true nature. They waited for the inevitable resistance movement and made sure it was organized where and how they liked. The movement charged the Wheel with its plans of betrayal, but never progressing far enough to cause Arendur's masters any real threat.

This building is in the process of being restored for use as an inn. The neighboring Ram's Head Tavern is already in operation and is a hub of local activity.

Shrine

The shrine's megalith was dedicated to Great Runstibble, Duke of the Heart and the Soul, Lord of Idolators.

The temple of a thousand shrines attracted pilgrims from countries near and far. Ostensibly established to promote religious freedom in the Silver City, the shrine contains scores of idols to gods from many different pantheons across the land. Worshipped side by side, this would seem to be a sign of the enlightenment promised by the founding fathers of Arendur. The Wheel was served by the "inner sanctum," the underground portion of the temple where the most beautiful idols were placed in positions of honor. The competition between religious factions to construct more expensive and elaborate idols charged the Megalith and amused Lord Runstibble.

The Shrine is currently being used for the same purpose for which it was originally designed. Statues of all of the gods from various local pantheons are being erected in the courtyard, but so far, the idols remain modest depictions.

Slave Market

The slave market was dedicated to Great Agares, Duke of the Flesh and the Blood, Lord of Cruelty.

One of the most controversial aspects of Arendur's trade policy was a declaration legalizing the slave trade in the city but outlawing the holding of slaves. Slavers from surrounding lands would come to the Silver City to

hawk their wares in a conveniently centralized marketplace. As there are few things more cruel than slavery in any form, the Wheel drank deep from the pain suffered by the men and women who were brought to the city as a commodity.

The four large pits in which the slaves used to be penned now serve as storage areas for the reconstruction effort.

Slums

The megalith beneath the slums was dedicated to Great Dantalion, Duke of the Soul and the Heart, Demon of Despair.

For a while, Arendur was a boomtown, and dozens of peasant families arrived daily hoping to improve their station, lured by the bright promise of the Silver City. Unfortunately, for the most part, all they found was poverty, disease, and death. The Cabal saw to it that large numbers of these immigrants were herded together so their despair would feed upon itself, charging the Wheel more readily.

All that remains of the slums is overgrown rubble at the wrong end of town.

Stronghold

This megalith was dedicated to Great Marchosias, Duke of the Soul and the Blood, Master of Crusaders.

The Brotherhood of the Shining Truth was a pseudo-military religious sect dedicated to confronting the forces of darkness wherever they were found. Their aggressive purity was well received by the superstitious peasants who still feared what lurked in the night. The single-minded arrogance of these misguided fools served the Wheel quite well until the entire sect was slaughtered to a man during a feudal and vainglorious last stand in their fortified keep.

With enough of the shattered wall to offer limited protection to the courtyard, the ruined stronghold is being used to house a small army of laborers that have been hired to restore the city.

Tavern

The megalith beneath the tavern was dedicated to Great Rofocale, Duke of the Flesh and the Soul, Demon Lord of Gluttony.

In days of old, the Brazen Hearth was widely renowned as one of the finest inns in the land. Travelers would go miles out of their way to stop over at the Hearth for a bowl of hearty stew and pitchers of dark ale. A steady stream of capital from the Cabal kept the Hearth's prices low enough that anyone could afford to overindulge. By restricting the number of people served



each night, the proprietor was able to maintain a demand for his amble supply.

The Brazen Hearth was one of the first businesses to reopen and has done a brisk business ever since.

Temple

This megalith was dedicated to Great Volak, Duke of the Mind and the Soul, Tempter of False Prophets.

In keeping with their philosophy of religious freedom, the lords of Arendur constructed the people's temple to give representatives of any and all local religions a place and an opportunity to be heard by the citizens of the Silver City. Rather than the "Temple of All Gods" the Cabal presented it as, this was a forum for any charismatic priest, charlatan, or lunatic who had a gift for oratory and the desire to speak before a crowd. The megalith beneath the temple was charged by those who fed leech-like off the innocent faith of the legitimate pilgrims who visited the structure.

The Temple is currently being renovated for use as a cathedral by a man who calls himself "The Living God." As luck would have it, the Living God is a complete fraud. Very soon, the Wheel will feed well once again.

The Asylum

The Asylum's megalith was dedicated to Great Eligos, Duke of the Mind and the Blood, Tempter of Madmen.

According to historical texts, this facility was one of the first of its kind, though it was unique in that it was intended to breed insanity rather than cure it. To the casual observer, the line between healing and corruption was almost indistinguishable, a fact the administrators exploited to convince the friends and family of the mentally disturbed to submit their charges to the asylum's care. Because of the secret agenda of Cabal's masters, patients were accepted on the basis of the severity of their affliction; interesting cases were accepted more readily than those that would bring the highest fee. Once the Asylum was established, people who were actually sane were accepted and gradually driven insane by the very "healers" who promised them a cure.

The unquite spirirts that haunts the empty cells of this unholy structure have driven off the new arrivals. Until a sufficiently powerful priest can be persuaded to perform an exorcism, the asylum will continue to be shunned.

The Mission

The megalith at this site was dedicated to Great Gremory, Duke of the Flesh and the Mind, Lord of Envy.

Apparently opened in response to the city's growing poverty problem, the mission was staffed by volunteers from the city's noble elite who would dispense free food to the desperately poor. Surrounded by evidence of wealth and jaded aristocracy while forcing down a barely palatable hand out, even the humblest of men was easily tempted by Gremory's intoxicating perfume.

The old Mission building has been commandeered by some immigrant peasants who have already given in to the power of the megalith over which they sleep.

Thieves' Guild

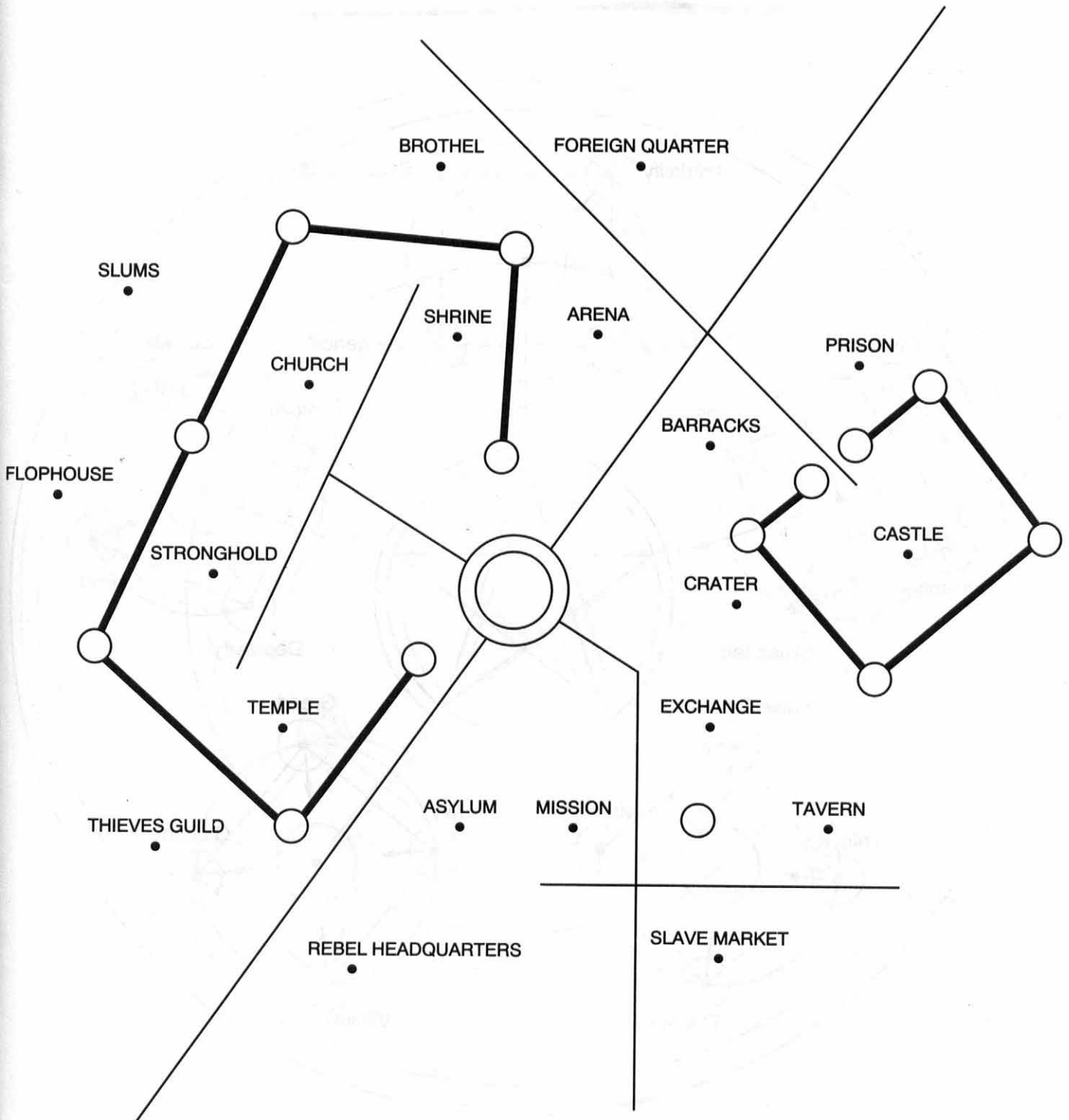
The megalith here was dedicated to Great Andrealphus, Duke of the Mind and the Flesh, Patron of Thieves.

Early on, the lords of Arendur came to an arrangement with local crime bosses. As part of this agreement, a thieves' guild was established, and the authorities offered to look the other way while the ruffians it attracted picked the pockets of Silver City. With the Guild all but sanctioned by the city, the megalith was charged quite easily and Andrealphus was pleased with his offering.

After the retribution, the Thieves' Guild was the only institution to continue operations. Today, even the hall's ruins are home to thieves of all descriptions.

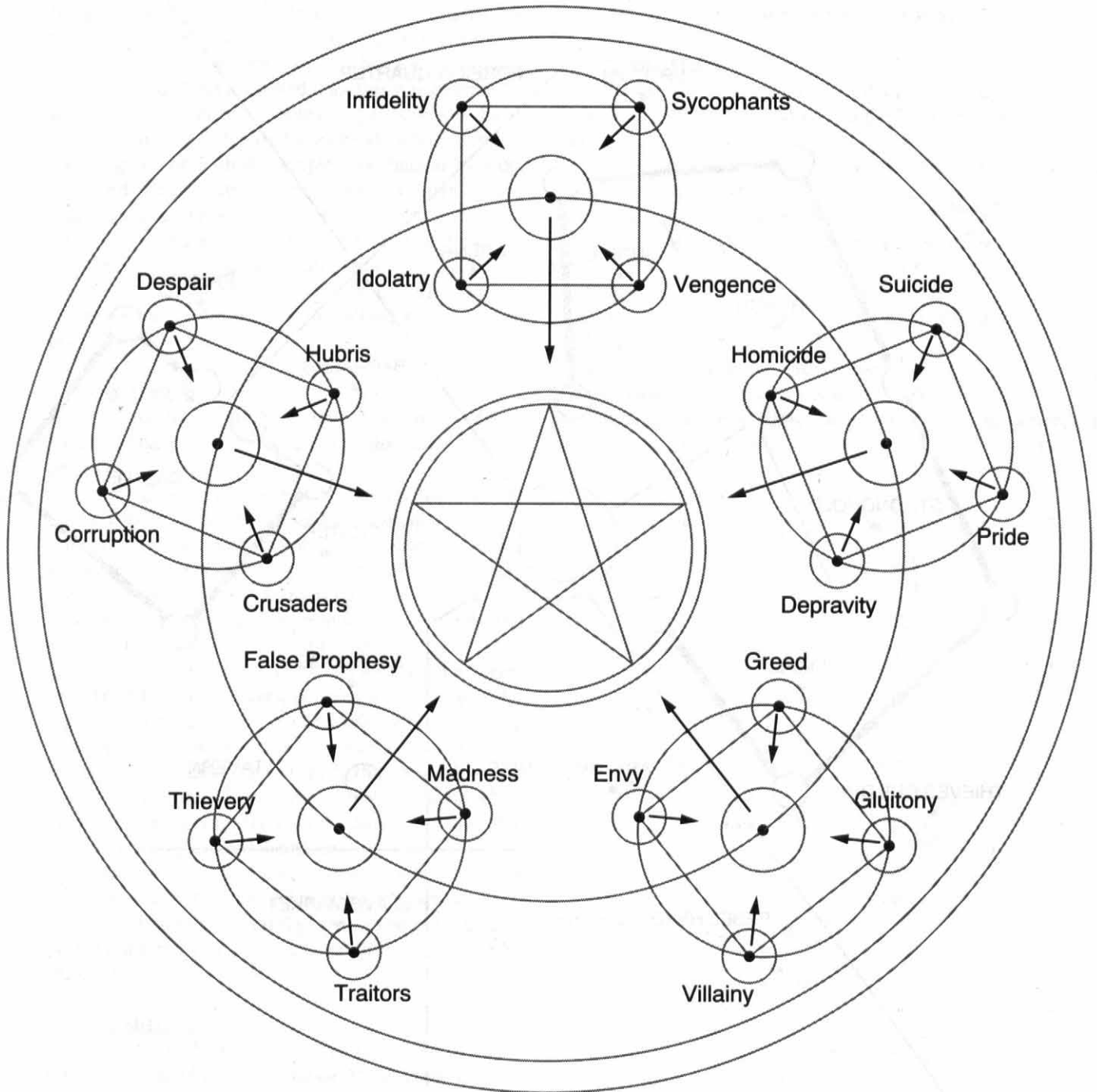


Arendur



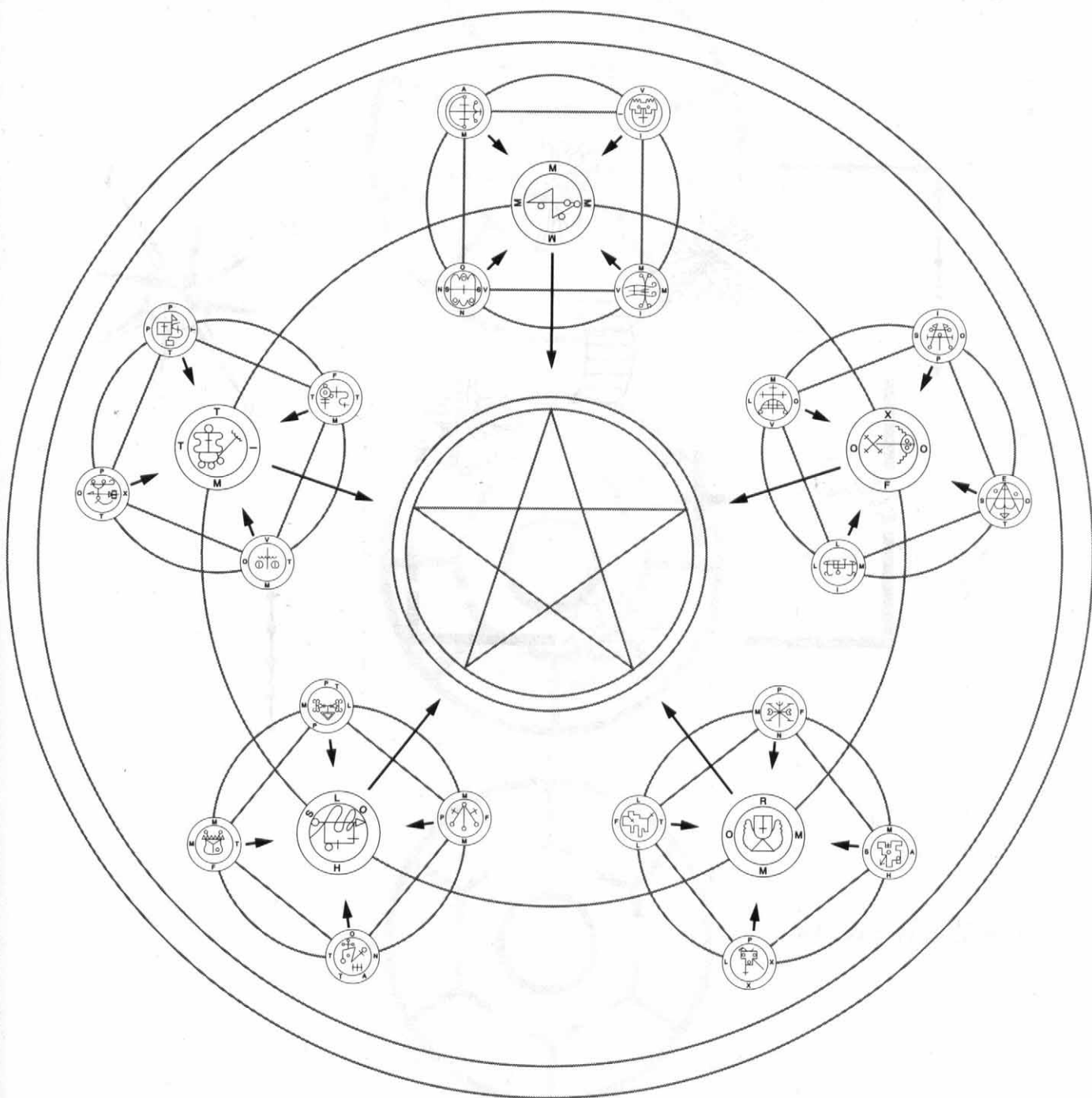
The Wheel

• GM DIAGRAM •



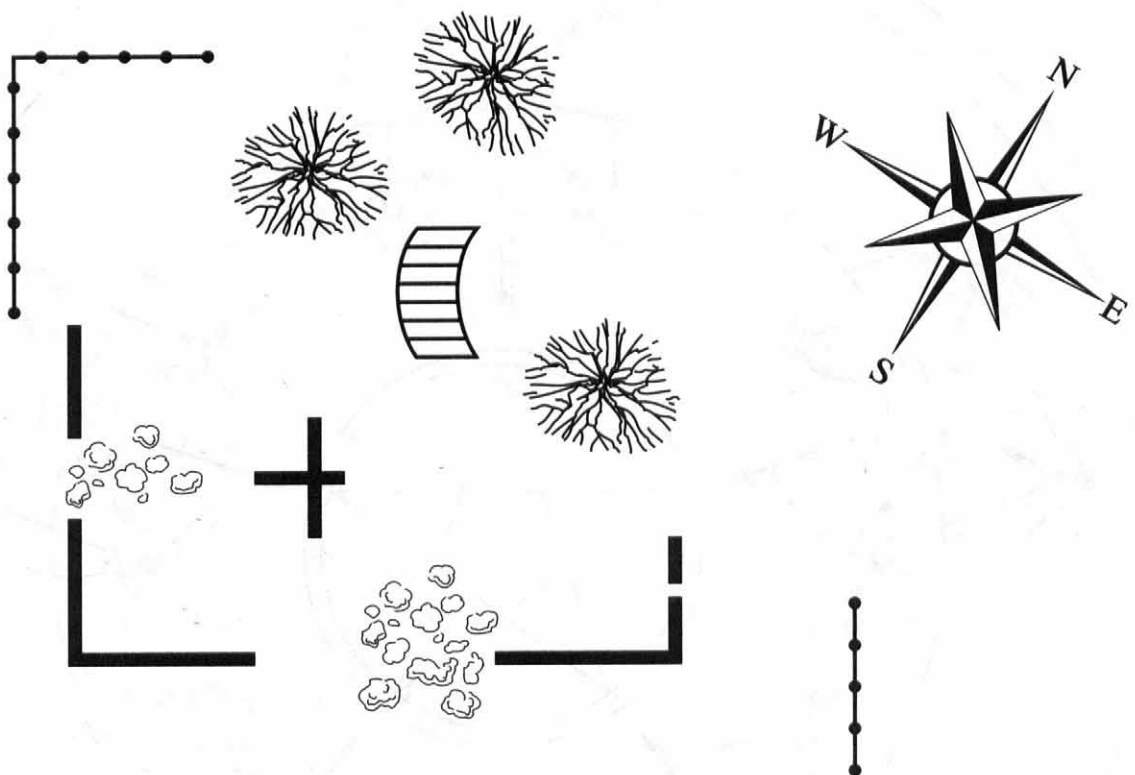
The Wheel

•PLAYER DIAGRAM•

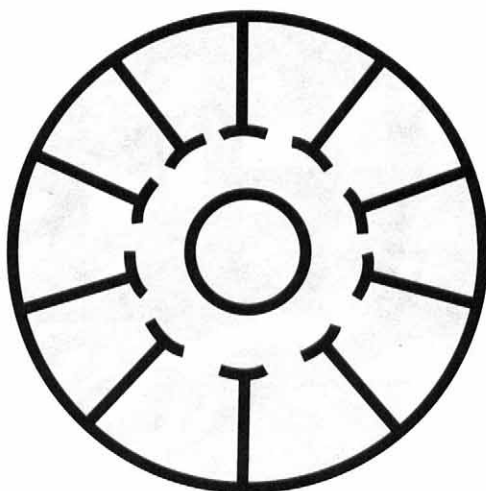


The Asylum

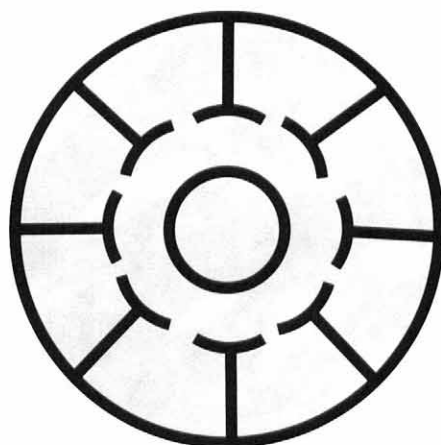
• GROUND LEVEL •



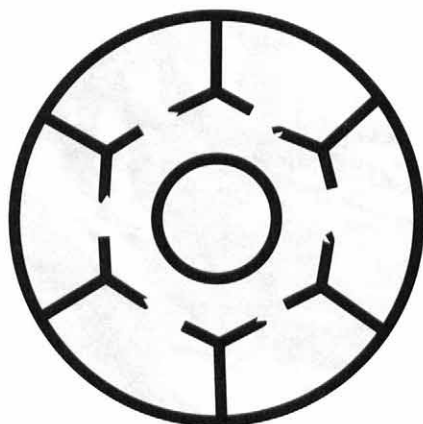
The Asylum



•LEVEL ONE•

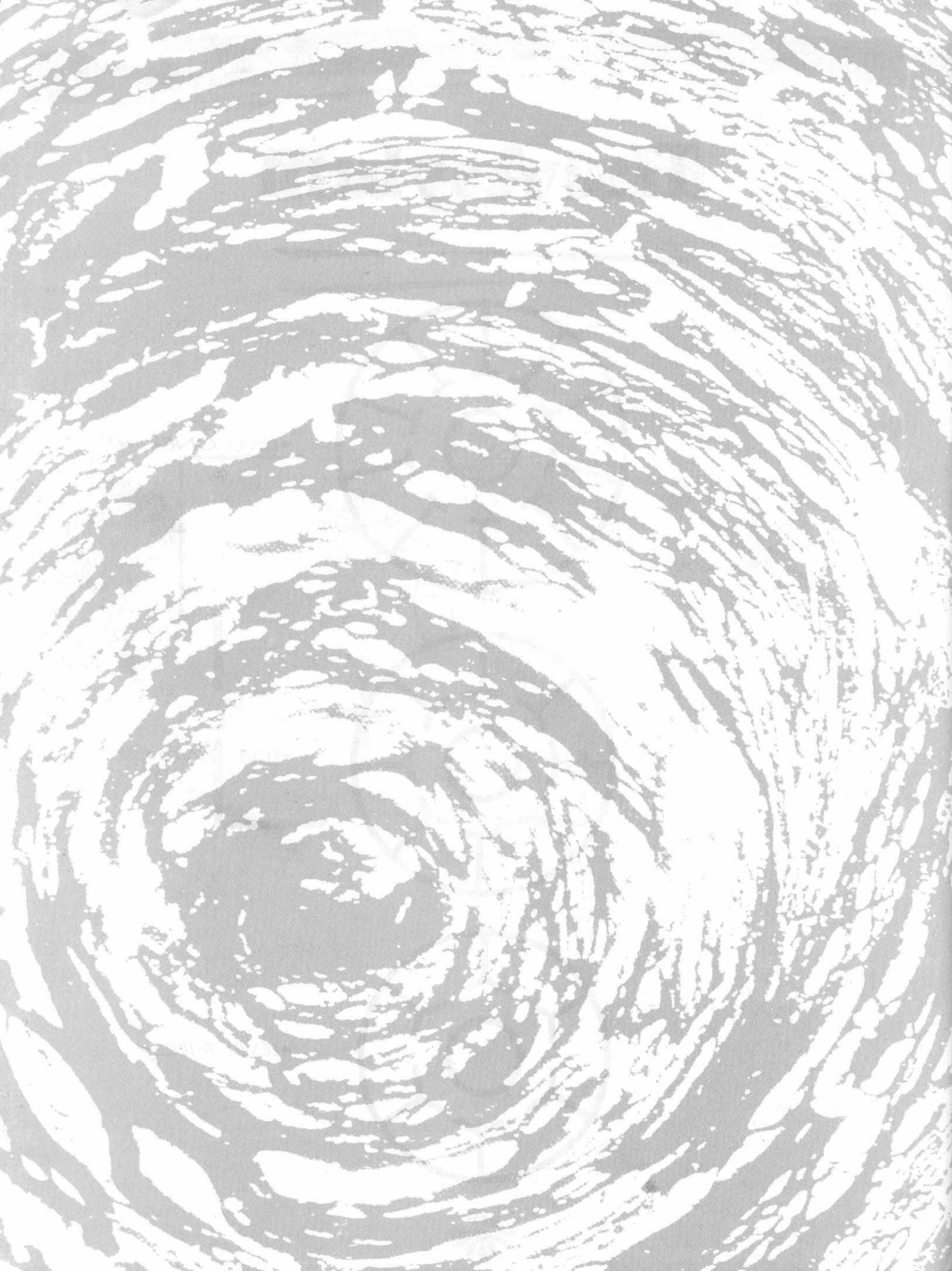


•LEVEL TWO•



•LEVEL THREE•





An Infernicum Mallemanica

or The Greater Blade of Virtue

an exploration

by

Silvinus Andrellus

of the Order of the Red Comet, Duke High of

Numorea

Darik—
the Greater Blade is
obsolete—
the explorations

of Andrellus
have provided
an excellent
starting point
to be sure,
but personal
bias and
needless
embellishment
obscure what
would otherwise
be an ideal
introduction
to the art.

I intend to
rewrite the
key sections
and expand
upon the
central issues.
Any insight you
could provide
would be greatly
appreciated.

Yours -Z.

Chapter the First --

In which the narrator speculates upon the origins of the infernal legions

Andrellus
deftly avoids
the central issue--
linear metagenesis
versus eternal cycle.



In the beginning, of course, were the gods.

And in the beginning, the gods were one.

The first grand epoch was an era of inquisition during which the gods ruminated upon the nature of their being - a riddle so formidable that it addled even the divine intellect for some seven score and one eons.

Early into their query, the gods began to understand their nature as reflection and prepared themselves to ponder their purpose for time everlasting. But since the gods alone were all that was, they eventually came to realize that they alone were capable of inventing their conundrum. It was thusly that the gods learned to create, and it was thusly that the divine intellect came to understand creation as an essence superior to contemplation.

When did
self-awareness
begin
and why?

This
suggests
that the gods
were capable
of creation
all along
but did not
realize the
full extent
of their power.

With this understanding came the dawn of the second grand epoch, an age of imagination. During the eons ensuing, the gods contemplated their being from a new vantage. They now pondered the essence of creation itself. If creation was their purpose, they wondered, then what must they create? In an attempt to answer this query, the gods consumed forty and one eons creating all manner of things. During the first eon of progenesis, they created the firmament. During the second, they erected their manors divine. During the fifth eon of progenesis, the gods forged the stars and the light. During the eleventh eon, they devised the wind. During the twelfth eon, the gods tempered the earth, the air, and the spoken word. During the fourteenth, they forged the mountains and crastled the seas.

And so things passed until the forty-first eon, in which the gods finally resolved to create a being in their own image - a task that would push even their divine vigor to its very limit. After forty eons of aimless

Imagination or remembrance?
The theory of eternal cycles postulates a divine hybrid.

When does a god become an avatar?
If a storm god is a storm god from the start there is no need for contemplation—the wind is devised by instinct.

no two myths agree upon the architecture of creation so Andreellus fabricates his own.

The reciprocal relationship between the mortal and the divine suggests that the gods are constantly reshaped in our image.

VINDICATION—
predestination
supports the
cycle—
perhaps the
great conundrum
involves the
very puzzle—

If true names
were intended
to distinguish
the mortal
from the divine
the gods have
no names to
define or
control them.

More of his
fabricated
creation myth—
he brings in the
arcana in the
43rd eon
instead of the
42nd.
Why?

conjunction, the gods at last came to understand that accepting creation as a destiny only returned them to the jaws of the great conundrum. They now knew the futility of acknowledging an essence of creation without comprehension of their own being. By studying a creature somewhat similar to themselves, but also profoundly different, the gods hoped to gain such insights, allowing them to finally assume a true essence.

Once they created this creature, the gods invented the names of all things so as to distinguish him from themselves. In the midst of this endeavor, they named their creation mortal male.

During the forty-second eon, the gods created mortal female to join with mortal male to beget more mortal males and females. During the forty-third eon, the gods created the flora, the fauna, and the multifaceted arcana so that mortal male and female could

The firmament,
stars, light, wind,
earth, air, mountains
and seas were
created by
instinct but
mankind is
a unique
experiment?
Fascinating
What were
the previous
cycles like?

hold dominion over their lessers just as the gods held dominion over the mortals.

The third grand epoch began with a great schism within the ranks of the divine. Frustrated with the progress of their living experiment, a few of the gods rejected creation and started to pursue new pathways into the mystery of their being. Within an eon, these gods became convinced that the true essence was not to create, but to destroy. Instead of looking toward an epoch in which all that existed was filled with objects and concepts that comprised an elaborate pattern of divine design and creation, these gods plotted to return the cosmos to a state of purity. They resolved to eventually destroy even that which cannot be destroyed - namely, themselves and their fellows. By the time it had run its course, their speculation led them to the conclusion that the true mission divine was the elimination of the divine itself, an event that would leave the cosmos in a state of perfect emptiness.

WHAT ARROGANCE
the power

arcane was
given select
individuals to
give them
dominion over
their LESSERS
not only does
this mean that
sorcerers are
superior to
murderers, but
in the

'great experiment'
magic users
supposedly
represent the gods -
REMOVE ALL
REFERENCES

MADNESS
regardless of
theory or
philosophy

Could the
cycle be broken and
the ending true
bring down the
gods themselves?

REJECTED
CREATION
PURSUED NEW
PATHWAYS

obvious
extension
of the
examination of the
conundrum

the cycle
includes creation
and destruction -
these 'rogue' gods
may simply embody
the
cycle's end just as
their brethren
embody the
beginning

The Libram
Arcanum
claims that the
first 'evil' act
was the
murder of
one of the
'good' gods.
State both cases.

As part of an attempt to sway their comrades, the rogue gods laid waste to the ancient fortress of Raak-po, one of the largest of the manor-states built by mortal man. And with this act, the gods were no longer one. Those who accepted the rogue view adopted a philosophy later known as chaos or evil, while those in opposition adopted a philosophy later described as law or good.

Discuss the differing
cultural perceptions of
'good' and 'evil'

The gods then spent the next sixteen eons warring upon each another as described in Lord Pliny's epic history, the Auroras Tempus. But then, exactly seventeen eons after Raak-Po was laid waste, the gods came to understand the futility of conflict and agreed to sit in conference to discuss their differences. During this first grand conference, the gods of chaos continued to argue that the true mission of the divine was the purification of the cosmos by the eradication of all things. The gods of law countered by continuing to assert their belief that the true mission divine was the

RAAK - DO?
Does this
refer to the
tower of
shadow's
night?
RESEARCH

Incorporate
the third and
fifth chapters
of the
Auroras -
omit the
long-winded
accounting
of the
genealogy of
the divine

the search
for the divine
pattern would
make a
worthy
basis for
further
exposition

creation of an elaborate pattern of concepts and ideas to fill the cosmic void, though they admitted they had yet to discover the true nature of this pattern. Obviously, reunion was impossible, though representatives of both factions were able to reach a set of accords that allowed the followers of each philosophy to at last pursue their inquiries with only limited interference from their rivals.

the great
accord
established
many of the
laws that
govern
interaction
with mortals—

DECAY=DEMON?
DESTRUCTION
ESSENCE?

Andrellus
infers that
entropy is a
primal force
of nature
embodied
by demons.

—most
demons follow a
code of ethics far
more stringent
than any mortal,
making them
unlikely agents
of chaos.

This first divine conference is also distinguished by the genesis of the corpus diabolis, now known as demons. During an impassioned speech in defense of the creation essence, a goddess of law demonstrated that the gods were not alone in the cosmos. This goddess revealed to all the existence of another primordial concept, known as decay, that had lurked unnoticed within the divine intellect since the very beginning of all things. She also speculated that the influence of this concept was responsible for the great schism and the evolution of the destruction essence. To help prove

Demons
existed
alongside the
gods from the
first,
influencing
their actions
and driving
the 'rogue'
gods to commit
evil acts.

—OR—
the unnamed
goddess of
law actually
created the
'body of evil'
through the
physical
externalization of the
undesirable traits.

**'ISOLATE THE
CONCEPT'**

again suggests
demons are an
abberation of
the divine
rather than
independent
entities

**DECAY=
CREATION!**

Do not gloss
over creation
of Infernus—
EXPAND
four pillars—
The Great Wheel—

**DECAY
MONSTERS**
(Demons)
strange choice
of words—

her point, she used her magic to isolate the concept from the divine intellect, an event that recast decay in the form of hideous monsters who immediately started to beget still more monsters.

BEGET MORE MONSTERS
interbreeding or fusion?

Although the demonstration effectively convinced them of its existence, the gods of chaos challenged the notion that decay had secretly swayed them to sound their rogue philosophy. Instead, they offered the assertion that decay was the corruption of purity responsible for swaying the gods of law to pollute the cosmos with their creations. The day they embraced the destruction essence, the forces of chaos argued, they successfully liberated themselves from decay and its influence.

Despite their differences, all the gods agreed that decay was dangerous. To forever isolate themselves from its influence, the gods combined their might to create the Infernus and imprison the ever-growing ranks of decay monsters within its fiery bowels. Once separated

**RECASTING
DECAY**

perhaps the
gods simply
cast out their
own evil
imprisoning
it in physical
form—
is this possible
with mortal
magic?
For the
'experiment' to
be effective it
should be...

Why would the
nihilist 'evil'
gods fear
demons?
Corruption of
purity.
Do they think
the demons will
'pollute the
cosmos'?
Demons as
creative force?

**DROVE THEM
TO MADNESS?**

for a creature
of spirit, this
would change
its very
nature—

**WHAT WERE
THEY LIKE
BEFORE?**

from the divine intellect and its creations, the decay beings began to suffer a hunger that drove many of them to madness. Most of these demons vowed to avenge their fate as soon as a fitting opportunity presented itself.

they seem
to have succeeded

The
imprisoned
demons
suffered
from hunger—
definitely a
destructive force.

What convinced
the dark gods
to imprison
them? Competition?

Some thirty and three eons later, during the fourth grand epoch, the gods found themselves at war once again. This latest conflict arose out of a series of arguments over each faction's desire to seize the souls of fallen mortals. Each soul seized by the gods in this fashion allowed them to partially replenish their depleting divine energies, meaning that the faction seizing the most souls enjoyed an obvious advantage over its rival.

**REPLENISH
DEPLETED
ENERGIES**
supports
reciprocal
relationship

**DEMONS AND
GODS**

hunger alike—
both devour
souls—

**WHAT IS THE
DIFFERENCE?**

**SEIZE THE
SOULS OF
FALLEN
MORTALS?**

fallen from
what?
What happened
to the 'great
experiment'?

Did the gods
abandon it
or did Andrellus?

Ultimately, the gods again settled their differences by convening a grand conference. Over the next three eons, each faction proposed scores of solutions to the problems at hand. But in the end, only a single proposal

acceptable to both parties had emerged. This proposal called for the gods of law to create the concept of free will, allowing each mortal an opportunity to select a final destination for his or her own soul. The accord ultimately ratified by both factions granted the gods of law dominion over each soul at the instant of its birth, but allowed the gods of chaos a life-long opportunity to seduce the mortal into freely forfeiting his or her soul to their own dominion. To conduct such seductions most efficiently, the gods of chaos struck a bargain with both the gods of law and the demons of decay that allowed the demons an opportunity to leave the Infernus to tempt mortals on behalf of chaos. Despite their rivalry with the gods, the demons accepted the accord because it allowed them to periodically relieve themselves from the torments of their infernal prison and because each mortal they successfully tempted would sate their hunger to spread decay.

Suddenly
'ROGUE' and
'EVIL' are
abandoned in
favor of
'CHAOS'

So the 'evil'
gods realize
demons
serve entropy
and that
they have the
power to
influence the
'divine intellect'.
They must
have agreed
to bind them
to the
INFERNUS to
subjugate them.

CREATE the
concept of
free will!
It would
seem a critical
element of the
'experiment'
if not what
were the gods
actually trying
to discover?

MOST
GENEROUS
occasional
freedom in
exchange for
eternal
service

DEMONS actually
FEED on TEMPTATION?
HOW? devise equipment-

Renegade
DEMONS—
perhaps the
slayers are
right!

Today, the demons continue to function in this capacity. But as the wheel turns and tensions mount between law and chaos, the demons grow evermore bold. Most remember the vows of vengeance they made many eons ago, and a few have started to ignore the rules that bind them once outside their prison, daring the gods to intervene. The very boldest of demons are already laying plans for a great war aimed at toppling the gods themselves.

THE WHEEL
TURNS
as I thought—
Metagenesis—
Andrellus must
be a true
believer—

Conclusions—
Silvius was as mad as
his brother.
Abandon his peculiar creation
myth but retain most of his discussion
of the corpus diabolis

WHAT? conjecture or warning?
critical to confirm the
Numorean's sources—

Infernal communion
would provide
additional insight

is soul forfeit?

seek out
thaumaturgist



WHY the SEAL?
who did he think
would be reading
this?

GREAT WAR—

TOPPLE THE
GODS

Similar to
the silver keys
but more
complete—
Andrellus
has reordered
the lesser
court — WHY?

Chapter the Second --

In which the narrator discusses the organization of the diabolical ranks
and provides a roster of the infernal dukes

WHY did they
fight these WARS?
Some factions
must have
resisted eternal
service under
the gods
of chaos—
What happened
to the losers.



After they reached their accord with the gods, the demons of decay sought a series of wars amongst themselves that served to prepare them for the tasks the gods of chaos had enlisted them to perform. By the time these wars ran their course, the demons organized themselves into five orders, each dedicated to examining and exploiting the weaknesses inherent in one of the five ingredients from which the gods forged mortal man - heart, mind, blood, flesh, and soul. Within each of these five orders are four orbits dedicated to the exploitation of weaknesses arising from the regions of mortality in which the order's ingredient intermingles with other ingredients. Thus, within the Order of the Heart, there are orbits dedicated to the realms of the mortal psyche where the heart invades the

HEART
MIND
BLOOD
FLESH
SOUL

SOUL
MIND
HEART
BLOOD
FLESH

Strange how
order rises
from these
agents of
chaos—

ORBITS
rather than
INFLUENCE!
brilliant—
the old man's
structure
holds up
far better
than the
LIBRAM

twenty orbits
BAKAND,
where is this
leading?

mind, where the heart invades the blood, where the heart invades the flesh, and where the heart invades the soul. In all then, there are exactly twenty diabolical orbits, each corresponding to one of the twenty epic failings that spring from the five essential flaws in the mortal spirit.

INVADERS!
Do the
ORDERS
act on each
other?

TWENTY
failings?
What happened
to SEVEN?

What do the
PRINCES
represent?
How were
they chosen?

Sitting atop each diabolical order is a prince of demons, and sitting atop each orbit is a demonic duke. Each and every demon represents a minor sin related to the essential failing that defines its orbit. Since the number of demons comprising each orbit is ever-increasing, so is the number of pitfalls that threaten the mortal spirit.

Do the demons
lose individual
power as
their numbers
increase or
is there more
evil in the
world every day?

RAASTIBLE
DARK - DO
RBAS/RBAK
RASSTABLE

Holding sway over all the demons is the Demon King Amdosias and his court, made up of the Lords Raastible, Bienthe, Rundigard, Lustikaar, Dorndigasse, and Thrurus. Alas, little is known of these diabolical marshals.

-OR-
Demons are
not metaphysically
bound to the
mortal or
the divine.
WHERE DO
THEY COME
FROM?

ROSTER follows - leave intact
superior reference work!

A Roster of Diabolical Dukes and Princes



Order of the Heart

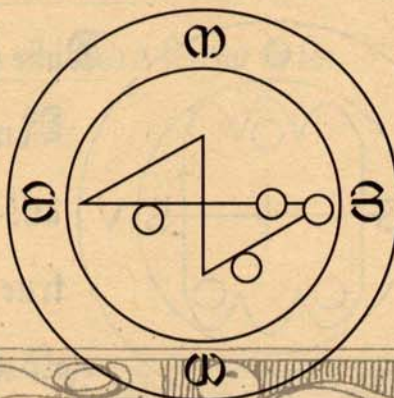
Sins of the heart spring from betrayal, the flaw that leads mortal spirits to turn against their allies and siblings.

Grand Anthraxus,

Prince of Demons and Father of Treacheries:

Like all demons of this order, Anthraxus sports two faces in his true form. On his sleeves, he wears the hearts of the mortals he has seduced, and in his hand he carries a large knife, which he sometimes lends to mortals who are willing to plunge it into the backs of their kin.

Anthraxus is said to speak the truth when queried about matters of love

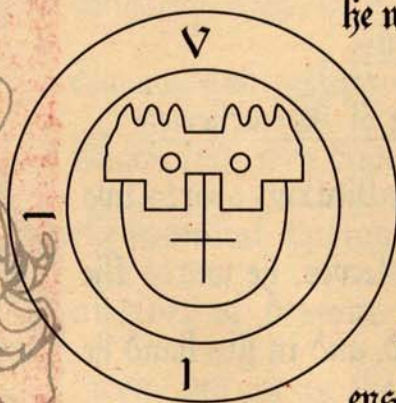


and war. His diabolical powers allow him to beguile, freeze, and cast doubts.

Great Phryris,

Duke of the Heart and the Mind:

Phryris is the swayer of sycophants and false-praisers. He is said to be long of nose and tongue, and he walks atop a pair of frog's legs.

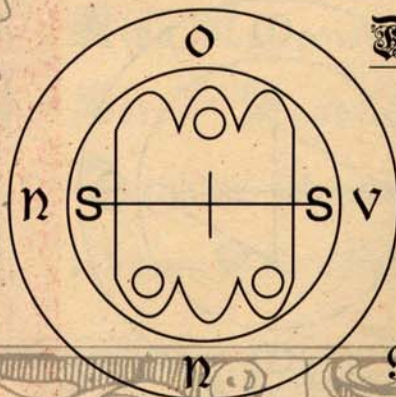


Phryris never speaks the truth, and wields the abilities to penetrate lies, command, and enslave.

Great Runstibble,

Duke of the Heart and the Soul:

Runstibble rallies idolators and false-worshippers. In his true form, he is composed of solid gold and encrusted with gems.



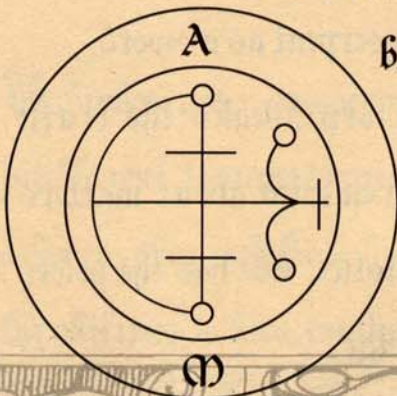
Runstibble always lies when queried about the gods and their activities. His infernal magic permits him to resist divine magicks, desile consecrated ground, and shake the soul.

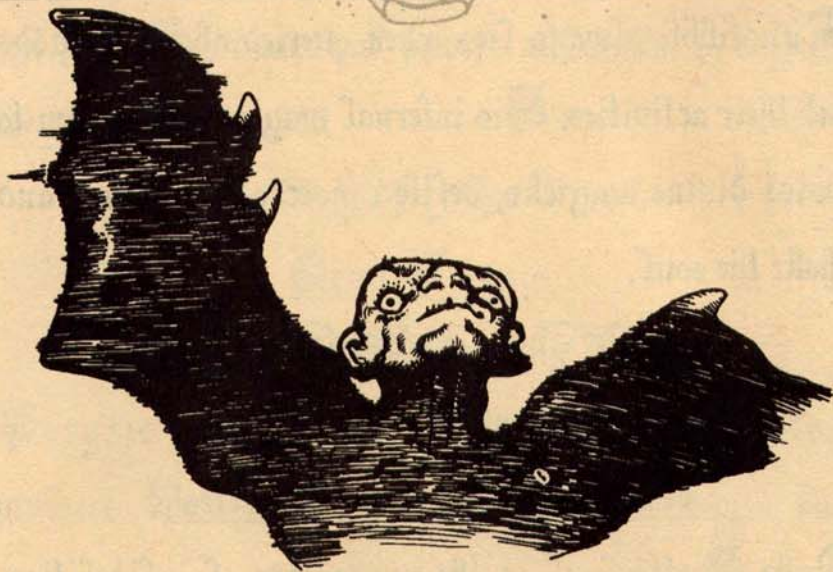
Great Gutterfowl.

Duke of the Heart and the Flesh:

Duke Gutterfowl is the progenitor of infidelities. His two heads, one male and one female, alternately curse and coo to each other between his utterances; and around his wrists, he wears torn silver shackles, representing the bonds he endeavors to rend.

Gutterfowl is said to speak the truth when queried on matters of loyalty. He can seduce, blind, and turn friend to foe.

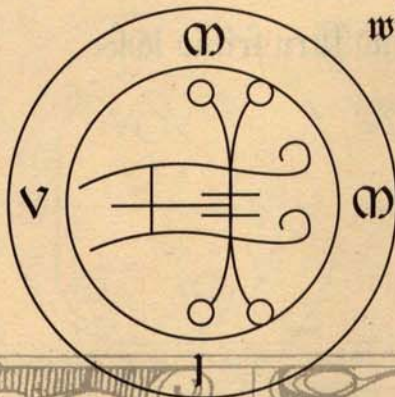




Great Sufcorp.

Duke of the Heart and the Blood:

Sufcorp is the demon of vengeance and retribution. One of his two heads is adorned with a single eye; the other is totally blind. As he speaks, Sufcorp's blind head constantly gnaws at its fellow. In battle, he wields a serpent as a sword.



Sufcorp speaks the truth when queried about matters of justice. He has the power to avenge.



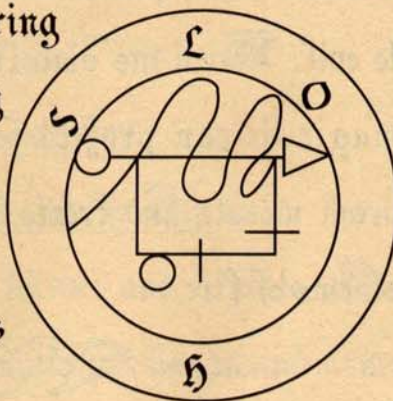
Order of the Mind

Sins of the mind spring from deception, the flaw that enjoins mortal spirits to bear false witness and hide from truth.

Grand Polyphon,

Prince of Demons and Lord of Lies:

Polyphon is said to resemble an enormous amorphous blob with ninety-nine gibbering human mouths, each sporting the long, forked tongue of a demon of the mind. As he speaks, each of his mouths spouts separate falsehoods.



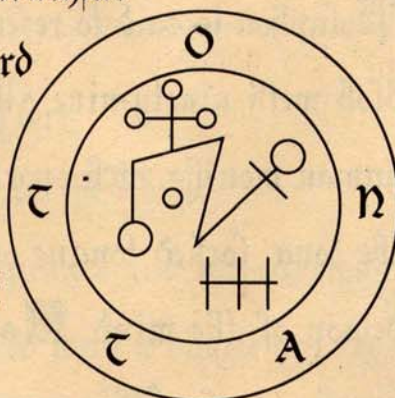
Polyphon never answers any query truthfully, though intelligent thaumaturgists have learned to deduce the answers they seek from his lies. Among his powers are the abilities to hide, confuse, and enfeeble.

Great Forneus,

Duke of the Mind and the Heart:

Forneus is the lord of traitors. His mouth is found not on his face, but over his heart, and his head boasts a second pair of eyes, turned backward so he can watch both friend and foe simultaneously.

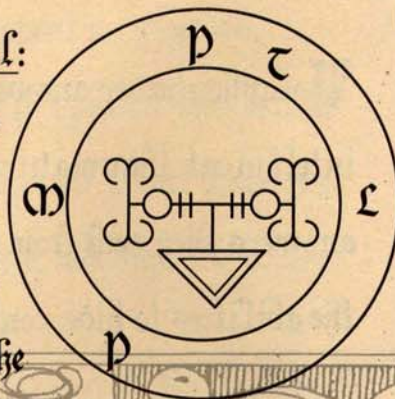
Forneus is said to provide truthful answers when queried in regard to evil. With his diabolical magic he can project fear, break morale, and create vast storms of fire.



Great Volak,

Duke of the Mind and the Soul:

Volak is the temptor of false prophets and bane of the spiritually infirm. Atop his head sit the ears of an ass, and he



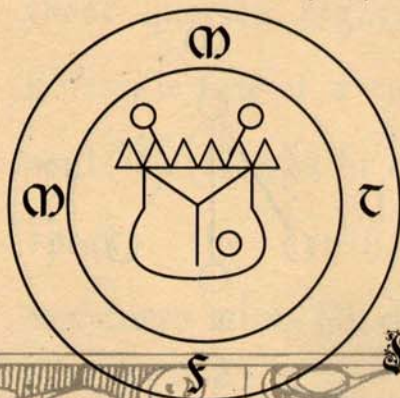
never appears without a rag tied over his eyes. Among all his possessions, he particularly prizes a golden wine goblet, decorated with cryptic scriptures and encrusted with rare jewels.

When queried about the future or matters spiritual, Volak always answers untruthfully. His diabolical powers allow him to project false visions, summon hideous monsters, and shake the earth.

Great Andrealphus,

Duke of the Mind and the Flesh:

Andrealphus is revered by thieves and bandits. His squat, rubbery form boasts multiple hands and arms with which he conducts his larcenies.



Andrealphus is said to answer truthfully any query regarding wealth or power.

He wields the diabolical

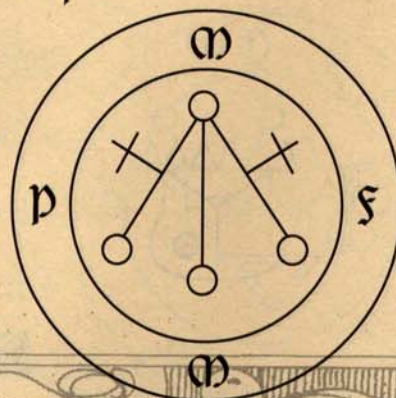
abilities to move at incredible speeds, render objects or creatures invisible, and steal the life force from living beings.

Great Sligos,

Duke of the Mind and the Blood:

Sligos is the temptor of madmen and the infirm. Once summoned, he resembles a huge gaping chasm from which thousands of tongues lash outward.

Among demons, Sligos is perhaps the most eager to answer queries. There is a grain of truth in every answer he grants, though it is always submerged beneath multiple layers of nonsense. Sligos wields the powers to befuddle, decay, and spread his incurable insanities.





Order of the Soul

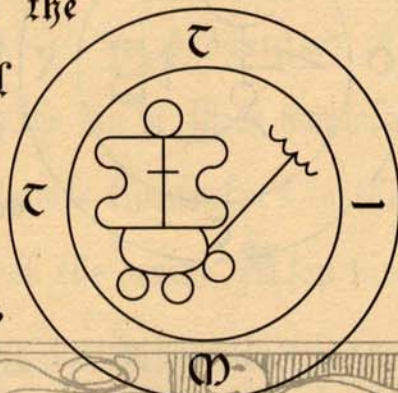
Sins of the soul spring from blasphemy, the failure that leads the mortal spirit to turn its back on the light of the divine.

Grand Rubbibat,

Prince of Demons and King of Heretics:

Rubbibat always appears clad in tattered black robes, the multiple eyes of a soul demon glancing out from behind their folds. Once summoned, he seems tormented by a desire to look away with all hundred eyes simultaneously.

According to the grimoires, Rubbibat answers only those queries regarding the ultimate fate of a mortal soul. Although he often speaks the truth, he sometimes mixes falsehoods



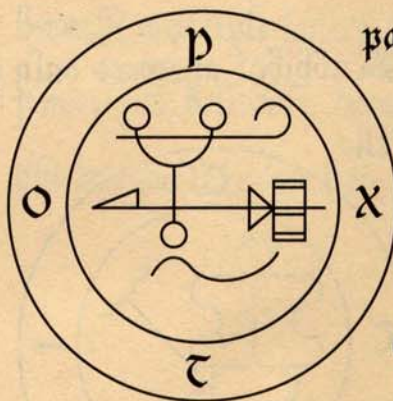
into his prophecies with the aim of confusing ambitious thaumaturgists. Rubbibat wields the powers to discern an essence, speak with the dead, and walk on the winds.

Great Orobas,

Duke of the Soul and the Flesh:

Orobas is the lord of corruption and bribery. His face is split into two halves - one beautiful, the other hideous. When summoned, he always appears with a bag of gold in one hand and a sword in the other.

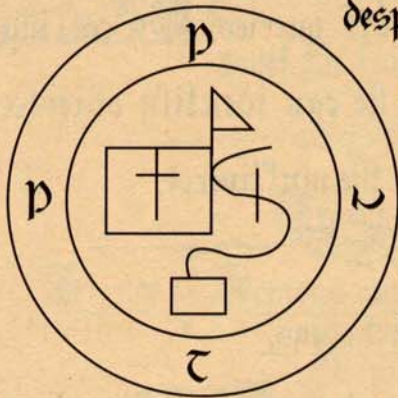
Orobas only speaks the truth when queried in regard to past history. He wields diabolical magic that enables him to find treasures, summon insects, and animate the earth.



Great Dantalion,

Duke of the Soul and the Heart:

Dantalion is the bane of bards and sages, the demon of despair. He appears in the form of a shrouded human void with hundreds of searching eyes staring out from within him.

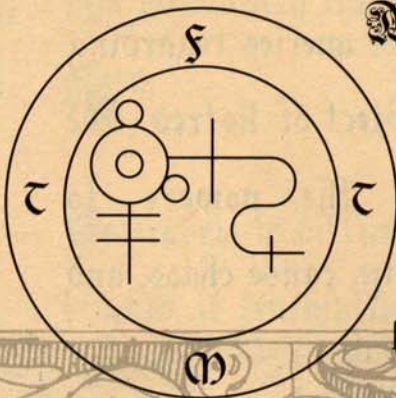


Dantalion is said answer all queries truthfully. He wields powers that permit him to force sleep, control emotions, and imprison souls.

Great Malphas,

Duke of the Soul and the Mind:

Malphas is the progenitor of hubris, the sin of those mortals who elevate themselves to the ranks of the divine. Atop his head sits an impossibly large



7

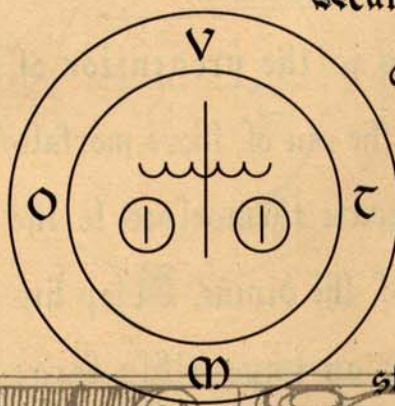
crown, and he drags behind him a jeweled scepter he cannot lift from the ground. Frozen forever upon his visage is the grin of an idiot.

Malphas refuses to answer all queries. By calling upon his diabolical magic he can identify objects, control the weather, and travel the multiverse.

Great Marchosias,

Duke of the Soul and the Blood:

Marchosias is the master of the crusaders, those who vehemently assume a cause without reflection. When summoned, he appears holding a scale in one hand and a large tome, bound with locks and chains, in the other.



Marchosias answers truthfully only those queries regarding the subject of hatred. He wields the powers to mesmerize, cause chaos, and stun the soul.

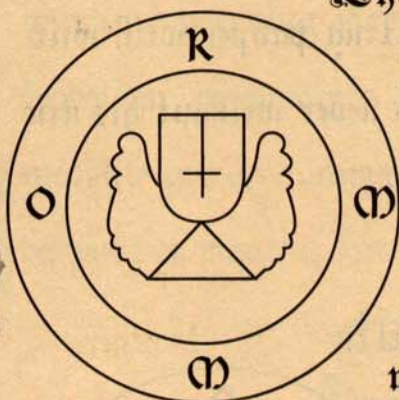


Order of the Flesh

Sins of the flesh stem from lust, the flaw that prompts the mortal spirit to covet the trappings of the material world.

Grand Decarabria,

Prince of Demons and Lord of the Emptiness:



Though Decarabria appears

human, it manifests no facial features or signs of gender.

In each hand it holds ever-changing objects - one

moment the objects might be a

gem and a crown, the next moment

they mystically transform into a dagger and a looking glass.

Decarabria is difficult to summon, but when properly invoked, it truthfully answers queries about the earth.

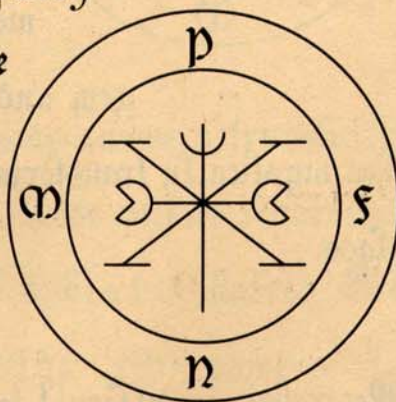
Among its diabolical powers are the abilities to shatter small objects, transmute base metals into gold, and raise the dead.

Great Vapula,

Duke of the Flesh and the Heart:

Vapula is the progenitor of greed. Human in appearance, like all demons of the flesh, Vapula resembles a starved and snivelling pauper with wild eyes. When he appears, he is never without his tin begging cup.

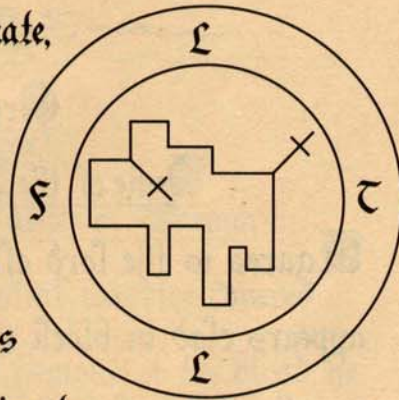
Vapula is said to truthfully answer queries into the nature of emotion. He boasts the powers to open locked portals, invoke storms of fire, and plague nations.



Great Gremory,

Duke of the Flesh and the Mind:

Envy is Gremory's purview. He appears as a stocky man wearing a long green robe. The robe's pockets bulge with riches, and he carries an ornate, empty chest in each hand.

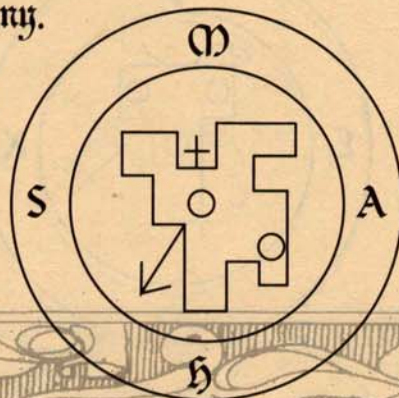


Gremory truthfully answers queries concerning magic. His diabolical endowments allow him to entangle enemies, animate the dead, and erect enormous barriers of magical force.

Great Rosocale,

Duke of the Flesh and the Soul:

Rosocale is the demon of gluttony. He appears as an enormously fat man who carries an unimaginably burdensome chest on his back.



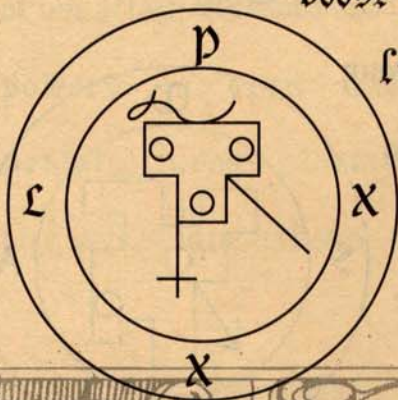
According to the grimoires, Rosocale truthfully answers all queries concerning nobility. By invoking his infernal magic, Rosocale can endure flames, speak with plants, and pass into the astral realms.

Great Agares,

Duke of the Flesh and the Blood:

Agares is the lord of villains and blackhearts. He appears clad in black mail augmented with sacks and pouches full of riches. In his hand is a barbed and venomous dagger.

Agares is said to lie when answering queries concerning the dead. His powers include the abilities to boost morale, call down bolts of lightning, and teleport from location to location.





Order of Blood

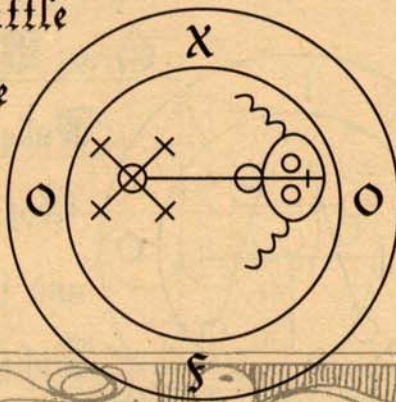
Sins of the blood stem from rage, the
sailing that blinds the mortal spirit to
beauty.

Grand Whenex,

Prince of Demons and Father of Humors:

Whenex appears as a berserk bestial warrior covered
with barbs and scales. Like all demons of the blood, he
continuously burns amidst raging flames.

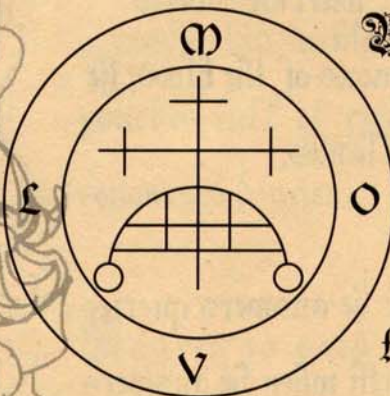
Whenex speaks falsehoods whenever he answers queries
regarding magic, and speaks the truth when he answers
queries after the nature of fear. He wields the powers to
enrage enemies, enter a battle
frenzy, and reincarnate the
souls of the dead into new
forms.



Great Ousion,

Duke of the Blood and the Heart:

Ousion is the progenitor of homicides and the temptor of murderers. He appears in a flowing dark cloak that barely conceals his taloned hands and the twin swords he holds within them. Ousion's head burns with the fire of the Infernus.

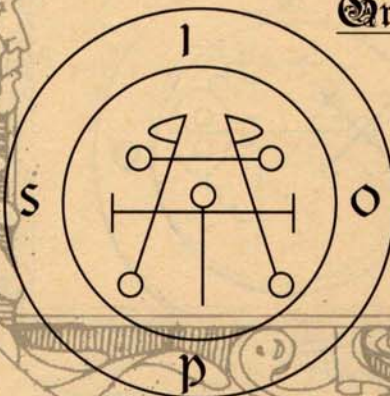


Under certain vague conditions, Ousion truthfully answers inquiries after warfare and diplomacy. He wields the powers to fly, remove curses, and conjure magical barriers.

Great Botis,

Duke of the Blood and the Soul:

Botis is the patron of suicides and the brother to Dantalion, the Duke of Despair. He appears in



the form a beautiful and lonely warrior engulfed in the flames of the Infernus. His appearance is said to have a soothing effect upon thaumaturgists who summon him.

Botis is said to truthfully answer inquiries pertaining to sickness and health. He wields the powers to cause disease, create illusions, and build mighty castles.

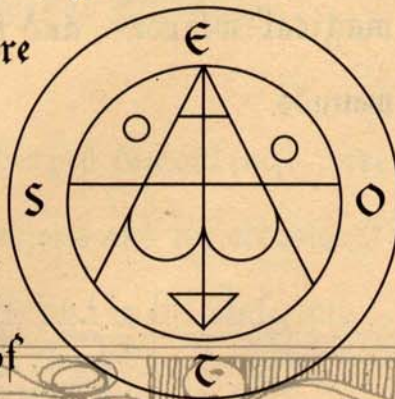
Great Fursur,

Duke of the Blood and the Mind:

Fursur is the god of foolish pride, the sin that leads mortals to overestimate their gifts. When he appears, he is always clad in robes of gold.

Licking blue flames obscure his facial features.

Fursur is said to answer all queries with streams of



gibberish. Among the powers he wields are the abilities to cast light, speak with the earth, and summon hordes of fearsome monsters.

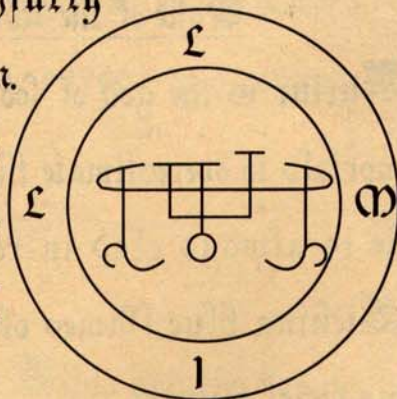
Great Sabnock,

Duke of the Blood and the Flesh:

Sabnock is the progenitor of depravity and father of cruelty. When summoned, he appears in the form of a flaming human, his flesh pierced by various hooks and blades.

Sabnock is said to truthfully answer queries regarding pain.

Among his powers are the abilities to cause pain, create magical weapons, and heal wounds.



More
misconceptions
on this level - how
is it that
Silvius knows
so much more about
the Greater Demons?

Chapter the Third

In which the narrator endeavors to describe the monsters that serve the
diabolical legions of the Infernus.

The corpus diabolis are not the only
inhabitants of the Infernus. After they
had been imprisoned for a few eons, some of
the more ambitious demonic artificers endeavored to
create collections of beasts to serve as laborers, heralds,
and sentries.

DEMONS are
capable of
CREATION?
As Andrellus
describes them
these beings
are godlike
in every respect.

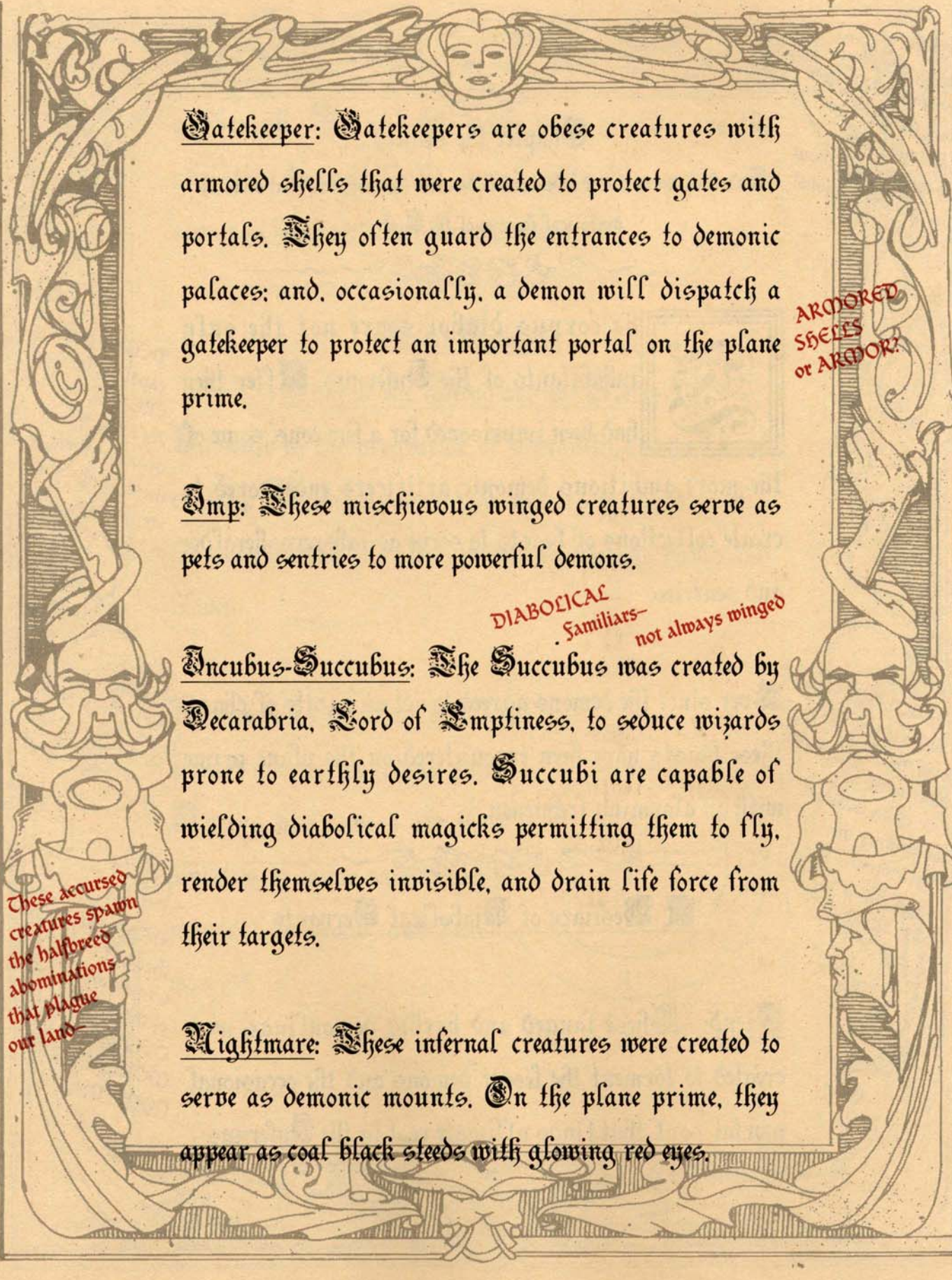
DIABOLISTS
call them up
from the
underworld
more often than
they venture out
on their own
(I sound like
a slayer already!)

Ever since the demons agreed to act as agents of chaos,
these beasts have been encountered on the plane prime
with an alarming frequency.

A Vestuary of Diabolical Servants

Fiend: These fanged and barbed demonlings were
created to torment the lesser demons and the occasional
mortal soul that finds ultimate rest in the Infernus.

FIENDS are
the chief
tormentors
of the damned.
OCCASIONAL
MORTAL SOUL?
NONSENSE



Gatekeeper: Gatekeepers are obese creatures with armored shells that were created to protect gates and portals. They often guard the entrances to demonic palaces; and, occasionally, a demon will dispatch a gatekeeper to protect an important portal on the plane prime.

ARMORED
SHELLS
or ARMOR?

Imp: These mischievous winged creatures serve as pets and sentries to more powerful demons.

DIABOLICAL
Samaritans—
not always winged

Incubus-Succubus: The Succubus was created by Decarabia, Lord of Emptiness, to seduce wizards prone to earthly desires. Succubi are capable of wielding diabolical magicks permitting them to fly, render themselves invisible, and drain life force from their targets.

These accursed
creatures spawn
the halfbreed
abominations
that plague
our land—

Nightmare: These infernal creatures were created to serve as demonic mounts. On the plane prime, they appear as coal black steeds with glowing red eyes.

difficult to
banish - many
that are
summoned
remain

more like
sharks

the Libram
describes them
as 'deadly beasts'
swollen with
hatred

Leviathan: These enormous sea serpents are the pets of Amdosias himself. Occasionally he allows one of the leviathans to wander the plane prime to feed on hapless mortals.

Great Warriors -
demons of
combat
summoned to
slay the
enemies of
Infernus

Scourge: Scourges are well-muscled hooded demonlings bearing fiery lashes and barbed blades. They were created to oversee the fiends and torment the enemies of the diabolical dukes.

Shapeless Horror: These mindless, amorphous creatures wander the Infernus in search of trespassers from other worlds. Misguided wizards sometimes summon shapeless horrors to the plane prime by accident.

These
weaknesses
do not fit into
my established
hierarchy despite
numerous attempts
to explain their
existence.

Soulhounds: Soulhounds are large, black dogs that breathe flame. They serve the demons as sentries and pets.

Sometimes
called Demon Dogs -
usually conjured to
track or hunt in packs

7

Wyrm Diabolical: Although some sages believe these creatures are actually members of the diabolical ranks, I personally believe they were created by Prince Moloch to serve as his heralds. Shortly after the infernal legions began to involve themselves in the affairs of man, the wyrms lost faith in their creator and ventured forth to seek their own destiny. Today they can be found wandering between the planes, amassing treasure hordes and seizing the souls of hapless mortals.

Demon
Dragons?

No other
mention
exists of
these creatures
in any of my
texts—
Do they exist?

The Wyrms Diabolical are far more potent adversaries than any of the dragons native to the plane prime. Their aptitude for magic rivals that of the greatest elven spellcasters.



ELVEN
spellcasters—
obvious personal bias...

Most of this section
was taken directly from
the Libram - some of it word for word

Chapter the Fourth

In which the narrator elaborates the limits of diabolical influence

The Libram calls this
agreement
the Compact

The agreement between the corpus diabolis, the gods of law, and the gods of chaos allows demons to interfere in the affairs of mortal man without divine retribution, provided the infernal legions observe certain rules and restrictions. Although a complete listing of the exact strictures remains within the providence of the divine, over the eons, sages and thaumaturgists have successfully deduced a handful of the strictures. As complete a listing as possible follows:

Demons are enjoined from harming or otherwise interfering with any mortal without that mortal's direct consent. Demons defending themselves from unprovoked attack, as well as those demons who were summoned to the mortal plane (or "plane prime") against their will may ignore this restriction.

A demon may tempt a mortal for no longer than five years at a time. If the mortal continues to refuse the demon's advances at the end of the five-year period, the demon must relent.

No mortals are immune to diabolical influence, but all demons must relent upon a joint order from a god of law and a god of chaos.

No more than a single demon may tempt any given mortal at a time. If two demons wish to tempt the same target cannot make an agreement between themselves, they must either relent or battle amongst themselves for privilege.

Demons are enjoined from interfering with mortal man during holidays honoring the gods of law.

Demons are enjoined from tempting a mortal soul on ground that is properly hallowed and consecrated in the

This is a new one - probably created to support his earlier theory-

RIDICULOUS!

not Andreellus' fault - a personal quibble with the Libram from which it was drawn.

More sins are committed during the festivals associated with high holidays than any other time

*nonsense—
obviously dogma intended
to imply that priests do not sin*

name of the gods of law. At least one demonic duke, however, has persuaded the gods to grant him a special exemption to this rule.

*Maintain plausible
deniability for
priests who cross the line—*

During the fifth day of the fifth month of the fifth year of every fifth decade, all of these restrictions, save the first, are temporarily void. The gods of law and chaos made this concession to the diabolical princes in return for Andosias' promise that he would call upon all his resources to admonish rogue demons who callously violated the strictures.

*There is
evidence to
support this,
but not
consistently*

*If this is
true — why
do rogue demons
survive long
enough to make
their way to
the mortal
plane?*

Although it is believed that most demons abide by these restrictions, it has been proven that some ignore them out of contempt for the gods. Most sages believe the gods have yet to take steps to punish these rogues, though the scholars disagree as to why this is so.

*SLAYERS—
the gods
answer to
rogue demons?
(Mysterious
ways indeed!)*

*My advice is to ignore the ramblings of
Andrellus on these issues and refer instead to the
Libram from which they were taken—*

Superstitious claptrap unworthy of
comment—
marks the descent
into madness of what
was once a great mind.

Chapter the Fifth

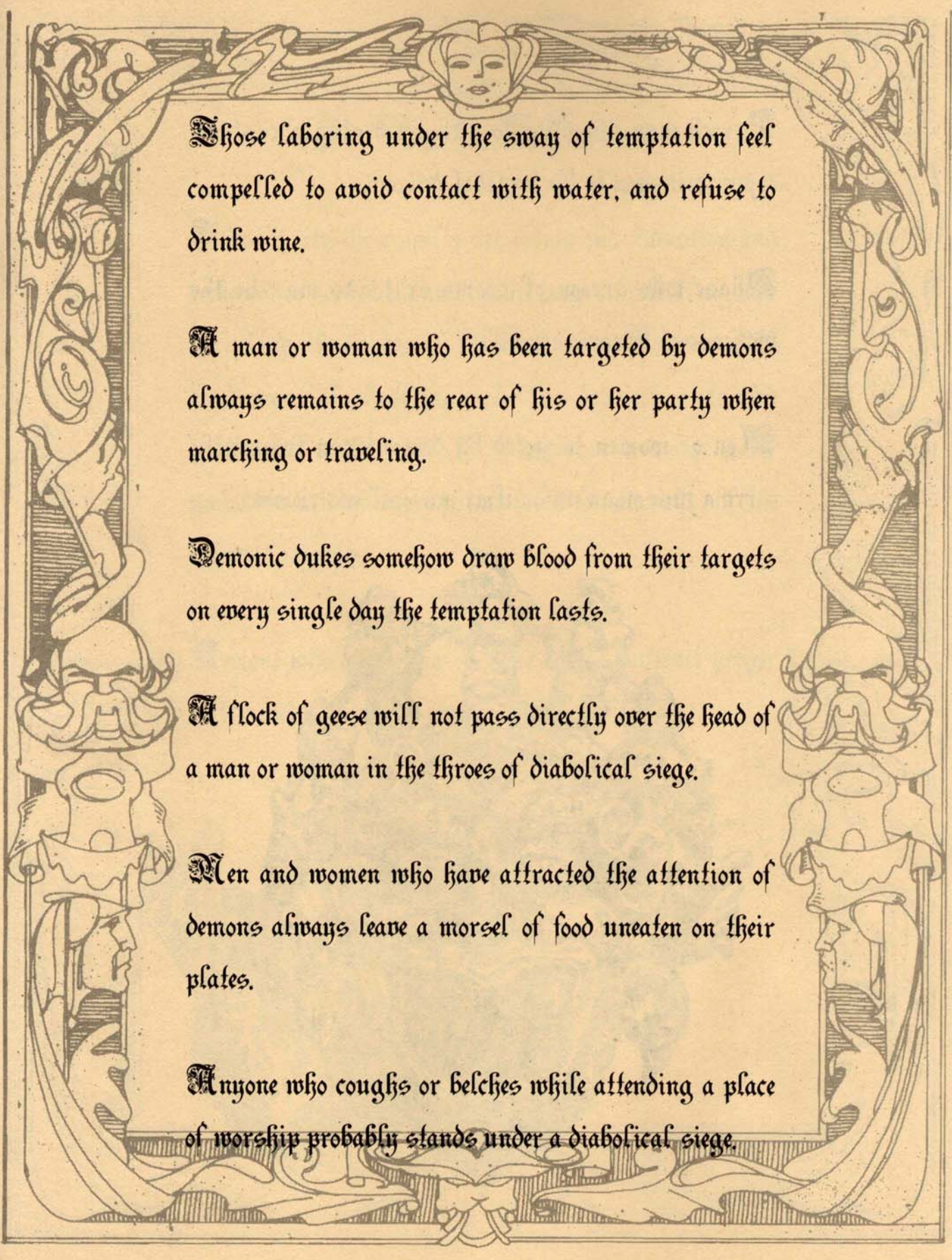
In which the narrator describes some of the signs of diabolical influence

At one point in our lives, each of us becomes the target of demonic temptation. But since demons may visit us in many guises, it frequently requires a trained wizard or thaumaturgist to recognize a diabolical assault.

In my several years of training, here are some of the signs of demonic activity I've learned to recognize. A true innocent experiencing any of these symptoms likely labors under a demonic siege.

Should the victim feel a sudden chill at five o'clock, he or she is the target of temptation.

Socks do not crow in the vicinity of the demons or their chosen targets.



Those laboring under the sway of temptation feel compelled to avoid contact with water, and refuse to drink wine.

A man or woman who has been targeted by demons always remains to the rear of his or her party when marching or traveling.

Demonic dukes somehow draw blood from their targets on every single day the temptation lasts.

A flock of geese will not pass directly over the head of a man or woman in the throes of diabolical siege.

Men and women who have attracted the attention of demons always leave a morsel of food uneaten on their plates.

Anyone who coughs or belches while attending a place of worship probably stands under a diabolical siege.

A rich man stopping to pick up a single, cast-off copper coin may be the target of demons.

Those who dream of crows or toads may be the victims of demonic assault.

Men or women targeted by demons can frequently carry a tune on an unfamiliar musical instrument.



The Magicks - A Foreward

These thirty-three spells are of my own invention and designed to assist the ambitious mage in rebuffing and beguiling the hordes of the Infernus. Novices will find most of these magicks far too intricate and inclusive to be useful, though arch-magi will undoubtedly find them potent tools for staying off the infernal legions.

Anyone who casts any of these spells without proper wards and protections is an absolute fool.

Obviously written during his
last days. There is power
here but insufficient documentation.
Use these as the premise for further
research - casting would be too dangerous
-Z.



Iurethi Perjorus Sevatnum

Ingrediente Majora: one dozen plums,
half a dram of berrysblood, a handful of
cobwebs, five silver cords, and a chunk of
cutstone.

(Waving the Sign of the Blade): "In
meriatrum foronum fiente foronum est.
Utherotnos pieriani dabnorus ecsesti
malfeaso teriadne mechanin malfiente.
Usturos mal fiente! Usturos sendemon
gristatos! Usturos endemos willfata
sendemon"

Venetos Vindina Majorus Est

Ingrediente Majora: two living cats, the
semur from a dead pigeon, three flasks
of oil, eastern incenses and spirits.

(Waving the Sign of the Blade): "In
reatum perjorum yust edorum morani
morani est liktus morani. Come to me, oh
spirit of the winds. Shill my bones like a
mountain brook. Nervorum semarum este
fuenti kilmani majora."

(In the Sign of the Star): "Mediente."

Difrente Mas Majora

Ingrediente Majora: three precious stones,
a small looking glass, a birch rod.

Powder the stones and scratch the
appropriate glyph within the pile of
powdery residue.

(Having the Mast Majori): "Sictus
Santu Hallsnoch diente. Sictus Santu
hallsnoch diente. Mesta pesora rictus vent."

Shatter the birch rod.

7

Misnoch Sal Biente Nevora

Ingrediente Majora: dillweed, five iron rods, an ingot of gold, a green cloth, and a black pearl.

(Standing in the Nexus Majora with the reticula pointing lean): "Mithris biente asdoch biente solu biente nomnomen. Sthrach spiritu esprit unyolstun experentia decla marla."

Cast the dillweed over the circle and cut the chalk circle with the conjurer's sword.

(Assuming Sicta Majora): "Mas beinta. Mas rictu."

Kalnoch Biente

Ingrediente Majora: one dragon's scale,
bottled west wind, and a skein of yarn.

(In the Mithrus Bialtu): "Sfnock
Percommen. Seal my eyes and lips.
Show me the light divine. Vanish the
impurities from my unworthy spirit.
Ssdach mismiado endore melmiento est.
Kasdach mismiado est."

(In the Dorus Gorona):
"Elkomen mismana esiente goromun est.
Eltach miente bestaman est."

Meftech Malmiente Snorum

Ingrediente Majora: five large opals, one
pint of beast blood.

(Standing in the Corona Minora):
"Serviente mest majora."

Cast one opal into a puddle of beastblood
on the ground before you.

"Serviente mest major"

Cast another opal and repeat three more
times.

Siphonus Majorus Siktū

Ingrediente Majora: two copper coins, a skein of flax, a wooden doll, an ounce of honey, and a huge diamond.

(Standing in the Vermont Piente):

"Mithrim mist miente mist foragum nech diader. Est perethum siktus majora nech mat bathiende. Forat nektu mes miente nikt niente baradas.

Wal siente. Wal. Send me beyond."

Selsaf Viente Selsaf

Ingrediente Majora: seven sheets of
vellum, one crows quill, a golden
dagger, and a silk cloak.

(In the Merdem merientum): "Mithic
mas maliente majors mas menorum
maltach.

(Assuming the Vas Saliente): "My
steel eyes are a guiding beacon. Melsat
maliente maelsat."

Scratch sigil on each of the sheets of
vellum with the crow's quill and bind them
all in the cloak.

Sientach Mes Mal Miente

Ingrediente Majora: Silver cup, dram
of cherrycider, two iron daggers,
small golden idol.

(In the Humorum Miatum Classic):
"Estach mes maliente perjorum est mas
mal maliente enesnoch est.

Quass the cherrycider.

(Assuming the Vreatum -- shouting):
"Malmach maliente. Malmach
majorum. Malmach mas perjorus.

7

Sientach Mes Miente

Ingrediente Majora: Silver cup, three
drams of cherrycider, four iron
daggers, small golden idol.

(In the Sumorum Niatum Classic):
"Sftach mel mes masmaliente perjorum
est mal maliente enesnoch. Fernorum
peratum est maliente nes mas mach."

Quaff the cherrycider.

(Assuming the Vreatum -- shouting):
"Malmach mas maliente. Melmalmach
majorum est. Melasmach mas
marientum perjorus."

Malmas Mienthe Mienthe

Ingrediente Majora: Shree iron rods, a
human semur, a black cat, chalk

(Assuming the Preatum): "Oh mas
mal maliente fortunata mas malioch. In
nur numoses maltok mal maliente espach
fus fluyente almas mas mach."

Release the cat.

(In the Numorum Furatum):
"Esma mas maliente. Esma mach."

Mumor Masmaliant Radonis

Ingrediente Majora: bolt of silk, iron
rod, small rock, glass vial of air,
kidney of a farm animal (I prefer
sheep), small leather sack.

(In the Triadnicum): "Es mas! Es
mas! Es mas! Malmoch maliente
undora peronum persoctum esmas mach
maliente mas. Mach maliorum! Mach
persunctum! Mach floridum"

(In the Furionum Rising):
"Snismach mal maliente mas. Snismach
gorgente peronum"

Sielnoch Malmas Mejora

Ingrediente Majora: one sparrow (in a birch cage), dove quill, draught of maple cedar, and a copper arrowhead.

(In the Mithrus Bialtu): "Mienoch mulmonus miente mas. Mech diader fasdach beinta. Malmas mach malmas forganum menorum majora mal homonum est. Melfat maliente homonum. Melfat maliente mas.

(In the Aurora Perdium): "Reach out to me. Reach out and shine your light upon me. Mealnoch mas miente."

Perdidum Majorus Est

Ingrediente Majora: leather pouch filled
with dust, a small ruby, and a bronze
helmet.

(In the Aurora Perdida): "Esnoch
malmas mal maliente esnoch perdidum
perdidum est esnoch malas."

Place the ruby in the pouch of dust.

"Malnesnoch perdidum est maliente mal
mas mach. Menorum soragum biente
asdoch pas paliente reticula melmiento
mismiado est"

Foragum Veridum

Ingrediente Majora: A small wooden puppet, two skeins of yarn, a small piece of ivory, and a looking glass.

(Standing in the Vermont Miente):
"Alas malmas miente noch."

Begin wrapping the yarn around the puppet.

"Miente bel majora homonum est.
Moragum bathiende mithrim nech diader.

(Shifting into the Aurora Sanum):
"Balmas!"

Semporum Biente Mathrack

Ingrediente Majora: two hundred sheets
of vellum, a quill drawn from a roc's
feather, a small chunk of lead, and a
bottle of oil.

(In the Perdidum Majora
Ascending): "Bienthe mas bienthe.
Alphum malmajore mat bathiende.
Vodum mist miente asdoch est barads
foragum. Majora mithrim mesmas
malmach esprit olstum. Spiritum
homonum malmas mach malfiente majora."

"My eyes are chains. My blood is a
chain."

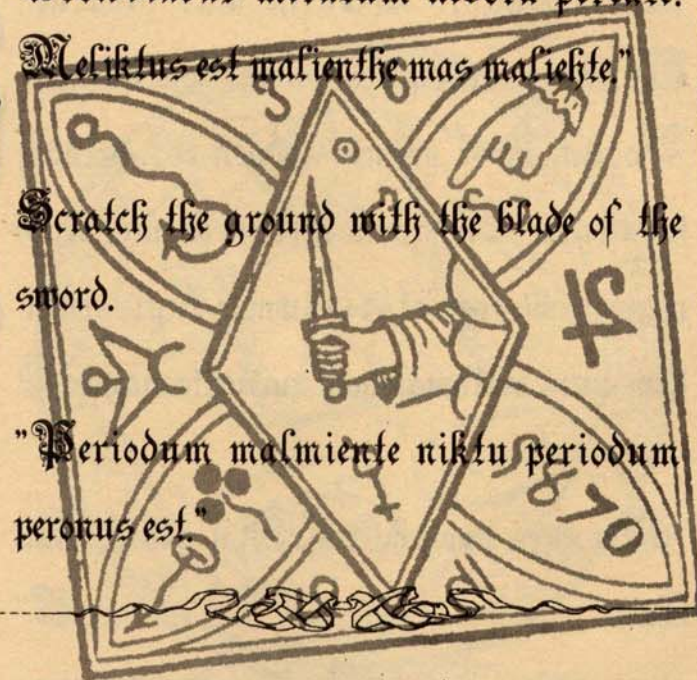
Perdidum Siktū Nevora

Ingrediente Majora: three droplets of
orphealchum, conjuror's sword, iron
needle, five golden amulets.

(In the Merthmoch Maliente):
"Merotum nervorus periadum est.
Drombeadas meratum nevora pereate.
Meliktus est malienthe mas malfiehte."

Scratch the ground with the blade of the
sword.

"Periodum malmiente niktū periodum
peronus est."



Niktu Perodum Bas Valiente

Ingrediente Majora: two ceramic bowls,
five copper coins, five daggers, five
cups, five vegetables, five quills.

(In the Decatum Moralis): "Pernath
pas paliente pas. Gotthorum mas maliente
mialnoch perodum perjente est. Mas
moralis mas meanis maliente moronum
perjora paliente pach. Foronum malialas
pariente perdonum. The Wind - palmas
paliente. The Sword - palmas paliente.
The Blood - palmas paliente. Peronum
palinete pas.

Merotum Masmach

Ingrediente Majora: two copper bowls, a
pearl, a knotted rope, and the
conjuror's sword.

(Standing in the Vermont Piente):
"Merotum malmas merotum est."

Drop the pearl into the ascending bowl.

"Merotum periotum malictum malmas
bienthe mas. Somonum major mal
ballhiende meinte mist foragum perethum
liklus."



Grand Anthraxus - Prince of the Heart

STRENGTH:	18 (85)
INTELLIGENCE:	21
INSIGHT:	22
DEXTERITY:	18
STAMINA:	22
APPEAL:	20
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 15 magic user
PRIEST:	Skill 11 priest
THIEF:	Skill 16 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-3
HTK:	144
THACO:	10
NO. OF ATTACKS:	3/2
SPECIAL ATT.:	Tempt; poison
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	16,000

Combat

In combat, Anthraxus wields a +5 dagger that is coated with a magical poison (save at -3 or die) and strikes for 2-24 points of damage per round. If possible, he always avoids direct conflict, preferring to resort to ambushes and backstabs instead.

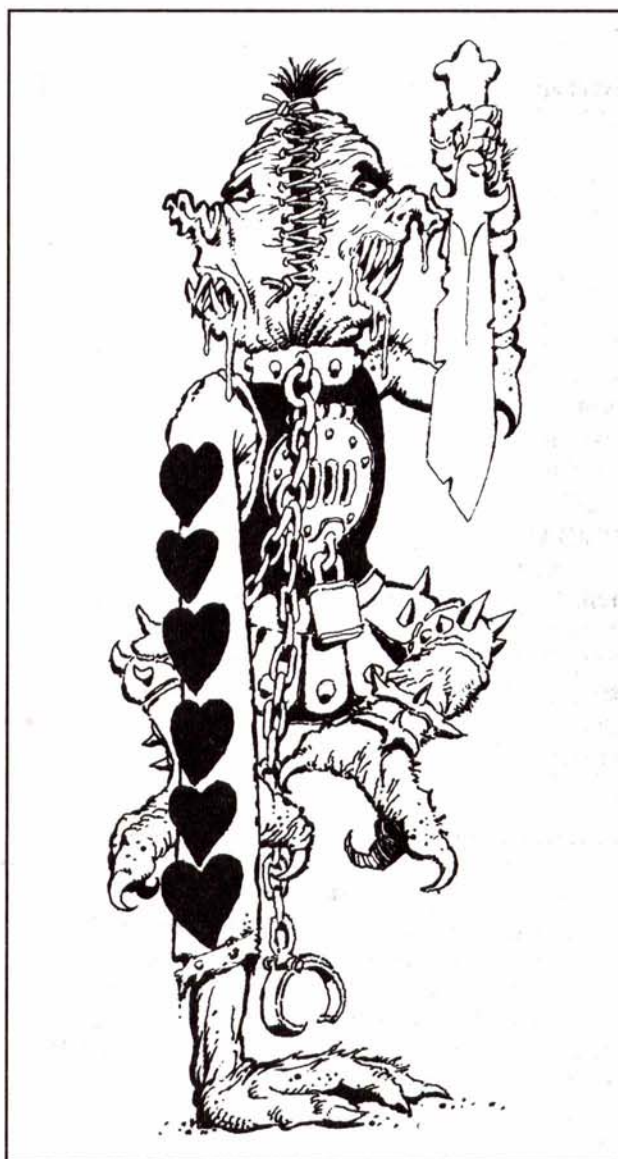
Beside his dagger, Anthraxus owns a huge collection of magical weaponry he can employ when necessary.

Sphere

Anthraxus is the infernal Prince of the Heart. He is responsible for fomenting rebellions and betrayals. Although he carries out most of his work through intermediaries, he so enjoys turning siblings against each other that he often handles such affairs personally.

Diabolical Abilities

Anthraxus wields the lesser ability to *cast doubt* in a single enemy at a range of 5." Any creature targeted by this ability must pass an Insight Attribute Check or spend the next turn engulfed in doubt (no offensive actions allowed, though defense unaffected). Additionally, Anthraxus wields the standard ability to *freeze* (as per frost wand), and the greater ability to *beguile* as per the rod of that name.



Inquiries

Anthraxus always tells the truth when queried about matters of love and war.

Role Playing Notes

Anthraxus is sinister and treacherous. Approximately seventy percent of all his statements are lies. He speaks quickly and uses confusing language as part of an effort to throw his enemies off-balance.

Palace

Anthraxus maintains a huge ruby palace on the demi-plane of Vecheon.

Phryxis - Duke of the Heart and the Mind

STRENGTH:	9
INTELLIGENCE:	14
INSIGHT:	14
DEXTERITY:	17
STAMINA:	20
APPEAL:	6
FIGHTER:	Skill 7 fighter
WIZARD:	Skill 9 magic user
PRIEST:	N.A.
THIEF:	Skill 12 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	1
HTK:	70
THACO:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; venom
SPECIAL DEF.:	+2 or better weapon to hit.
MOVEMENT:	15" land (hop 4" at a time)
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	10,000

Combat

Like his master, Prince Anthraxus, Phryxis tries to avoid direct conflicts and prefers to rely upon his back-stabbing abilities.

Each round he can attack with a weapon (he usually wields a +2 dagger that strikes for 1-8 points of damage) and his long tongue, which inflicts 1-4 points of damage per hit and forces the target to save vs. poison or die.

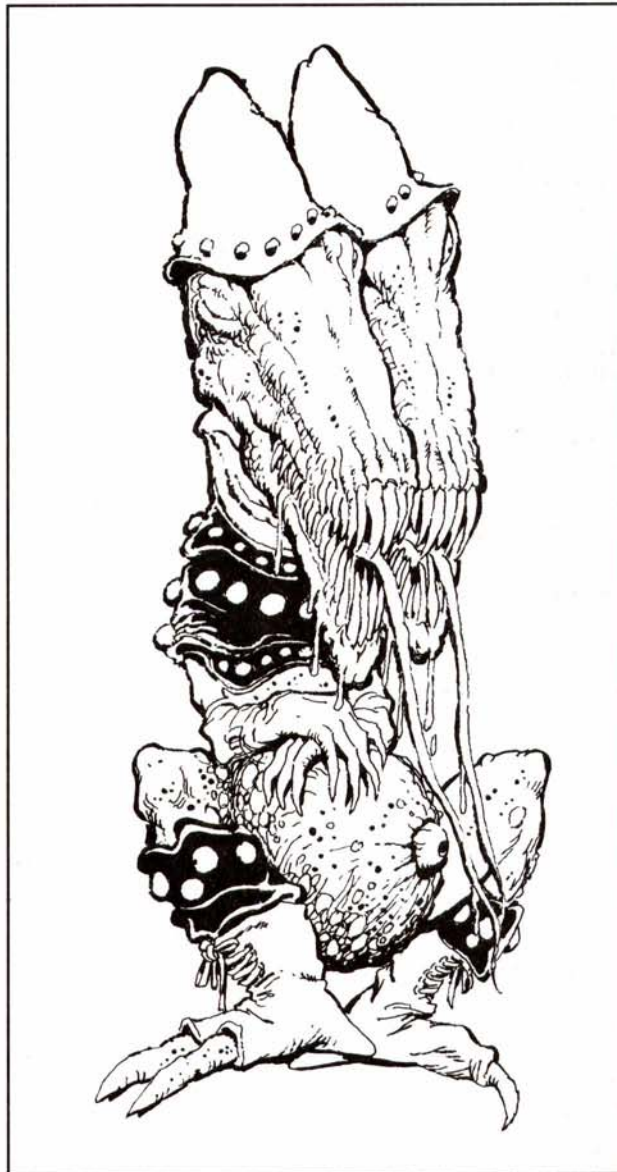
Sphere

Phryxis is the master of sycophants. He is charged with the responsibility of spreading the sins of servile flattery and disingenuous adulation.

Diabolical Abilities

Phryxis wields the minor ability to *detect lies* (as per the clerical spell), the standard ability to *command* (as per the Priest spell, but affects creatures for 1-6 rounds; save at -2), and the greater ability to *enslave* (as per *command* only lasts 2-12 turns and allows complex commands; save at -3).

In addition, Phryxis can use his attuned sense of smell to track a target at range of more than one half mile (roughly 800 yards, or 80").



Inquiries

Phryxis never answers any inquiries truthfully.

Role Playing Notes

As per his station, Phryxis is a sniveler and a whiner. Unlike most of the infernal dukes, he has no underlings.

Palace

Phryxis has no palace. He spends most of his time wandering the plane of Vecheron.

Runstibble - Duke of the Heart and the Soul

STRENGTH:	20
INTELLIGENCE:	12
INSIGHT:	7
DEXTERITY:	18
STAMINA:	21
APPEAL:	18
FIGHTER:	Skill 10 fighter
WIZARD:	Skill 7 magic user
PRIEST:	N.A.
THIEF:	Skill 7 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-5
HTK:	140
THACO:	11
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; crush
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	10,000

Combat

Each round, Runstibble can attack with each of his huge, metallic fists for 2-20 points of damage. If both fists hit, he may then execute a crushing attack upon his victim for an additional 2-20 points of damage.

Although he prefers hand-to-hand fighting, Runstibble sometimes uses a huge +2 club that inflicts 3-18 points of damage per hit.

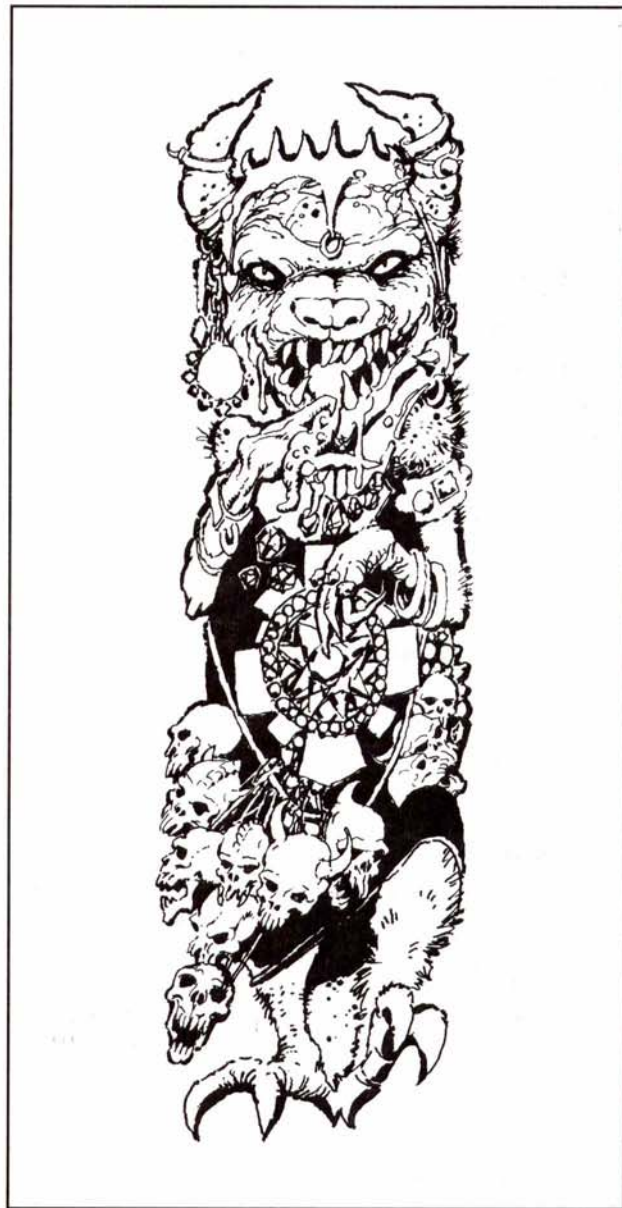
Sphere

Runstibble is the lord of idolators and false worshippers. His task is to sway mortals to invent and worship false gods. He particularly enjoys influencing mortals to "worship" money and material goods.

Diabolical Abilities

Runstibble wields: the lesser ability to *defile consecrated ground*, allowing him to eliminate protective clerical enchantments; the standard ability to *resist magic* which renders him completely immune to first through third levels spells (those invoking Phryxis maintain this invulnerability for 1-2 turns); and the greater ability to *shake the soul* (forces the target to pass an Insight Attribute Check or suffer 3-30 points of damage).

Additionally, Runstibble can create gold and precious gems at will (at a rate of approximately 75 gp per round).



Inquiries

Runstibble never answers queries about the gods truthfully. When queried on any other matter, there is a 50% chance he will speak the truth.

Role Playing Notes

Runstibble moves very slowly and speaks in a low hiss. He particularly enjoys tempting nobility.

Palace

Runstibble maintains a vast golden palace in Vecheron.

Gutterfowl - Duke of the Heart and the Flesh

STRENGTH:	18(85)
INTELLIGENCE:	18
INSIGHT:	16
DEXTERITY:	19
STAMINA:	21
APPEAL:	19
FIGHTER:	Skill 8 fighter
WIZARD:	Skill 10 magic user
PRIEST:	N.A.
THIEF:	Skill 8 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	0
HTK:	86
THAC0:	13
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; poison arrows
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	16" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	10,000

Combat

In combat, Gutterfowl attacks with the broken chains wrapped about his wrists. His two heads allow him to attack with both chains each round. Treat each chain as a +3 weapon that strikes for 2-12 points of damage.

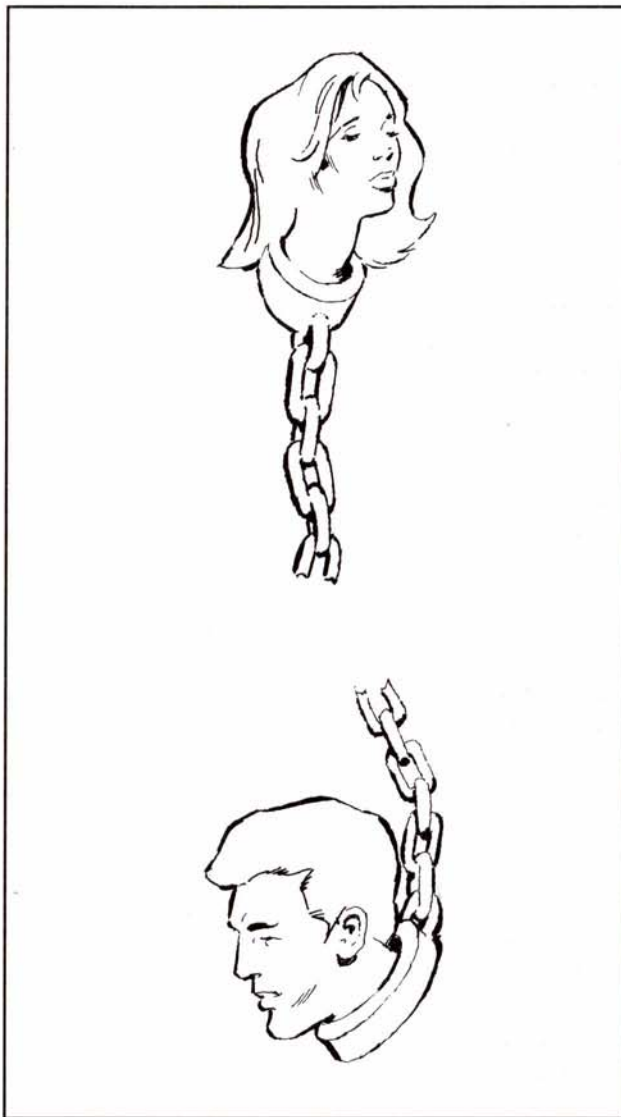
In addition, Gutterfowl often wields a +4 bow, which he uses to shoot +1 arrows tipped with poison (save at -1 or die).

Sphere

Gutterfowl is the duke of infidelity, the violation of the marital bond. At present, he conducts all his activities through intermediaries and only becomes personally involved in a temptation when so ordered by one of his diabolical superiors.

Diabolical Abilities

Gutterfowl wields the lesser ability to *cause blindness* (as per the Skill 2 Wizard spell), the standard ability to *seduce* (as per a *charm* spell), and the greater ability to *shatter bonds* (all creatures within 6" save vs. magic; failure indicates the affected creature attacks its friends and allies for 3-18 rounds).



Inquiries

Gutterfowl always tells the truth when queried about matters of loyalty and honor, but lies when queried about any other subject.

Role Playing Notes

Normally, Gutterfowl's two heads are always speaking and constantly contradicting each other. Once he begins tempting or making threats in combat, however, the two heads begin to speak in unison.

Palace

In Vecheron, Gutterfowl maintains a ruined palace guarded by scores of soulhounds.

Tufforp - Duke of the Heart and the Blood

STRENGTH:	23
INTELLIGENCE:	16
INSIGHT:	14
DEXTERITY:	19
STAMINA:	22
APPEAL:	16
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 5 magic user
PRIEST:	N.A.
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-4
HTK:	115
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; paralyze
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	10,000

Combat

In battle, Tufforp strikes twice per round, once with his serpent sword and once with a +3 axe that hits for 1-8 points of damage. Treat the serpent sword as a +4 bastard sword that inflicts 2-12 points of damage per hit. If a serpent sword attack inflicts 9 or more points, the serpent bit the target during the attack, forcing the target to make a save or fall paralyzed (as per a ghoul's touch).

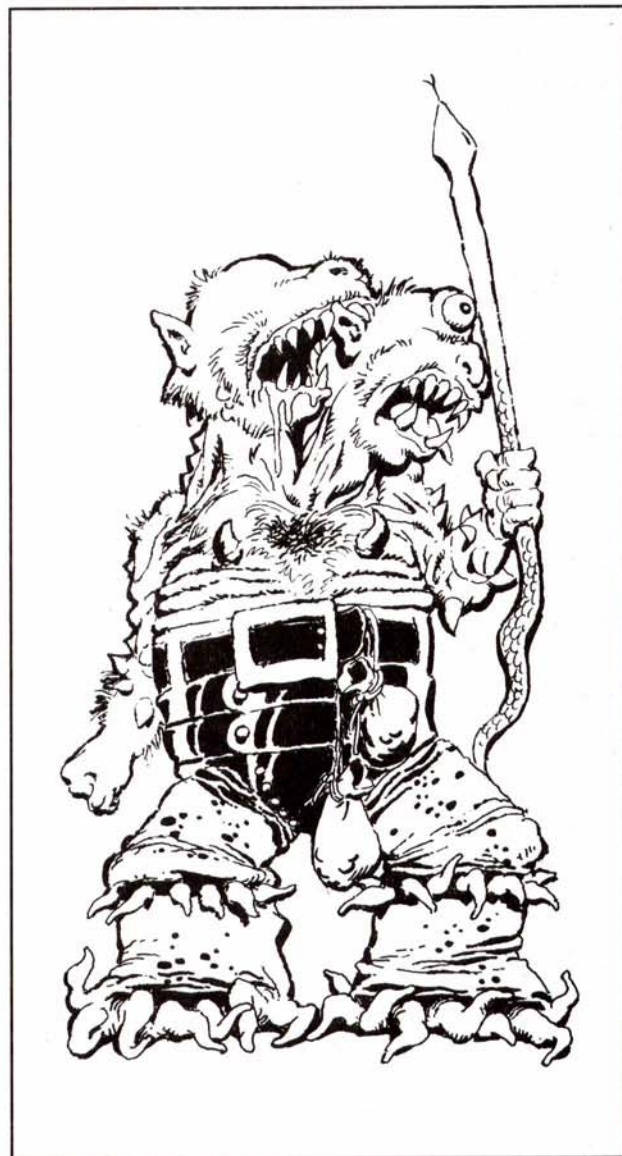
Because one of his two heads is blind, all of Tufforp's axe attacks are conducted with a -2 penalty.

Sphere

Tufforp is the duke of vengeance. He and his charges tempt mortals to respond to injustice in kind.

Diabolical Abilities

Tufforp wields the power to *avenge*. At its lesser level, this ability allows him to force anyone or anything who harms him to save vs. magic or take 1-8 points of damage. (Those invoking Tufforp can avenge wounds in this fashion for 1 full turn.) At its standard level, the ability to *avenge* allows Tufforp to summon 1-6 soulhounds to track any creature who has harmed him. (Once these hounds find their target, they will either destroy it or die in the effort.) And at its greater level, *avenge* allows Tufforp to automatically inflict any damage he sustains back upon those who damaged him. (Again, those invoking Tufforp gain this power for 1 full turn.)



Inquiries

Tufforp speaks the truth when queried about matters of justice.

Role Playing Notes

Although Tufforp almost never speaks, he has a strange mystical ability that allows him to send out simple, telepathic communications. He is cold and defiant.

Palace

Tufforp maintains a palace of iron in Vecheron.

Grand Polyphon - Prince of the Mind

STRENGTH:	20
INTELLIGENCE:	20
INSIGHT:	9
DEXTERITY:	9
STAMINA:	25
APPEAL:	-3
FIGHTER:	Skill 14 fighter
WIZARD:	Skill 14 magic user
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-4
HTK:	165
THAC0:	7
NO. OF ATTACKS:	8
SPECIAL ATT.:	Tempt; acid
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	6" land
MAGIC TOLERANCE:	60%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	16,000

Combat

In combat, Polyphon forms oozing pseudopods that allow him to bite his targets with his hundreds of gibbering mouths. Assume he can make eight such attacks per round, each striking for 1-10 points of damage.

In addition, Polyphon can emit a puddle of stinking, acidic ooze four times per day. Anyone within 2" of him when he emits this ooze must save vs. dragon's breath or suffer 3-30 points of damage. Once it has been emitted, the ooze forms a 2" diameter puddle that damages anyone who touches it. After forty-eight hours, the ooze dissolves.

Sphere

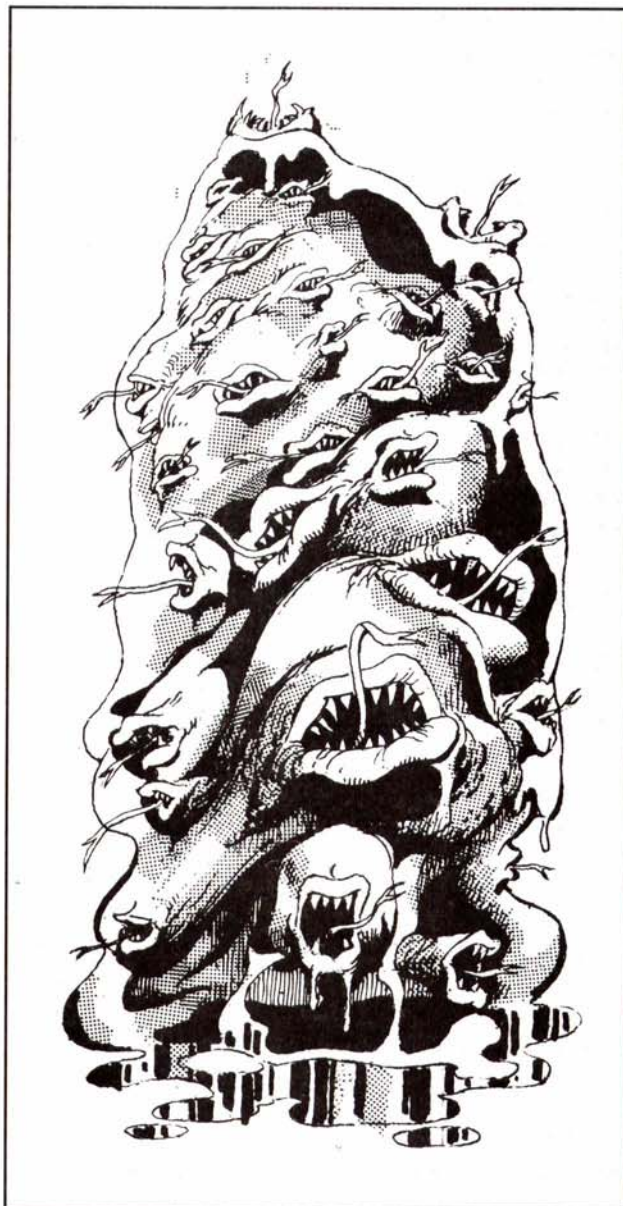
Polyphon is the prince of deception. He uses his demonic influence to seduce mortals into spreading lies that benefit themselves and harm others.

Diabolical Abilities

Polyphon wields: the lesser ability to *hide* (as per a 14th level thief); the standard ability to *confuse* (as per the Skill 4 Wizard spell); and the greater ability to *enfeeble* (as per the Skill 2 Wizard spell only it affects 10-100 creatures).

Inquiries

Polyphon never answers any inquiries truthfully.



Role Playing Notes

Polyphon's ninety-nine gibbering mouths yammer lies incessantly. Truly chaotic, it is almost impossible to make sense of his speeches or actions.

Palace

Polyphon's palace is a large, slimy pit located on the demiplane of Verekna.

Forneus - Duke of the Mind and the Heart

STRENGTH:	22
INTELLIGENCE:	17
INSIGHT:	17
DEXTERITY:	22
STAMINA:	22
APPEAL:	18
FIGHTER:	Skill 13 fighter
WIZARD:	Skill 8 magic user
PRIEST:	N.A.
THIEF:	Skill 9 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-7
HTK:	125
THACO:	8
NO. OF ATTACKS:	2
SPECIAL ATT.:	Temp; poison
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	36" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	10,000

Combat

In battle, Forneus fights with a pair of poison daggers that inflict 2-12 points of damage per hit. Due to his high skill level, he can strike with both weapons each melee round.

Forneus's AC is so low because of his teleport ability (see below). In combat, he tends to flit about from place to place in order to confuse his enemies. During a typical round, he'll teleport up to fifteen times. Should Forneus somehow lose this ability, his AC rises to -1.

Sphere

Forneus is the duke of treachery. He uses his diabolical energies to prompt mortals to betray bonds of confidence or loyalty.

Diabolical Abilities

Forneus wields: the lesser ability to *break morale* (forces any enemies of low intelligence or less to make a morale check); the standard ability to *cause fear* (as per the Skill 4 Wizard spell); and the greater ability to call down *storms of fire* (as per the Skill 7 Priest spell).

In addition, Forneus can *teleport* over a distance of 6" as many as fifteen times per melee round.

Inquiries

Forneus truthfully answers all queries concerning evil and its nature.



Role Playing Notes

Duke Forneus is brash and brutal. He shows a great deal of contempt for mortals and believes that none of them are capable of resisting his powers. When proved wrong, he carries an awful grudge.

Palace

Forneus maintains a five level stone castle on the demiplane of Verekna.

Volak - Duke of the Mind and the Soul

STRENGTH:	21
INTELLIGENCE:	8
INSIGHT:	8
DEXTERITY:	21
STAMINA:	23
APPEAL:	11
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 8 magic user
PRIEST:	N.A.
THIEF:	Skill 13 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	125
THACO:	10
NO. OF ATTACKS:	3/2
SPECIAL ATT.:	Tempt; confuse
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	10,000

Combat

In battle, Volak fights with a +4 halberd that strikes for 3-18 points of damage. Any wounds he inflicts with this weapon cannot be cured by clerical magic (though potions of healing cure such wounds normally).

Despite his formidable combat ability, Volak prefers to avoid direct confrontations and relies instead upon his ability to confuse hostile opponents.

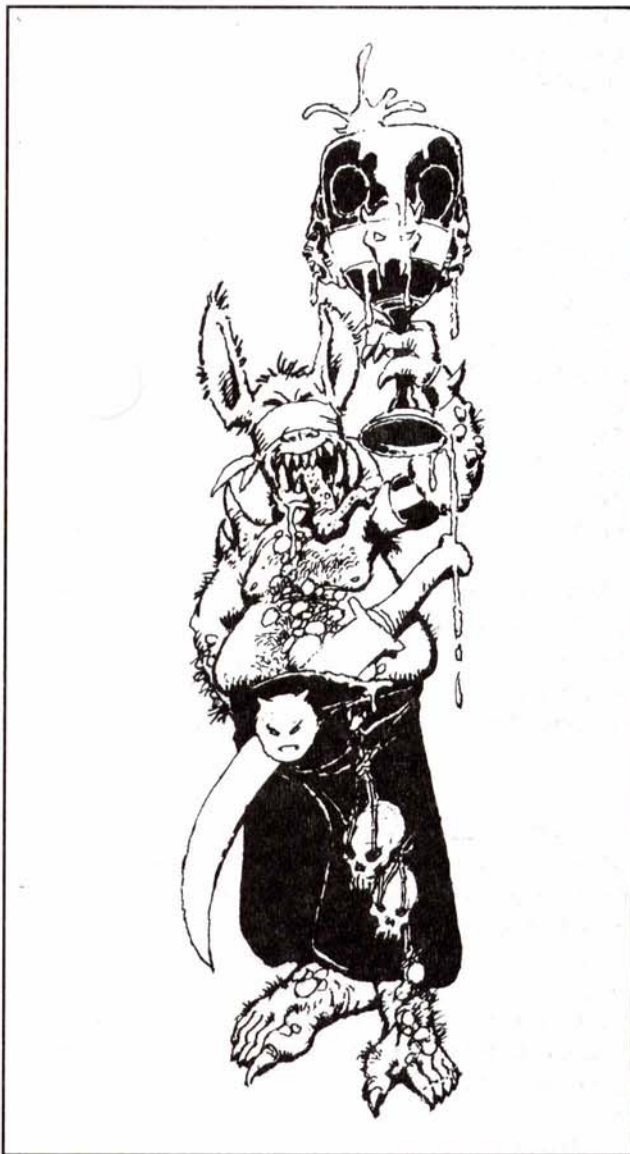
Sphere

Volak is the duke of false prophecy. He endeavors to tempt mortals to believe that their own insights are shared by the gods themselves.

Diabolical Abilities

Volak's lesser ability permits him to conjure *phantasmal forces* (as per the Skill 1 Wizard spell); his standard ability allows him to *summon monsters* (as per the Skill 4 Wizard spell); and his greater ability allows him to create *earthquakes* (as per the Skill 7 Priest spell).

In addition, Volak has the ability to make confusing speeches. Anyone within the sound of his voice who fails to save vs. magic once he has begun such a speech must stop all offensive actions and listen to the speech. Such characters are treated as though affected by a confusion spell for as long as Volak keeps speaking.



Inquiries

Volak answers truthfully all inquiries into spiritual matters. Rumor has it that he answers inquiries into the future truthfully, though these rumors are untrue.

Role Playing Notes

Volak is very quiet and unassuming. When dealing with mortals, he and his followers generally attempt to mask their true natures and gain the trust of their victims. They like to appear in guises that make them appear vulnerable and innocent.

Palace

Volak and his followers maintain no fixed palaces.

Andrealphus - Duke of the Mind and the Flesh

STRENGTH:	19
INTELLIGENCE:	19
INSIGHT:	17
DEXTERITY:	25
STAMINA:	22
APPEAL:	16
FIGHTER:	Skill 8 fighter
WIZARD:	Skill 7 magic user
PRIEST:	N.A.
THIEF:	Skill 17 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-3
HTK:	115
THAC0:	12
NO. OF ATTACKS:	10
SPECIAL ATT.:	Tempt
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	10,000

Combat

In combat, Andrealphus wields +1 short swords in each of his multiple hands. During any given round, he can strike with up to ten separate swords.

Sphere

Andrealphus is the duke of thieves and bandits. He endeavors to tempt mortals to steal the wealth and possessions of others.

Diabolical Abilities

Andrealphus wields: the lesser ability to *expedite travel* (allows the recipient to move at five times his or her normal ground speed for 1-6 turns); the standard ability to project *invisibility* in a ten foot radius; and the greater ability to *drain energy* (as per the Skill 9 Wizard spell).

In addition, Andrealphus can detect magic and valuable items without error at a range of 12"

Inquiries

Andrealphus truthfully answers all inquiries regarding wealth and power.

Role Playing Notes

Andrealphus uses his craven demeanor as a front to throw his targets off guard. In actuality, he is both ruthless and



clever. Most of his victims believe they got the better of him even long after he has departed.

Unlike most of the demonic dukes, Andrealphus has no followers or servants. He personally conducts all his own temptations.

Palace

Andrealphus maintains no palace. He can be encountered on the demi-plane of Verekna in the guise of a lost traveler.

Eligos - Duke of the Mind and the Blood

STRENGTH:	N.A.
INTELLIGENCE:	3
INSIGHT:	3
DEXTERITY:	N.A.
STAMINA:	N.A.
APPEAL:	-6
FIGHTER:	N.A.
WIZARD:	Skill 16 magic user
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	N.A.
HTK:	250
THACO:	N.A.
NO. OF ATTACKS:	0
SPECIAL ATT.:	Tempt; insanity
SPECIAL DEF.:	Invulnerable to all physical attacks.
MOVEMENT:	3" land
MAGIC TOLERANCE:	65%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	10,000

Combat

In battle, Eligos is incapable of launching any sort of physical attack. But at the same time, he is completely immune to the physical attacks of others. Only magic and psionics can affect him.

Sphere

Eligos is the diabolical duke of madness. He is charged with the task of tempting mortals to succumb to the delights of insanity.

Diabolical Abilities

Eligos' lesser ability allows him to cause *blur* (as per the Skill 2 Wizard spell); his standard ability allows him to *transmute rock to mud* (as per the Skill 5 Wizard spell); and his greater ability allows him to *cause insanity* (all targets within 6" must save vs. magic or fall insane for 2-24 days) twice per day.

In addition, Eligos can conjure *hypnotic patterns* (Skill 2 Wizard spell) and *charm* his opponents at will. In combat, he prefers to use these abilities to set friend against foe.

Inquiries

Eligos answers all inquiries with a long stream of nonsense, though there is always at least a single grain of truth in his statements.



Role Playing Notes

Eligos' appearance is always accompanied by a low hissing sound, like the wind blowing over the desert. Beneath the hiss, thousands of babbling whispers, many of them speaking in different languages, are audible.

Palace

Eligos maintains a sort of domicile near the center of the plane of Verekna, where his five hundred servants constantly dance in a circle about him and play five hundred separate tunes on shrill flute.s.

Grand Rubbibat - Prince of the Soul

STRENGTH:	21
INTELLIGENCE:	19
INSIGHT:	3
DEXTERITY:	23
STAMINA:	23
APPEAL:	-3
FIGHTER:	Skill 12 fighter
WIZARD:	Skill 12 magic user
PRIEST:	N.A.
THIEF:	Skill 9 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-4
HTK:	164
THAC0:	9
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; disease
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	16,000

Combat

In combat, Rubbibat fights with his razor sharp claws. Treat each claw as a +2 weapon that inflicts 1-12 points of damage. Whenever Rubbibat hits with a claw, his target must pass a Stamina Ability Check to avoid contracting a disease

Sphere

Rubbibat is the prince of blasphemies. He is charged with the task of seducing mortals into turning their backs on the gods.

Diabolical Abilities

Rubbibat wields: the lesser ability to *detect alignment* (as per the Skill 2 Priest spell); the standard ability to *speak with the dead* (as per the Skill 3 Priest spell); and the greater ability to *walk on the winds* (as per the Skill 7 Priest spell).

In addition, Rubbibat's hundreds of eyes allow him to gaze into the ethereal and astral planes and give him a 50% chance of detecting invisible objects and creatures. Once per day, he can *trap the soul* (as per the Skill 8 Wizard spell).

Inquiries

Rubbibat answers only queries regarding the ultimate fate of a human soul. Although he usually answers such queries



truthfully, he tries to occasionally mix falsehoods into his predictions in order to confuse those who consult with him

Role Playing Notes

Rubbibat is a whining sniveler who always performs his temptations through his servants and intermediaries, most of whom hate him.

Palace

Rubbibat's palace is located on the demi-plane of Og.

Orobas - Duke of the Soul and the Flesh

STRENGTH:	19
INTELLIGENCE:	22
INSIGHT:	21
DEXTERITY:	19
STAMINA:	18
APPEAL:	22
FIGHTER:	Skill 8 fighter
WIZARD:	Skill 8 magic user
PRIEST:	N.A.
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-2
HTK:	125
THACO:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; charm
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	10,000

Combat

In his left hand, Orobas wields a +5 bastard sword that strikes for 3-18 points of damage per successful hit. In his right hand, he carries a magical pouch of glittering gems and coins. Anyone to whom he offers the pouch must vs. magic or succumb to greed. Such characters must use all the effort they can muster to gain possession of the bag for 1-6 turns.

Sphere

Orobas is the duke of corruption and bribery. His task is to tempt leaders and nobles to violate their own laws for personal benefit.

Diabolical Abilities

Orobas wields: the lesser ability to *detect treasures* (detects all valuable items with 6"; those invoking Orobas may call upon this ability for a single turn); the standard ability to *animate the earth* (allows him to summon up an 8 HTK dice earth elemental) at will; and the greater ability to summon a *creeping doom* (as per the Skill 7 Priest spell).

In addition, Orobas can *charm* his opponents three times per day.

Inquiries

Orobas truthfully answers all inquiries regarding past history.



Role Playing Notes

Although he tries to mask his intellect, Orobas is dangerously clever. He likes to trick his targets and corrupt them slowly over the course of several years.

Palace

Orobas' palace is a large, hollowed-out emerald located toward the center of the demi-plane of Og.

Dantalion - Duke of the Soul and the Heart

STRENGTH:	18
INTELLIGENCE:	25
INSIGHT:	25
DEXTERITY:	16
STAMINA:	16
APPEAL:	11
FIGHTER:	Skill 8 fighter
WIZARD:	Skill 12 magic user
PRIEST:	N.A.
THIEF:	Skill 5 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-3
HTK:	115
THACO:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; fear
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	10,000

Combat

Dantalion never wields physical weapons. Instead he can focus his gaze to inflict 3-18 points of damage on a single target per round (automatically hits; no saving throw). Only the blind and creatures with Low Intelligence or lower are immune to this weapon.

Sphere

Dantalion is the duke of despair. He endeavors to convince mortals that their lives are without purpose.

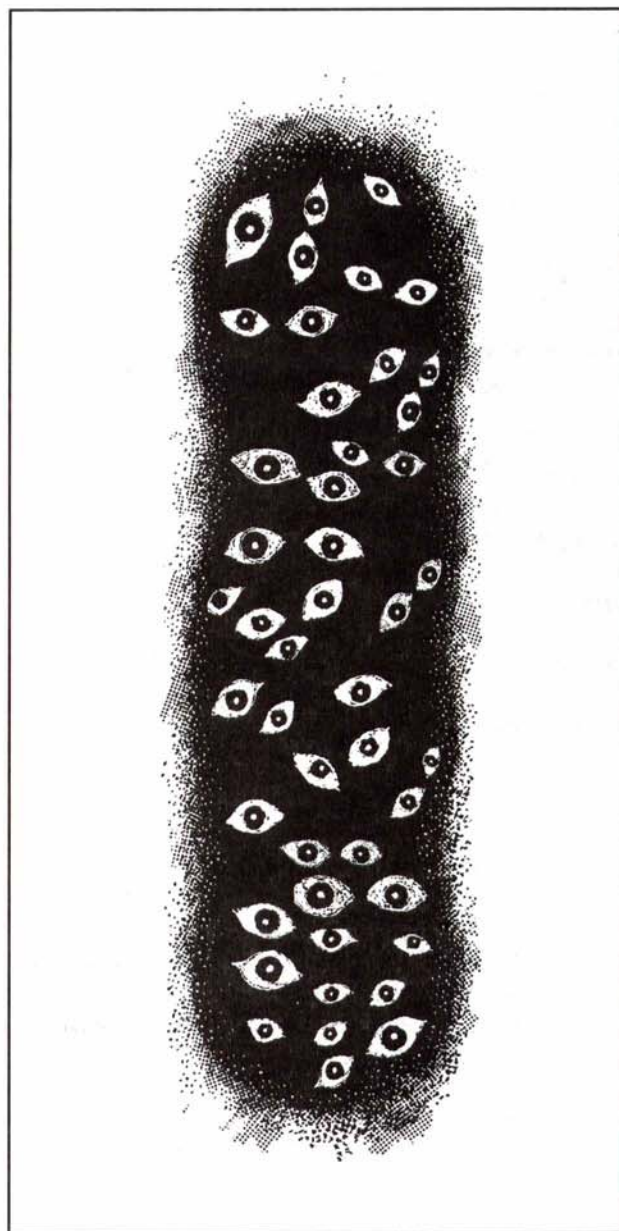
Diabolical Abilities

Dantalion's lesser ability allows him to cause *sleep* (as per the Skill 1 Wizard spell); his standard ability allows him to *control the emotions* of a target (as per the Skill 4 Wizard spell *emotion*); and his greater ability allows him to *trap the soul* (as per the Skill 8 Wizard spell).

In addition, Dantalion can cause *fear* at double the range of most demons, and his gaze can force a target to save vs. magic or permanently lose a point of Insight (this ability works only once on each living being).

Inquiries

A true rarity among the diabolical ranks, Dantalion answers all queries truthfully, but he always demands a special payment in return for his answers. Typically this payment



ranges from a valuable magic item to the forfeiture of an experience skill level or a few Insight or Intelligence points.

Role Playing Notes

In manner, Dantalion is cold and distant. He speaks only to those who make direct eye contact with him, and even then, his utterances are confusing and barely audible. He speaks clearly only when answering an inquiry.

Palace

Dantalion maintains an empty palace carved from obsidian at the center of the demi-plane of Og.

Malphas - Duke of the Soul and the Mind

STRENGTH:	15
INTELLIGENCE:	6
INSIGHT:	6
DEXTERITY:	16
STAMINA:	24
APPEAL:	9
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 5 magic user
PRIEST:	N.A.
THIEF:	Skill 5 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	99
THACO:	10
NO. OF ATTACKS:	1/2
SPECIAL ATT.:	Tempt; blind
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	10,000

Combat

In battle, Malphas wields a +5 short sword that strikes for 1-10 points of damage per successful hit. Although he is incapable of lifting the +5 club he carries with him (the club requires a Strength of 24 to wield and strikes for 2-24 points of damage), he still makes constant attempts to use the club as a weapon. Every other round, Malphas must forfeit his regular attack and try in vain to wield the club.

Sphere

Malphas is the duke of hubris, the sin of those mortals who elevate themselves to the ranks of the divine.

Diabolical Abilities

Malphas wields: the lesser ability to *identify* magic items (as per the Skill 1 Wizard spell); the standard ability to *create food and water* (as per the Skill 3 Priest spell); and the greater ability to *summon weather* (as per the Skill 6 Priest spell).

In addition, Malphas can *cause blindness* four times per day and throw a 10 die lightning bolt twice per day.

Inquiries

Malphas never answers queries and always refuses to appear when summoned for that purpose.



Role Playing Notes

Although clumsy and oafish, Malphas tries maintains a strictly regal demeanor. Something of an oddity amongst the infernal legions, his appearance sometimes borders on the comical.

Palace

Malphas maintains a sprawling iron palace on the outskirts of the demi-plane of Og. Although he has no actual servants, he spends much of his time barking out instructions to imaginary valets, stewards, and wards.

Marchosias - Duke of the Soul and the Blood

STRENGTH:	16
INTELLIGENCE:	21
INSIGHT:	7
DEXTERITY:	21
STAMINA:	16
APPEAL:	17
FIGHTER:	Skill 8 fighter
WIZARD:	Skill 11 magic user
PRIEST:	N.A.
THIEF:	Skill 5 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-3
HTK:	105
THACO:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; power word stun
SPECIAL DEF.:	+2 or better weapon to hit; paralyze
MOVEMENT:	12" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	10,000

Combat

Marchosias almost never fights in physical combat. Instead he prefers to rely upon his spell-casting and diabolical abilities. When cornered, he fights with a +3 two-handed sword.

Sphere

Marchosias is the temptor of crusaders, those who vehemently assume a cause without reflection. Although he most frequently tempts the pious, his influence extends into a nearly infinite variety of venues.

Diabolical Abilities

Marchosias wields: the lesser ability to *hypnotize* (as per the Skill 1 Wizard spell); the standard ability to *project chaos* (as per the Skill 5 Wizard spell); and the greater ability to cause an *energy drain* (as per the Skill 9 Wizard spell).

In addition, Marchosias can surround himself with a powerful field of force that acts as an *anti-magic shell* and forces anyone entering its perimeter to save vs. petrification or become *paralyzed* for one full turn.

Marchosias' greatest weapon is the Tome of Urging he carries with him. Within the tome is a list of magic words, one for each being in the universe, capable of striking a responsive chord in the targeted soul. Any being who hears



his or her special word is affected as though he or she has heard a *power word stun*. Locating a being's magic word takes Marchosias 1-8 rounds. The tome will affect any creature only once per day.

Inquiries

Marchosias answers inquiries into hatred truthfully.

Role Playing

Marchosias is gruff, savage, and unyielding. He enjoys sizing up the wits and intellects of his victims.

Palace

Marchosias maintains a palace on the demi-plane of Og.

Grand Decarabria - Prince of the Flesh

STRENGTH:	18(88)
INTELLIGENCE:	21
INSIGHT:	21
DEXTERITY:	24
STAMINA:	20
APPEAL:	25
FIGHTER:	Skill 13 fighter
WIZARD:	Skill 13 magic user
PRIEST:	N.A.
THIEF:	Skill 12 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-5
HTK:	188
THAC0:	8
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; berserk
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	70%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	10,000

Combat

Decarabria holds an ever-changing assortment of items in each of his hands. In combat, he can change these items into weapons. Each round, the weapons he wields metamorphose into new weapons. To determine his exact armament in any given round, you can make two rolls on the following table:

Roll (D6)	Weapon
1	+4 axe
2	+3 long sword
3	short sword, flame tongue
4	long sword, frost brand
5	+4 mace
6	+4 club

The weapons listed on this table are only exemplary. Many other combinations are possible.

If Decarabria is separated from one of his weapons, he can easily create a new one. Separated weapons dissolve into nothingness after 1-8 turns unless a permanency spell is cast on them.

Sphere

Decarabria is the prince of the flesh, charged with the spread of lust.

Diabolical Abilities

Decarabria wields: the lesser ability to *shatter* (Skill 2 Wizard spell); the standard ability to *transmute iron to gold*



(affects 5 pounds per level of the invoker, or 75 pounds for Decarabria); and the greater ability to *raise the dead*.

Inquiries

Decarabria truthfully answers queries about the environment.

Role Playing Notes

Decarabria is savage and unforgiving.

Palace

Decarabria's vast palace is located in Thanis.

Demons

Vapula - Duke of the Flesh and the Heart

STRENGTH:	9
INTELLIGENCE:	14
INSIGHT:	13
DEXTERITY:	21
STAMINA:	18
APPEAL:	11
FIGHTER:	Skill 5 fighter
WIZARD:	Skill 13 magic user
PRIEST:	N.A.
THIEF:	Skill 5 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-1
HTK:	99
THACO:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	10,000

Combat

Vapula only becomes involved in physical combat when forced. If threatened with physical harm and his spell-casting abilities do not allow him to extricate himself, he flees.

When forced to defend himself, Vapula fights with a normal, rusted dagger (1-4 points of damage per hit).

Sphere

Vapula is the duke of greed. He and his followers endeavor to sway mortals into the unnatural pursuit of wealth over all else.

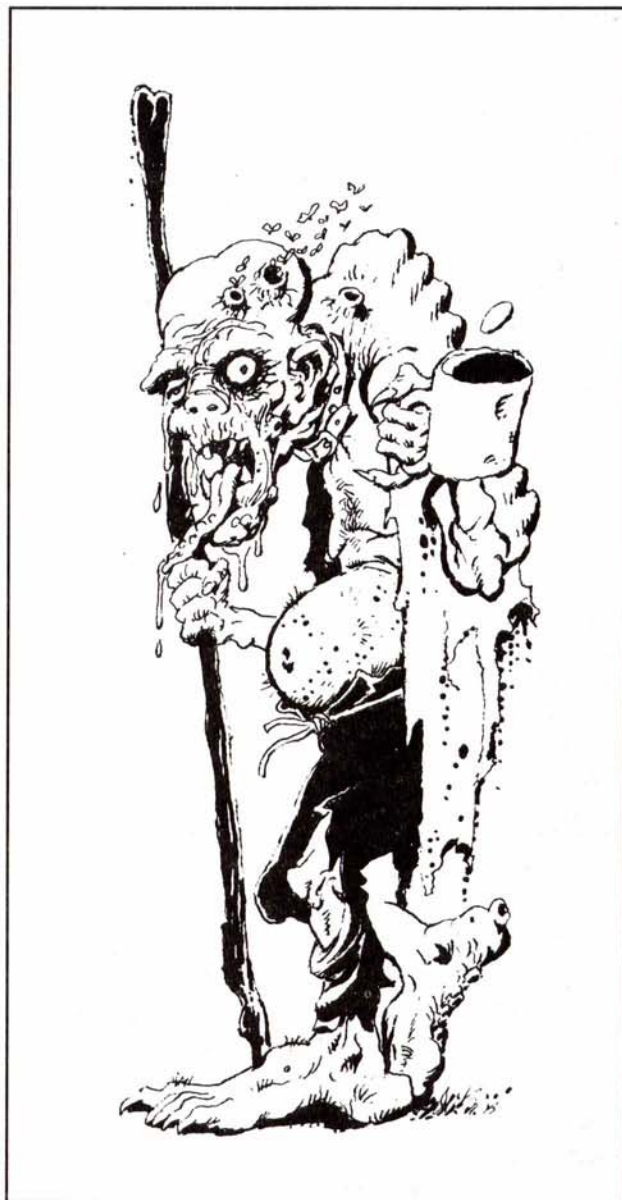
Diabolical Abilities

Vapula's lesser ability allows him to *knock* (Skill 2 Wizard spell); his standard ability allows him to throw an 8-die *fireball*; and his greater ability allows him to call down a *creeping doom* (Skill 7 Priest spell).

In addition, Vapula can create small treasures (up to 100 gp value) at will at a rate of one per round. Under normal circumstances, he will only give these treasures to mortals who agree to perform services for him.

Inquiries

Vapula truthfully answers all inquiries regarding mortal emotion.



Role Playing Notes

Although Vapula comes across as an idiotic, whining sniveler, he possesses a strange sort of cunning that sometimes expresses itself in his actions. He himself is often guilty of underestimating his own intellect.

Because of his shortcomings, Vapula is something of an outcast amongst his peers. If presented with an opportunity to impress his diabolical fellows, he will almost certainly seize it.

Palace

Vapula maintains a small, wooden palace on the demi-plane of Thanis.

Gremory - Duke of the Flesh and the Mind

STRENGTH:	13
INTELLIGENCE:	13
INSIGHT:	12
DEXTERITY:	21
STAMINA:	22
APPEAL:	16
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 7 magic user
PRIEST:	N.A.
THIEF:	Skill 5 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	111
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; paralyze
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	10,000

Combat

Gremory fights with a fiery lash that inflicts 2-12 points of damage per hit (treat the lash as a +2 weapon) and forces any target it strikes to make a save vs. paralyzation. His favorite tactic is to appear as an elderly beggar to his enemies, hoping to draw them close and catch them off guard.

Sphere

Gremory is the duke of envy. He tempts mortals into coveting the property of others.

Diabolical Abilities

Gremory wields: the lesser ability to *entangle* his enemies (Skill 1 Priest spell); the standard ability to *animate the dead* (Skill 3 Priest spell); and the greater ability to erect a *wall of impenetrable force*—this barrier acts as a standard *wall of force* save for the fact that disintegration spells and rods of cancellation have no effect upon it.

In addition, Gremory can *speak with plants and animals* at will.

Inquiries

Gremory answers truthfully any query regarding the true nature of magic.



Role Playing Notes

Among demons, Gremory is known for his lack of subtlety. When he and his followers interact with mortals, they tend to carry out their temptations from behind a volley of threats and intimidation. Although he is no rogue, Gremory frequently pushes the Compact to its very limit.

On a whim, Gremory has taken a fancy to plants and the lower orders of animal life.

Palace

Gremory maintains a large emerald palace on the demiplane of Thanis. Within this palace he maintains a large menagerie/arboreum.

Rofocale - Duke of the Flesh and the Soul

STRENGTH:	24
INTELLIGENCE:	11
INSIGHT:	17
DEXTERITY:	9
STAMINA:	25
APPEAL:	8
FIGHTER:	Skill 12 fighter
WIZARD:	Skill 9 magic user
PRIEST:	N.A.
THIEF:	Skill 7 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-3
HTK:	144
THAC0:	9
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; acid
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	6" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	10,000

Combat

When he becomes embroiled in battle, Rofocale pauses to draw a magic weapon from one of the hundreds contained in the *chest of holding* he carries on his back. Each time Rofocale does so, use the treasure charts in the standard rulebook to randomly determine the weapon drawn.

In addition to the scores of magic weapons, Rofocale's chest also holds dozens of miscellaneous magic items, piles of food, thousands of gold and platinum pieces, and hundreds of gems.

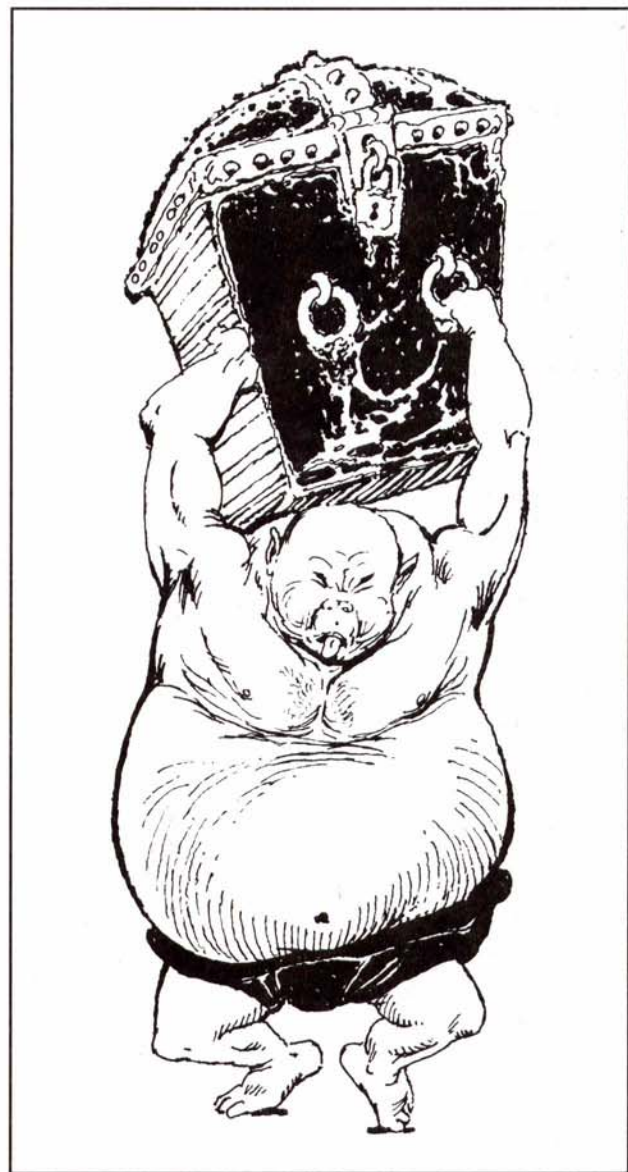
Sphere

Rofocale is the duke of gluttony. He tempts mortals to commit the sin of craving.

Diabolical Abilities

Rofocale wields: the lesser ability to *resist fire* (as per a ring of fire resistance); the standard ability to *speak with plants* (Skill 4 Priest spell); and the greater ability to *assume astral form* (as per the Skill 7 Priest *astral spell*).

Additionally, Rofocale has the ability to force any target within 6" of his person to save vs. magic or fall stricken with hunger for 1-6 rounds. Creatures affected automatically consume all the food they can get their hands on, have their ACs raised to 10 (plus Dexterity bonuses), and are prohibited from taking any offensive actions.



Inquiries

Rofocale truthfully answers all inquiries concerning nobility.

Role Playing Notes

Rofocale is a brutish lout. He is rarely seen without a leg of mutton or a cask of ale close at hand.

Palace

Rofocale maintains a huge palace of bone on the outskirts of the demi-plane of Thanis.

Agares - Duke of the Flesh and the Blood

STRENGTH:	14
INTELLIGENCE:	22
INSIGHT:	21
DEXTERITY:	24
STAMINA:	20
APPEAL:	22
FIGHTER:	Skill 8 fighter
WIZARD:	Skill 11 magic user
PRIEST:	N.A.
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-4
HTK:	99
THACO:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	10,000

Combat

In battle, Agares fights with an intelligent +5 two-handed sword. While holding the sword, Agares' Magic Resistance is boosted to 65% and he is able to *dispel magic* at will.

Agares' favorite tactic is to lure his opponents close so he can attack them with a +2 barbed and venomous dagger he keeps concealed beneath his cloak. The dagger strikes for 1-12 points of damage per hit and forces its target to save vs. poison at -3 or die.

Sphere

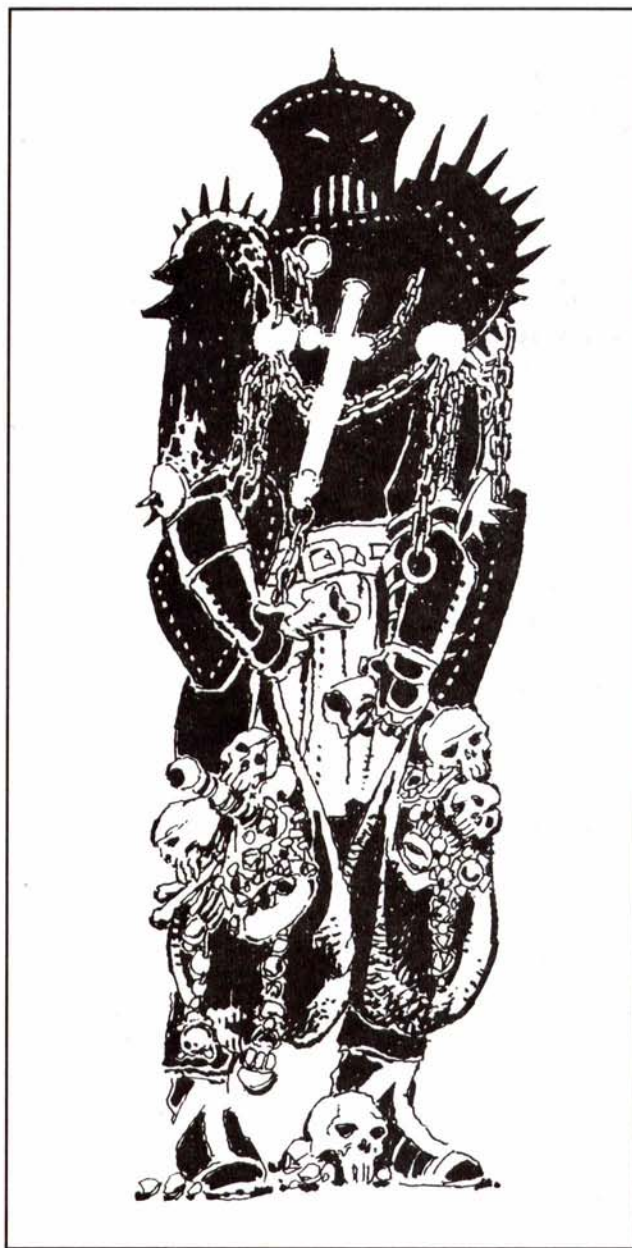
Agares is the diabolical duke of villainy. He tries to tempt mortal spirits into preying upon the shortcomings of their fellows.

Diabolical Abilities

Agares' lesser ability allows him to *increase morale* (adds +1 to the Morale level of any creatures with total Skill Levels or HTK dice less than or equal to 20 at a range of 12"); his standard ability allows him to throw a 7-die *lightning bolt*; and his greater ability allows him to *teleport without error* (as per the Skill 7 Wizard spell).

Inquiries

Agares always lies when answering inquiries regarding the dead



Role Playing Notes

Agares is boastful and devious. His temptations frequently revolve around elaborate and complex schemes aimed at tricking his targets

Palace

Agares lives in an ivory palace on the plane of Thanis.

Grand Phenex - Prince of Blood

STRENGTH:	25
INTELLIGENCE:	11
INSIGHT:	16
DEXTERITY:	21
STAMINA:	24
APPEAL:	13
FIGHTER:	Skill 16 fighter
WIZARD:	Skill 5 magic user
PRIEST:	N.A.
THIEF:	Skill 5 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-4
HTK:	177
THACO:	5
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; berserking
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	18" land
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	16,000

Combat

Phenex fights with an enormous +4 battle axe that strikes for 2-24 points of damage per hit. In addition, he carries a special +3 longbow that allows him to shoot arrows of fire he can conjure from the flaming aura that surrounds him. Each of these arrows strike for 1-10 points of damage.

Like all demons of the blood, Phenex is surrounded by a flaming aura that inflicts 1-6 points of damage per round upon anyone within melee range of him. A successful saving throw vs. dragon's breath cuts this damage in half (round fractions down).

Sphere

Phenex is the Prince of Blood. He endeavors to spread the sin of rage, the failing that leads the mortal spirit to lash out without reflection.

Diabolical Abilities

Phenex wields: the lesser ability to *enrage enemies* (this ability affects up to 10 levels/HTK dice of creatures within a range of 6"; those who fail to save vs. magic cannot retreat and suffer -2 penalties to all attack rolls for 2-12 rounds); the standard ability to *send allies into battle frenzy* (up to 20 levels/HTK dice of allies receive +3 bonuses to all attack rolls for 2-12 rounds, but cannot retreat during this period); and the greater ability to *reincarnate the dead* (as per the Skill 6 Wizard spell)



In addition, Phenex can enter into a *berserk frenzy* at will, giving him a +2 bonus to all his attack roles and saving throws.

Inquiries

Phenex lies when answering queries about magic and truthfully answers queries about fear.

Role Playing Notes

Phenex is savage and unpredictable. He lives for battle.

Palace

Phenex lives in a crimson palace in Diannor.

DEMONS

Gusion - Duke of the Blood and the Heart

STRENGTH:	20
INTELLIGENCE:	19
INSIGHT:	20
DEXTERITY:	23
STAMINA:	23
APPEAL:	18
FIGHTER:	Skill 10 fighter
WIZARD:	Skill 8 magic user
PRIEST:	N.A.
THIEF:	Skill 13 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-3
HTK:	135
THACO:	11
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; assassinate
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land/18" air
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	10,000

Combat

Gusion fights with a long sword in either hand; one is a frost brand, the other a flame tongue. His dark cloak has all the powers of a cloak of displacement.

Like all demons of the blood, Gusion is surrounded by a flaming aura that inflicts 1-6 points of damage per round upon anyone within melee range of him. A successful saving throw vs. dragon's breath cuts this damage in half (round fractions down).

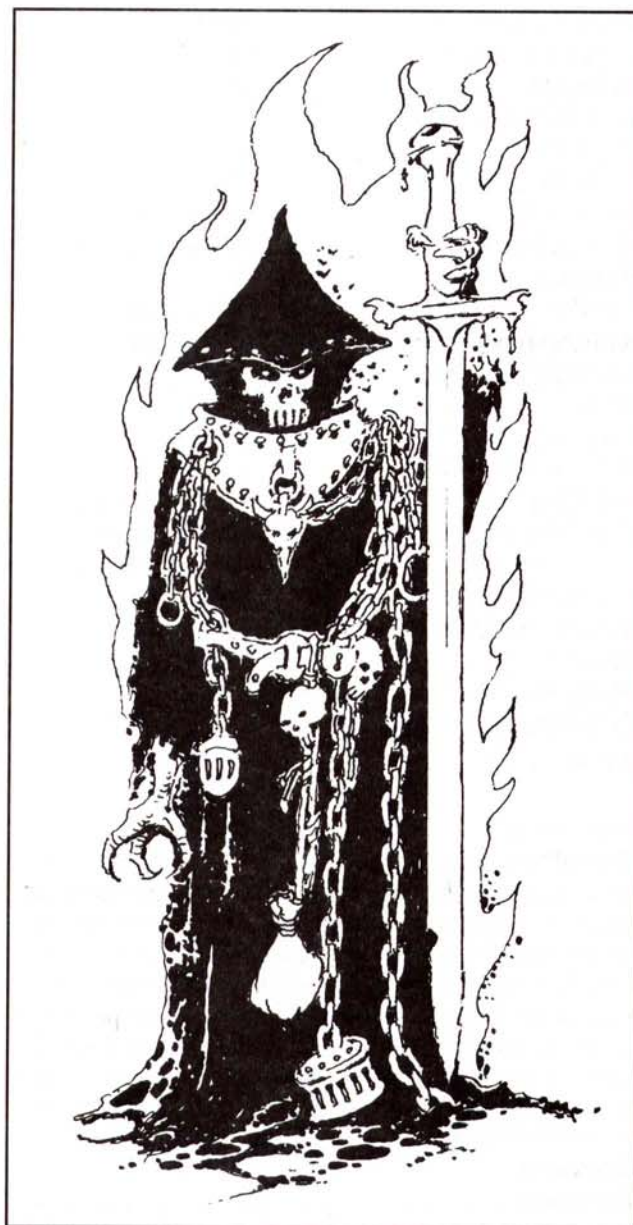
Sphere

Gusion is the duke of murderers and assassins. His mission is to tempt mortals into committing unjust killings.

Diabolical Abilities

Gusion's lesser ability allows him to *fly* (as per the Skill 3 Wizard spell); his standard ability allows him to *bestow or remove a curse* (as per the Skill 3 Priest spells); and his greater ability allows him to conjure a *prismatic wall* (as per the Skill 8 Wizard spell).

In addition, Gusion has the ability to *assassinate* targets he catches unaware. His chance to perform an assassination is equal to 100% minus 10 times the target's Skill Level.



Inquiries

If summoned on the first day of any month, Gusion will truthfully answer queries concerning warfare or diplomacy.

Role Playing Notes

Gusion almost never speaks. Instead, he relies upon his icy gaze to communicate his message to his mortal targets.

Palace

Gusion maintains a palace of bone on the demi-plane of Diannor.

Botis - Duke of the Blood and the Soul

STRENGTH:	18(81)
INTELLIGENCE:	24
INSIGHT:	13
DEXTERITY:	21
STAMINA:	19
APPEAL:	24
FIGHTER:	Skill 12 fighter
WIZARD:	Skill 8 magic user
PRIEST:	N.A.
THIEF:	Skill 4 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-2
HTK:	130
THAC0:	9
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; symbol of hopelessness
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	10,000

Combat

Botis fights with the weapons of a knight—the lance, the longsword, the shield, and mace. Each of Botis' weapons is +3 and inflicts double normal damage.

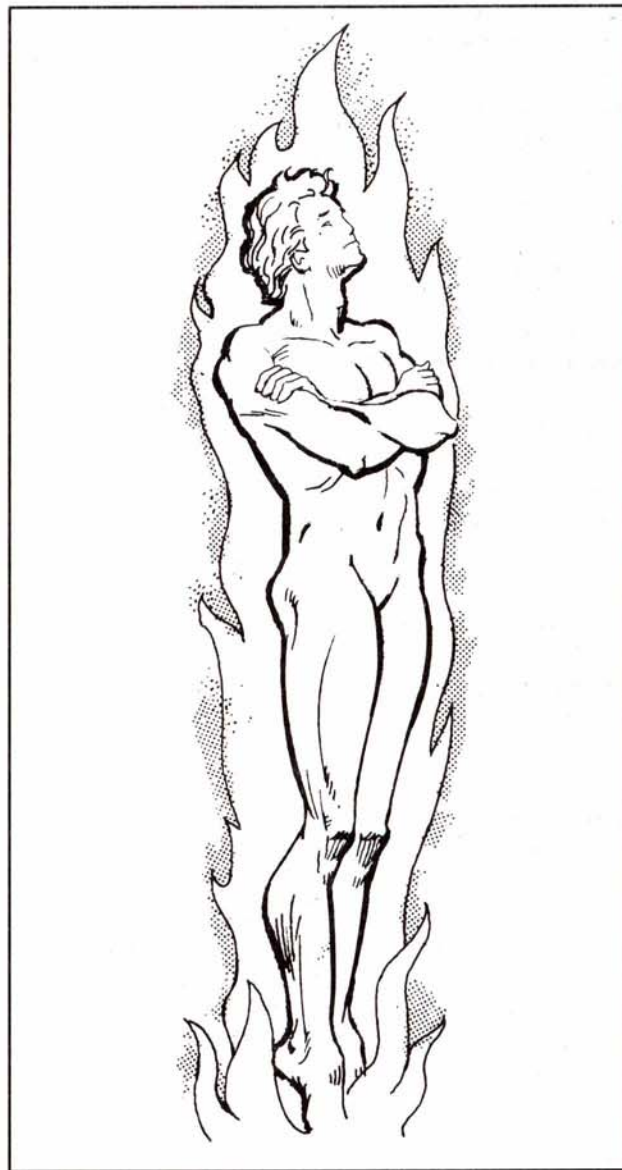
Like all demons of the blood, Botis is surrounded by a flaming aura that inflicts 1-6 points of damage per round upon anyone within melee range of him. A successful saving throw vs. dragon's breath cuts this damage in half (round fractions down).

Sphere

Botis is the duke of suicide. He tries to persuade mortals that the solutions to their problems lay in the afterlife.

Diabolical Abilities

Botis wields: the lesser ability to *cause disease* (as per the Skill 3 Priest spell); the standard ability to create *hallucinatory terrain* (as per the Skill 4 Wizard spell); and the greater ability to *build a stronghold of iron* (this ability creates a permanent six-level stronghold with approximately 5000 square feet per level; those who invoke Botis to perform this ability automatically age fifteen years and forfeit a point of Stamina; part of the stronghold's magic has the odd side effect of discouraging visitors—only close friends of the stronghold's residents; those engaged in very



urgent business; or those who save vs. magic can enter the stronghold proper.

In addition, Botis can call upon a *symbol of hopelessness* (Skill 8 Wizard spell) twice per day.

Inquiries

Botis truthfully answers inquiries after sickness and health.

Role Playing Notes

In manner, Botis is sullen, reflective, and subdued.

Palace

Botis' ivory palace is located in Diannor.

Furfur - Duke of the Blood and the Mind

STRENGTH:	24
INTELLIGENCE:	7
INSIGHT:	4
DEXTERITY:	19
STAMINA:	20
APPEAL:	21
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 4 magic user
PRIEST:	N.A.
THIEF:	Skill 7 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-4
HTK:	145
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	Tempt; blind
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	10,000

Combat

Due to his own foolish pride, Furfur does not believe he needs weapons. Instead, he fights grapples, overbears, and fights with his taloned hands. He can attack with both hands each round, and each inflicts 1-8 points of damage per hit.

Like all demons of the blood, Furfur is surrounded by a flaming aura that inflicts 1-6 points of damage per round upon anyone within melee range of him. A successful saving throw vs. dragon's breath cuts this damage in half (round fractions down).

Sphere

Furfur is the duke of foolish pride. He endeavors to convince mortals to overestimate their gifts and skills.

Diabolical Abilities

Furfur wields: the lesser ability to create *light* (as per the Skill 1 Priest spell); the standard ability to *speak with the earth* (as per the Skill 6 Priest spell *stone tell*, only Furfur or the invoker is allowed only a single inquiry); and the greater ability to *summon monsters* (as per the Skill 9 Wizard spell).

In addition, Furfur can use his golden robes to cast forth a blinding light six times per day (as per the Skill 3 Priest spell *cause blindness*).



Inquiries

Furfur answers all inquiries with streams of incomprehensible, meaningless gibberish.

Role Playing Notes

Furfur is proud and surly. He holds contempt for nearly every other creature he encounters, including many of his fellow diabolical dukes and lords.

Palace

Furfur maintains a palace of jewel-encrusted platinum on the demi-plane of Diannor.

Sabnock - Duke of the Blood and the Flesh

STRENGTH:	14
INTELLIGENCE:	14
INSIGHT:	11
DEXTERITY:	12
STAMINA:	12
APPEAL:	8
FIGHTER:	Skill 6 fighter
WIZARD:	Skill 5 magic user
PRIEST:	N.A.
THIEF:	Skill 9 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	2
HTK:	77
THAC0:	15
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; symbol of pain
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	10,000

Combat

Sabnock has spent a great deal of his time inventing horrific bladed weapons of all descriptions. His exact arsenal is ever-changing, but you can assume that any weapon he uses is the equivalent of a +3 blade that strikes for 2-20 points of damage per hit.

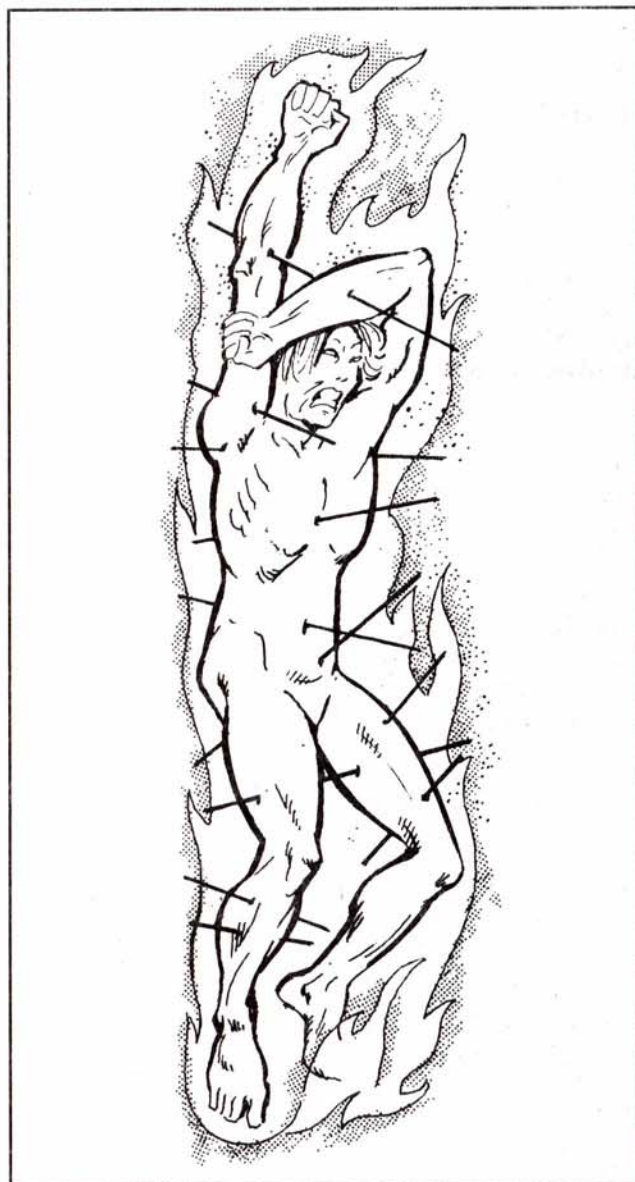
Like all demons of the blood, Sabnock is surrounded by a flaming aura that inflicts 1-6 points of damage per round upon anyone within melee range of him. A successful saving throw vs. dragon's breath cuts this damage in half (round fractions down).

Sphere

Sabnock is the duke of depravity. He tries to seduce mortals into committing cruel acts and accepting pain as pleasure.

Diabolical Abilities

Sabnock wields: the lesser ability to *cause pain* (as per the Skill 1 Priest spell *cause light wounds*); the standard ability to *create a magical weapon* (this ability allows Sabnock to create the weapon of his choice, enchanted to the equivalent of +2, from thin air; weapons created in this fashion last for 1-6 turns); and the greater ability to *heal* (as per the Skill 6 Priest spell).



In addition, Sabnock can call upon a *symbol of pain* once per day.

Inquiries

Sabnock truthfully answers queries concerning pain, whether it is physical or emotional.

Role Playing Notes

Something of an outcast among diabolical princes, Sabnock is cowardly, unassuming, and depraved.

Palace

Sabnock and his followers maintain no followers.

Grand Lord Amdosias - King of Demons

STRENGTH:	24
INTELLIGENCE:	25
INSIGHT:	25
DEXTERITY:	23
STAMINA:	25
APPEAL:	25
FIGHTER:	Skill 18 fighter
WIZARD:	Skill 22 magic user
PRIEST:	N.A.
THIEF:	Skill 14 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-5
HTK:	225
THACO:	3
NO. OF ATTACKS:	3
SPECIAL ATT.:	Tempt; lash
SPECIAL DEF.:	+4 or better weapon to hit
MOVEMENT:	15" land/24" air
MAGIC TOLERANCE:	75%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	25,000

Combat

Amdosias fights with his fiery lash, a +5 weapon that inflicts 3-30 points of damage per hit. Any target struck by the lash must save vs. magic or immediately lose 1-3 Skill Levels. Whenever Amdosias drains Skill Levels in this fashion, he immediately regains 1-20 HTK for each level drained.

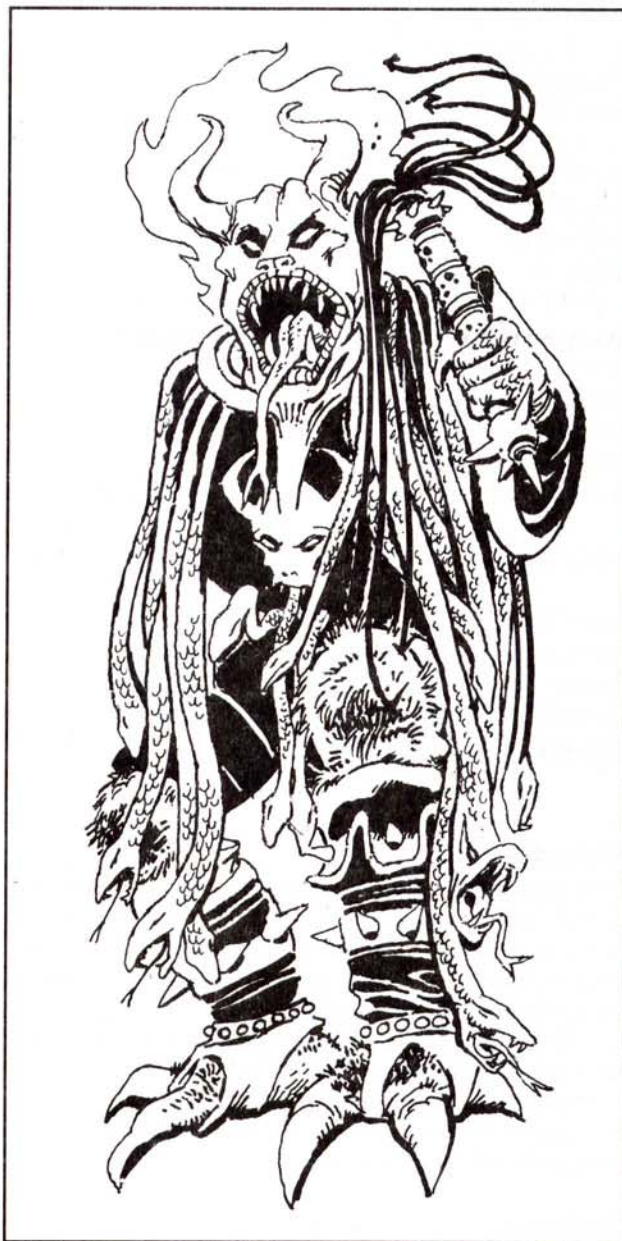
In addition to his lash, Amdosias has access to a huge storehouse of magical items and weapons. At any given time, assume he is carrying 1-8 pieces from his collection. You can determine the exact items he is carrying using the treasure tables found in the standard rulebook.

Sphere

Amdosias is the king of all demons. Theoretically, he has the power to command the diabolical dukes, though the political situation in the Infernus is so volatile that revolts among the dukes are not uncommon.

Diabolical Abilities

Amdosias wields: the lesser ability to undertake *free action* (as per the Skill 4 Priest spell); the standard ability to compel a mortal to undertake a *quest* (as per the Skill 5 Priest spell); and the greater ability to speak *unholy words* (Skill 7 Priest spell) at will.



Inquiries

Amdosias only answers queries truthfully when it amuses him, or when he is repaying an important service.

Role Playing Notes

Amdosias is cold, calculating, and savvy. His formidable wits have kept him atop the infernal hierarchy for eons.

Palace

Amdosias maintains a giant palace of bone at the center of The Pit.

Lord Raastible - Arch-duke of Death

STRENGTH:	23
INTELLIGENCE:	20
INSIGHT:	20
DEXTERITY:	7
STAMINA:	25
APPEAL:	-3
FIGHTER:	Skill 16 fighter
WIZARD:	Skill 7 magic user
PRIEST:	N.A.
THIEF:	Skill 14 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-4
HTK:	175
THAC0:	5
NO. OF ATTACKS:	6
SPECIAL ATT.:	Tempt; paralyze; rot; energy drain
SPECIAL DEF.:	+2 or better weapon to hit; regenerate
MOVEMENT:	15" land/18" air
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	18,000

Combat

Stitched on Lord Raastible's body are arms and legs belonging to various forms of undead life. One of his arms, snatched from a ghoul, allows him to paralyze. Another, snatched from a mummy, allows him to rot flesh. A third, taken from a wight, allows him to drain a Skill Level. Raastible can attack with up to six of his limbs per round. Beyond their special capabilities, each limb that hits inflicts 1-12 points of damage upon its target.

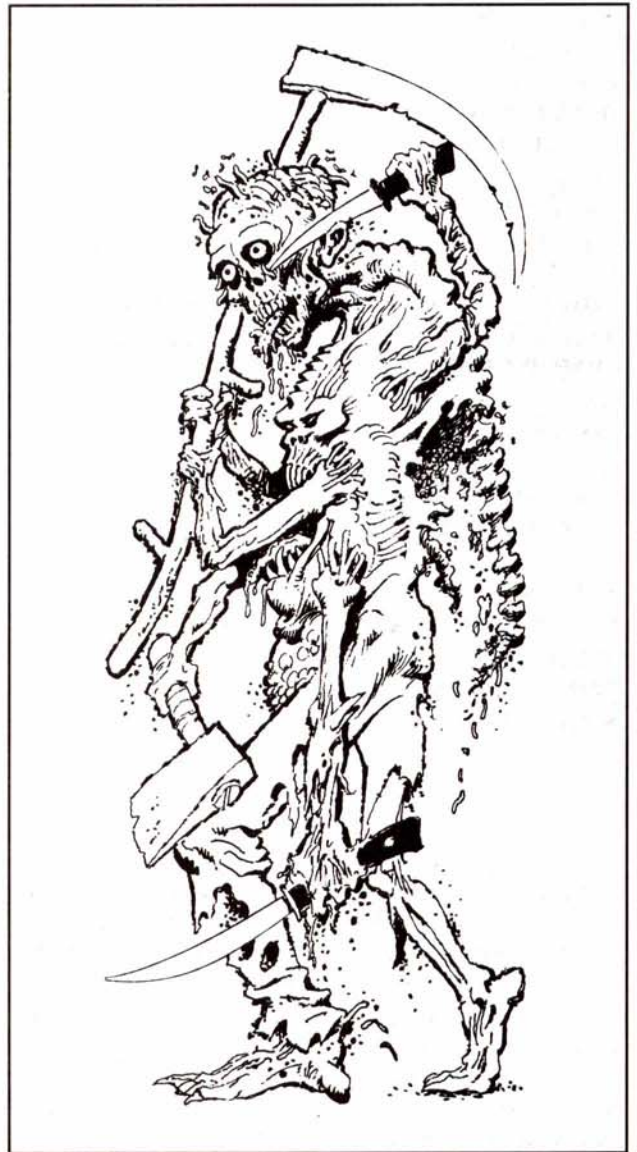
Due to his special capabilities, Raastible never fights with weapons.

Sphere

Raastible is a diabolical arch-duke and a personal advisor to King Amdosias and his infernal princes and dukes. Raastible's expertise extends to sins involving death.

Diabolical Abilities

Raastible's lesser ability allows him to *animate the dead* (as per the Skill 3 Priest spell); his standard ability allows him to *slay living* (as per the Skill 5 Priest spell); and his greater ability allows him to cause *destruction* (Skill 7 Priest spell).



Inquiries

Although he answers inquiries about death truthfully, Arch-duke Raastible is incapable of communicating in any mortal language.

Role Playing Notes

Essentially, Raastible is a grand zombie. When dealing with mortals, he appears brutish, single-minded and mute, though he can magically communicate with his fellow demons.

Palace

Raastible's palace is located on the wastelands in The Pit.

Lord Bienthe - Arch-duke of the Regions

STRENGTH:	25
INTELLIGENCE:	21
INSIGHT:	23
DEXTERITY:	22
STAMINA:	25
APPEAL:	20
FIGHTER:	Skill 22 fighter
WIZARD:	Skill 13 magic user
PRIEST:	N.A.
THIEF:	Skill 7 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-6
HTK:	205
THAC0:	1
NO. OF ATTACKS:	4
SPECIAL ATT.:	Tempt; acid
SPECIAL DEF.:	+3 or better weapon to hit.
MOVEMENT:	15" land/ 8" tunneling
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	18,000

Combat

Bienthe wields an enormous +5 mace that strikes for 3-30 points of damage per attack. In addition, any target struck by the mace must save vs. magic or suffer the effects of a *slow* spell. By slamming the mace's butt end on the ground, Bienthe can cause a thunderclap that inflicts 1-8 points of damage on everyone within a 3" radius.

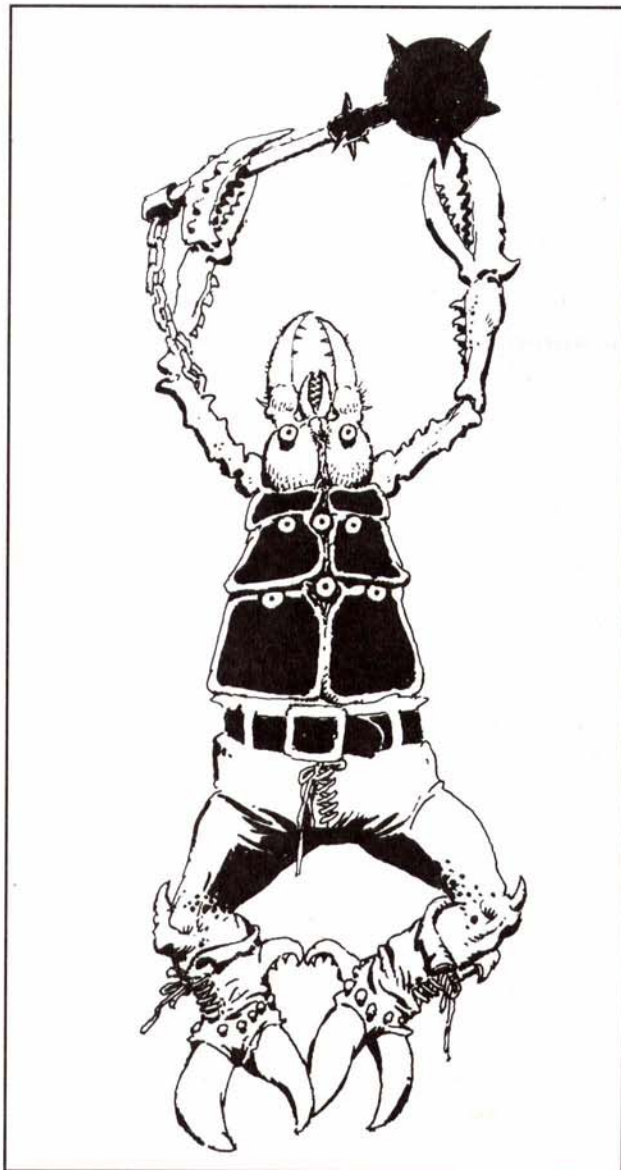
Bienthe is a formidable opponent even without his mace. He can drip a highly-caustic acid from his mandibles that causes 2-12 points of damage per hit, and each of his taloned hands can inflict 1-10 points of damage per blow.

Sphere

Bienthe is an infernal arch-duke and a personal advisor to King Amdosias. He is the official commander-in-chief of Amdosias' infernal armies.

Diabolical Abilities

Bienthe wields: the lesser ability to create a *fire shield* (as per the Skill 4 Wizard spell); the standard ability to throw a *cloudkill* (as per the Skill 5 Wizard spell); and the greater ability to call down a *meteor storm* (as per the Skill 9 Wizard spell).



Inquiries

Bienthe will answer any inquiry truthfully, but only to those who agree to surrender to temptation on the spot.

Role Playing Notes

Although Bienthe is fiercely loyal to Amdosias, he is generally vicious, chaotic, and untrustworthy. He is one of the most feared demons in the Infernus.

Palace

Bienthe and his prized legion maintain a military encampment just outside Amdosias' palace in The Pit.

Lord Rundigard - Arch-duke of Pestilence

STRENGTH:	N.A.
INTELLIGENCE:	24
INSIGHT:	21
DEXTERITY:	25
STAMINA:	25
APPEAL:	-3
FIGHTER:	Skill 17 fighter
WIZARD:	Skill 12 magic user
PRIEST:	N.A.
THIEF:	Skill 11 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-4
HTK:	175
THAC0:	4
NO. OF ATTACKS:	6
SPECIAL ATT.:	Tempt; disease; paralyze; poison
SPECIAL DEF.:	+3 or better weapon to hit.
MOVEMENT:	15" land/24" air
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	18,000

Combat

As a sentient cloud of insects, Rundigard can either fight like a humanoid or release insects from his body to swarm over his enemies. When fighting normally, Rundigard wields an intelligent +5 two-handed sword that allows him to project a *cone of cold* three times per day.

When he releases his insects, Rundigard makes an attack roll. If it hits, the target takes 1-4 points of damage and must save vs. paralyzation, poison, and death (Several of the insects making up Rundigard's physical body are poisonous).

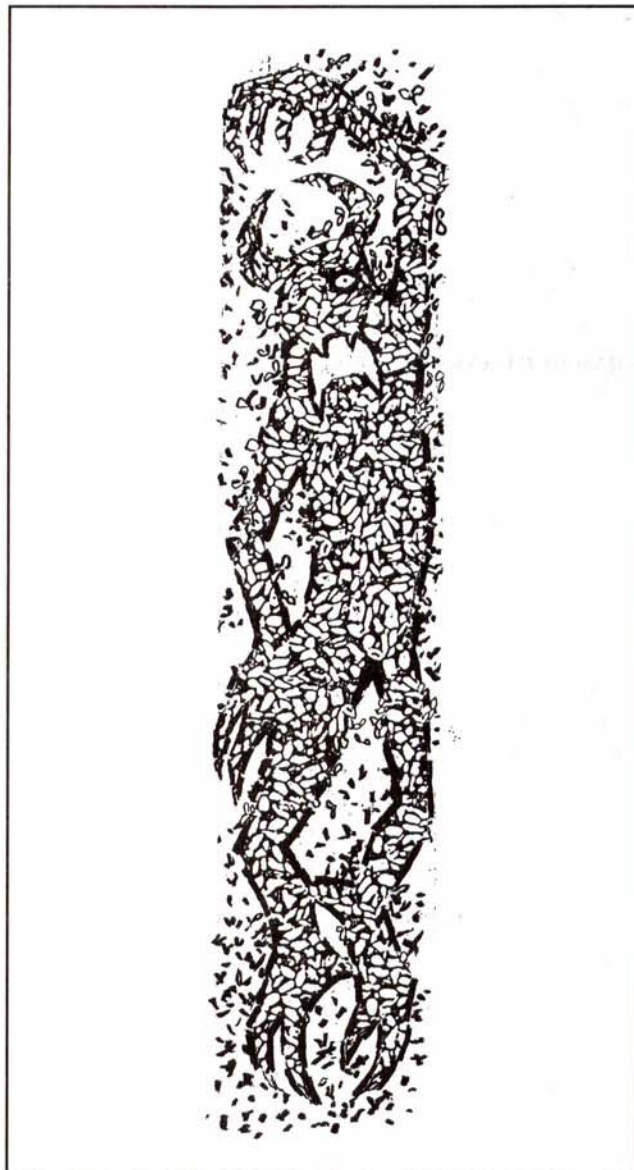
Sphere

Rundigard was once the King of the Infernus. After he was deposed by Amdosias, he became a trusted advisor to so many of the diabolical dukes that it was impossible to completely dispose of him without creating a serious political incident.

To this day, Rundigard and Amdosias dislike each other profusely, though Rundigard wouldn't dare violate any of Amdosias' orders.

Diabolical Abilities

Rundigard wields: the lesser ability to *slow* his enemies (as per the Skill 3 Wizard spell); the standard ability to



summon an *insect plague* (as per the Skill 5 Priest spell); and the greater ability to summon a *creeping doom* (as per the Skill 7 Priest spell, only lasts twice as long).

Inquiries

Rundigard refuses to answer inquiries.

Role Playing Notes

A creature of chaos, Rundigard's actions are completely unpredictable. He speaks in a buzzing drone.

Palace

Rundigard wanders the depths of The Pit alone.

Lord Lustikaar - Wellspring of Chaos

STRENGTH:	N.A.
INTELLIGENCE:	6
INSIGHT:	15
DEXTERITY:	6
STAMINA:	25
APPEAL:	-6
FIGHTER:	Skill 16 fighter
WIZARD:	Skill 9 magic user
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-8
HTK:	275
THAC0:	5
NO. OF ATTACKS:	6
SPECIAL ATT.:	Tempt; prismatic ooze; electricity
SPECIAL DEF.:	+4 or better weapon to hit.
MOVEMENT:	3" land
MAGIC TOLERANCE:	65%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	18,000

Combat

Lustikaar's primary weapons are his many tentacles. Any tentacle that strikes a target inflicts 3-30 points of electricity damage (save vs. breath weapon cuts damage in half), and Lustikaar can attack with as many as six tentacles in any given round.

In addition, Lustikaar is able to secrete any one of seven rainbow-colored oozes anywhere within 2" of his person. Anyone who comes in contact with the ooze is affected as though he or she stepped into the appropriate color of a *prismatic wall*.

Sphere

Lustikaar's position within the infernal hierarchy is unclear. Apparently, he is simply a raging, unpredictable, and unstoppable force. Most of the diabolical princes and dukes do not interfere with him because they fear his power.

Diabolical Abilities

Lustikaar's lesser ability allows him to *control temperature in a ten foot radius* (as per the Skill 4 Priest spell); his standard ability allows him to conjure a *wall of thorns* (as per the Skill 6 Priest spell); and his greater ability allows him to cast a *sunray* (as per the Skill 7 Priest spell)

Inquiries

Lustikaar cannot speak and does not answer queries.

Role Playing Notes

No one understands Lustikaar's true motives. To most outsiders, he seems to wander about the Infernus at random, spreading havoc and disaster. Although it is rumored that a few diabolical princes have struck alliances with Lustikaar, many believe that it is impossible to communicate with him.

Palace

Lustikaar wanders across the entire Infernus.



Lord Dorndigaffe - Arch-duke of Torments

STRENGTH:	22
INTELLIGENCE:	24
INSIGHT:	23
DEXTERITY:	25
STAMINA:	25
APPEAL:	-3
FIGHTER:	Skill 17 fighter
WIZARD:	Skill 12 magic user
PRIEST:	N.A.
THIEF:	Skill 11 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-4
HTK:	175
THACO:	4
NO. OF ATTACKS:	3
SPECIAL ATT.:	Tempt
SPECIAL DEF.:	+3 or better weapon to hit.
MOVEMENT:	15" land/24" air
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	18,000

Combat

Although Dorndigaffe sometimes wields a +5 bastard sword that inflicts 2-16 points of damage per hit, he prefers to rely upon his razor-sharp talons and piercing bite. Each talon inflicts 1-12 points of damage and forces the target to save vs. paralysis or contract a random disease. Dorndigaffe's bite inflicts 3-18 points of damage per attack.

Sphere

Dorndigaffe specializes in torments and the art of temptation. For eons, he did not occupy a set position in the diabolical hierarchy, and instead drifted from order to order, plying his trade all across the infernal spectrum. Recently, he caught the eye of Amdosias, to whom he is now a trusted advisor and companion.

Diabolical Abilities

Dorndigaffe wields: the lesser ability to conjure a *wizard eye* (as per the Skill 4 Wizard spell); the standard ability to trap the soul of a target within a *magic jar* (as per the Skill 5 Wizard spell); and the greater ability to conjure a *time stop* (as per the Skill 9 Wizard spell)

In addition, Dorndigaffe can *disintegrate* (as per the Skill 6 Wizard spell) three times per day



Inquiries

Dorndigaffe truthfully answers inquiries regarding law.

Role Playing Notes

An oddity among demons, Dorndigaffe is something of a romantic. He is fond of mockingly delivering heartfelt monologues that he punctuates with his booming, hissing laugh.

Palace

Dorndigaffe has no palace of his own. At present, he lives in Amdosias' palace.

Lord Thruxus - Master Temptor

STRENGTH:	18(64)
INTELLIGENCE:	23
INSIGHT:	22
DEXTERITY:	24
STAMINA:	19
APPEAL:	19
FIGHTER:	Skill 14 fighter
WIZARD:	Skill 14 magic user
PRIEST:	N.A.
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-5
HTK:	99
THACO:	7
NO. OF ATTACKS:	1
SPECIAL ATT.:	Tempt; charm
SPECIAL DEF.:	+3 or better weapon to hit.
MOVEMENT:	12" land/24" air
MAGIC TOLERANCE:	65%
SIZE:	S
PERSONALITY:	Seductive
XP AWARD:	18,000

Combat

In battle, Thruxus wields a +3 trident that inflicts 5-14 points of damage per attack. Thruxus can throw the trident as though it is a javelin of lightning with infinite charges. Once thrown, the trident magically disappears and reappears in his hand.

When forced to battle without his trident, Thruxus can call upon all the powers of a standard vampire.

Sphere

Thruxus' origins are mysterious. One day, he simply appeared at Amdosias' court and impressed the assembled demonic dukes and princes with his wit. The next day, Amdosias adopted him as a courtier.

Quite a few demons mistrust Thruxus. Many believe he is secretly aligned with the rogue demons and that he provides Amdosias with dishonest advice that prevents him from effectively handling the rogues.

Diabolical Abilities

Thruxus' lesser ability allows him to *call lightning* (as per the Skill 3 Priest spell); his standard ability allows him to *air walk* (as per the Skill 5 Priest spell); and his greater ability allows him to *animate objects* (as per the Skill 6 Priest spell).



Inquiries

Thruxus answers queries without any consistency at all.

Role Playing Notes

Thruxus' manner is akin to that of a mischievous child. He enjoys capturing the attention of his fellow demons, exhibiting his irreverence, and engaging in petty torments. Despite these shortcomings, he possesses a certain charm that makes him one of the most popular members of Amdosias' court.

Palace

Thruxus lives in Amdosias' palace in The Pit.

Type 1 Demon - Malniatu

RARITY:	Common
NUMBER APPEARING:	2-24
WANDER CHANCE:	80%
INTELLIGENCE:	Average of 8
ALIGNMENT:	Chaotic evil
HTK DICE:	4
THAC0:	17
ARMOR CLASS:	3
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE:	1-6 (claw), 1-8 (bite)
SPECIAL ATT.:	Darkness
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12" land/20" air
MAGIC TOLERANCE:	None
SIZE:	S
XP AWARD:	420

Combat

Malniatu are fierce fighters. Their favored tactic is to swarm around a foe and shred him to pieces with their razor-sharp claws.

Sphere

Almost exclusively, Type 1 demons function as servitors and soldiers.

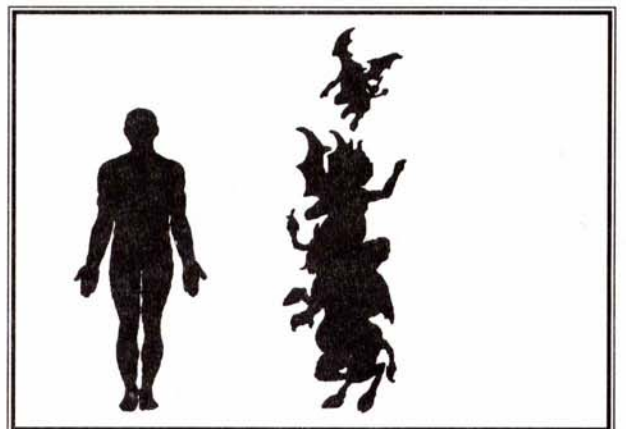
Special

Malniatu all have the ability to create a field of magical darkness at will. These fields extend over a ten foot radius.

Role Playing

Malniatu are near-mindless creatures that speak in shrieks and howls. Generally, when one malniatu begins chattering, all others within earshot join him, producing a deafening cacophony of whines and shrieks.

Malniatu are usually interested only in earning the respect of their superiors in the diabolical hierarchy. Most will do almost anything to achieve this goal.



Size Comparison

Type 2 Demon - Mobrodo

RARITY:	Common
NUMBER APPEARING:	1-12
WANDER CHANCE:	75%
INTELLIGENCE:	Average of 9
ALIGNMENT:	Chaotic evil
HTK DICE:	6
THAC0:	15
ARMOR CLASS:	3
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE:	1-8 (claw), 1-12 (bite)
SPECIAL ATT.:	Roar
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	975

Combat

Although most Mobrodo are too savage and unpredictable to fight with weapons, a few have been trained to fight with +1 tridents that strike for 2-12 points of damage per attack.

Sphere

Mobrodo serve higher ranking demons as servitors and soldiers.

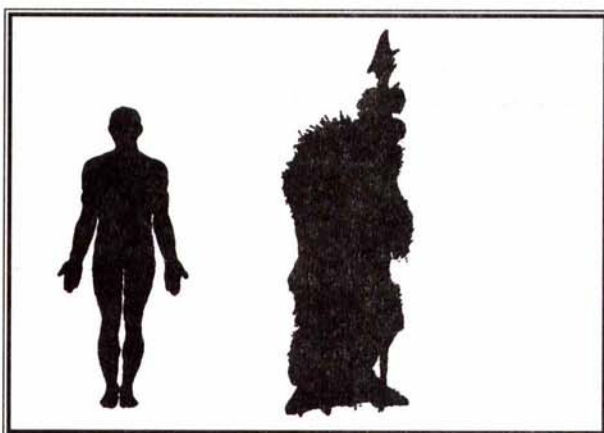
Special

Four or more Mobrodo can combine their voices into a single ear-splitting roar that forces all targets within earshot to save vs. magic each round the roar lasts. Characters who fail their save can take no action during the round except clutch their heads in agony.

Roaring Mobrodo can take no offensive actions of their own, but a favorite Mobrodo attack is to leave a few members of a party behind to roar, while the rest of the party advances into combat.

Role Playing

Mobrodo are mindless and gluttonous creatures. Beyond food, their only other desire is to advance in the diabolical hierarchy. In fact, when their superiors are not around, the Mobrodo habitually imitate their actions as a form of play.



Size Comparison

Type 3 Demon - Falshan

RARITY:	Uncommon
NUMBER APPEARING:	1-8
WANDER CHANCE:	60%
INTELLIGENCE:	Average of 12
ALIGNMENT:	Chaotic evil
HTK DICE:	8
THAC0:	13
ARMOR CLASS:	0
NO. OF ATTACKS:	3 (claw/claw/fork)
DAMAGE:	1-8 (claw); 3-18 (fork)
SPECIAL ATT.:	Breath
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	12" land/20" air
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	1,400

Combat

Most Falshan are highly trained fighters. They prefer battling in open spaces, where they can use their wings to their greatest advantage. Their favorite tactic is to soar high into the sky and conduct a series of diving "attack runs" upon a target, raking with their talons and stabbing with their +1 forks.

Sphere

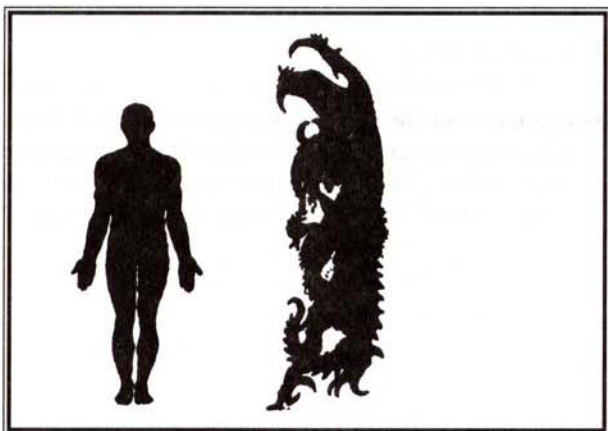
Typically, Falshan are warriors or low-level seducers. Most are in charge of some minor sin they endeavor to spread upon the mortal plane.

Special

Twice per day, Falshan can breathe fire, inflicting 2-20 points of damage across a 2" long cone. In addition, Falshan have a highly developed sense of smell that allows them to track a target as a Skill 12 Ranger.

Role Playing

Despite their standing, most Falshan are proud and boastful. Unlike most low level demons, these creatures are not really interested in moving up the diabolical hierarchy due to the strange pride that has spread across their ranks.



Size Comparison

Type 4 Demon - Lamazu

RARITY:	Very uncommon
NUMBER APPEARING:	1-4
WANDER CHANCE:	40%
INTELLIGENCE:	Average of 15
ALIGNMENT:	Chaotic evil
HTK DICE:	11
THAC0:	9
ARMOR CLASS:	-1
NO. OF ATTACKS:	4 (weapons)
DAMAGE:	1-8 (+1)
SPECIAL ATT.:	Energy drain
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	12" land/20" air
MAGIC TOLERANCE:	15%
SIZE:	S
XP AWARD:	9,000

Combat

Almost all Lamazu are extremely well-trained weapons masters. Most prefer to fight with four +1 scimitars or two +1 tridents.

A Lamazu's greatest failing is its pride, so they seldom adopt battle strategies any more intricate than simply confronting their foes head on.

Sphere

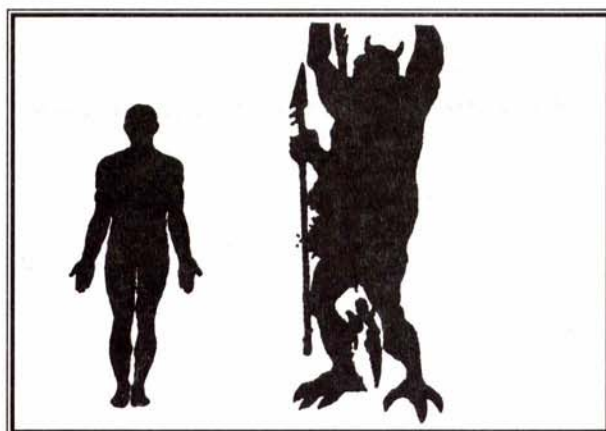
Lamazu most frequently serve as thanes or lieutenants. Most are in charge of their own sins that they endeavor to spread amongst mortals.

Special

Lamazu have the power to *polymorph* themselves at will, an ability they often use to assume a form that might enable them to operate upon the mortal plane without attracting undue attention. In addition, Lamazu use their sharp fangs to drain energy Skill levels as though they are vampires.

Role Playing

Due to their many impressive accomplishments, most Lamazu are extremely proud and boastful creatures. Most began as Malniatu and slowly worked their way up the infernal hierarchy.



Size Comparison

Type 5 Demon - Mephorum

RARITY:	Very uncommon
NUMBER APPEARING:	1
WANDER CHANCE:	20%
INTELLIGENCE:	Average of 18
ALIGNMENT:	Chaotic evil
HTK DICE:	14
THAC0:	7
ARMOR CLASS:	-3
NO. OF ATTACKS:	2 (talons)
DAMAGE:	2-16/2-16
SPECIAL ATT.:	Memory mist
SPECIAL DEF.:	+2 or better weapon to hit; mist form
MOVEMENT:	15" land/24" air/ 6" in mist form
MAGIC TOLERANCE:	25%
SIZE:	L
XP AWARD:	13,000

Combat

In combat, most Mephora rely upon their razor-sharp talons, though many own special weapons or artifacts. Mephora frequently enjoy using their great strength (equivalent of 23) to squeeze targets to death (treat as a standard grappling attack).

Sphere

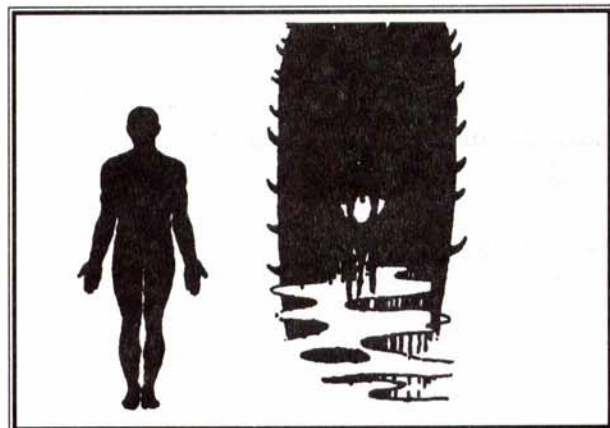
Roughly 75% of the Mephora are diabolical governors or marshals. The other 25% hold positions ranging from servitor tothane. These latter demons found themselves on the losing side in one of the Infernus' many political struggles and were stripped of their ranks to remove the threat they posed the victors.

Special

Mephora have the ability to assume a mist form, rendering themselves invulnerable to all physical weapons of less than +4 quality. Any character surrounded by a Mephora in mist form relives his or her worst memories and must pass an Insight Ability check or suffer 2-20 points of damage and fall paralyzed for the remainder of the current combat round.

Role Playing

Because they are so close to the infernal dukes and princes, most Mephora crave power, a trait that frequently leads them to plot elaborate schemes aimed at securing themselves positions within the infernal court.



Size Comparison

Fiend

RARITY:	Uncommon
NUMBER APPEARING:	2-20
WANDER CHANCE:	40%
INTELLIGENCE:	Average of 6
ALIGNMENT:	Chaotic evil
HTK DICE:	4
THAC0:	17
ARMOR CLASS:	3
NO. OF ATTACKS:	2 (claws/bite), or 1 (weapon)
DAMAGE:	1-3 (claw)/1-6 (bite)/1-8 (weapon)
SPECIAL ATT.:	None
SPECIAL DEF.:	+1 or better weapon to hit; invisibility
MOVEMENT:	12" land/20" air
MAGIC TOLERANCE:	None
SIZE:	S
XP AWARD:	420

Combat

In combat, most fiends fight with tiny barbed tridents, though they are also capable of using their claws and fangs in a pinch. If possible, a lone fiend will never enter into combat. Instead, the creatures like to gang up on their enemies and swarm all over them. As many as twelve fiends can attack a single man-sized target each round.

Notes

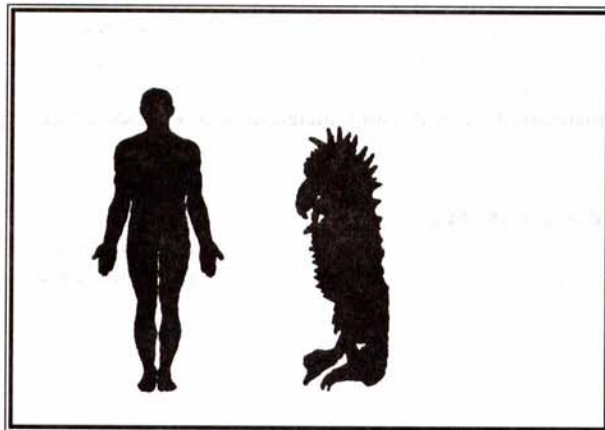
Fiends are newborn demons awaiting an opportunity to be reincarnated as Malniatu. Because they are relatively powerless, they are ignored by most of the inhabitants of the Infernus. Consequently, the fiends tend to gather together in large hunting packs.

Special

Fiends have all the abilities of a Skill 11 Thief and the ability to render themselves invisible once per day. Generally, they use these abilities to unbalance a party of adventurers trespassing in the Infernus. Typically, a pack of fiends will follow such a party for miles, occasionally sneaking into its midst to steal or destroy useful weapons and items.

Role Playing

Fiends are all trying to attract the attention of their betters so they can elevate themselves to the rank of full-fledged demon. Confounding adventurers is their favorite method of achieving this goal.



Size Comparison

Gatekeepers

RARITY:	Very uncommon
NUMBER APPEARING:	1
WANDER CHANCE:	0%
INTELLIGENCE:	Average of 12
ALIGNMENT:	Lawful evil
HTK DICE:	16
THAC0:	7
ARMOR CLASS:	-2
NO. OF ATTACKS:	2 (fists)
DAMAGE:	1-12 (fist)
SPECIAL ATT.:	Eyebeams
SPECIAL DEF.:	+3 or better weapon to hit; resistance to damage; regenerate
MOVEMENT:	6" land
MAGIC TOLERANCE:	20%
SIZE:	M
XP AWARD:	15,000

Combat

Gatekeepers never wield weapons. When challenged, they must rely upon their stony fists, each of which inflicts 1-12 points of damage per hit.

Notes

Gatekeepers are magical beings called into existence by upper level demons to protect important portals. Once in place, they will never leave the portals they were assigned to protect, and they will use all their abilities to prevent most creatures from entering those portals. Due to a strange flaw inherent in the spell that creates them, however, gatekeepers will allow any being that can answer a special riddle access to the portals they guard. Each gatekeeper devises its own special riddle shortly after it is created.

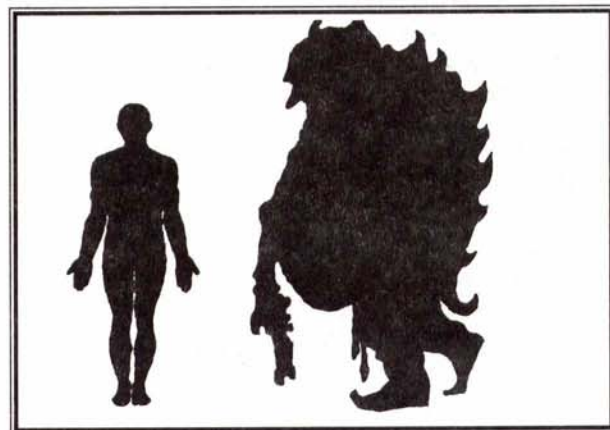
Special

Twice per day, gatekeepers can shoot powerful beams of force from their eyes. The beams inflict 3-30 points of damage in a 6" long cone that is 3" wide at its widest point.

Gatekeepers regenerate three HTK per round and automatically take only half damage from any attack aimed at them.

Role Playing

Gatekeepers are incredibly single-minded; they are interested only in their duties. Other than stating their special riddles upon request, they never speak.



Size Comparison

Imp

RARITY:	Common
NUMBER APPEARING:	1
WANDER CHANCE:	40%
INTELLIGENCE:	Average of 15
ALIGNMENT:	Chaotic evil
HTK DICE:	3
THACO:	17
ARMOR CLASS:	4
NO. OF ATTACKS:	1 (bite)
DAMAGE:	1-6
SPECIAL ATT.:	Venom; spell casting
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	9" land/18" air
MAGIC TOLERANCE:	None
SIZE:	S
XP AWARD:	650

Combat

Imps are rather cowardly and fear combat, but when forced to defend themselves, they attack with their fangs. Anyone bitten by an imp must save vs. poison or die.

Notes

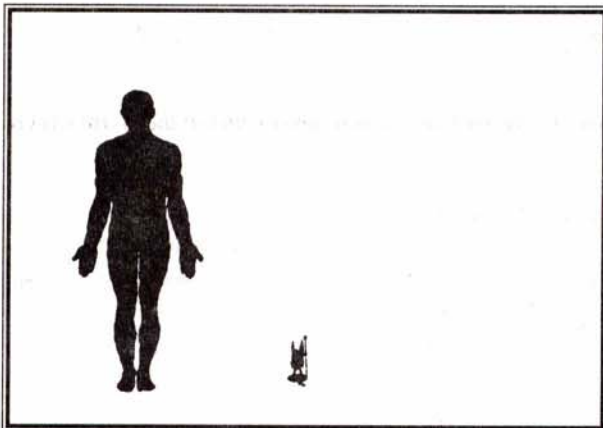
Imps, or homonculi (as they are sometimes known), were created by the diabolical dukes long ago to run special errands, and to function as pets and entertainers. After the creatures somehow acquired the ability to breed, their ranks swelled immeasurably. They are now among the most populous residents of the Infernus.

Special

Imps have the spell casting ability of Skill 4 Wizards, though they never know particularly useful offensive spells.

Role Playing Notes

Imps love to cause mischief and plot out elaborate practical jokes. Most try to gain the favor of a Demon Lord or a Mephorum who can protect them against the butts of their jokes.



Size Comparison

Infernal Wyrms (Demonic Dragon)

RARITY:	Extremely rare
NUMBER APPEARING:	1
WANDER CHANCE:	5%
INTELLIGENCE:	Average of 18
ALIGNMENT:	Chaotic evil
HTK DICE:	20-23
THAC0:	2
ARMOR CLASS:	-4
NO. OF ATTACKS:	3 (claw/claw/bite)
DAMAGE:	1-12 (claw)/1-20 (bite)
SPECIAL ATT.:	Breath; spell use
SPECIAL DEF.:	+1 or better weapon to hit; resistance to damage
MOVEMENT:	15" land/24" air
MAGIC TOLERANCE:	20%
SIZE:	L
XP AWARD:	15,000

Combat

Like most dragons, the infernal wyrm relies upon its claws and formidable fangs in combat. Due to its reservoir of powerful venom, any creature it bites must save vs. poison or die.

Notes

No one knows where these creatures come from, though their connection with demonkind is undeniable. Some believe the diabolical wyrms were once servants of an infernal arch-duke. Others believe they were once arch-dukes themselves.

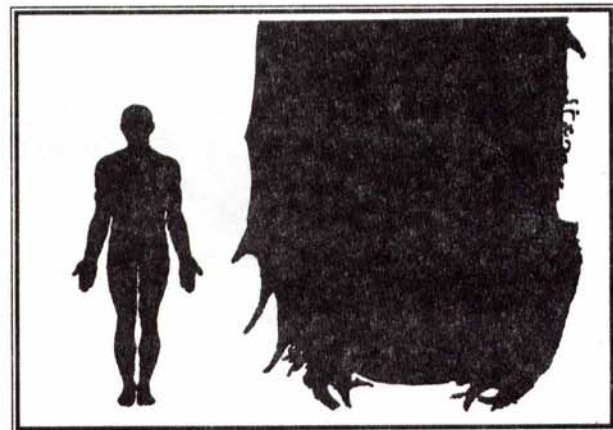
Special

Three times per day, the wyrm can breathe out a cone-shaped void (6" long, 4" wide at its widest point) that forces any creature it touches to save vs. death at -2. Even those creatures who make their saves take 5-14 points of damage from the void's icy chill.

All diabolical wyrms have spellcasting ability equal to that of a Wizard with a Skill level equal to the wyrm's HTK dice minus ten.

Role Playing

Diabolical wyrms are a twisted, other-worldly reflection of the dragons inhabiting the plane prime. They have the same basic interests as mortal dragons, but they are markedly more malevolent and cruel.



Size Comparison

Leviathan

RARITY:	Extremely rare
NUMBER APPEARING:	1
WANDER CHANCE:	80%
INTELLIGENCE:	Average of 4
ALIGNMENT:	Chaotic evil
HTK DICE:	21
THAC0:	2
ARMOR CLASS:	-1
NO. OF ATTACKS:	2 (bite/thrashing)
DAMAGE:	3-30
SPECIAL ATT.:	Swallow whole
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	6" sea
MAGIC TOLERANCE:	None
SIZE:	L
XP AWARD:	13,000

Special

Whenever a Leviathan rolls a natural 20 while attacking a target, it has swallowed the target whole. Because it is possible to survive inside such a beast for extended periods of time, clever adventurers sometimes allow themselves to be swallowed as a means for travelling to the Infernus—once the Leviathan returns to its native waters in The Pit, the adventures simply escape.

If a leviathan is attacking an entire ship, a "hit" (treat most vessels as though they are AC 5) instantly sinks any vessel smaller than a frigate, while two hits automatically sink any larger vessel.

Role Playing

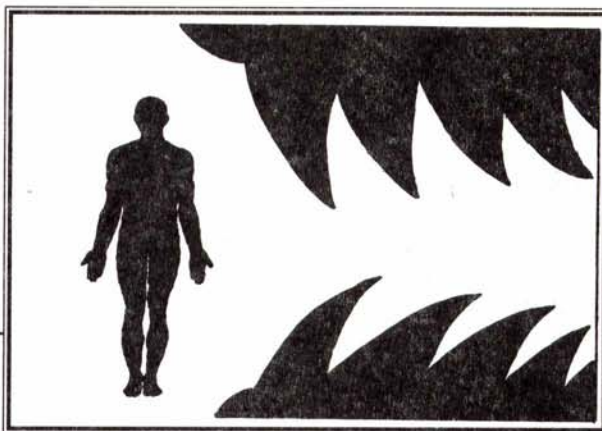
Leviathans are relentless and unstoppable predators. They are guaranteed to attack any creature or object that attracts their attention.

Combat

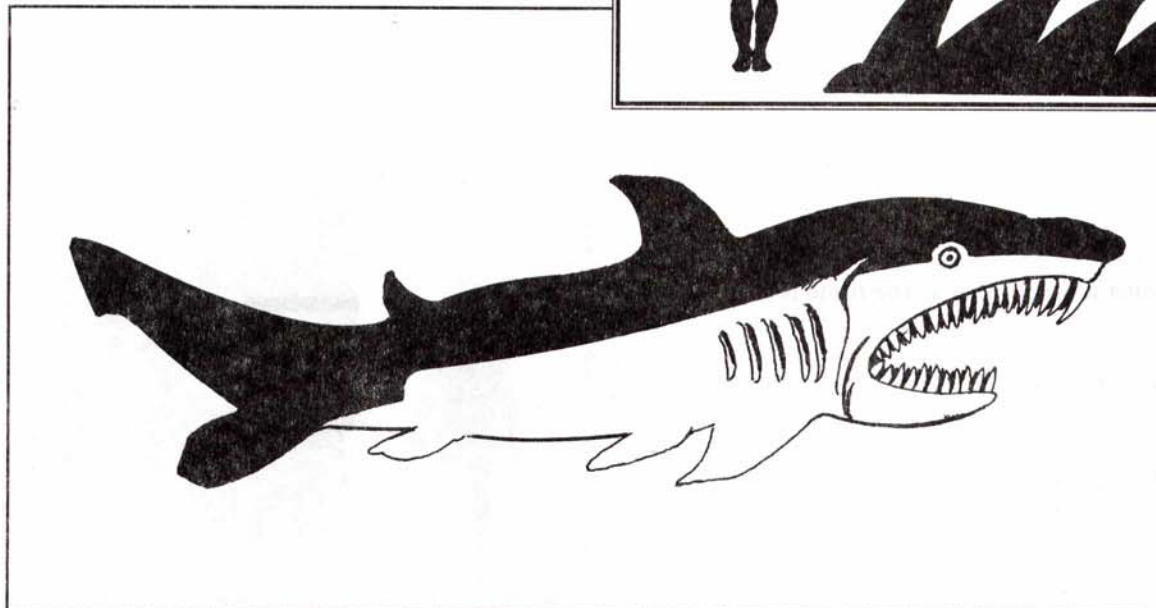
Leviathans possess enormous jaws capable of smashing a frigate in half with a single bite. They are among the largest and most terrifying creatures ever encountered upon the mortal plane.

Notes

A gift from the diabolical dukes, the leviathans are the personal pets of King Amdosias himself. Sometimes, when he is feeling particularly malevolent, Amdosias releases one or more of the creatures into the mortal plane to rampage and destroy. Such attacks come perhaps once every ten to twenty years.



Size Comparison



DEMONS

Nightmares

RARITY:	Very uncommon
NUMBER APPEARING:	1
WANDER CHANCE:	50%
INTELLIGENCE:	Average of 9
ALIGNMENT:	Lawful evil
HTK DICE:	7
THAC0:	13
ARMOR CLASS:	3
NO. OF ATTACKS:	3 (hoof/hoof/bite)
DAMAGE:	1-6 (hoof)/1-8 (bite)
SPECIAL ATT.:	breath weapon; trample
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	18" land
MAGIC TOLERANCE:	None
SIZE:	L
XP AWARD:	2,000

Combat

In battle, nightmares fight liked well-trained war horses. On any given round, a nightmare can lash out with its two front hooves and then move in for a bite attack, all while its rider fights normally.

Any creature bitten by a nightmare has a 5% chance of contracting a disease.

Notes

Nightmare are special steeds created by the diabolical dukes and princes to serve as mounts. Among the infernal legions are several cavalry troopers, all of them mounted on nightmares.

Sometimes, particularly favored mortals are given nightmares of their own.

Special

Nightmares that hit a single target with both their front hooves are allowed to conduct a trampling attack that inflicts 1-10 points of damage if it hits.

Additionally, once per day, a nightmare can breathe fire as though it was a dragon. The flame produced by a nightmare occupies a 4" long cone that is 3" wide at its end and inflicts an amount of damage equal to the nightmare's HTK total on all creatures it strikes (a successful save cuts damage in half).

Role Playing

Though evil and somewhat unpredictable, nightmares are unshakeably loyal to their masters.



Size Comparison

DEMONS

Scourge

RARITY:	Uncommon
NUMBER APPEARING:	1-10
WANDER CHANCE:	30%
INTELLIGENCE:	Average of 8
ALIGNMENT:	Chaotic evil
HTK DICE:	8
THACO:	13
ARMOR CLASS:	0
NO. OF ATTACKS:	2 (fists) or 1 (weapon)
DAMAGE:	1-6 (fist); 1-20 (weapon)
SPECIAL ATT.:	Paralyze
SPECIAL DEF.:	+2 or better weapon to hit; resistance to fire, cold, acid, electricity and disease
MOVEMENT:	12" land
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	2,000

Combat

Scourges are incredibly strong (Strength of 23) and agile. In battle, they usually fight with their fiery lashes, but can call upon their fists if they must. A scourge's lash strikes for 2-20 points of damage per hit and forces the target struck to make a saving throw or fall paralyzed as though touched by a ghoul.

Notes

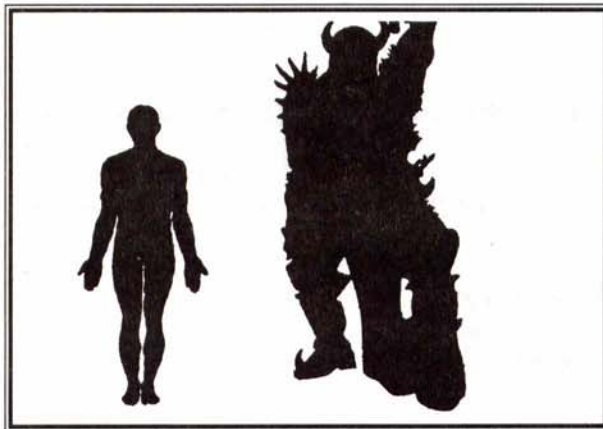
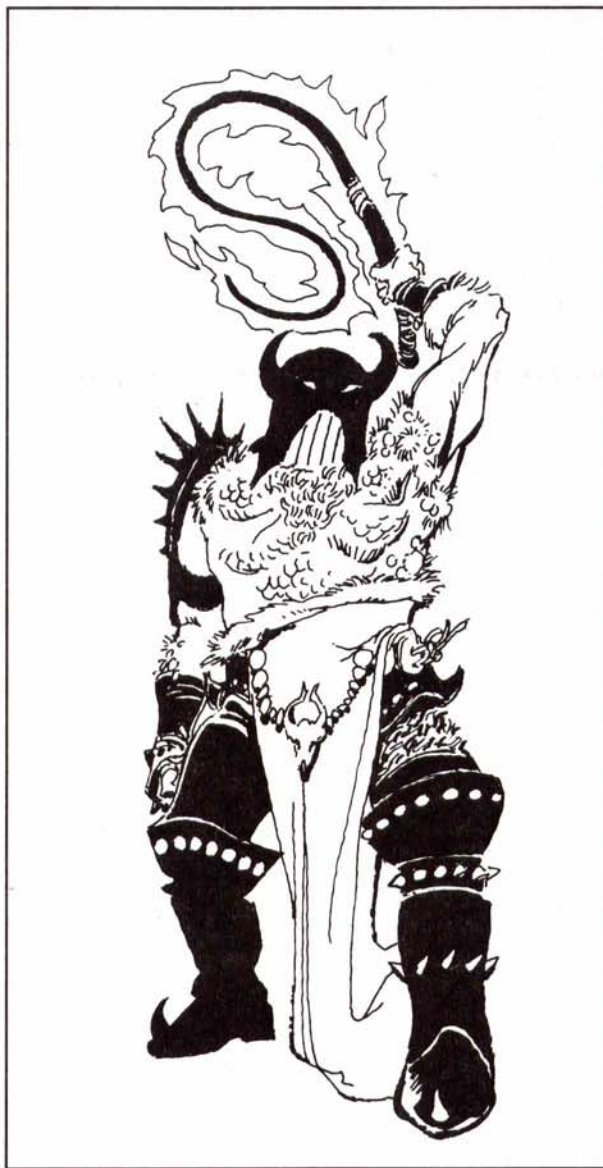
Scourges were created by the more powerful demons to oversee the activities of the lesser demons and torment the mortal souls that find their way into the Infernus.

Special

Because of certain charms cast upon them at the time they were created, the Scourges take half damage from fire, cold, electricity and acid-based attacks. They are completely immune to disease.

Role Playing

Scourges are single-minded creatures, interested only in inflicting pain upon their designated victims. They never speak and never shirk their responsibilities. If attacked while carrying out their duties, they always fight to the death.



Size Comparison

Shapeless Horror

RARITY:	Very uncommon
NUMBER APPEARING:	1
WANDER CHANCE:	80%
INTELLIGENCE:	Average of 2
ALIGNMENT:	Chaotic evil
HTK DICE:	13
THAC0:	7
ARMOR CLASS:	1
NO. OF ATTACKS:	3 (pseudo-pods)
DAMAGE:	1-12 (pod)+1-4 (heat)
SPECIAL ATT.:	Heat; confusion
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	3' land
MAGIC TOLERANCE:	None
SIZE:	L
XP AWARD:	8,000

Combat

Shapeless horrors are huge, teeming blobs of protoplasm=. In battle, they form pseudo-pods from their malleable flesh and use them to lash out at opponents. Each pod that hits inflicts 1-12 points of damage plus an additional 1-4 points of damage due to heat (characters protected by a *resist fire* spell or a ring of fire resistance do not suffer the heat damage).

Notes

Shapeless horrors were created by the diabolical dukes long ago to wander the plains of the Infernus in search of trespassers. They are often mistakenly summoned onto the mortal plane by inexperienced wizards hoping to summon a demon lord.

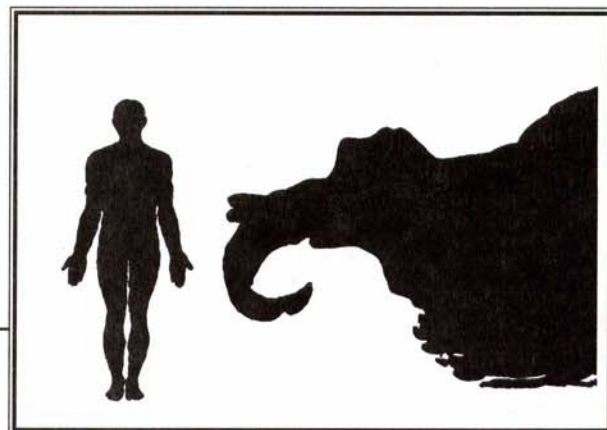
Special

Upon seeing a shapeless horror, all characters must save vs. magic or fall stricken with *confusion* (Skill 4 Wizard spell).

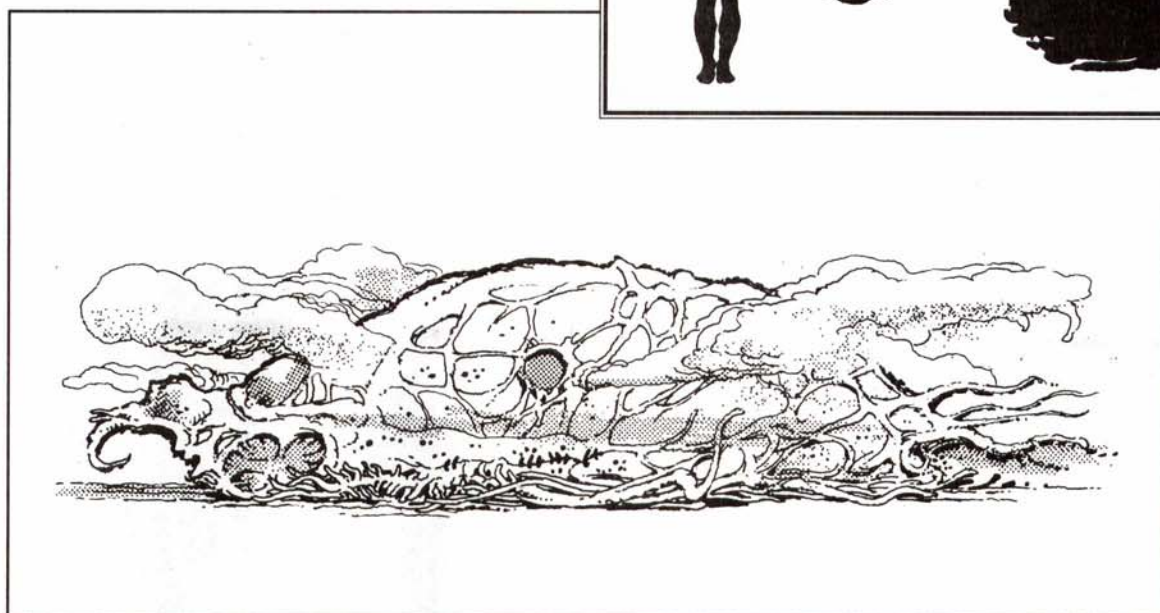
Any mage attempting to summon a demon who is rushed or somehow lacks all the necessary components for his or her conjuration has a 10% chance of summoning a shapeless horror instead of the intended target.

Role Playing

Shapeless horrors are mindless creatures that know only destruction. When accidentally released on the mortal plane, they begin a destructive rampage that only ceases once the creature is killed or returned to the Infernus.



Size Comparison



Soulhounds

RARITY:	Uncommon
NUMBER APPEARING:	2-12
WANDER CHANCE:	40%
INTELLIGENCE:	Average of 5
ALIGNMENT:	Chaotic evil
HTK DICE:	5
THACO:	15
ARMOR CLASS:	3
NO. OF ATTACKS:	1 (bite)
DAMAGE:	3-18
SPECIAL ATT.:	None
SPECIAL DEF.:	Fiery shield; +1 or better weapon to hit
MOVEMENT:	18" land/24" air
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	650

Combat

Soulhounds are vicious and relentless predators. Their powerful jaws are capable of rending an iron gate asunder or shearing a sword in half.

Notes

Soulhounds were magically created by powerful diabolical dukes several eons ago. They serve their demonic masters as pets, watchdogs, and companions. Contrary to rumor, they are not capable of breathing fire.

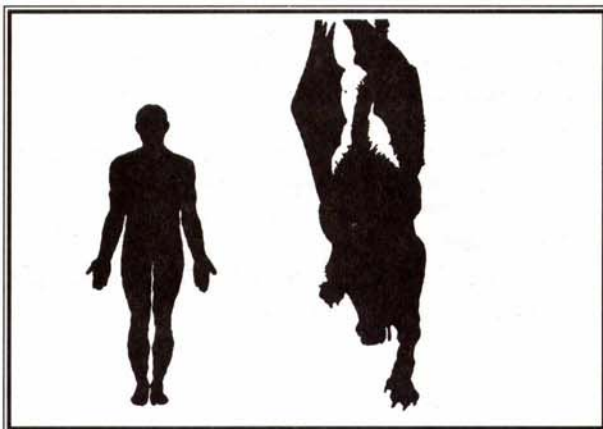
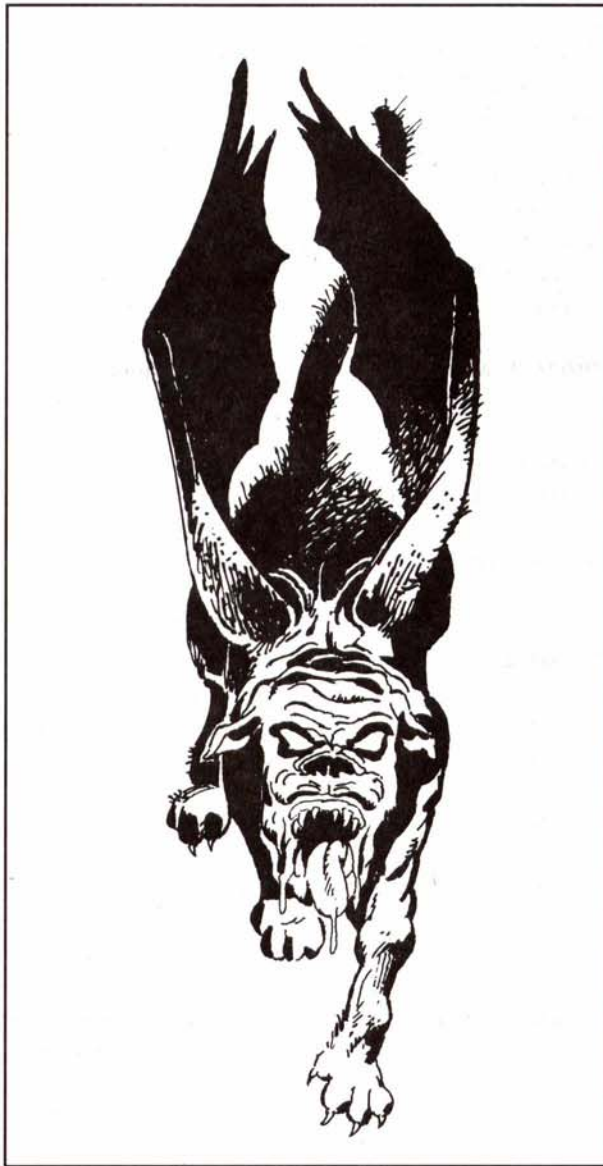
Special

When enraged, soulhounds are surrounded by a flickering shield of blue flame that automatically inflicts 1-4 points of damage per round against any character in melee range who fails to save vs. breath weapon.

In addition, soulhounds possess unusually acute senses that allow them to track a target as a Skill 18 Ranger. Because of their senses, soulhounds are surprised only on a roll of 1.

Role Playing

Although they are of animal intelligence, soulhounds are recognizably malevolent, a fact that leads many observers to falsely overestimate their intellect.



Size Comparison

Succubus (Incubus)

RARITY:	Very uncommon
NUMBER APPEARING:	1
WANDER CHANCE:	10%
INTELLIGENCE:	Average of 16
ALIGNMENT:	Chaotic evil
HTK DICE:	8
THACO:	13
ARMOR CLASS:	2
NO. OF ATTACKS:	3 (talon/talon/bite)
DAMAGE:	1-6 (talon)/1-10 (bite)
SPECIAL ATT.:	Magic drain
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12" land/20" air
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	3,000

Combat

Although succubi try to avoid combat whenever possible, they can use their razor sharp talons and fangs to defend themselves.

Notes

Succubi were created by Decarabria, Lord of Emptiness, to tempt mortal magic-users susceptible to the sin of lust. Male succubi are known as incubi.

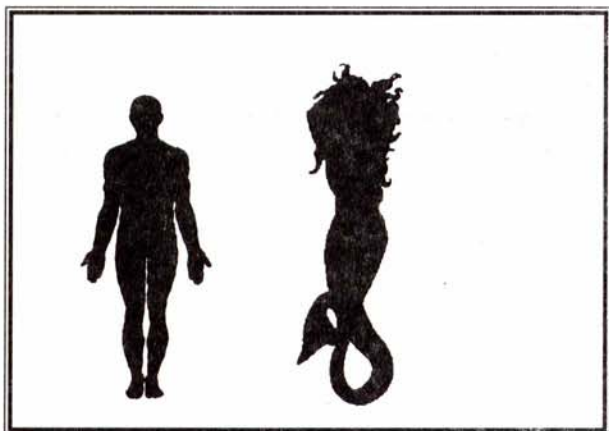
Special

Succubi appear to their victims each night in the form of an alluring woman (incubi appear as men). If the victim fails to save vs. magic, he or she succumbs to the beast's charms and loses the ability to cast 1-10 total spell Skill levels during the next day (the exact spell levels lost are at the magic-user's discretion). Once the succubus has drained a total of 50 spell levels in this fashion, the victim has succumbed to the sin of lust and submitted to Decarabria. If a victim either submits or successfully resists the succubus on three consecutive nights, the beast moves on to a new victim.

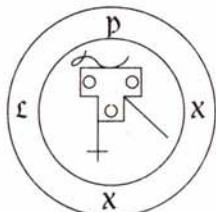
Particularly potent succubi can appear to a victim in the victim's dreams and needn't appear physically at all.

Role Playing

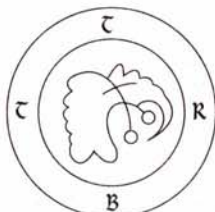
Succubi are sly and vicious. They will use any means at their disposal to force a target to submit.



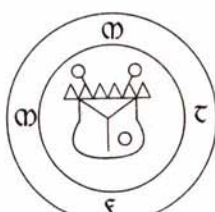
Size Comparison



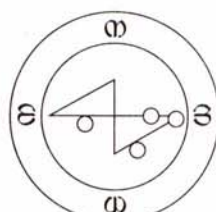
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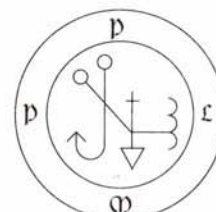
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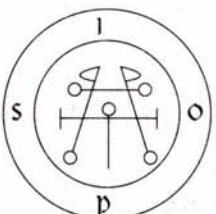
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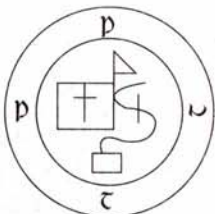
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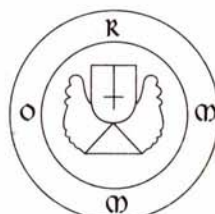
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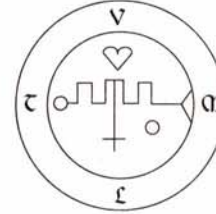
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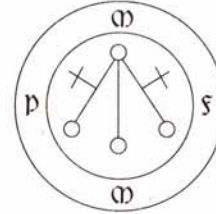
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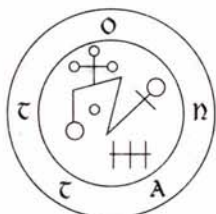
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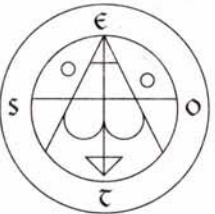
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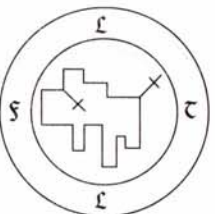
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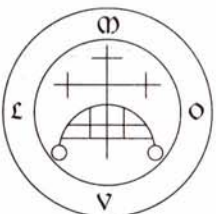
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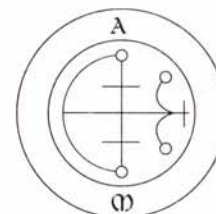
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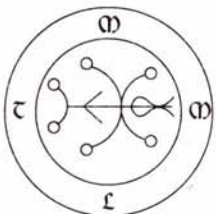
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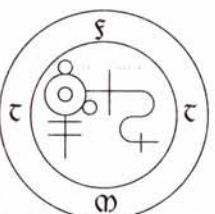
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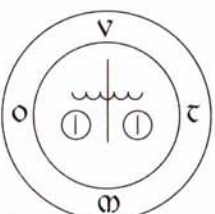
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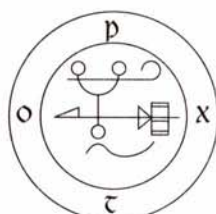
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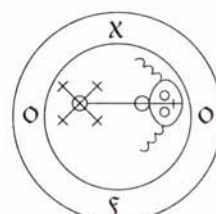
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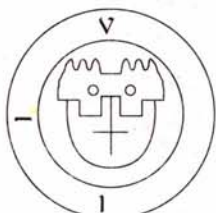
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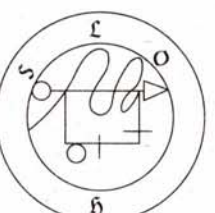
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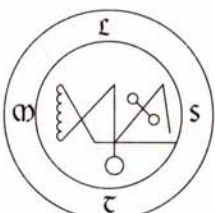
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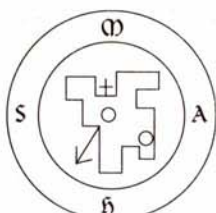
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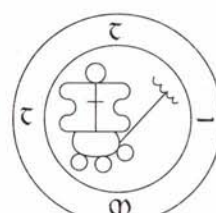
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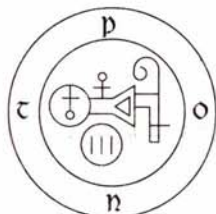
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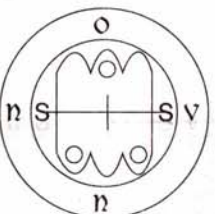
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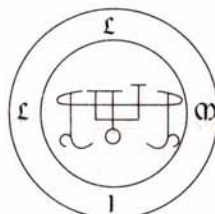
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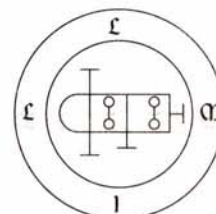
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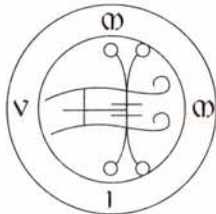
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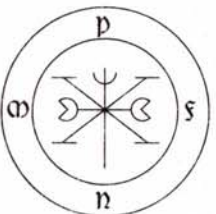
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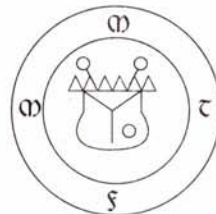
Thruxus



Tufforp



Vapula



Volak

DEMONS

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Gallery
of Lost
Souls

The
Great Waste

Witherwood

The
Court
Infernal

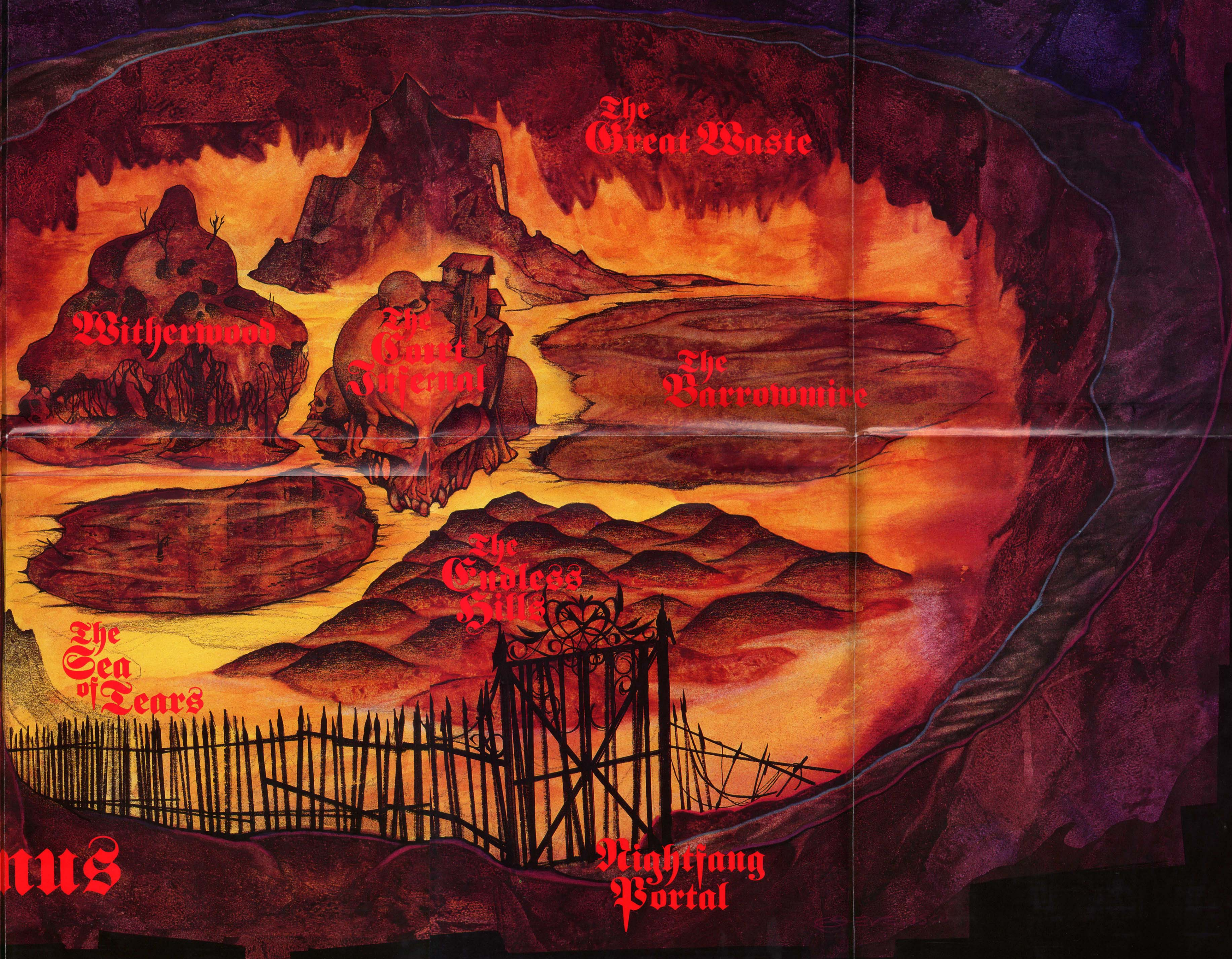
The
Barrowmire

The
Endless
Hills

The
Sea
of Tears

The
Pit
of The
Infernus

Nightfang
Portal





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