



DEMONS™

Denizens of Veccheron™



Presented by the editors
of Role Aids™ for use with

**ADVANCED
DUNGEONS & DRAGONS®**
role-playing game.

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Written By
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The Infernal Hierarchy of Generals

Vazrael

Durmunn

Kallrix
Maltrik
Xalikk
Elirax
Ralixx

Athrokett

Vorosh
Sovrosh
Koshvor
Orosh
Shirov

Maeldiron

Shadrul
Draghul
Kuldragh
Laghur
Ahrgul

Vorthim

Sammet
Mulleth
Katharn
Birroe
Lammagor

Sharresh

Narghasheth

Mazrale
Zuram
Ruzak
Zamur
Azaram

Orothkar

Alliss
Marrikk
Kassurr
Ciddeu
Urull

Vildolmen

Xarix
Xorax
Xirox
Xarox
Xorix

Arkadur

Elmirikesh
Miraleshkar
Keshmirell
Shekmerin
Meareshkir

Olorqul

Belkadreth

Sheth-Akir
Morek-Vathor
Timarek-Athoor
Mavireth-Orendar
Valmir-Orendar

Nordrid

Blethoon
Kakrik
Mefrix
Gorsh
Zubic

Varquin

Metgorin
Metgored
Metgoroeth
Metgorak
Metgoril

Anturid

Xixirixix
Xirixixix
Xixixirix
Rixixixix
Xixixixir

Tethrallon

Etorul

Mazoth
Rakkorin
Salshir
Vorgon
Duemier

Cithkir

Mazrak
Vazrik
Vizrin
Disrin
Desrith

Paxurer

Davith
Joshur
Michar
Jamet
Saoud

Daxall

Dizo
Senjir
Kathel
Jador
Vash

Kesh

Nibbubbar

Ghrash
Morok
Writhgar
Burritt
Magresh

Thalkadred

Lumin
Vekaree
Zarzet
Sharsess
Reskret

Shurrel

Sharghash
Sarghrash
Rhagarsh
Sharou
Rarghur

Moxon

Gatt
Dubur
Orgor
Vektet
Malakash

The Infernal Hierarchy of Governors

Phryxis

Thraxus

Alethkur
Dubbuth
Myrkin
Bithrinor

Kalaphon

Malvorith
Kalrion
Sethrinor
Allshira

Gurek

Jaquid
Soroeth
Bix-Rudix
Ablanek

Shalphar

Khara
Khora
Khira
Khura

Borek

Vetkirk
Vutguarr
Sandwell
Llarekk

Runstibble

Jurilaemon

Madrigoran
Andarialleth
Wexcarrion
Festeriall

Selthekor

Jillek
Drex
Lerrush
Borrus

Daxin

Ambrosus
Serrath
Hoerth
Jarail

Vulurmalkirin

Julir
Dralilik
Fashur
Muric

Ouerrik

Kachath
Mirzax
Kharxir
Xurell

Gutterfowl

Malrinna

Narrin
Arraina
Kanaira
Nairana

Zairez

Caerz
Chalz
Marnz
Torlz

Guthred

Gund
Algur
Vor
Vilg

Laenn-Allor

Allaen
Allorn
Lorn
Maellor

Darvesh

Surrett
Murratt
Qurrirt
Burrott

Tufforp

Valdar

Saraine
Maradur
Destaraine
Yurith

Adreath-Zae

Vibrik
Zal
Oellain
Nathgharid

Drutkored

Balliks
Margrain
Rabbalith
Tanath-Moor

Pathgar

Boreth
Mrodk
Vrodk
Stek

Medrokk

Adrophillus
Matkir
Vorphollik
Taerael

Vazrael (Marshal of Anthraxus)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	18
DEXTERITY:	17
STAMINA:	20
APPEAL:	19
FIGHTER:	11
WIZARD:	7
PRIEST:	9
THIEF:	13
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	124
THACO:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	14,000

Combat

Vazrael fights with the broken fragment of a spear he used to kill his predecessor. It is a +2 weapon that does only 2-8 points of damage against mortals, but when used against demons, it is a +4 weapon that does 4-32 points of damage.

Diabolical Abilities

Vazrael can incite rebellion in those who feel oppressed by their governments. This power can only be used once per day but affects an entire settlement, regardless of size. The lord or governor that is the recognized authority for the effected area must save vs. spell or a rebellion will be organized before the season is out.

Pacts

Vazrael prefers the voluntary sacrifice of the possessions of those who have nothing to give. He is warmed by the burning of the material wealth of the poor.

Role Playing

This tricky marshal never leads his troops directly. Several underlings are assigned to pose as Vazrael at any given



time, providing insulation against the constant in-fighting that is commonplace in Vecheron. When dealing with mortals, he pretends to be sympathetic, though he is actually amused by the suffering of the weak and loves to take advantage of it.

Palace

Vazrael's citadel was built from the cornerstones of every fortification erected by fallen mortal civilizations and is proof against any force but progress. Vazrael never dwells in his own palace but visits it regularly to make sure that everything is in order.

Gharresh (Marshal of Anthraxus)

STRENGTH:	23
INTELLIGENCE:	11
INSIGHT:	9
DEXTERITY:	16
STAMINA:	22
APPEAL:	19
FIGHTER:	17
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-6
HTK:	180
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	14,000

Combat

Gharresh fights with a baton that was hewn from the first mortal tree hacked down in the name of civilization. The baton is a +3 weapon that does 3-18 points of damage.

Diabolical Abilities

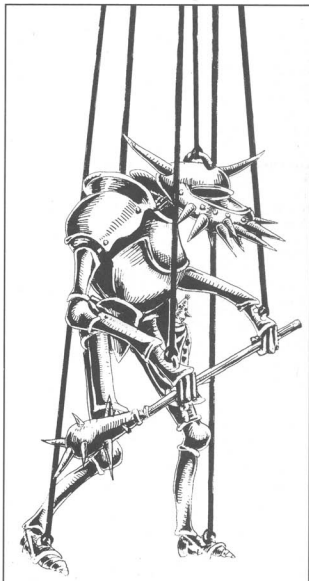
Gharresh, the so-called "marionette marshal," is a master of manipulating others. He can cast *charm person* at will (as per the Skill 1 Wizard spell), but the magic affects the victim's body rather than his mind. Instead of a save vs. spell the victim can make a Strength Attribute Check to resist the dweomer (victim's choice).

Pacts

Gharresh likes his petitioners to craft graven images of themselves which they desecrate and then destroy as part of the ritual to summon him. He is particularly pleased if the abasement is performed publicly.

Role Playing

Gharresh seldom speaks, and when he does, he uses the fewest possible words. He relies on his hierarchy to lead his troops, giving his generals unusual autonomy, though he is



immediate and severe with in punishing any perceived breach of trust.

Palace

At the top of Mount Pain, Gharresh maintains the Steel Fortress, an immense keep surrounded by a barrier made from interlocking blades. Thirteen Steel Dragons fly constant guard. These beasts have the same statistics as mature white dragons except they breathe forth a hail of knives instead of frost. Gharresh keeps a collection of puppets that represent every mortal king and potentate who was deposed by his subjects.

Ologul (Marshal of Anthrarus)

STRENGTH:	19
INTELLIGENCE:	11
INSIGHT:	9
DEXTERITY:	15
STAMINA:	24
APPEAL:	-2
FIGHTER:	13
WIZARD:	N.A.
PRIEST:	11
THIEF:	N.A.
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-1
HTK:	154
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	14,000

Combat

Ologul can either make a single attack with one of its massive fists, doing 2-20 damage, or it can send out a small swarm of the demons that make up its body, attacking a single opponent 1-10 times for 1-5 points of damage each. No earthly weapon can inflict more than 5 points of damage on Ologul in a single attack. Any damage inflicted past the first five points is ignored.

Diabolical Abilities

As a composite demon, Ologul can completely unmake itself once a turn, sending out a wave of creatures that attack everyone in a 50 foot radius with 1-10 attacks for 1-5 points of damage each. Alternately, if he so chooses, Ologul can direct all of the demonlings against one opponent, in which case he makes 3-15 attacks against the chosen victim.

Pacts

Ologul is very discriminating about how and when he is summoned. Only female wizards who are of childbearing age may call him, and even then only during the winter. He requires a silver chalice filled with rubies which turn to burning blood upon his arrival.



Role Playing

Ologul can speak with any of his thousand mouths. Most of the time he speaks with hundreds at a time, making him sound like a guttural chorus. Ologul has the power to be heard and understood regardless of how many mouths are speaking, so he can give orders to entire legions all at once.

Palace

Ologul lives in a labyrinth under the ruined Tower of Hope, where a host of the hordelings it uses to construct its body have founded a bizarre society that mimics that of the mortal world.

Tethrallon (Marshal of Antrhaxus)

STRENGTH:	21
INTELLIGENCE:	15
INSIGHT:	13
DEXTERITY:	17
STAMINA:	20
APPEAL:	13
FIGHTER:	15
WIZARD:	9
PRIEST:	9
THIEF:	N.A.
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-5
HTK:	160
THACO:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	7" land
MAGIC TOLERANCE:	55%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	14,000

Combat

This fiend fights with a bound incarnation of justice that it uses as a +3 club that inflicts 2-16 points of damage and can automatically knock down any mortal barrier in thirteen blows. The damage of all mortal attacks aimed at Tethrallon is lowered by 5 points unless the attacking weapon was blessed 7 times a day for 7 days by a high priest.

Diabolical Abilities

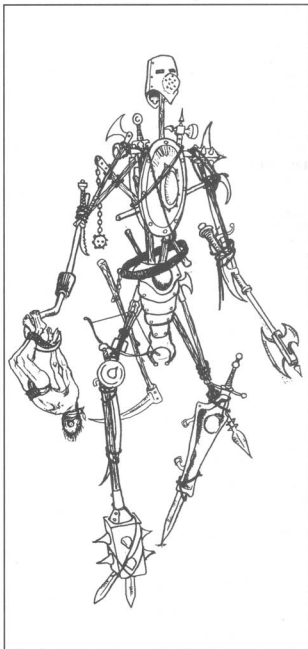
Instead of making a normal attack, Tethrallon can command a weapon aimed at him in the coming round to shatter. The chosen weapon must save vs. disintegration or it is destroyed. Only silvered weapons are immune to this power.

Pacts

Three wizards must work together to summon Tethrallon. He requires the sacrifice of three children and 13 doves and may only be called at midnight. He will sometimes lend usurers small armies of demons clad in mortal flesh, but only if the petitioner tattoos the pact on his own body as a permanent record of his infernal bargain.

Role Playing

Tethrallon is impatient with wasted words. Mortals and servitors who gain audience with him must speak carefully.



getting to the point quickly. If he feels his time is being wasted, the marshal will simply kill the offender and return to his palace.

Palace

Tethrallon lives in a palace at the bottom of a lake of blood. From his windows, he can watch the bodies of the damned floating past, mouthing soundless agonies. He is attended by a pack of red werewolves.

Xesh (Marshal of Anthraxus)

STRENGTH:	19
INTELLIGENCE:	20
INSIGHT:	18
DEXTERITY:	19
STAMINA:	20
APPEAL:	21
FIGHTER:	11
WIZARD:	13
PRIEST:	13
THIEF:	11
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	138
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	9" land / 36" air
MAGIC TOLERANCE:	60%
SIZE:	L
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

Xesh revels in battle and often challenges the leaders of opposing armies to single combat. He can attack twice a round with his talons, which are +2 weapons that inflict 3-12 points of damage each. If both talons hit, Xesh can also attack with his bite, a +4 weapon that inflicts 2-20 damage. Starting in the third round after he is first wounded, Xesh regenerates 0-5 (1D6-1) points of damage per round.

Diabolical Abilities

Xesh can breathe fire every third turn. This fire does no damage, but any magic items carried by the chosen target must save vs. breath weapon or explode, doing 3-18 damage to the character carrying them.

Pacts

Xesh can only be called into intense magical flame such as that caused by a *delayed blast fireball*. He usually insists that those who wish to make pacts with him agree to kill 13 innocents over the course of 5 years or be carried off to the Infernus to suffer the agonies of his torture pit.

Role Playing

Xesh is violence incarnate. In many ways he is all things



evil that lurk in the hearts of warriors. The blood of mortal soldiers is his sole indulgence and the screams coming from the torture pit are his music. He attempts to bully everyone he encounters and offers great rewards for a chance to personally slaughter an arrogant mortal hero.

Palace

Xesh lives in the Dreadwood Forest beside the River of Tears. His palace is a meager hut made of bones since he devotes most of his time to the torture pit beside it.

Durmun (General of Vazrael)

STRENGTH:	17
INTELLIGENCE:	19
INSIGHT:	20
DEXTERITY:	17
STAMINA:	21
APPEAL:	18
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 11 magic user
PRIEST:	Skill 13 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-2
HTK:	98
THAC0:	12
NO. OF ATTACKS:	3/2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Durmun fights with his pike, a +3 weapon that inflicts 2-16 points of damage. In addition, the pike's head tries to bite on every successful hit, striking with a THAC0 of 10 against its target's Armor Class unmodified for shield or dexterity. The head does 2-8 points of damage on a successful hit and victims struck must save vs. poison or suffer an additional 3-18 points of damage

Diabolical Abilities

Once per turn, Durmun can command the head on his pike to scream. This nightmarish howl is maddening to sinners; any sentient creature save lawful good priests and paladins in a 50" radius must save vs. death or fall into a catatonic state that lasts a number of turns equal to twice their Intelligence scores minus their Insight scores (a character with an Intelligence of 12 and an Insight of 14 will be catatonic for $12 \times 2 - 14 = 10$ turns.) A *remove curse*, *remove fear* or *dispel magic* gives a catatonic victim a chance to break the trance (save vs. death for success).

Lieutenants

Durmun's lieutenants are headless demons who wield massive +2 spears that inflict 2-16 damage. Kallrix has



four arms and a spear that inflicts double damage against cowards (GM's call). Malrik wears his own severed head as a talisman that protects him from characters of true neutral Alignment (he is AC -6 and has a 60% Magic Tolerance against them). Xalikk can throw her spear up to a mile; it strikes adulterers unerringly (THAC0: 0) and automatically returns to her hand. LLirax carries its burning head in a lantern that burns with a light that reveals a "true face" (good characters are attractive, evil characters are ugly). Ralixx speaks only in rhyme and rides a massive serpent that spits venom (same stats as a young black dragon).

Athrokett (General of Vazrael)

STRENGTH:	19
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	17
STAMINA:	21
APPEAL:	14
FIGHTER:	Skill 13 fighter
WIZARD:	Skill 9 magic user
PRIEST:	Skill 9 priest
THIEF:	Skill 11 thief
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-3
HTK:	104
THAC0:	8
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+2 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Athrokett wields a +2 shortsword that does 2-12 damage and acts as a vorpal blade. It amuses the demon to hack its opponents to pieces, but he is puzzled by the fact that his victims cannot adopt to a vivisected state as easily as he has.

Diabolical Abilities

Once per turn, Athrokett can will itself to explode. All of its severed body parts start spinning wildly and then fly apart with incredible force. Any and all characters within 30" must make four Dexterity Ability Checks. For every failed check, a character is struck for 2-8 points of damage. In an enclosed space matters are much worse; six checks are required and a failed test means 2-12 points of damage. The round after this devastating attack, the demon reforms itself and cannot make any attacks.

Lieutenants

Athrokett's lieutenants are bound with bloody bandages like demonic mummies. Vorosh uses its own severed arm as a +2 club that does 3-18 damage and can be used to knock down man-made structures with the strength of a battering



ram. Sovrosh can immolate at will, burning with a fire that consumes nothing but does 2-8 damage per round to any characters of good alignment who come within 5." In addition to his normal attacks, Roshvor can animate his bandages, giving him 4 extra attacks per round that inflict 1-6 points of damage each. Orosh cannot speak and wears a necklace of skulls that render him immune to any attack which does less than 13 points of damage. Shirov wields the Bludgeon of Reason, a +2 mace-like weapon that inflicts damage equal to the victim's intelligence.

Maeldiron (General of Bazrael)

STRENGTH:	21
INTELLIGENCE:	13
INSIGHT:	15
DEXTERITY:	19
STAMINA:	19
APPEAL:	15
FIGHTER:	Skill 13 fighter
WIZARD:	N/A
PRIEST:	Skill 11 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	112
THAC0:	8
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	+2 or better weapon to hit
MOVEMENT:	5" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Maeldiron fights with a massive +3 greatsword. He can only make one attack per round, but the weapon inflicts 3-

30 damage and its victim must save vs. death or suffer a wound that bleeds for 1-6 rounds, doing 2-12 points of damage per round.

Diabolical Abilities

Because of his ungainly physical form, Maeldiron makes extensive use of his teleport ability. He is constantly in motion, flickering from place to place. Treat this shifting as if a permanent *blink* spell were in effect

Lieutenants

Maeldiron's lieutenants are apelike creatures that wield +2 greatswords that inflict 3-12 points of damage. Ghadrul is only four feet tall, but his sword does double damage against characters who have been raised from the dead. Any character who speaks a lie in Draghul's presence must save versus spell or take 2-12 damage. His sword inflicts double damage against characters of chaotic alignment. Rudragh speaks gibberish that makes sense only to madmen or children and wields a sword that inflicts double damage against wizards. Laghur wears a bone breastplate that protects him from magical weapons of +2 or greater enchantment (AC -6 against these attacks), and his sword receives a damage bonus equal to the AC bonus of any magic armor worn by his opponent. Ahrgul can open any portal as per the Skill 2 Wizard spell *knock*.



Vorthim (General of Vazrael)

STRENGTH:	13
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	15
STAMINA:	18
APPEAL:	20
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 11 magic user
PRIEST:	Skill 11 priest
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-2
HTK:	96
THAC0:	10
NO. OF ATTACKS:	3/2
SPECIAL ATT.:	See below
SPECIAL DEF:	+2 or better weapon to hit
MOVEMENT:	12" land / 9" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Vorthim wields a +4 sword that inflicts 3-12 points of damage and sports an enchantment that destroys mortal magics; if the sword strikes a character wearing magic armor, the armor must save versus disintegration or fall into a heap of dust. Vorthim can wield his sword telekinetically along his line of sight at ranges of up to a quarter mile. Each such use lasts for up to a turn after which the weapon automatically returns to the demon's invisible hand.

Diabolical Abilities

Vorthim can fly by levitating his body with the same telekinetic power he uses to wield his sword. Three times per turn he may attempt to turn an opponent's weapon against its wielder in lieu of making a normal attack. If the victim fails a save vs. spell, his weapon animates and attacks him (the weapon attacks with the victim's own THAC0). Victims affected in this fashion must attack themselves once per round, but are allowed a save vs. spell after each attack to regain control.

Lieutenants

Vorthim's lieutenants are bound into the form of swords that hold absolute dominion over the demon warriors who



wield them (these warriors are Type 3 demons; see *Demons* for details). Gammet, known as "Reavager," is a +3 weapon that does 3-12 damage and confers a -3 AC and a 25% Magic Tolerance upon its wielder. Mullesh, known as "Marauder," is a +2 weapon that does 2-16 damage and confers a -2 AC and a 30% Magic Tolerance upon its wielder. Katharn, known as "Slaughter," is a +3 weapon that does 1-20 damage and confers a -3 AC and a 20% Magic Tolerance upon its wielder. Birroe, known as "Executer," is a +2 weapon that does 3-18 damage and confers a -2 AC and a 25% Magic Tolerance upon its wielder. Lammagor, known as "Ripper," is a +3 weapon that does 2-12 damage and confers a -2 AC and a 30% Magic Tolerance upon its wielder.

Narghasheth (General of Sharrash)

STRENGTH:	21
INTELLIGENCE:	11
INSIGHT:	13
DEXTERITY:	15
STAMINA:	21
APPEAL:	17
FIGHTER:	Skill 13 fighter
WIZARD:	N/A
PRIEST:	N/A
THIEF:	N/A
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-5
HTK:	120
THAC0:	8
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

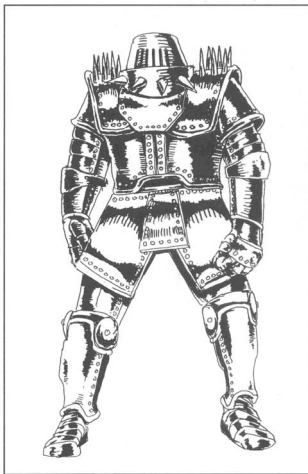
Combat

This armored giant attacks with a weapon it calls "venom's kiss," a club comprised of the deadliest serpents of the Infernus. If Narghasheth hits with his living whip, 1-6 of the snakes strike, doing 2-8 damage each. The victim of such an attack must save versus poison once for every serpent that hit him, or he suffers one of the following effects (roll randomly.) All effects are cumulative.

- 1 3-18 additional damage
- 2 paralyzed for 1 turn
- 3 take 1-6 additional damage every round for 1-6 rounds
- 4 death

Diabolical Abilities

Once per turn, Narghasheth can set loose his serpents, commanding them to attack. When he does, 3-12 snakes appear which attack any opponents the demon desires. Each of the snakes has 6 Hit Dice, an Armor Class of 4, a THAC0 of 10 and inflicts 3-12 points of damage on a successful hit. All of these creatures have a poisonous bite; on a successful hit that does at least 7 points of damage, victims must save vs. poison or die. The serpents fight until slain or the demon commands them to return, at which time his whip reappears.



When the whip is gone, the demon can attack with his fists twice per round for 1-8 damage per attack.

Lieutenants

Narghasheth's lieutenants are giant, winged serpents with vestigial arms and legs. Mazrale is immense (80 HTK) and can spit venom that dissolves stone, allowing him to demolish fortifications with ease. Zuram has two heads, called "Courage" and "Folly," with which it can bite for 1-6 damage each. If both heads hit in the same round, the combined venom causes *fear* unless the victim can save vs. spell. Ruzak is no bigger than a mortal wyrm (20 HTK) but has an AC of -6 and a bite (1-2 damage) that delivers the venom of self-loathing. Victims must save vs. death or attempt to commit suicide. There is a percent chance equal to their Intelligence that they succeed. Roll every round until the victim succeeds or is restrained and a *neutralize poison* or *dispel magic* is cast on him. Zamur has 6 heads that each attack once per round for 2-8 damage. Azaram can outfly the wind and has a poisonous bite that does 3-18 damage.

Orothkar (General of Sharrash)

STRENGTH:	19
INTELLIGENCE:	17
INSIGHT:	18
DEXTERITY:	18
STAMINA:	19
APPEAL:	18
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 13 magic user
PRIEST:	Skill 11 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	90
THAC0:	10
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	+2 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Orothkar attacks with any of a variety of cruel weapons he carries on his belt. All are +4 and inflict incredibly painful wounds for 2-8 damage.

Diabolical Abilities

Once per turn, Orothkar can animate all of the tools on its belt for one of three effects. First, the whirling tools can form a *blade barrier* for up to one turn, during which time the demon cannot make any melee attacks. Second, the tools can be directed to attack up to 13 characters within the demon's line of sight, inflicting a normal melee attack on each. Lastly, all of the tools can be directed to attack a single opponent. This devastating attack inflicts 6-48 damage and the victim must save vs. death or the hideous wounds scar, causing the permanent loss of 2-8 points of Appeal. If a *heal* spell is cast on the character within a day of the injuries, only 1 point is lost.

Lieutenants

Orothkar's lieutenants are butchers of manflesh clad in black leather and gleaming steel. All have the power to *dimension door* at will and cause *fear* in characters of evil



alignment who view them in shadow. Alliss is as beautiful as pain and can *charm person* at will. Marrikk wears his seven heads on a side belt and fights with a small knife that only does 1-3 damage but inflicts wounds that can only be healed by a dead virgin's tears. Rassurr cuts only himself, but his pain causes damage to any mortals within 15" who fail a saving throw vs. death. His loving caress causes only 1 pt. of damage to himself but 1-10 to his victims. Ciddeu has chosen the form of a young girl, but has the black heart of a rabid beast. She can attack eight times a round for 1-6 damage. Urrull, a toolmaster, takes half damage from any weapon wrought by human hands but double damage from weaponless attacks.

Vildolmen (General of Xharresh)

STRENGTH:	19
INTELLIGENCE:	11
INSIGHT:	18
DEXTERITY:	19
STAMINA:	20
APPEAL:	17
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 9 magic user
PRIEST:	Skill 9 priest
THIEF:	N/A
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-3
HTK:	100
THACO:	10
NO. OF ATTACKS:	Varies
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	12" land / 24" air
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

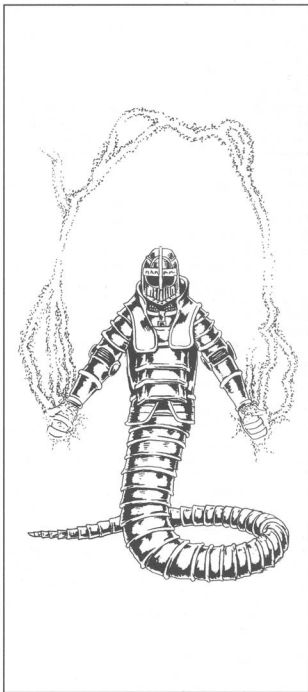
Vildolmen attacks with his electric limbs. He can make from 2-4 attacks per round. If he makes 4 attacks, each attack does 1-10 damage, 3 attacks do 2-16 damage each, and 2 attacks do 3-18 each. These attacks are treated as normal melee attacks, but victims wearing metal armor must save vs. breath weapon or suffer double damage

Diabolical Abilities

If he wants to make a ranged attack, Vildolmen can fire a lightning bolt instead of making a melee attack. This bolt does 4-32 damage to anyone in a 13" cone that is 3" at its widest point, but a successful save reduces this damage to half

Lieutenants

Vildolmen's lieutenants wear ornate metal armor and wield steel polearms that do 2-12 damage. All have a Magic Tolerance of 20%, an AC of -2, and the ability to cast *shocking grasp* at will and a 6-die *lightning bolt* once per turn. Xarix breathes the stench of sin; characters of good alignment engaged in melee combat with him must save vs. poison every round, or they are sickened and suffer a -1 penalty to hit. This penalty is cumulative but has an upper



limit of -5. Xorax is invisible to characters of evil alignment. Xirox cannot be harmed by missile weapons and can cast *meteor shower* once per day. Xarox bears a shield that can act as a Mirror of Life Trapping once per hour. Xorix rides a giant eagle and understands the speech of beasts better than the lies of man.

Arkadur (General of Sharrash)

STRENGTH:	17
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	21
STAMINA:	17
APPEAL:	19
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 9 magic user
PRIEST:	Skill 7 priest
THIEF:	Skill 12 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-2
HTK:	86
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+2 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

Arkadur wields two wands in combat, one white and one black. Both are +3 weapons that inflict 3-12 damage per successful hit. The white wand is called "pleasure" and the black wand is called "pain." When a mortal is struck with the white wand, he must save vs. spell or succumb to the unholy pleasures offered by this she-demon, writhing in unbearable ecstasy for a number of rounds equal to his Appeal, during which time he may take no action and is unaware of the world around him and at the end of which, he must save versus death or lose a point of Insight permanently. The black wand causes a similar effect save that the gift is pain; the victim writhes for a number of rounds equal to his Insight and a failed save means the permanent loss of a point of Stamina.

Diabolical Abilities

Once per turn, the twin wands of pleasure and pain may be struck together, inflicting their mingled blessings on any mortals in a 20" radius. Any who fail a save vs. spell are stunned for a number of rounds equal to their Intelligence. Stunned characters are oblivious to the outside world and may initiate no action (AC drops to 10). A *dispel magic* allows a stunned character another save vs. spell; if successful, the character is free.



Lieutenants

Arkadur's lieutenants are cruel children who wear piebald armor and beautiful masks with which they may cast *charm person* or *fear* once per round. Elmirikesh wields a knife called "Derision" against which armor is useless but virtue (good lawful alignment) confers an AC of 0. Miraleshkar wields the "hammer profound," a +1 weapon that inflicts 3-30 damage and forces the victim to make an Insight check or lose his next attack. Keshmirell is winged and wields a black spear that does no damage. If the victim of the spear fails a save versus spell, however, he is automatically slain, but resurrected at dawn. Shekmerin can utter a scream once per turn that corrodes metal, destroying metal armor and weapons unless they save vs. disintegration. Meareshkar wields a staff made from human bone that functions as a +3 weapon that inflicts 1-12 damage. In addition, any victim of good alignment who fails a save vs. spell must save vs. spell the next time he or she takes a life or die as well.

Belkadreth (General of Ologul)

STRENGTH:	19
INTELLIGENCE:	13
INSIGHT:	13
DEXTERITY:	15
STAMINA:	20
APPEAL:	-2
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 9 magic user
PRIEST:	Skill 9 priest
THIEF:	Skill 7 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-1
HTK:	95
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	9" land / 18" air
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

This monstrous demon attacks with its bare talons twice per round, inflicting 3-12 damage per successful attack. In addition, any time Belkadreth rolls a 13 when rolling to hit, his attack is automatically successful and rends its victim for 3-24 damage. Furthermore, Belkadreth excretes an acidic venom that inflicts an additional 2-12 damage on any successful hit unless the victim makes a successful save vs. poison.

Diabolical Abilities

Once per turn, Belkadreth can attempt to flay the flesh from an opponent. To do so, he must make a successful "to hit" roll. If he does, the intended victim must save vs. death. If the victim's save fails, Belkadreth's talons thrash him terribly, tearing skin and muscle in long strips, causing 6-60 damage. If the victim survives this attack, he must save vs. spell or the wounds leave scars, causing the permanent loss of 3-18 points of Appeal.

Lieutenants

Belkadreth's lieutenants are winged (air 18") and attack twice a round with claws that inflict 2-8 damage. They can cast *burning hands* once per turn and *fireball* once per hour.



Sheth-Akir thrives on pain. He regenerates one point of damage for every point inflicted on an opponent in melee combat. Morek-Vathor savors the sweet agony of death and is healed to maximum HTK every time he kills an opponent in melee combat. Timarek-Athoor desires frustration and regenerates one HTK every time an opponent fails a to-hit roll against him and two HTK every time he makes a saving throw against an opponent's spell. Mavireth-Cervondi prefers the noxious fumes of violence, regenerating one HTK every time a mortal makes a melee attack against him. Valmir-Orendar feeds on fear, regenerating one HTK per round for every mortal he engages in combat who is not protected by a *remove fear* or *chant* spell.

Nordrid (General of Morgul)

STRENGTH:	17
INTELLIGENCE:	13
INSIGHT:	19
DEXTERITY:	15
STAMINA:	19
APPEAL:	-3
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 13 magic user
PRIEST:	Skill 7 priest
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	85
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	7" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000



Combat

If necessary, this demon can use his blood as a weapon. To do so, Nordrid claws open a vein, sending a stream of blood gushing at its chosen target. If the demon makes his to-hit roll, the blood splatters the victim, bursting into flames that cause 2-12 damage per round for 1-6 rounds. A successful save vs. breath weapon reduces the damage to half and a *dispel magic* puts out the fire (mundane means, such as smothering or water have no effect). Unfortunately, every time Nordrid uses this attack, it inflicts 3-12 damage on itself.

Diabolical Abilities

Once per turn, Nordrid can turn a mortal opponent inside out, passing on the curse that has afflicted it for eons. Its intended victim must be within 5" and may make a save vs. spell to resist the creature's power. If the save fails, the victim starts to turn inside out, a revolting effect that inspires *fear* in any who view it. The transformation takes a turn, during which the victim can do nothing but scream. Only a *regenerate*, *limited wish* or *wish* cast during this time can save the tortured soul from his fate. At the end of the turn, the victim makes a number of saving throws vs. death equal to his Stamina. For every successful save, he has a 5% cumulative chance of coming through the experience alive but inside out; otherwise, the inversion

kills him. An inverted character has an Appeal of 0, takes double damage from all attacks and suffers constant agony that results in a -3 penalty to all to-hit rolls. Furthermore, wearing clothes or carrying anything is incredibly painful and causes 1 point of damage per round. Once complete, only a *wish* can permanently reverse the transformation.

Lieutenants

Nordrid's lieutenants are shapeless piles of organs, fangs, and eyes. They are only AC 6 but have twice as many HTK as their hit dice indicate. They may attack 1-6 times per round for 1-4 damage. Blethoon can assume many forms using *polymorph self* up to six times per day to become any creature that takes its fancy. Rakrik has the power of monstrous bloat, which swells it to the size of a barn, reducing its AC to 8 but increasing the damage of its attacks to 2-12 each and giving it a three HTK per round regeneration rate. Mefrix can reduce itself to the size of a grain of salt once per day, allowing him to hide in food and resume normal size when he has been devoured, killing any victim who fails to make three consecutive saving throws vs. death (In which case, he merely takes 3-30 damage). Gorsh takes half damage from blunt weapons. Zubic spits digestive juices up to 5" that cause 2-20 damage to everyone in a 1" radius splatter cone.

Yarquín (General of Ologul)

STRENGTH:	20
INTELLIGENCE:	8
INSIGHT:	13
DEXTERITY:	15
STAMINA:	20
APPEAL:	-2
FIGHTER:	Skill 13 fighter
WIZARD:	N/A
PRIEST:	N/A
THIEF:	N/A
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	100
THAC0:	8
NO. OF ATTACKS:	Varies
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	2-16" land / 3-30" air
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

In battle, this patchwork demon can unleash many of the claws and fangs bound within him, allowing him to attack several times. Each round, Yarquín makes 1-6 attacks, doing 1-10 damage on every successful hit.

Diabolical Abilities

Once per turn, Yarquín may attempt to "harvest" part of an opponent's body. First, the demon makes a single attack. If it hits, it has seized the arm and may attempt to pull it loose. Prying the arm does 3-24 points of damage. If the intended victim takes more damage than his or her Strength, he or she must make a Stamina attribute test or the arm is torn off, inflicting an additional 3-24 damage and 1-8 damage per round for 2-12 rounds due to massive bleeding. Properly applied bandages reduce the damage to 1-4 points per round, while a *cure critical wounds* or *heal* spell stops the bleeding entirely. In any case, the stolen arm is immediately absorbed by Yarquín, who regenerates 2-12 HTK.

Lieutenants

Yarquín's lieutenants resemble flesh golems. They are AC 7



but are only hit by +3 or better weapons. Tremendously strong, their unarmed attacks inflict 3-24 damage. Metgorin may utter a *command* once per hour. Metgored can cast cause serious wounds three times per day. Metgoroth rides a giant sloth and speaks the "cruel truth" whether or not his counsel was sought or desired. Metgorak wears the "crown remorseless," allowing him to reanimate (as a ghoul) any mortal he has killed. Metgoril knows the dark secret that any mortal is trying the hardest to protect or forget, a weapon more dangerous than any sword.

Anturid (General of Ologul)

STRENGTH:	19
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	17
STAMINA:	19
APPEAL:	0
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 7 magic user
PRIEST:	Skill 7 priest
THIEF:	Skill 13 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	95
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

Anturid is able to reshape his body at will by shifting his internal structure. He can even craft a variety of nightmarish weapons out of his own flesh, ranging from mundane creations such as talons and pincers to elaborate muscle-driven machines. Every round, Anturid attacks with a different weapon. On a successful hit, he inflicts damage equal to the roll of 1D6 multiplied by the roll of a second D6, giving it an effective range of 1-36 damage.

Diabolical Abilities

Once per turn, Anturid can affect a single opponent within 15" with its body-shifting ability, causing the victim to shape-change uncontrollably. If the victim makes a save vs. spell the attack has no effect. If the save fails, however, the victim takes 6-36 damage and must save vs. death or his body is permanently changed, causing the loss of 3-18 points of Appeal. Only a *wish* spell can reverse the effects of the transformation.

Lieutenants

Anturid's lieutenants are organic automatons — machines made of flesh and bone draped with fragments of armor.



These demons wield short spears and wire nets weighted with skulls. Xixixix uses his net to catch spells. Anytime he makes a Magic Tolerance roll, the spell is caught for a turn, during which he can use it if he likes. Xixixix uses his net to catch weapons. Anytime a character fails a to-hit roll against him in melee combat, the victim must make a Dexterity Attribute Check or he is disarmed. Xixixix uses his net as a weapon. Once it hits, the net constricts, inflicting 2-12 damage per round until the victim is dead or the net inflicts less than 5 points of damage in a round, at which point the victim is released. Xixixix uses his net to capture the imagination of mortal man. If he makes a successful to-hit roll in melee combat, his victim must save vs. spell or stand dazed for a number of rounds equal to his Insight. Xixixix uses his net to catch souls. Once per turn, he can try to snag an opponent's life force. If he makes a successful to-hit roll, his intended victim must save vs. spell or suffer the effects of a *trap the soul* spell.

Etorul (General of Bethral'son)

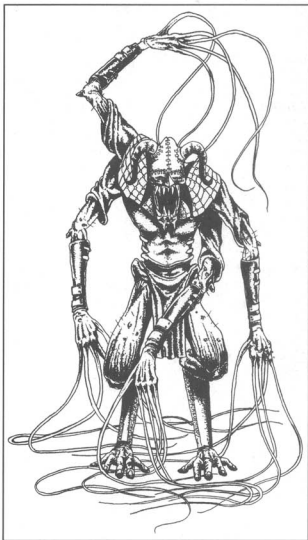
STRENGTH:	18
INTELLIGENCE:	15
INSIGHT:	19
DEXTERITY:	19
STAMINA:	18
APPEAL:	13
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 11 magic user
PRIEST:	Skill 9 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	0
HTK:	96
THAC0:	12
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Etorul attacks with the whips at the end of its four arms. Each is a +3 weapon that inflicts 1-6 damage if directed at one opponent, 1-8 damage if directed against two opponents, 1-10 damage against three opponents, or 1-12 against four. Priests of all alignments take double damage from these attacks. Whenever possible, Etorul attacks any priests who oppose it, ignoring all other opponents until the priests are dead.

Diabolical Abilities

Once per turn, Etorul may utter blasphemies that offend the righteous and wound the holy. Any character of good alignment within 24" must save vs. spell or suffer a -2 penalty to all to-hit rolls and saving throws for a number of rounds equal to his or her Insight. Characters of lawful good alignment must save vs. spell or fall to their knees and weep for a full turn, taking no action except mourning or prayer. Any lawful good priests in the area of effect must save vs. spell or they are driven mad (treat this as a *feeblemind* spell unless the Gamemaster wants to devise some variation). If a paladin hears the demon's blasphemies, he must save vs. spell or immediately lose his paladin status until an *atonement* spell is cast on his behalf. Etorul also gets two saving throws against priest spells and always gets at least one saving throw, even when none is normally allowed.



Lieutenants

Etorul's lieutenants carry +2 whips that inflict 1-20 damage. Mazoth despises the arcane; the touch of his lash causes mortal wizards to forget all their memorized spells unless they pass an Intelligence Attribute Check. Rakkorin is clairvoyant. He can see any mortal who speaks his name and may attack any target he can see with his lash, which inflicts wounds that can only be healed by children. Falshir rides an enormous bat with a human head that can cast spells as a Skill 9 Wizard. Vorgon is invisible to sinners (but not lawful good priests or paladins) and can breathe a cloud of insects once per day that acts as an *insect plague* spell. Dueswier wields "grievous elation," a whip that inflicts damage equal to the victim's Appeal, and unless the target makes a saving throw vs. paralyzation, he is overcome by sensation and stunned for a number of rounds equal to his Insight.

Cithkir (General of Tethralon)

STRENGTH:	19
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	19
STAMINA:	17
APPEAL:	11
FIGHTER:	Skill 11 fighter
WIZARD:	Skill 7 magic user
PRIEST:	Skill 9 priest
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	0
HTK:	96
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

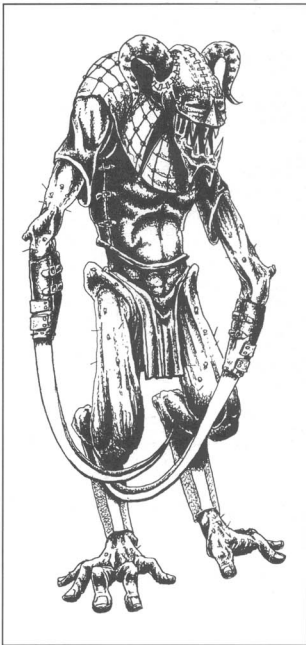
Cithkir attacks with the blades that serve as his arms. These weapons are the equivalent of +2 swords and inflict 2-16 damage to those of evil alignment, 2-12 to those of neutral alignment, and 2-8 to those of good alignment.

Diabolical Abilities

Once per turn, Cithkir may choose one opponent to torment. Against this opponent, the demon's blades inflict only 1-4 damage, but on each successful hit, the victim must save vs. spell or lose 1 point from his highest Attribute for either a year and a day or until he performs an evil act, at which time all points lost to the demon return, but the character's soul is forfeit. Only a *wish* or the intervention of a diety can restore the affected Attributes before the year is up. Whenever possible, Cithkir will allow its tormented victims live, hoping to harvest their souls later on.

Lieutenants

Cithkir's lieutenants have the appearance of robed, faceless monks whose bestial utterances are accompanied by the sound of a heavenly choir. Mazrak can fire one blade per round out of the void of its hood. If it hits, the weapon inflicts 1-4 damage, but remains lodged in the wound and



can only be removed by an innocent. Until the blade is removed, the damage it caused cannot be healed. Vazrik can utter an *unholy word* once per day. Vizrin cannot speak, but he can cause short phrases to appear on walls and floors written in the blood of the damned. Disrin fights with twin blades that inflict 1-8 if only one hits, but 2-12 each if both hit. Desrith weeps for the lost souls who will never know the unholy pleasures of the Infernus. His tears are acid and can burn through any substance save living flesh, stone, and earth.

Paxurer (General of Zethrallon)

STRENGTH:	19
INTELLIGENCE:	13
INSIGHT:	13
DEXTERITY:	19
STAMINA:	20
APPEAL:	11
FIGHTER:	Skill 13 fighter
WIZARD:	Skill 7 magic user
PRIEST:	Skill 7 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	0
HTK:	96
THAC0:	8
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	9" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

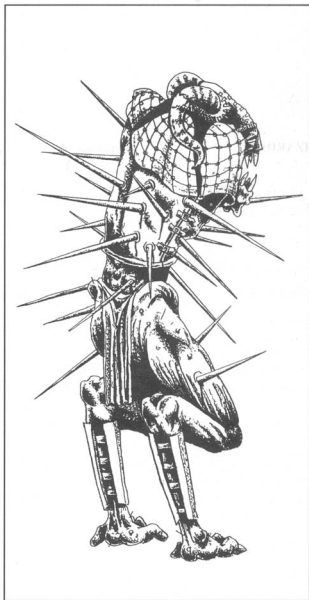
Paxurer is transfixed by dozens of spikes that he can use as spurs in melee combat. He can attack twice per round, inflicting 2-12 damage per successful hit. Paxurer can also loose his spikes like crossbow bolts, firing 3 per round. When fired as bolts, the spikes inflict 1-8 damage each. Once per turn, the demon can fire all its spikes, causing 3-18 damage to anyone in a 10" radius. No matter how many spikes the demon fires, more always appear in endless supply.

Diabolical Abilities

Whenever Paxurer is hit by a stabbing or thrusting weapon such as a sword or spear, the wielder must save vs. spell or the weapon impales itself in the creature and is stuck there until the demon decides to take it out. No force short of a *wish* or the direct intervention of a diety can remove a captured weapon.

Lieutenants

Paxurer's lieutenants are man-like creatures who wield clubs that inflict 3-12 damage. Davith has spikes driven through its eyes, but sees better than man or beast; he can cast *blindness* once per turn. Joshur has a spike driven



through his heart. Once per turn, he may breathe a cloud of bloody mist at one opponent. If the victim fails a save vs. death, the victim's greatest love turns to hatred. Michar has spikes driven through his hands and can attack with them twice per round for 1-4 damage; if his victim fails a save vs. spell, the victim is *charmed*. Jamet has spikes driven through his feet. He cannot walk but can teleport at will. He may cast *slow* and *hold person* once per turn. Saud has a spike driven through his head. He is a mindless lunatic who babbles insanities that sometimes contain valuable information. Anyone with an Intelligence or Insight of 16 or better who hears them must save vs. spell or suffer *confusion*.

Daxxall (General of Zethrallon)

STRENGTH:	18
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	20
STAMINA:	17
APPEAL:	18
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 9 magic user
PRIEST:	Skill 9 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	0
HTK:	96
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit 9" land
MOVEMENT:	50%
MAGIC TOLERANCE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Daxxall attacks twice per round with the long blades that serve as its fingers. These knives are the equivalent of +3 weapons and inflict 2-8 damage. The knives inflict 3-18 damage against characters who have changed alignment at any point during their career for any reason.

Diabolical Abilities

Any time Daxxall takes damage in melee combat he may immediately retaliate by taking an additional attack against the opponent who struck him. There is no limit to the number of additional attacks he may make in a single round. If Daxxall is engaged in melee combat by more than one opponent and all of its opponents hit him in a single round, the demon enters a frenzied state that allows it to make 6 attacks against each and every opponent. The frenzy only lasts one round, after which the demon returns to two attacks per round until it frenzies again.

Lieutenants

Daxxall's lieutenants wear iron armor adorned with black scales (AC -3) and wield massive chains that act as +3 weapons and inflict 1-12 damage. Dizo carries a shield that



protects him from all missile weapons. Senjir carries a shield that protects him from all melee weapons save those of +3 or better enchantment. Kathel's shield protects him from all wizard spells of Skill 3 or less. Jador's shield protects him from all priest spells of Skill 3 or less. Vash carries a shield that protects him from all magic weapons (AC -8 vs. such weapons).

Nibbubbar (General of Kesh)

STRENGTH:	15
INTELLIGENCE:	17
INSIGHT:	17
DEXTERITY:	21
STAMINA:	18
APPEAL:	8
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 13 magic user
PRIEST:	Skill 9 priest
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	0
HTK:	87
THACO:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	9" land / 36" air
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

Nibbubbar is immense. The only limit to his size is the ability of mortals to perceive him. He may only attack on every other round because it takes so long for him to reach down to his prey. If he hits, his mighty claws inflict 3-36 damage.

Diabolical Abilities

This demon is adept at making mortals feel insignificant. He may attempt to *overwhelm* an opponent once a turn. The intended victim is allowed an Insight Attribute Check to resist the effects of this power. If the Check fails, the victim is overcome by his insignificance and is unable to muster the willpower to take any action for a number of rounds equal to his Intelligence.

Lieutenants

Nibbubbar's lieutenants are twisted freaks whose very appearance is an abomination to god and man. Any character with an Insight of 15 or better with a Skill Level of 2 or less who views one must save vs. death or his mind and body are transformed into a mockery of their former selves until he is *blessed* by a high priest of a god of law.



Ghrash attacks four times per round for 2-12 damage/attack. Morok can utter a pitiful howl once per turn that acts as a *fear* spell. Once per turn, Writhgar can spit fire that affects only weapons and armor, forcing such items to save vs. disintegration or be destroyed. Buritt can give birth to 1-4 misshapen horrors per turn (2 Hit Dice, AC 8, 1 attack/round for 1-6 damage) and is enraged by the presence of mortal children. Magresh automatically devours any victim he kills, destroying the victim's body in a single round.

Thalkadred (General of Hesh)

STRENGTH:	21
INTELLIGENCE:	8
INSIGHT:	13
DEXTERITY:	8
STAMINA:	24
APPEAL:	8
FIGHTER:	Skill 13 fighter
WIZARD:	N/A
PRIEST:	N/A
THIEF:	N/A
ALIGNMENT:	Neutral evil
ARMOR CLASS:	4
HTK:	280
THAC0:	8
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	+3 or better weapon to hit
MOVEMENT:	18" land / 3" air
MAGIC TOLERANCE:	60%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Thalkred can attack twice per round with the mouths on its palms. The mouths inflict only 1-4 damage, but if both hit the same victim in a single round, the victim must save vs. poison or Thalkadred draws enough blood out of the victim to inflict 3-18 additional damage.

Diabolical Abilities

Thalkred's snakelike eyes can *hypnotize* mortals (as per the Skill 2 Wizard spell.) In addition, his gaze turns mortals of evil alignment to stone. Thalkadred may attempt this once per turn, with the same effects as a *flesh to stone* spell.

Lieutenants

Thalkadred's lieutenants are each a massmind of creatures that move under the demon's guiding consciousness. In each case, the collective demon recovers its full HTK and complement of beasts with the coming of the next night. Luwin is a pack of 7 wolves that have 15 HTK each and an AC of 4 (THAC0: 8, inflicts 2-8 HTK per attack). Vekaree is a flock of 13 ravens that have 8 HTK each and an AC of 5 (THAC0: 7, inflicts 1-6 damage per attack). Zarzet is a swarm of insects that has 50 HTK and attacks everyone in a



10-foot radius with a THAC0 of 9, inflicting 1-4 damage for every 10 HTK it has left. Sharsess consists of 5 giant serpents with 18 HTK each, an AC of 4, and a THAC0 of 7 (inflicts 1-8 damage per attack and the serpents' bite is poisonous). Reskrect is a swarm of rats that has 40 HTK and attacks a single victim once per round with a THAC0 of 8, inflicting 1-6 damage for every 10 HTK it has left.

Ghurrel (General of Nesh)

STRENGTH:	19
INTELLIGENCE:	9
INSIGHT:	9
DEXTERITY:	19
STAMINA:	19
APPEAL:	9
FIGHTER:	Skill 11 fighter
WIZARD:	N/A
PRIEST:	N/A
THIEF:	Skill 11 thief
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	92
THAC0:	10
NO. OF ATTACKS:	5
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	12" land / 12" air
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

In combat, this feral demon is a flurry of claws. It can attack 5 times per round for 2-8 damage per attack. Its talons secrete a toxic venom that inflicts 1 point of damage per round for 1 full turn unless the victim makes a save vs. poison. The ongoing effects of this poison are cumulative, so a victim can end up taking several points of damage each round. *Neutralize poison* removes all effects of the venom from a character's system, restoring any points that were lost and keeping the character from sustaining any further damage for a full turn. Ghurrel prefers to attack a single opponent until the victim builds up a lot of poison in his system. He then moves to another and lets the venom finish off the first victim.

Diabolical Abilities

Ghurrel can howl once per turn (acts as a *fear* spell).

Lieutenants

Ghurrel's lieutenants are feral beasts with human heads and bat wings who burn with a green flame that inflicts 1-6 damage per round to any character within 5" who is not protected by carrying a living blossom. Gharhash knows



where sinners hide and can locate anyone not of lawful good alignment. Garghrash can read minds at will unless his intended target makes a saving throw vs. spell. Rhagarsh can howl once per turn, forcing all characters within 10" to save vs. death or fall blind (characters of Skill Level 5 or higher are immune to this power). Gharou has a massive jaw that it can unhinge, allowing him to swallow an opponent whole whenever he rolls a 13 while locked in melee combat. Victims of this power must make a save vs. death or they are consumed and immediately reduced to 0 hit points. Rarghur can outrun any mortal creature and *haste* itself at will.

Moxon (General of Hesh)

STRENGTH:	25
INTELLIGENCE:	7
INSIGHT:	13
DEXTERITY:	5
STAMINA:	19
APPEAL:	11
FIGHTER:	Skill 13 fighter
WIZARD:	N/A
PRIEST:	N/A
THIEF:	N/A
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-1
HTK:	120
THAC0:	9
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	+1 or better weapon to hit
MOVEMENT:	7" land / 18" air
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

This hulking brute attacks with its bare hands once per round, inflicting 3-24 points of damage per hit. Every time Moxon hits, his victim must make a Strength Attribute Check or the victim has been grabbed. Once Moxon has grabbed an opponent, he can squeeze or shake him, inflicting 4-40 points a damage per round until either the demon or his prey is slain.

Diabolical Abilities

Moxon is so strong that it can tear the fabric of reality. Once per turn it can shred reality, allowing it to produce any effect that could be interpreted as a wizard spell of the 5th Skill Level or less. Any spell-caster within 13" when Moxon uses this power must save vs. spell to remember each of his memorized Skill Level 1-3 spells, otherwise they dissipate uselessly. Any mortal with a 18 or better Intelligence or Insight who sees the demon rip the fabric of reality must save vs. spell of fall *feebleminded*.

Lieutenants

Moxon's lieutenants are four-armed giants with no heads but dozens of random facial features scattered about their



massive torsos. Gatt knows a secret word that turned his brain to iron, making him immune to mental attacks. Anyone who learns the word suffers the same transformation but loses 5 points of Intelligence and Insight. Dubur can collapse any mortal construct with a single shout but suffers triple damage from arrows fletched with dove feathers. Orgor moves 5" with a single step (up to 300" per turn) and can leap up to 10 miles. Vektet wields a small tower as a club. His THAC0 is reduced to 12 with this weapon, and he can only attack every other round, but the tower inflicts 4-48 damage. Malakash lives a lifetime every second, which has turned him to stone (AC -4). His essence manifests itself as a two-headed gnat the size of a dog that carries out its infernal duties and moves his stone body when necessary.

Thraxus

STRENGTH:	10
INTELLIGENCE:	18
INSIGHT:	17
DEXTERITY:	17
STAMINA:	16
APPEAL:	7
FIGHTER:	7
WIZARD:	7
PRIEST:	5
THIEF:	9
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-1
HTK:	60
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	18" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	12,000

Combat

When Thraxus must resort to combat, he lashes his opponents with his leathery tongue, which he can extend up to eight feet. He can attack twice per round in this manner, each successful hit inflicting 1-4 points of damage and forcing the victim to save vs. poison or take 1-8 points of additional damage from his toxic secretions.

Diabolical Abilities

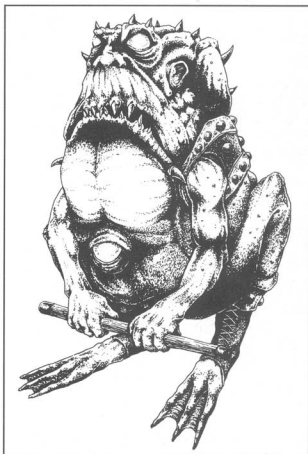
Thraxus is a master of persuasion. He can cast *suggestion* at will (as per the Wizard spell) simply by begging his victim to do whatever he desires. He can also cast *stinking cloud* once per turn (as per the Wizard spell) and *summon swarm* once an hour (as per the Wizard spell, but it calls a swarm of poisonous toads.) In his giant toad or true form he can also *jump* at will (as per the Wizard spell.)

Pacts

Thraxus admits to no preference in tribute, but wizards have found that he responds favorably to statues of his warty form, especially if they are covered in beaten gold.

Role Playing

The very definition of craven, this foul demon will do anything to please anyone. He is a master of false praise and



can make peasants feel like kings. On the one and only occasion this Governor spoke sincerely, flames shot from his mouth, scarring his face and reducing him to a whimpering wretch for 38 years. Since then he has restricted himself to lies and empty words.

Palace

Thraxus will not allow a palace to be built for him. He prefers to crawl up the stairs of the palaces of his peers and beg their forgiveness for his intrusion. Most demons permit him this pathetic indulgence as they find his incessant and pointless grovelling amusing—at least for a while.

Thanes

Though his post demands servitors, the grovelling king will not allow himself to be served. Still, Phryxis is constantly assigning demonic minions to attend Thraxus, but to no avail. At any given time, there are four relatively powerful demons who are supposed to be his Thanes, but they inevitably wander off to go about their own business until they are punished and replaced.

Kalaphon

STRENGTH:	13
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	18
STAMINA:	15
APPEAL:	19
FIGHTER:	7
WIZARD:	7
PRIEST:	9
THIEF:	7
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-2
HTK:	72
THAC0:	14
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	14" land / 18" air
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	13,000

Combat

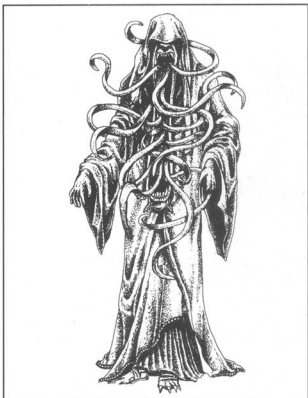
Kalaphon wields an invisible knife that cuts the wind, causing the air to bleed in grand arcs as he fights. This knife empowers Kalaphon to make three attacks per round at +1 to hit bonus, inflicting 3-16 damage with every successful hit. Non-magical armor does not protect a victim from the knife, but purity offers a formidable defense (characters of lawful good alignment take only 2-8 damage from the knife.)

Diabolical Abilities

When Kalaphon speaks, a chorus sings his words. So beautiful are his familiarities that they act as a *hypnotism* spell whenever he desires. He can also cast *charm person*, *friends* and *suggestion* once per hour each (as per the Wizard spells of the same name.)

Pacts

Kalaphon desires musical instruments, preferably those that have been played by musicians with talent inspired by the divine. It amuses him to give these instruments to the damned so that they may torment each other with beauty forever lost. He is the downfall of poets and is often called upon to lure the gifted down the path that leads to narcissism and inactivity, sins for which he will punish them personally when their souls are consumed by the Infernus.



Role Playing

Kalaphon is an eloquent speaker and often quotes classic works of fiction and poetry. He is quite personable and offers to help mortals with no promise of recompense. The cunning governor has actually befriended countless wizards, only to drive them to ruin once he has earned their trust.

Palace

Kalaphon lives in a silver room at the center of a storm cloud where he is attended by flocks of blood-red doves and three succubi that act as his muses, inspiring his treacherous mockery of the beauty of the human spirit.

Thanes

Kalaphon's Thanes are invisible spirits who possess the unwary. Wearing human form, they heap praise on those who least deserve it, hoping to bury the light of humanity under a wash of mediocrity. So far, their scheme has been more successful than they ever dared to hope. Kalaphon's Thanes are called Malvorith, Kalrion, Sethrinor and Allshira. All four can pass through solid objects with ease but cannot enter the home of a true artist who faithfully follows his dreams.

Gurek

STRENGTH:	15
INTELLIGENCE:	16
INSIGHT:	13
DEXTERITY:	19
STAMINA:	15
APPEAL:	8
FIGHTER:	5
WIZARD:	5
PRIEST:	5
THIEF:	11
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	69
THACO:	15
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	18" land
MAGIC TOLERANCE:	20%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	12,000

Combat

If forced to resort to melee combat, Gurek assumes his true form. As a rat, he can bite once per round, causing 2-12 points of damage. When he attacks in melee combat, Gurek attempts to snare his opponents with his chains, forcing any and all characters in close combat with him to save versus spell every round or suffer a -2 to hit and +2 armor class penalty for that round.

Diabolical Abilities

Gurek can summon *swarms* of rats at will (as per the Skill 2 Wizard spell.)

Pacts

Phryxis cursed Gurek long ago for disobedience, inflicting upon him a weakness for the meat of unicorns. If a wizard uses such meat in his summoning ritual, he automatically gains control of the governor. Gurek is often called to fill the ranks of a mortal lord's servitors with useless sycophants, weakening the lord's holdings from within.

Role Playing

Gurek always pretends to be delighted to see just about anyone who calls on him, and he is always eager to perform



whatever service is asked. His enthusiasm is so vigorous that it is actually tiring. Secretly, the demon knows he can wear his opposition down with empty rhetoric.

Palace

Gurek is always building new palaces for himself and other demon-lords, but they always end up cursed to collapse shortly after they are completed, making his services less than useless. For this reason, when he is in the Infernus, he can usually be found in a modest hut at the edge of a pitiful ruin.

Thanes

Gurek's Thanes are some of the least powerful demons in the hierarchy. They are less than three feet tall and look like bulbous apes with black tusks and moth wings. They are constantly killed by their own underlings only to be replaced with another, equally incompetent demon. Treat these useless beasts as Type II demons with the ability to cause *confusion* once per turn (as per the Skill 4 Wizard spell.)

Shalphar

STRENGTH:	11
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	13
STAMINA:	13
APPEAL:	-5 / 21
FIGHTER:	5
WIZARD:	7
PRIEST:	9
THIEF:	5
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-1
HTK:	57
THAC0:	16
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	12,000

Combat

Shalphar only fights if no other option is left to her. When engaged in melee combat, the hag twists horribly, taking on more traditional demonic features such as claws and horns. She may attack twice per round for 2-8 damage or gore once with her horns for 3-18 damage.

Diabolical Abilities

The witch wife is so hideous that any mortal that looks upon her directly without protection suffers the effects of a *scare* spell. Shalphar carries the face of a virgin queen on a stick that she uses as a mask. This face is so lovely that men looking upon it are blinded to the demon's true form. While using the mask, Shalphar can *charm* men at will (as per the Skill 1 Wizard spell *charm person*.)

Pacts

Shalphar prefers the forgotten gifts of estranged lovers and is usually invoked to tempt men to marry without love. Such unions usually end in disaster.

Role Playing

The witch wife's stolen face and her encouraging but empty enticements are so beautiful that she is able to manipulate



men quite easily. Unlike the succubi, who tempt with lust, Shalphar tempts men by making them feel more important than they are. Her hand mirror reflects what mortals wish themselves to be and is a useful tool in her machinations.

Palace

Shalphar lives at the top of an impossibly high mountain in a cave guarded by bears with human faces whose claws leave wounds that never heal. She is attended by the souls of those who found true love but could not pursue it because they had married selfishly, following their ambition instead of their heart.

Thanes

Shaphar is attended by Thanes who look like aged crones with sharp talons and tattered wings. These demonic harpies can attack twice a round, doing 1-6 damage to women, 1-8 damage to men, 1-10 damage to married men or 1-12 damage to men who are married without love. In addition to her physical attacks, Xhara can utter an insult once per round that causes 1-20 damage to her chosen victims unless they make a successful Insight test. Xhara can cast *gust of wind* once per turn and *conjure air elemental* once per day. Xhira cannot fly, but can cling to any surface and skitter along it like a massive insect with a 20" movement rate. Xhura has an amulet that protects her from spells cast upon her, raising her Magic Tolerance to 80%.

Borek

STRENGTH:	17
INTELLIGENCE:	16
INSIGHT:	15
DEXTERITY:	11
STAMINA:	17
APPEAL:	10
FIGHTER:	7
WIZARD:	9
PRIEST:	7
THIEF:	7
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-2
HTK:	67
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	12,000

Combat

In combat, Borek uses his noble scepter as a +3 weapon that inflicts 2-16 damage. Every other round, Borek can choose to spit up a gob of filth instead of using the scepter. If the gob hits, the target must make a Stamina test or he is overcome by nausea and revulsion for 1-6 rounds.

Diabolical Abilities

Borek can inspire hatred of authority so long as his intended victim is not virtuous, just and wise (ie. the victim cannot be of good alignment with an Insight of 15 or better). The target is allowed a saving throw versus spell. If the save fails, the morale of the target's subjects gradually worsens until the leader performs a selfless act such as surrendering his office for the good of the people. While the leader is under the curse, bands of revolutionaries form and assassins are hired to make regular attacks on the victim's life.

Pacts

Borek believes he is worthy of higher office and looks favorably on gifts that befit his intended station. A crown of iron and gold set with bloodstones is his favorite tribute, but any offering that contains silver angers him as he believes the lesser metal unworthy of his majesty.



Role Playing

Borek plays the arrogant king and becomes petulant unless proper obsequence is made.

Palace

Borek spends most of his time in an enormous palace that has been under construction for eons. From the immense throne room at the center of the architectural monstrosity, the Governor rules his minions with arbitrary cruelty, the model for the petty mortal monarchs he has created over the centuries.

Thanes

Borek is served by those who have offered him the finest tributes. Yetkirr gifted his lord with a chariot that can travel between worlds. Vutquarr offered a horn that can part the day, revealing the night sky regardless of the season or the hour. Gandwell gave Borek a chalice that is filled with the essence of lust—a most unique and fulfilling refreshment. Llarrekk created a cloak of wishes woven from the forgotten dreams of mortal man that can grant three *limited wish* spells a season by stealing the dreams of children.

Jurilaemon

STRENGTH:	20
INTELLIGENCE:	15
INSIGHT:	16
DEXTERITY:	13
STAMINA:	19
APPEAL:	18
FIGHTER:	9
WIZARD:	5
PRIEST:	7
THIEF:	N.A.
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-4
HTK:	90
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	14" land
MAGIC TOLERANCE:	30%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	13,000

Combat

Jurilaemon's golden fists inflict 2-8 points of damage in melee combat and are considered magical weapons.

Diabolical Abilities

Jurilaemon can animate religious statuary once per day, transforming such statues into golems of the appropriate type. These golems can only attack those without faith and return to normal after an hour has passed, the golem takes seven lives or a high priest casts a successful *dispel magic* (whichever comes first.)

Pacts

Jurilaemon only appears on the mortal plane if an idol is destroyed in way of tribute. The idol must be worth at least 100gps and has to be consecrated by a Priest of at least Skill Level 7 and used for at least a month in actual religious ceremonies before it is suitable.

Role Playing

Jurilaemon chooses not to speak. He carries a book in which everything he will ever say is written in the blood of his original body. When he is questioned, Jurilaemon simply opens the book to the appropriate page and points to whatever passage best suits his purposes.



Palace

Jurilaemon takes his rest in an abandoned temple where he is attended by five golems which are identical in outward appearance to his current physical form. In this temple are idols to all the gods invented by mortal man. Each of these idols can summon a demon that was reshaped in the likeness of the imagined divinity. Once per day, Jurilaemon summons all of his demon gods and makes them dance for his amusement.

Thanes

Jurilaemon's thanes look like mortal priests who carry massive staves and censure those that burn human fat. All may cast spells as Skill Level 7 Priests and are themselves immune to Priest spells of 3rd Skill Level or less. Madrigoran's staff is a +2 weapon that does 1-8 damage and ages anyone it hits 1-10 years unless the target saves versus spell. Andariallyth is a foul creature who wears the body of an actual priest like a costume. Wexcarrion knows three words that can turn day to night for an hour at a time but speaking them causes the demon to suffer 1-100 damage (a successful saving throw versus death reduces this damage by half.) Festeriall uses his censure as a weapon that inflicts 1-6 damage to most mortals but 3-18 damage to Paladins.

Felthekor

STRENGTH:	9
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	11
STAMINA:	13
APPEAL:	9
FIGHTER:	5
WIZARD:	9
PRIEST:	9
THIEF:	5
ALIGNMENT:	Neutral evil
ARMOR CLASS:	0
HTK:	52
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	10" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	11,000

Combat

This demon seldom makes physical attacks but if forced, it strikes its opponents with its book of dogma, a +2 weapon that inflicts 1-12 damage.

Diabolical Abilities

Felthekor can extend or shorten the lifespan of mortals who are not under the protection of the divine. He can affect any mortal he can see, forcing the targets who fail to make successful Insight tests to either gain or lose 10 years of lifespan, whichever the demon chooses. Felthekor is fond of offering to extend a mortal's lifespan, which usually drives the shadow of mortality from the target's mind and with it whatever faith he had. When the victim has abandoned his religion, Felthekor revokes his gift and shortens the target's lifespan.

Pacts

Felthekor accepts youth as a tribute, aging summoners 1-20 years unless they offer a living sacrifice, which is aged to death upon the demon's arrival.

Role Playing

Felthekor makes it his business to distract mortals from their religion by luring them away from worship with things they desire more than piety. He pretends to be a harmless old man, but he is one of the most insidiously dangerous demons of his order.



Palace

Felthekor lives in a small house on a hill that is filled with the echoing prayers of the desperate. From his window, the governor can see into the homes of the aged. He spends most of his time in the Infernus whispering blasphemies at the window.

Thanes

Felthekor's Thanes are powerful gremlins that can become invisible at will. Jillek can turn copper to gold and gold to silver. Drex can cause female characters of neutral alignment with an Appeal of 13 or better but an Insight of less than 13 to fall in love with anyone he likes unless the target makes a saving throw versus spell. Lerrush can make any machine stop working, no matter how simple. For example, he can stop carriages and jam crossbows at will. Borrus can cast a *death spell* once per day on any character of evil or neutral alignment who has an inheritance to give and has threatened to withhold it from a loved one.

Daxin

STRENGTH:	13
INTELLIGENCE:	19
INSIGHT:	18
DEXTERITY:	16
STAMINA:	15
APPEAL:	17
FIGHTER:	7
WIZARD:	7
PRIEST:	9
THIEF:	9
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	60
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	13" land / 7" air
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	12,000



Combat

Daxin carries a +4 dagger that inflicts 3-12 damage. He can also backstab like a thief, inflicting triple damage when striking from behind.

Diabolical Abilities

Daxin is invisible to priests and looks like a priest to anyone but thieves, who see the demonic features beneath his mask of civility. He can read the minds of anyone with an Insight of less than 15 who fails a saving throw vs. spell, allowing Daxin to discern what his victims want him to say. He can cast *friends* at will and *lamentable belaborment* once a turn.

Pacts

Daxin demands a silver chalice worth at least 50gp filled with human blood as tribute. If the blood was taken from a priest the demon drinks it, turns the chalice to gold and returns it to the summoner.

Role Playing

Daxin is the author of the dogma that binds the faithful. He tries to keep religion as far away from those who truly need it as he can manage. His victims are those without faith who entered the priesthood for the power offered by the church.

Palace

Daxin lives in a palace made entirely from the stained glass windows of failed temples. He is attended by dozens of minor demons who wear plain white robes and carry torches made from human arms that burn brightly but give off no heat. From the uppermost room of his palace, the governor considers the mystery of his own creation. It is believed that he holds rare insight into the origins of the diabolic and has been sought out by scholars who desire his secrets.

Thanes

Benevolent in appearance, Daxin's thanes have taken on the appearance of beautiful mortals with white feathered wings. Only a small pair of horns and sharp fangs reveal their true nature. Ambrosus carries a sword that burns with a green flame and emanates continual darkness. Serrath is thought to be able to raise the dead, but he actually animates dead, gifting each with a personality similar to that they had in life, but twisted and evil. Hoerth wields a +3 sword crafted of darkness that does 2-13 (1d12+1) damage against characters of evil alignment, 4-14 (2d6+2) damage against neutral characters and 6-15 (3d4+3) damage against good characters. Jarail is Armor Class -5 against any mortal weapon that has not been blessed and if a character is anointed with holy water, he or she receives a +2 Armor Class bonus against the demon's attacks.

Yulurmalkirin

STRENGTH:	17
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	15
STAMINA:	16
APPEAL:	18
FIGHTER:	7
WIZARD:	7
PRIEST:	7
THIEF:	7
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-1
HTK:	71
THACO:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	13,000

Combat

In combat, Yulurmalkirin wields a sack of coins that inflicts 2-8 damage. This attack inflicts double damage on thieves. Every time Yulurmalkirin strikes a mortal with the sack, the target must save versus spell or lose all his or her worldly possessions before the year is out (assuming the target survives the battle). This curse can only be averted if the victim donates half his worth to the church or some other worthy cause.

Diabolical Abilities

Yulurmalkirin can turn blood to gold, transforming every HTK intentionally spilled into 1-100 gold pieces. He can also use this as an attack form once per day, in which case the victim is allowed a saving throw versus death. If this roll fails, the victim's blood is turned to gold inside his body and he is instantly killed. Mortals killed in this fashion can only be restored by casting *remove curse*, *stone to flesh*, *limited wish* and *resurrection* on the body within 5 days of its transformation. After 5 days, only a full *wish* spell can restore the victim's body to a resurrectable condition.

Pacts

Yulurmalkirin prefers the sacrifice of wealth that was donated to a church or temple. It takes at least 1,000 gps to attract his attention.



Role Playing

Yulurmalkirin inspires wealthy mortals to exploit the church to further their own ambitions. When dealing with mortals the demon is suspiciously friendly, playing the role of the merchant to perfection.

Palace

Yulurmalkirin lives in an opulent manorhouse where he is served by beasts in court garb. In his private temple there is a featureless statue to a faceless god and a plaque which bears the names of faithless mortals who have donated their fortunes to various religions to further themselves.

Thanes

Yulurmalkirin's thanes are beastmen who dress and act like mortal nobility. They all carry +2 weapons that inflict 1-10 damage. If they choose to forego an attack with their weapon, the thanes can attack unarmed with both claws and a bite, doing 1-6, 1-6 and 2-8 damage respectively. The beast thanes can cast *fool's gold* at will and can memorize spells as a Skill Level 5 Priest. Their names are Julir, Drallik, Fashur and Muric.

Ouerrik

STRENGTH:	N.A.
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	18
STAMINA:	19
APPEAL:	18
FIGHTER:	7
WIZARD:	11
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-4
HTK:	50
THAC0:	14
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	24" air
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	13,000

Combat

Ouerrik can manifest golden blades with which he attacks by spinning them at high speeds and advancing on his opponent, slashing the target. When he uses this ability, he can make 3 attacks in melee combat, but they must all be taken against the same opponent. Alternatively, he can hurl one of these knives out of himself like a missile at a range of up to 5", in which case he may make no other attack that round.

Diabolical Abilities

Ouerrik can transform any substance into gold. If the substance is living matter or enchanted it is allowed a saving throw to resist his power. Ouerrik can only turn a character to gold (as per the Skill 6 Wizard spell *flesh to stone*) once per turn. He can also cast *fools gold* at will and can cast *charm person* on any thief who is looking at gold the demon has created.

Pacts

Ouerrik's preferred tribute is the destruction of inherently valuable materials such as precious metals and gems. Pearls are usually used because they are sufficiently valuable and easier to destroy than most alternatives.



Role Playing

Ouerrik cannot speak; he creates shimmering pictograms in the etheral substance of his physical form. These images can be difficult for mortals to decipher but are as clear as the spoken word to the servants of Grand Anthraxus.

Palace

Ouerrik has no palace. He takes his rest in the treasure hoards of other demons, where he acts as a guard in exchange for sanctuary.

Thanes

Ouerrik's thanes resemble lizard men with golden scales and silver wings. They attack twice per round with their claws, which inflict 2-12 damage against characters wearing metal armor but only 1-6 against unarmored opponents or those wearing armor fashioned of other materials (such as leather). Ouerrik's thanes can *detect gold* at will at a 100" range and can destroy 1-100 gold pieces per round by touch. Their names are Xachath, Mirzax, Kharxir and Xurrell.

Malrinna

STRENGTH:	17
INTELLIGENCE:	15
INSIGHT:	13
DEXTERITY:	19
STAMINA:	16
APPEAL:	20
FIGHTER:	9
WIZARD:	7
PRIEST:	N.A.
THIEF:	7
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-2
HTK:	70
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	18" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	12,000

Combat

Malrinna fights with a +2 whip forged of the wedding bands of the unfaithful that inflicts 2-8 damage to unmarried characters, 2-16 damage to married characters, and 2-24 damage to married characters who have been unfaithful.

Diabolical Abilities

The temptress tormentor can *charm person* (as per the Skill 1 Wizard spell), *cause blindness* (as per the Skill 2 Wizard Spell), and cast *suggestion* (as per the Skill 3 Wizard spell) once per turn each. In addition, she may utter a *command* (as per the Skill 1 Cleric spell) at will that only affects male characters with a combined Intelligence and Insight of 20 or less.

Malrinna can also incite infidelity in married men. Victims are allowed a saving throw versus spell to resist. If the save fails, the victim unconsciously seeks out an adulterous relationship with any willing woman with an Appeal of 13 or higher.

Pacts

Malrinna prefers offerings of gold. If the offering was of 5,000 gp value or greater and the summoning ritual was performed in the nude during a full moon, the temptress also provides a succubus to serve her summoner.



Role Playing

Malrinna despises innocence and purity in any form. She always assumes a pleasing shape and attempts to seduce any chaste or faithful mortal she encounters.

Palace

Malrinna lives in an opulent brothel where she satisfies the lusts of many of her peers. It is said that Decabria has been a frequent visitor to the temptress tormentor's palace for eons.

Thdnes

Malrinna's thanes have the appearance of physically perfect mortals and may choose to assume either male or female form. They may *charm person* at will and cast spells as Skill level 5 Wizards. Narinn wields a +3 dagger that inflicts 2-8 damage and causes wounds that can only be healed by a female priest. Arraina bears a horn that awakens the sleeping partners of adulterers. Ranaira's kiss kills adulterers unless they make a saving throw versus death. Nairana wields a short lash that inflicts 1-4 damage and stuns anyone it hits for 1-4 rounds unless the target saves versus spell.

Zairrez

STRENGTH:	19
INTELLIGENCE:	9
INSIGHT:	11
DEXTERITY:	13
STAMINA:	18
APPEAL:	7
FIGHTER:	9
WIZARD:	5
PRIEST:	5
THIEF:	7
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-3
HTK:	85
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	15" land
MAGIC TOLERANCE:	20%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	13,000

Combat

In combat, Zairrez fights unarmed but wears a wedding ring of monstrous size that acts as a +2 weapon that inflicts 3-12 damage. If he strikes a married character who has been unfaithful, the target must save versus spell or suffer damage equal to his or her Insight.

Diabolical Abilities

Zairrez inspires rage in married men. Once per turn, the demon can utter a blasphemous howl that enrages any married man within 10" who hear it. Characters enraged by this power abandon their weapons and attack the nearest female character unarmed. If there are no female characters present, the enraged victims seek them out. Enraged characters get another saving throw every turn and continue to rampage until they make one of these saves.

Pacts

Zairrez prefers blood sacrifice.

Role Playing

Zairrez is eternally angry and extremely irritable. Any offense, real or imagined, brings howls of indignation and threats of terrible violence. When faced by innocent young women, he alternates between feigned friendship and monstrous brutality, actually changing shape to match his changing moods.



Palace

Zairrez lives in a small town where the damned inhabitants suffer the delusion that they are still alive, allowing their tormentors to inflict even greater suffering upon them. The inhabitants of the entire town are torn to shreds on a regular basis and thrown into a well from which they are withdrawn whole to relive their eternal nightmare over and over again.

Thanes

Zairrez's thanes are a horrific fusion of man and beast. They pretend nobility but are monsters of the worst kind. Caerz is immune to wooden weapons such as clubs and staves. Thalz cannot speak the mortal tongue. Any attempt to do so produces an inhuman noise that acts as a *scare* spell. Marnz can see through the walls of man-made structures and cast *clairvoyance* once per turn. Torlz can rend shields as easily as flesh. On any round, he can choose to attack a shield instead of an opponent. The shield is automatically destroyed unless it is enchanted, in which case, it gets a saving throw vs. disintegration.

Guthred

STRENGTH:	18
INTELLIGENCE:	9
INSIGHT:	8
DEXTERITY:	7
STAMINA:	22
APPEAL:	6
FIGHTER:	7
WIZARD:	5
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral evil
ARMOR CLASS:	1
HTK:	95
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	6" land
MAGIC TOLERANCE:	15%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	11,000



Combat

When Guthred is roused, he conjures furniture which he hurls at his opponents with a maximum range of 5". These attacks inflict 1-4d6 damage (roll randomly). He can also attack twice per round with his meaty fists, which inflict 1-6 damage.

Diabolical Abilities

Guthred inspires apathy. Any character who tries to attack him gets only 1 attack per round regardless of class, level, or any spells (such as *haste*) that would normally allow additional attacks. Even missile weapons can only be fired at him once per round regardless of their normal rate of fire. He can cast *sleep* (as per the Skill 1 Wizard spell) at will and *slow* and *hold person* (as per the Skill 3 Wizard spells) once per turn.

Pacts

The Governor is a hedonist who requires the sacrifice of creature comforts. Rare meat is preferred, but it must be cut into tiny pieces and predigested by swallowing and regurgitating it.

Role Playing

Guthred was once thought dead because he had not moved in a century. When he is compelled to interact, his speech is so slow that it becomes unintelligible. Smart wizards often record every word the demon speaks. A sentence can often take a full hour.

Palace

Countless damned souls, mortal adventurers, and demons are lost in the twisted bowels of Guthred's palace. He has collected immense piles of material wealth of various kinds over the centuries, but most is rotted or corroded beyond recognition. Still, many enterprising wizards have travelled to the demon's infernal home seeking his fabled horde, only to become lost in his manor for years.

Thanes

Guthred's thanes are nearly as apathetic as he. All appear to be stone statues that animate only when absolutely necessary (which is not very often). The stone demons have an Armor Class of -2 and attack once per round for 1-20 damage. They can cast *hold person* once per turn and are immune to cold. Their names are Gund, Algur, Vor, and Vilg.

Laenn

STRENGTH:	11
INTELLIGENCE:	13
INSIGHT:	15
DEXTERITY:	17
STAMINA:	11
APPEAL:	15
FIGHTER:	N.A.
WIZARD:	9
PRIEST:	7
THIEF:	N.A.
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	68
THAC0:	16
NO. OF ATTACKS:	1/2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	18" air
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	11,000

Combat

Laenn seldom allows herself to become involved in battle, but if she is forced to fight, she uses the ball and chain that dangles from her torso. The ball is a +3 weapon that inflicts 3-30 damage, but it can only attack every other round.

Diabolical Abilities

Laenn can become *invisible* at will (as per the Skill 2 Wizard spell) and can assume *wraithform* (as per the Skill 3 Wizard spell) in shadows or at night. She can *teleport* (as per the Skill 5 Wizard spell) once per hour. Once per turn, Laenn can dissipate a target. This power makes the victim unaware of his or her own existence. If the victim fails an Insight Check, he is effectively unconscious for 1-100 rounds. Only *dispel magic* or *remove curse* can wake the character before the duration is up.

Pacts

Laenn prefers the gift of a wedding ring of at least 50 gp value. Rituals to summon her are often performed as unholy weddings complete with dead flowers and ghostly music.

Role Playing

Laenn-Allor has a great deal of difficulty manifesting so she can barely speak above a whisper and tends to lose track of what she is talking about. She responds well to respect or



simple civility but is enraged by arrogant or domineering summoners. When angry, she bursts into flames and her bridal gown runs red with blood.

Palace

Laenn lives in a small chapel where she is attended by a thousand ravens who sing to her. The beauty of their demonic chorus is so unsettling that any mortal who hears it must save versus spell or be moved to tears. Tears shed for Laenn turn to acid which scars the face causing 1-10 damage and the permanent loss of 1-3 points of Appeal.

Thanes

Laenn is served by four thanes who share her appearance and are often mistaken for her. Allaen cannot speak but is attended by a silver hawk that sings her thoughts. Allorn can take the shape of any mortal bird and can summon a flock of birds at will. Lorn can cast *cause serious wounds* on any character but a virgin. Naellor can visit the dreams of those about to be married, causing men to forsake their bride in favor of an ideal they can never achieve.

Darvesh

STRENGTH:	13
INTELLIGENCE:	16
INSIGHT:	18
DEXTERITY:	16
STAMINA:	15
APPEAL:	19
FIGHTER:	5
WIZARD:	7
PRIEST:	N.A.
THIEF:	9
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-2
HTK:	57
THAC0:	16
NO. OF ATTACKS:	1/2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	13" land / 13" air
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	12,000

Combat

When Darvesh allows herself to be engaged in melee combat, she can reach directly into the bodies of mortals and rip out their internal organs. She may attack in this fashion once every other round. Her attacks do no damage but force the victim to make a Stamina test or take 1-100 damage. This catastrophic damage can only be healed with magic.

Diabolical Abilities

Darvesh can change shape at will, assuming any form she chooses, male or female. She knows what mortals secretly desire and can become their innermost fantasy. When she does so, she can *charm person* at will (as per the Skill 1 Wizard spell.) In addition, she can cast *domination* if she appears to an intended victim on three different occasions over the course of a year, allowing her extended influence over a mortal pawn.

Pacts

Darvesh prefers works of art as tribute. She can be lured into willing service by the destruction of a masterpiece. Demonologists often call on her to craft the downfall of particularly virtuous mortals.

Role Playing

Darvesh tries to be whatever she thinks her audience wants



her to be, saying whatever she thinks they want her to say. This can make talking to her very difficult because she seldom tells the truth, simply agreeing to whatever anyone asks her.

Palace

Darvesh lives in a ruined fortress infested by giant rats. The master bedroom is the only chamber still intact and it is overwhelmingly lavish. She spends her time in the Infernus staring into any of her thousand mirrors, trying to discover her true face.

Thanes

The Thanes of Darvesh are featureless humanoids that resemble unformed clay. They are AC 6, but take only one point of damage from weapons forged on the mortal plane. Gurratt regenerates 1pt of damage per round, but takes 1-4 damage per round from pure water. Murratt can *polymorph self* at will (as per the Skill 4 Wizard spell.) Qurritt wields a marble pillar ripped from an ancient temple that inflicts 2-16 damage (3-30 to priests). Burrott is invisible to men and can *dimension door* in darkness once per turn (as per the Skill 4 Wizard spell.)

Valdar

STRENGTH:	18
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	16
STAMINA:	17
APPEAL:	16
FIGHTER:	9
WIZARD:	N.A.
PRIEST:	7
THIEF:	N.A.
ALIGNMENT:	Neutral evil
ARMOR CLASS:	-3
HTK:	80
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	11" land / 9" air
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	13,000

Combat

Valdar fights with the Unholy Avenger, a +4 weapon that inflicts 3-18 damage and double damage against lawful good priests and paladins. The sword also blankets its wielder with a permanent *protection from good* and can be used to *dispel magic* at will.

Diabolical Abilities

Whenever Valdar is attacked by an opponent with multiple attacks and/or multiple opponents, he can make as many attacks as all of his opponents put together. He typically uses all of these attacks against the same enemy. As the nemesis of paladins, he often chooses them in preference to all other targets.

Pacts

Valdar prefers the weapons of heroes and usually obeys a summoner willingly for the chance to add the weapon of a hero of note to his collection.

Role Playing

Valdar pretends to be an arrogant, blustering fool. He is actually rather clever but hides behind the facade of the hero he appears to be (at least in part). What this governor



desires above all else is the downfall of heroes, preferably at the hands of their retainers.

Palace

Valdar has hewn a castle from obsidian and bound it with iron bands set with nails of dragon bone. His bloody banner demoralizes the pure of heart, preventing characters of good alignment and less than the 5th Skill Level from approaching any closer than 1,000 yards. He is attended by six giants and the damned souls of doomed heroes.

Thanes

Valdar's thanes are hideous demons who dress as noble heroes making them appear almost comical. They attack twice per round with +3 swords that inflict 1-12 damage. Garaine can breathe fire every other round in addition to his melee attacks, inflicting 3-18 damage on one opponent (a successful save reduces this damage to half). Maradur can cast a 6 die *lightning bolt* once per turn. Destaraine regenerates 1-6 HTK every round during electrical storms and can summon such storms in 1-4 turns. Yurith cannot attack women but can *cause fear* (as per the Skill 4 Wizard spell) in men once per turn.

Adrath-Zae

STRENGTH:	N.A.
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	19
STAMINA:	N.A.
APPEAL:	N.A.
FIGHTER:	9
WIZARD:	7
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-4
HTK:	88
THACO:	12
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	15" air
MAGIC TOLERANCE:	35%
SIZE:	S
PERSONALITY:	Unfathomable
XP AWARD:	13,000

Combat

Adrath-Zae has chosen to take the form of a sword. He can wield himself telekinetically, attacking three times per round for 2-12 damage. Every time he hits in melee combat, he regenerates a point of damage.

Diabolical Abilities

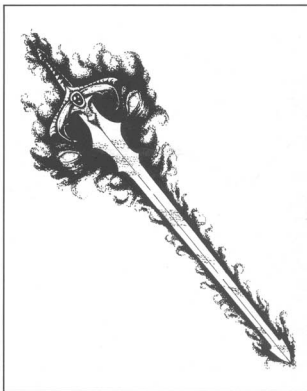
Any time a mortal successfully attacks him, Adrath-Zae can immediately make another attack against the character that hurt him. If he hits, the victim takes the same amount of damage just inflicted on the demon. Adrath-Zae may cast *mirror image* at will and can *teleport* any distance, even between dimensions.

Pacts

Few understand the strange desires of the demon-sword who has risen to the lofty rank of governor. It prefers an unusual offering from those who dare to summon it. A small house must be built from virgin wood, a cat must be placed inside it, and then the house must be burned down. The sword sometimes allows itself to be used as a weapon, in which case, it is treated as a +4 dancing sword.

Role Playing

Adrath chooses not to speak, but if it does, it uses telepathy.



It is cruel and calculating, cold as the steel from which it appears to be forged. Adrath has an alien intellect and thinks of morality as a calculation. The sword of vengeance tries to convince its victims that retribution is the only recourse for those who have been wronged.

Palace

The sword has no palace but spends most of its time in the Infernus contemplating the judgement of the divine from the heart of a volcano, where it is attended by three spirits who have the same stats as fire elementals.

Thanes

Adrath-Zae has chosen an odd selection of demons as its thanes. Vibrik is a massive creature that constantly shifts form. It can attack 1-6 times per round for 1-8 points of damage. Zal is a mirror-clad she-demon who can cast any spell memorized by any mortal sorcerer within 13" unless the target makes a save versus death to retain the spell. Oellain is a black unicorn whose horn can *animate dead* (as per the Skill 5 Wizard spell). Nathgharid is a twisted dwarf with bat wings whose blasphemous songs cause deafness to characters of good alignment who hear them and fail an Insight Check.

Drutskored

STRENGTH:	10
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	11
STAMINA:	13
APPEAL:	15
FIGHTER:	N.A.
WIZARD:	7
PRIEST:	9
THIEF:	7
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-1
HTK:	66
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	12,000

Combat

In combat, Drutskored wields his iron scales, a +1 weapon that inflicts 1-4 damage but acts as a +3 weapon that does 3-24 damage to anyone who has inflicted damage on its wielder. In addition, anyone struck by the scales must save versus death or the next time he hits Drutskored, the victim takes damage equal to the damage he inflicted.

Diabolical Abilities

Drutskored knows the good deeds and the sins of any character of good or evil alignment who comes within 5."

Pacts

Drutskored prefers tax money as a tribute, particularly if it was stolen from an unjust lord. He is often called upon to act as a judge, both in the infernal regions and among the diabolical powers on the plane prime. When a judgement is made, Drutskored is usually more than willing to carry out the sentence personally.

Role Playing

Pompous and overbearing, this governor's arrogance is often overwhelming. Mortals forced to deal with Drutskored find it hard to communicate since he refutes every statement



they make with fabricated data. The demon-judge believes that all mortals are guilty and should be punished.

Palace

Drutskored dwells in a mockery of a courthouse that was built from all the pointless paperwork ever generated by mortal man. His baliff is a troll and his witnesses damned souls serving time for misjudging the righteous. There is always an audience of cackling demons present to watch the proceedings.

Thanes

Drutskored's thanes are toadies who hide their ambitions behind masks of subservience. They look like horned orcs with tattered wings. All of them use +2 daggers that inflict 1-8 damage and can cast spells as Skill Level 5 Priests. Balliks has a poisonous bite that does 1 point of damage per round for 30 rounds or until a *slow poison* or *neutralize poison* is cast on the victim. Margrain rides a mammoth sloth and can turn gold into silver. Rabbalith is blind but can find anything that has been lost. Tanath-Moor can cast *cause critical wounds* on anyone wearing a crown but takes double damage from any weapon that has been painted red.

Pathgar

STRENGTH:	17
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	10
STAMINA:	18
APPEAL:	13
FIGHTER:	7
WIZARD:	7
PRIEST:	7
THIEF:	N.A.
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-2
HTK:	85
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	15" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	12,000

Combat

This governor wields the twin bludgeons of precedent and convention which act as +2 weapons that inflict 1-10 damage. In addition, if both hit in the same round, the victim must pass an Intelligence Check or he is bound by the demon's infernal authority and may take no action other than trying to puzzle his way out of Pathgar's bonds for 1-10 rounds.

Diabolical Abilities

Pathgar can invoke the power of his station to confine mortals, compelling them to punish themselves. This has the same effect as a *maze* spell and can be attempted once per turn.

Pacts

Pathgar despises any knowledge he does not possess. His preferred offering is an ancient tome, which is burned in way of sacrifice. He is often called upon to turn a society against a chosen victim, using the laws of mortal *maq* against him.

Role Playing

This cunning demon can twist the laws and conventions of mortal society, using them as a weapon. He knows all mortal laws and dogma better than any nobleman or priest and can debate such exalted figures with compelling insight. He is unnaturally patient and eternally calm. No



one, mortal or demon, has been able to get Pathgar to raise his voice in anger in more than three centuries.

Palace

Pathgar lives in a library that contains everything mortals have ever written, except the truth. The collection is tended by the "grey monks"—mortal wizards who entered the Infernus of their own free will and believe they are privy to the unspoken dreams of man.

Thanes

Pathgar's thanes are hooded figures who conceal their demonic features beneath voluminous robes. They can manifest paper wings at will and fly at a 28" movement rate. Bdreth can make mortals *forget* at will (as per the Skill 2 Wizard spell.) Mrdrk can always hear mortal curses and carries a black book in which such curses are written in the blood of forgotten martyrs. Vrodrk wields a knife that can destroy the enchantment on any +1 or +2 armor it hits. Armor struck in this fashion that fails a save vs. disintegration is no longer magical. Gtrk can summon monsters while on the plane prime (he may cast *monster summoning I*, *monster summoning II* and *monster summoning III* once per hour each.)

Medrokk

STRENGTH:	17
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	10
STAMINA:	18
APPEAL:	13
FIGHTER:	7
WIZARD:	7
PRIEST:	7
THIEF:	N.A.
ALIGNMENT:	Lawful evil
ARMOR CLASS:	-2
HTK:	85
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF:	See below
MOVEMENT:	15" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	12,000

Combat

Medrokk fights with a blazing torch that acts as a +1 weapon and inflicts 5-20 damage. If he knocks an opponent unconscious, the target bursts into flames and dies the following round unless a *dispel magic* is cast upon the body. The round after a character is killed in this way, his dead body is reduced to ash and cannot be *raised* or *resurrected* unless a *limited wish* or *wish* spell is cast first. Medrokk can also throw handfuls of kindling at his opponents, producing a fireball 30 feet in diameter at a maximum range of 5" that inflicts 2-20 damage upon everyone and everything it touches.

Diabolical Abilities

Medrokk can rouse the passions of the ignorant. Once per turn, he can cast an *emotion* spell that affects every mortal within a 30" radius of less than the 3rd Skill Level and an Insight of less than 13. He can also cast a *charm person* spell with the same restrictions at will, but it affects only one target at a time.

Pacts

Medrokk is drawn by burned sacrifice and blood-soaked gold. He is usually called to create mobs, directing their collective rage against a virtuous victim.



Role Playing

Medrokk is mercurial, even for a demon. His passions are overwhelming and his mood swings are sudden and extreme. He can be difficult to deal with because he can be preternaturally calm one moment and flying into a bellowing rage the next.

Palace

Medrokk lives in a black tower at the bank of a lake of blood infested by serpents which feed on the drowned souls of the damned.

Thanes

Medrokk's thanes are faceless four-armed beasts with poison fangs and snake-like tails. They can make four attacks per round with their claws (inflicting 1-6 damage) or a single bite attack that inflicts 2-8 damage and forces the victim to save vs. poison or take 1-6 additional damage per round for 1-8 rounds. Their names are Adrophillus, Matkir, Vorphollik and Taerael.

Lieutenant (Lesser)

RARITY:	Extremely rare
NUMBER APPEARING:	1
WANDER CHANCE:	20%
INTELLIGENCE:	Average of 16
ALIGNMENT:	Chaotic evil
HTK DICE:	13+3
THAC0:	7
ARMOR CLASS:	-2
NO. OF ATTACKS:	1 (bite)
DAMAGE:	2-8
SPECIAL ATT.:	Poison; inspire disloyalty
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land / 25" air
MAGIC TOLERANCE:	15%
SIZE:	M
XP AWARD:	11,000

Combat

The Lesser Lieutenants of Grand Anthraxus usually fight unarmed, biting their opponents with razor-sharp fangs that deliver a potent venom that causes an additional 2-16 damage unless the victim makes a successful save vs. poison.

Notes

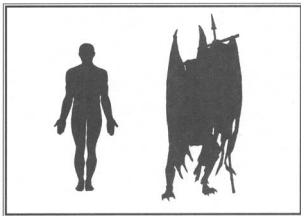
The lieutenants of the lord of treachery do not have the benefit of experience available to other demons, as the traitorous in-fighting among the lesser offices is so intense that it is difficult to retain the post for long.

Special

Each of these demons carries a banner that inspires disloyalty among mortal troops who view it. The exact effects of these banners depends on the mass combat rules you are using. The banners are only effective in military engagements.

Role Playing

Lesser lieutenants pretend obedience but are all dangerously ambitious and willing to do almost anything to reach a position that offers some degree of safety from the constant struggle that dominates their existence. Ruthless brutality comes easily to them, making them difficult to deal with on a civilized level. They are the shock troops of the Infernus and well-suited to the role.



Size Comparison

Lieutenant (greater)

RARITY:	Extremely rare
NUMBER APPEARING:	1
WANDER CHANCE:	30%
INTELLIGENCE:	Average of 17
ALIGNMENT:	Chaotic evil
HTK DICE:	14+5
THAC0:	7
ARMOR CLASS:	-3
NO. OF ATTACKS:	2 (talons)
DAMAGE:	3-12
SPECIAL ATT.:	Suggestion
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	18" land / 36" air
MAGIC TOLERANCE:	20%
SIZE:	M
XP AWARD:	12,000

Combat

These demons can attack with their talons twice per round or use weapons instead, attacking three times every two rounds. The magic weapons preferred by warriors of this rank tend to have special abilities such as "sharpness" or "life drain."

Notes

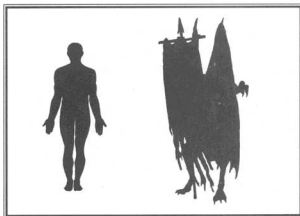
Those demons who survive long enough to gain seniority in the Infernal hierarchy are exceptional individuals. It is from these elite warriors that the generals are chosen, so all are very conscious of how they are perceived by their Marshal. Whatever treacheries they still pursue are dealt with more discreetly, leaving them more time to fulfill the duties of their post.

Special

Greater lieutenants of Grand Anthraxus can all cast a *mass suggestion* once per turn that only affects an opponent's forces.

Role Playing

The greater lieutenants are more disciplined than their lesser counterparts. They tend to be unusually cunning for warriors and can surprise the unwary with their cleverness.



Size Comparison

Thane (Lesser)

RARITY:	Extremely rare
NUMBER APPEARING:	1
WANDER CHANCE:	50%
INTELLIGENCE:	Average of 17
ALIGNMENT:	Chaotic evil
HTK DICE:	12
THAC0:	9
ARMOR CLASS:	-1
NO. OF ATTACKS:	3/2 (weapon)
DAMAGE:	2-8
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	12" land / 20" air
MAGIC TOLERANCE:	20%
SIZE:	M
XP AWARD:	10,000

Combat

In combat, lesser thanes wield short swords stolen from traitorous mortal lords. Most of these demons are loathe to enter melee combat personally, preferring to send minions to do their "dirty work".

Notes

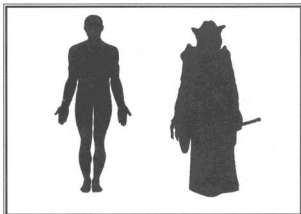
The thanes of Anthraxus spend most of their time tending to the day-to-day task of governing a realm overrun with treachery. What little time remains is spent fomenting treacheries of their own.

Special

Lesser thanes can *assume mortal form* at will, which is useful when they are compelled to incite rebellion on the plane prime. They can also *charm person* once per turn and *cause confusion* once per day.

Role Playing

These thanes are relatively inexperienced and generally taken with their newfound power and status, making them pompous and quite rude. They are poor leaders and nearly useless to mortal wizards foolish enough to call upon them. What they have yet to realize is that they are only pawns and that their only hope of advancement is to accept the reality of their station.



Size Comparison

Thane (greater)

RARITY:	Extremely rare
NUMBER APPEARING:	1
WANDER CHANCE:	40%
INTELLIGENCE:	Average of 18
ALIGNMENT:	Chaotic evil
HTK DICE:	13
THAC0:	7
ARMOR CLASS:	-2
NO. OF ATTACKS:	3/2 (weapon)
DAMAGE:	2-12
SPECIAL ATT.:	Shapechange; spellcasting
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	14" land / 24" air
MAGIC TOLERANCE:	25%
SIZE:	M
XP AWARD:	11,000

Combat

Greater Thanes wield +2 scepters that are effective melee weapons but can also be used to attack at a range of up to 5," inflicting 2-8 damage on a successful to-hit roll. The ranged attack looks like phantom blades appearing out of nowhere and striking the victim from behind.

Notes

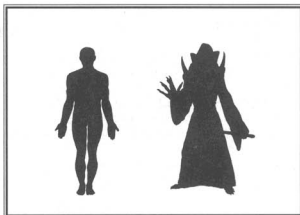
Greater thanes are more capable leaders than their less experienced brethren. The intoxication of power has faded and they have started to learn the rules of the game. It is from these thanes that the governors are chosen, so they are constantly maneuvering for the favor of their duke.

Special

These demons can change shape once per hour, assuming any demonic or humanoid form with ease. They often impersonate underlings to misdirect assassination attempts and can readily infiltrate the forces of the enemy. Most Greater Thanes have learned a little magic over the years and can cast spells as a Skill Level 5 Wizard.

Role Playing

Greater thanes are considerably more personable than lesser thanes, but they still expect the respect of their underlings and mortal wizards who seek their favor. These demons rule much of Vecheron more directly than any governor and have a great deal of personal power.



Size Comparison

Seducers

	First Canto	Second Canto	Third Canto	Fourth Canto	Fifth Canto
RARITY:	Common	Common	Uncommon	Very Unc.	Extremely Rare
NUMBER APPEARING:	1-20	1-10	1-6	1-3	1
WANDER CHANCE:	20%				
INTELLIGENCE:	Average of 9	11	13	16	19
ALIGNMENT:	Chaotic evil				
HTK DICE:	4	6	8	10	12
THAC0:	17	15	13	11	9
ARMOR CLASS:	6	4	2	0	-2
NO. OF ATTACKS:	2 (claws)				
DAMAGE:	1-3	1-4	1-6	1-8	2-16
SPECIAL ATT.:	None	None	None	None	None
SPECIAL DEF.:	Hit only by +1 weapons	None	None	None	None
MOVEMENT:	12" land / 30" air				
MAGIC TOLERANCE:	5%	10%	15%	20%	25%
SIZE:	M				
XP AWARD:	200	400	800	1,600	3,200

Seducers are demons who have been assigned the task of travelling the plane prime in search of mortal prey. For more information, see *Demons*, page 8.



Warriors

RARITY:	Common through Extremely Rare
NUMBER APPEARING:	1-10
WANDER CHANCE:	20%
INTELLIGENCE:	Average of 8-18
ALIGNMENT:	Chaotic evil
HTK DICE:	3+3 ranging to 11+11
THAC0:	Ranges from 9 to 17
ARMOR CLASS:	Ranges from 2 to -2
NO. OF ATTACKS:	2 (by weapon)
DAMAGE:	Ranges from 1-6 to 3-18
SPECIAL ATT.:	None
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land, 24" air
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	Ranges from 250 to 4000

Warriors are the individual demons that make up the infernal armies. They are organized into five categories, known as *circles*, and their capabilities vary wildly. Generally, the more powerful warriors are found in the higher numbered circles. See *Demons*, page 8.



Bloodwyrms

RARITY:	Very Uncommon
NUMBER APPEARING:	1-8
WANDER CHANCE:	N/A
INTELLIGENCE:	13
ALIGNMENT:	Neutral evil
HTK DICE:	5+3
THAC0:	15
ARMOR CLASS:	6
NO. OF ATTACKS:	1
DAMAGE:	1-8
SPECIAL ATT.:	Possession
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	18" sea
MAGIC TOLERANCE:	30%
SIZE:	M
XP AWARD:	2,000

Combat

Bloodwyrms attack magically, causing wounds to appear on their victims that appear to have been made by claws or talons. In all other respects this is a normal melee attack.

Notes

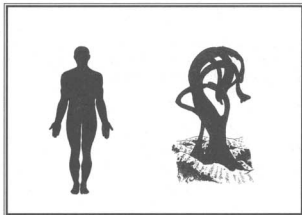
These creatures are living pools of blood that take on snakelike form in the water. They were inadvertently created when powerful creatures capable of regeneration were killed in the lifegiving seas of Vecheron. The combination of forces gave rise to a new form of demonic life. Bloodwyrms can exist on land, where they have the appearance of a slime or ooze, but only for an hour at a time.

Special

Bloodwyrms can *possess* unconscious mortals. This is the only way they can take shape and leave the sea. For details, see the introduction.

Role Playing

These strange creatures cannot speak in their liquid form but are actually fairly intelligent. A few have managed to rejoin demonic society in stolen bodies and have been granted new life by one of the lords, starting over as a Type I Demon. Many have risen through the ranks but so far, none have achieved higher office than warrior or seducer.



Size Comparison

Demon Serpent

RARITY:	Uncommon
NUMBER APPEARING:	1-3
WANDER CHANCE:	20%
INTELLIGENCE:	7
ALIGNMENT:	Neutral evil
HTK DICE:	7+7
THAC0:	13
ARMOR CLASS:	2
NO. OF ATTACKS:	1
DAMAGE:	3-18
SPECIAL ATT.:	Vorpal bite
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	18" water
MAGIC TOLERANCE:	None
SIZE:	L
XP AWARD:	2,000

Combat

Demon Serpents have steel teeth that can tear through any substance with ease save glass. They can rip a hole in a boat or ship in a matter of rounds and readily do so to get at the prey within. Their bite is considered a +2 weapon and does devastating damage, acting as a *vorpal blade*.

Notes

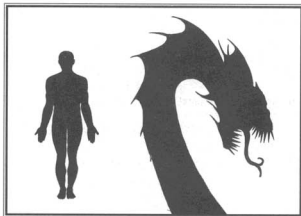
The seas of Vecheron teem with aquatic demons. One of the most common and dangerous forms of sea demon is the demon serpent. There are countless varieties of demon serpents, but all have similar attributes.

Special

The demonic origins of these creatures make them immune to non-magic weapons.

Role Playing

Demon Serpents are infernal beasts who are concerned with little save hunting and survival. They are easily bound to service and make excellent moat guardians.



Size Comparison

Garam

RARITY:	Extremely Rare
NUMBER APPEARING:	1
WANDER CHANCE:	N/A
INTELLIGENCE:	5 or more
ALIGNMENT:	Neutral evil
HTK DICE:	20
THAC0:	30
ARMOR CLASS:	5
NO. OF ATTACKS:	1-8
DAMAGE:	1-8
SPECIAL ATT.:	Swarm attack; soul drain
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	4" water
MAGIC TOLERANCE:	50%
SIZE:	L
XP AWARD:	8,500

Combat

In combat, the Garam can send out a swarm of partially developed life forms created on the spot from its own body mass. These creatures only exist for a single round—as soon as the creatures make their attack they turn into a thick black paste that drifts slowly back to the island where they are re-absorbed. Attacking the creatures is pointless and the Garam itself is only affected by magic weapons.

Notes

Garam are living islands with a collective demonic intelligence composed of the infernal essence the land mass that serves as its body.

Special

The Garam can *consume* the life force of damned souls, sending out tendrils of slime to pull them in. This power does not work on demons or on living mortals.

Role Playing

Basically mindless, the Garam are directed by demonic hunger that is only sated by devouring the souls of the damned. A few of these creatures have existed so long that they have developed more sophisticated sentience and desire more than mere sustenance.



Lurking Devourer

RARITY:	Extremely Rare
NUMBER APPEARING:	1
WANDER CHANCE:	100%
INTELLIGENCE:	3
ALIGNMENT:	Neutral evil
HTK DICE:	13
THAC0:	7
ARMOR CLASS:	3
NO. OF ATTACKS:	6 or 1
DAMAGE:	1-6 or 3-24
SPECIAL ATT.:	Entanglement; devouring
SPECIAL DEF.:	Invisibility; limited regeneration
MOVEMENT:	9" sea
MAGIC TOLERANCE:	None
SIZE:	L
XP AWARD:	4,500

Combat

In combat, the devourer can attack 6 times per round with its 30 foot tendrils. Any time the creature hits with one of these tendrils, the victim must make a Strength Attribute Check or he is entangled. The devourer can choose to attempt to devour an entangled victim instead of attacking with its tendrils on any given round. If it hits and does more damage than the victim's Stamina, the victim must save vs. death or be devoured, causing paralysis and 1-8 damage per round until the creature is slain.

Notes

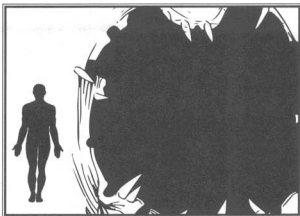
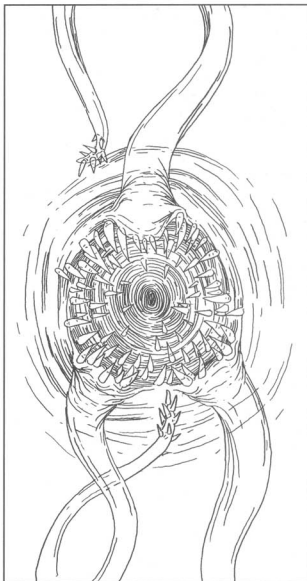
Lurking devourers were inflicted on Vecheron as a curse by Grand Phenex as punishment for an attempt by Grand Anthraxus to unseat him. They hunt demons as willingly as they hunt mortal souls, but the lords have yet to make a concerted effort to drive them from the bloody sea.

Special

Lurking Devourers drift just below the surface of the water, where they are invisible. Their first round of attacks is normally conducted by surprise. Devourers are very tough and can regenerate 1-4 HTK per round unless magic weapons were used to inflict the damage.

Role Playing

There are huge hordes of these creatures in Vecheron but they hardly ever move so they are rarely encountered.



Size Comparison

Mist Dancers

RARITY:	Uncommon
NUMBER APPEARING:	3-12
WANDER CHANCE:	N/A
INTELLIGENCE:	9
ALIGNMENT:	Chaotic evil
HTK DICE:	3+3
THAC0:	15
ARMOR CLASS:	4
NO. OF ATTACKS:	1
DAMAGE:	1-4
SPECIAL ATT.:	Blinding; drowning
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	24" water
MAGIC TOLERANCE:	20%
SIZE:	M
XP AWARD:	1,400

Combat

Mist dancers fight with icy knives that they conjure from the water that always surrounds them.

Notes

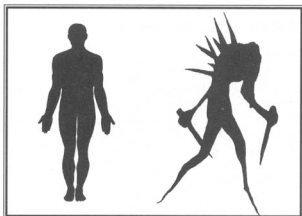
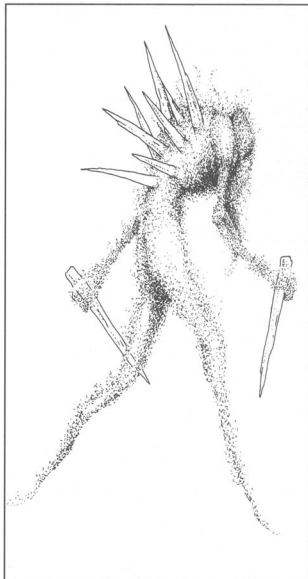
These creatures are specialized demons that walk the seas of Vecheron, watching the island coasts for stray souls they can herd back to shore. They always hunt in groups, and from a distance, their erratic movement looks like some kind of surreal dance, lending them a strange beauty.

Special

These demonic dancers can spray a single opponent with mist instead of making a melee attack. If the target fails a save vs. breath weapon, he is blinded for 1-6 rounds. Once per turn, the dancers may command the water to swallow an opponent, causing it to rise up and attack. If the victim fails a save vs. breath weapon, he takes 3-30 drowning damage. Mist dancers are only affected by magic weapons and are resistant to magic spells. Cold-related spells such as *cone of cold* act as a *slow* spell against them but cause no damage. Fire related spells inflict double damage.

Role Playing

Mist Dancers are mercurial creatures who lust for mortal blood and anxiously pursue it on the rare occasions when mortals wander into their hunting ground, fighting among themselves for the bodies of the fallen.



Size Comparison

Sea Demon

RARITY:	Uncommon
NUMBER APPEARING:	2-20
WANDER CHANCE:	30%
INTELLIGENCE:	9
ALIGNMENT:	Chaotic evil
HTK DICE:	3+6
THAC0:	18
ARMOR CLASS:	6
NO. OF ATTACKS:	2
DAMAGE:	1-4
SPECIAL ATT.:	None
SPECIAL DEF.:	None
MOVEMENT:	12" land / 18" sea
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	175

Combat

Most Sea Demons fight unarmed, using their claws. Some use two-handed spears of sharpened bone that inflict 1-10 damage, but they may only attack once per round. A few possess magic weapons given to them by demons they have served.

Notes

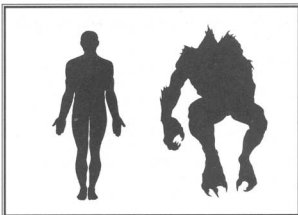
The sea demons are an amphibious race native to Vecheron. They are not true demons—they just happen to live in the Infernus. These creatures have evolved an entire culture based around the worship of demons and are often found in their service.

Special

A few sea demons have learned the mystic arts, granting them the powers of Wizards of the 1st, 3rd or 5th Skill Level. At any given time, there is one Skill Level 7 Wizard among them who holds a black skull with the powers of a *staff of wizardry* as a symbol of his office.

Role Playing

Sea demons are man-like, but more bestial. Their inhuman lusts drive them to acts of violence that few mortals could countenance. Their leaders are particularly vicious and capable of organizing war bands to further the cause of their demonic patrons.



Size Comparison

Winged Shadow

RARITY:	Extremely Rare
NUMBER APPEARING:	1
WANDER CHANCE:	N/A
INTELLIGENCE:	15
ALIGNMENT:	Lawful evil
HTK DICE:	9
THAC0:	8
ARMOR CLASS:	0
NO. OF ATTACKS:	2
DAMAGE:	2-12
SPECIAL ATT.:	Spellcasting
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land / 30" air
MAGIC TOLERANCE:	25%
SIZE:	M
XP AWARD:	5,000

Combat

Winged Shadows wield phantom broadswords that act as +3 weapons with which they can attack twice per round. These weapons inflict double damage against evil characters.

Notes

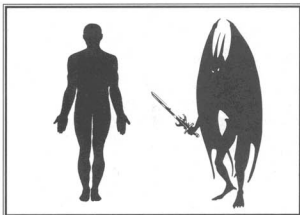
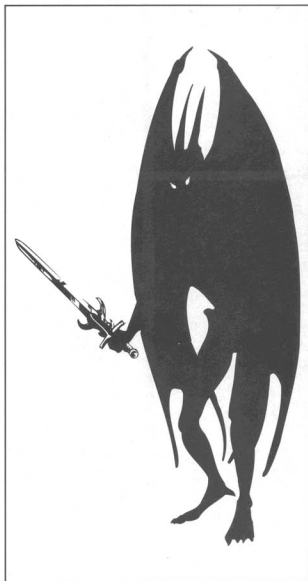
The winged shadows are an enigma. The lords of the Infernus think they are the shadows of fallen demons, proving that their essence is immortal. So far, there is no evidence to support this theory, but if such evidence can be found it will provide invaluable insight into the nature of the diabolical.

Special

Winged shadows can cast spells as Skill Level 5 Wizards, but are restricted to the following spells: *chill touch*, *darkness*, *sleep*, *spook*, *unseen servant*, *wall of fog*, *blindness*, *blur*, *continual darkness*, *darkness 15' radius*, *fog cloud*, *invisibility*, *scare*, *spectral hand*, *whispering wind*, *blink*, *clairvoyance*, and *vampiric touch*.

Role Playing

Winged shadows are dispassionate but utterly evil, taking great delight in their fiendish machinations. Some are ancient and have acquired even greater mastery of the arcane arts. A few of the most powerful shadows serve lesser demon lords as advisors or assassins.



Size Comparison



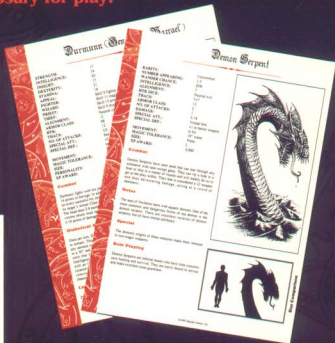
"... then came Vecheron and its multitudinous infernal islands. Surrounded by the Six Seas of Sorrow, the demi-plane of back-stabbers and blasphemers stretches far out beyond the limits of the human eye and into a blanket of cold mists. Ahead, I could hear the call of the malicious Leviathans that ply the stagnant seas in search of unwary travelers and demoulings."

— an excerpt from Lord Pliny's *Auroras Tempus*

ONCE AGAIN INTO THE PIT . . .

The **DENIZENS OF VECHERON** monster folio contains complete descriptions of more than 50 demon princes and infernal beasts designed for easy integration into any existing fantasy setting. Creatures covered range from Nibbubbar, the fearsome Demon of Endless Bound, to the Garam, sentient infernal islands that wander the Seas of Sorrow.

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