

PLANE SCAPE™

ACCESSORY

MONSTROUS COMPENDIUM®



APPENDIX



MONSTROUS COMPENDIUM® APPENDIX

*Being a Guide to the Multiplanar Creatures
from a Prior MONSTROUS COMPENDIUM – most notably
the Outer Planes Appendix (MC8) – and other Sources.*

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An Artist's Dedication from DiTerlizzi:

The illustrations herein are for years of gaming fun with my friends,
Rob Carlo, Dave & Tina Wright, Mike Roy, and
Mike, Joe, & Dave.

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A CUTTER'S BESTIARY

A body that winds up in Sigil finds some doors soon enough, and then it's never long before something finds him. The planes have it all, from the highest of high-up men to the lowest poor sods ever put in the dead-book. A basher who wants to reach a happy old age needs to know who can help him and who can make him wish he'd never been born. That's what this compendium's for: a guide to the beasts most likely encountered throughout a multitude of planes. This doesn't mean they're found everywhere, 'course, but just that they're not necessarily restricted to a single plane.

For the Dungeon Master (DM) venturing into the multiverse, this book is likely to be the first source for everyday, ordinary monsters – if such terms could be applied. Designed for the PLANESCAPE™ campaign, these monsters can adapt easily to most AD&D® campaigns (although many are unusually powerful). Entries are alphabetical, and the index contains listings for the common name(s) of every monster in this book.

NOTE: In this book the *DUNGEON MASTER® Guide* is abbreviated *DMG*, and the *Player's Handbook* is abbreviated *PHB*.

THE MONSTERS

This book's entry format follows that of the *Monstrous Manual*. Very brief explanations of the terms used in each entry are provided below. (For more detailed explanations, consult the *Monstrous Manual*.)

♦ **CLIMATE/TERRAIN:** The plane(s) the creature inhabits. In some cases, the creature lives in a particular terrain type such as "temperate forest." Note that, with proper planning, many of these multiplanar monsters may make appearances on the Prime Material Plane for use by DMs running prime-material adventures.

♦ **FREQUENCY:** The likelihood of encountering a creature. Very rare = 4% chance; Rare = 11%; Uncommon = 20%; Common = 65%.

♦ **ORGANIZATION:** The social structure the monster adopts. "Solitary" includes small family groups.

♦ **ACTIVITY CYCLE:** The time of day when the monster is most active. Exceptions are fairly common.

♦ **DIET:** What the creature usually eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers primarily eat carrion.

♦ **INTELLIGENCE:** Descriptive terms range from Nonintelligent and Animal intelligence to Godlike. The number in parentheses after the term corresponds to an Intelligence ability score.

♦ **TREASURE:** Refers to the treasure tables in the *DMG*. Intelligent monsters use the magical items present. Adjust treasure downward if the monster's defeat presented little challenge. Large treasures are noted by a multiplier such as $\times 2$; do not confuse this with treasure type X.

♦ **ALIGNMENT:** The general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

♦ **NUMBER APPEARING:** An average encounter size. Alter this to fit the circumstances and provide a reasonable challenge. Solitary creatures found in small groups may be family units or may be together by coincidence.

♦ **ARMOR CLASS:** Rates protective clothing, protection due to physical form or magical nature, or difficulty in hitting due to speed, reflexes, and so on.

♦ **MOVEMENT:** The creature's speed rating. Unusual movement types are abbreviated as follows: Fl = flying, Sw = swimming, Cl = climbing, Wb = moving across webs. Flying creatures have a Maneuverability Class from A (excellent) to E (clumsy); see *DMG* Chapter 9.

♦ **HIT DICE:** Governs the amount of damage a creature withstands before dying. Hit Dice are 8-sided (1d8); roll the indicated number and total them to determine the monster's hit points. Some monsters have a hit point total instead, and some have additional points added to the Hit Dice total. Creatures with additions of +3 or more are considered the next higher Hit Die for purposes of attacks and saves.

♦ **THACO:** To Hit Armor Class 0. Does not include special bonuses noted in the description.

♦ **NUMBER OF ATTACKS:** The basic attacks the monster can make in one melee round, excluding special attacks.

♦ **DAMAGE PER ATTACK:** The amount of damage a given attack causes, expressed as a die to be rolled (for example, 1d6), sometimes with bonus numbers added to the total rolled. If the monster uses weapons, the listing notes damage as "by weapon." Damage bonuses due to Strength are listed as a bonus following the damage dice.

♦ **SPECIAL ATTACKS:** Attack modes such as breath weapons and magic use, which are explained in the description.

♦ **SPECIAL DEFENSES:** Detailed in the description.

♦ **MAGIC RESISTANCE:** The percentage chance the monster avoids effects from magic cast at it. If the magic penetrates resistance, the creature still gets normal saving throws. Creatures may have immunities to certain spells; this is not "magic resistance," which works against all spells. Monsters in this book gain a +1 HD experience point bonus if less than 50% magic resistance; those greater gain a +2 bonus.

♦ **SIZE:** Abbreviated as T (tiny, 2 feet tall or less), S (small, 2–4 feet), M (human-sized, 4–7 feet), L (large, 7–12 feet), H (12–25 feet), and G (gargantuan, 25+ feet).

♦ **MORALE:** How likely the creature is to persevere against adversity or armed opposition. Adjust this according to circumstances. Morale ratings correspond to the following ranges: Unreliable (2–4), Unsteady (5–7), Average (8–10), Steady (11–12), Elite (13–14), Champion (15–16), Fanatic (17–18), and Fearless (19–20). See *DMG* page 69.

♦ **XP VALUE:** Experience points awarded for defeating, but not necessarily killing, the monster. Modify this heavily according to campaign balance and the danger characters faced in the encounter. XP values in this book have been revised and replace previous versions.

In addition to the base statistics outlined above, each monster is described using the following categories:

♦ **Combat:** Special combat abilities, arms and armor, and tactics. Unless otherwise noted, a monster with more than one

special ability or spell-like power can use one ability or power per round, at will.

♦ *Habitat/Society:* The monster's behavior, nature, social structure, and goals.

♦ *Ecology:* How the monster fits into the campaign world, useful products or byproducts, and miscellaneous information.

♦ Variations of a monster type follow in a special section after the main monster. *Psionics* are mental powers possessed by one monster in this book, the baku. For an explanation of the Psionics Summary in that entry, consult *The Complete Psionics Handbook* (PHBR5). If the campaign does not use psionics, change the listed powers to magical equivalents or ignore them.



Danis Twelve-Fingers, an inebriated scribe in the Indusium tavern in Sigil, tells (to anyone who passes his spot on the floor) his experience as chronicler of a battle on the slopes of Mount Celestia. Several legions of baatezu scaled the slope from the Gray Waste to Arborea. A wizard who learned of the conflict hired Danis to record it. Danis did not leave Sigil; instead, the wizard let him survey the field clairvoyantly.

"Awful, awful," he says now. "First th' fightin', naturally, an' then of a sudden I heard this call like a trumpet. Deafed me, it did. All th' fiends turned, looked 'round, couldna see nothin'. Above sudden came this *huuuge* light from nowhere! It burned 'em! It burned ever'thing! It burned my brain!" He hiccups and adds, "Come on, basher, buy a bub for a good ol' sod, 'ay?"

Most who know Danis call him an addle-cove and discount his story. But there is a vertical crater 200 feet tall carved from the slope of Mount Celestia, like an enormous bite.

This kind of dangerous magic is wielded by the aasimon, proxies of the powers of good on the Upper Planes. However, their magic is tempered by kindness and compassion. Aasimon answer the calls of their masters to intervene in mortal causes throughout the Upper Planes.

COMBAT: Aasimon take the listed damage from the following attack forms:

ATTACK FORM	DAMAGE
Acid	Half
Cold	Half
Electricity (lightning)	Half
Fire (dragon, magical)	Full
Gas (poisonous, etc.)	None
Iron weapon	Full*
Magic missile	Full
Poison	None
Silver weapon	Full*

* Unless immune to nonmagical weapons, in which case no damage is sustained.

All aasimon have the spell-like powers *aid*, *augury*, *change self*, *comprehend languages*, *cure serious wounds* (3 times per day), *detect evil*, *detect magic*, *know alignment*, *read magic*, and *teleport without error*. They can travel freely throughout the Upper Planes and may enter the Astral and Prime Material Planes at the request of a greater power. Specific missions may briefly take an aasimon to the Lower Planes.

The aasimon's *detect evil* ability goes beyond the spell of the same name. Within 100 feet of a source of evil (strongly aligned individual, powerful evil magical item, and so on) the

aasimon automatically detects its direction, strength, and general nature. An aasimon who gazes directly into the eyes of an evil creature learns its name, nature, and background. This power always functions automatically.

Aasimon have a special power over mortals called *celestial reverence*. This power works only in the aasimon's normal, unaltered form. When the aasimon invokes *celestial reverence*, a blinding flash of light draws the attention of all mortals in sight of it. Anyone viewing this spectacle must immediately save vs. paralyzation. Any person of good alignment who fails the save is struck by a strong protective love for the aasimon. Those of evil or neutral alignment who fail to save suddenly fear the aasimon's power and do not attack. Evil creatures of fewer than 8 Hit Dice who fail their save flee the area immediately. The aasimon rarely use this ability, for goodness dictates that they avoid using their powers to manipulate others.

Although aasimon cannot *gate* in others of their kind, they can send out a distress call that other good powers sense. If an aasimon does this, the closest enchanted good beings (for example, ki-rin, unicorns, and metallic dragons) immediately come to the rescue. This ability does not create or conjure good beings; it only alerts them.

When on the Upper Planes and in dire need, good-aligned worshipers of the utmost faith and power are 20% likely to attract an aasimon's help. Modify the chance if the worshiper is performing a mission for his or her church.

HABITAT/SOCIETY: Aasimon neither lie, cheat, attack needlessly, nor steal, and they are impeccably honorable in their dealings. In this, unfortunately, they are sometimes predictable and even vulnerable to manipulation.

There are seven varieties of aasimon. The agathinon are warriors; the other six types (astral, monadic, and movanic devas, light, planetar, and solar) are collectively called celestial stewards.

Warriors: The agathinon, the fighting forces of the Upper Planes, defend the borders of their planes against intruders. Warriors also face each other in endless cycles of "holy" wars. Gathering a vast host of agathinon warriors and whipping them into ideological fervor, one pantheon wages devastating campaigns against another, slaughtering thousands, even millions in the name of its particular brand of goodness. Despite their goodness, aasimon can hold a grudge; bad feelings still exist between pantheons over holy wars fought thousands of years ago.

Celestial stewards: The mightiest and most just of the aasimon, the celestial stewards directly serve the powers of the Upper Planes. Although similar to one another, each steward has a particular role in the affairs of the Upper Planes. Some are messengers, some render aid to mortal followers, and still others act as scouts.

AASIMON — AGATHINON

CLIMATE/TERRAIN:	Upper Planes
FREQUENCY:	Uncommon (upper) or very rare
ORGANIZATION:	Army (upper) or solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Incidental
ALIGNMENT:	Neutral good

NO. APPEARING:	50–100 (upper) or 1
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1 (weapon) or special
DAMAGE/ATTACK:	By weapon or special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	See below
MORALE:	Elite (13–14)
XP VALUE:	8,000

Agathinon, the aasimon warriors, only appear in their natural form on the Upper Planes. There they look like elves with opalescent, luminous skin and shining eyes. Elsewhere an agathinon assumes another form at will. Male and female agathinon are of equal size and power. They speak any language, using their powerful telepathic ability to do so.

COMBAT: In human form an agathinon uses nonedged weapons (for example, a sling or mace) and has the spell ability of a 7th-level cleric with 18 Wisdom.

Agathinon never attack in their natural form. At any sign of danger, they assume another form. They have all attack forms and spell-like powers of the form they assume, though they retain their original hit points, THACO, Intelligence, and other statistics. For example, an agathinon who assumes the form of an old bronze dragon has two claw attacks (1d8 each), a bite (for 2d6 + 2), snatch, kick, wing buffet, and tail slap. He also has the powerful breath weapon and spell-like powers of the dragon. He does not, however, have 18 Hit Dice, but rather his own 8 Hit Dice.

Rarely, an agathinon assumes the form of a magical inanimate object, usually carried by some other being: a magical lamp, sword, necklace, vase, or glass vial. In this form the agathinon confers all powers of the object on its possessor, plus several other benefits: the ability to cast 1st-level priest spells from any sphere at will, and to turn undead as a 7th-level priest. Agathinon never confer abilities on evil individuals. In fact, any evil person touching the item takes 1d12 points of damage (no save allowed). Neutrals may receive benefits from the item only if their current mission or actions serve the needs of the agathinon.

All agathinon can become ethereal at will. They are struck only by +1 or better magical weapons and save as 14th-level priests regardless of the form they assume. All

agathinon are immune to the following: life-level draining spells and powers, *death* spells, *disintegration*, and energy from the Positive Energy Plane.

In addition to the spell-like abilities available to all aasimon, agathinon may use the spell-like abilities *clairaudience*, *clairvoyance*, *ESP*, and *hold person*. The level of these powers is equal to the agathinon's Hit Dice.

HABITAT/SOCIETY: Agathinon form the elite vanguard of the celestial armies (see "Einheriar"). In groups up to 100 strong, agathinon most often fight in human form. In special circumstances, they transform into powerful creatures such as pegasi or dragons to do battle. Agathinon are fearless warriors who often defend their cause to the death.

Agathinon carry out solo missions to the Prime Material Plane to aid mortals in their confrontations with evil. These instructions come down from the celestial stewards or, in the case of mortals of extreme courage and importance, from one of the powers themselves. Outside the Upper Planes agathinon are 60% likely to assume human form, 30% likely to assume the form of some other creature, and only 10% of the time, agathinon take the form of an inanimate object (magical sword, amulet, or some such).

ECOLOGY: Agathinon are stern, serious, and unyielding. They are devoted beings, unswerving in their constant pursuit of right.



AASIMON — DEVA

	ASTRAL	MONADIC	MOVANIC
CLIMATE/TERRAIN:	Upper Planes	Upper Planes	Upper Planes
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Genius (17–18)	Genius (17–18)	Genius (17–18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Any good	Any good	Any good
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NO. APPEARING:	1 or 1–3	1 or 1–3	1 or 1–3
ARMOR CLASS:	–5	–3	–1
MOVEMENT:	24, Fl 48 (B)	15, Fl 36 (B)	12, Fl 30 (B)
HIT DICE:	12	10	8
THACO:	9	11	13
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	3d6/3d6	3d4/3d4+8	By weapon
SPECIAL ATTACKS:	Disruption	Smiting	See below
SPECIAL DEFENSES:	Spell immunity, protection, never surprised, +2 or better weapons to hit	Spell immunity, protection, +1 or better weapons to hit	Parry, protection, never surprised, regeneration, +1 or better weapons to hit
MAGIC RESISTANCE:	70%	60%	40%
SIZE:	M (7 feet tall)	M (6 feet tall)	M (6 feet tall)
MORALE:	Fearless (19–20)	Fearless (19–20)	Fearless (19–20)
XP VALUE:	15,000	13,000	14,000

Devas inhabit the good-aligned Outer Planes: Arborea, Arcadia, the Beastlands, Bytopia, Elysium, Mount Celestia, and Ysgard. These proxies of the powers appear as stunningly handsome male humans with large, feathery wings fanning gracefully from their shoulders.

COMBAT: Although they serve the cause of goodness, devas must often deliver their messages by the point of the swords. Devastatingly powerful warriors, they have the wherewithal to take the battle to the evil they oppose.

In addition to those available to all aasimon, devas have the spell-like powers *cure disease* (3 times per day), *cure light wounds* (7 times per day), *detect lie*, *detect snares & pits* (7 times per day), *dispel magic* (7 times per day), *heal* (once per day), *infravision* (always active), *invisibility 10-foot radius*, *light*, *polymorph self*, *protection from evil*, *remove curse*, *remove fear*, and *tongues*.

Devas are immune to cold-based, electrical, *magic missile*, petrification, poison, normal fire-based, and gas attack spells. Except for monadic devas, who are not affected by fire of any type, devas take half damage from dragon and magical fire attacks. They take full damage from acid attacks. All devas are immune to attacks from nonmagical weapons.

HABITAT/SOCIETY: Devas are the cornerstone of the forces of good. With the agathinon, they are the powerful and trusted vanguard of the Upper Planes. Each of the three varieties of devas has a different task to perform in the scheme of the Upper Planes. The most common missions for each type

appear below. The varieties are equal in status with no rivalry between types.

ECOLOGY: Devas live in perfect harmony with other beings of the Upper Planes. Because the remnants of their material forms disappear at death, none has ever been examined.

Devas have a close relationship with the other aasimon, particularly the planetars. In times of great need, a planetary leads a group of devas to perform some mission for a good power.

ASTRAL DEVA

Astral devas have golden skin, amber eyes, and fair hair. They also have a Charisma of 20.

COMBAT: Astral devas are extremely supple and move with inhuman quickness. They carry a macelike weapon with a +3 magical attack bonus (3d6 points of damage). Any creature struck twice in the same round by the weapon must save vs. spells or fall senseless for 1 to 12 melee rounds. The weapon has the special abilities of a *mace of disruption*.

In addition to those available to all aasimon and devas, astral devas have two spell-like powers: *blade barrier* (once per day) and *detect invisibility*.

Astral devas are never surprised. They are immune to vacuum, level loss (whether undead or magical), and death spells. Their souls cannot be entrapped or imprisoned.

HABITAT/SOCIETY: Astral devas attend to matters in the Lower Planes for the powers of good. These powerful, pure warriors can pass into the Lower Planes at will, bringing their justice to the heart of evil. If directly commanded by the power they serve, they can enter any layer of any lower plane without passing through intermediate layers. Astral devas also commonly travel to the Astral Plane to rescue good-aligned mortals who have become lost or stranded.

MONADIC DEVA

Monadic devas have dark brown skin, jet hair, and piercing green eyes. Their Charisma is 19.

COMBAT: Unlike the astral devas, monadics are of strong, bulky build and rely more upon strength than on speed and agility. Monadic devas have Strength 20 (+8 damage adjustment). These strong stewards of the gods carry a great metal rod enchanted to give +3 on all attack and damage rolls. This weapon has all properties of a *rod of smiting*. Only the owner

can use these powers, and the weapon never runs out of charges. Solid creatures (for example, those made of stone) and metal-armored opponents suffer an additional 1d8 points of damage per hit.

Monadic devas can use all common powers shared by devas. The light they shed can extend from 3 to 30 feet as desired. The *protection from evil* sphere is half power (+1) but has a 15-foot radius. Monadic devas have two additional abilities, usable one at a time, once per round: *hold monster* and *mirror image*.

Monadic devas are immune to *death* magic and to life level loss from magic or undead. They also have a power similar to *charm person* that works on elementals. The spell-like power works like the wizard spell, but only on elementals.

HABITAT/SOCIETY: On rare occasions, a power from the Upper Planes needs a servant to go to one of the Elemental or Paraelemental Planes. When this need arises, monadic devas are used. Monadics can pass into any Elemental Plane at will and survive there without ill effect.

MOVANIC DEVA

Movanic devas have milky white skin and silvery hair and eyes. Their Charisma is 18.

COMBAT: Much like their astral counterparts, the movanic devas are slender and exceedingly agile. These powerful warriors of good can never be surprised. Although they carry a variety of weapons, they most often employ a two-handed sword, with which they can attack twice per melee round. The enchanted blade is in all respects equal to a *sword +1, flame tongue*. It does damage equal to a two-handed sword (1d10 to S or M, 3d6 to L). A movanic deva can forfeit one or both its attacks to parry one strike per attack forfeited. The parry automatically succeeds and works against magical attacks, even spells that would normally always hit (for example, *magic missile*).

Movantics, in addition to the powers and abilities common to all aasimon and devas, may use any wizard spell of the Invocation/Evocation school, at will, once per day. They may also use the spell-like powers *anti-magic shell*, *protection from normal missiles*, and *spell turning*.

The movanic deva is surrounded by a powerful protection that acts as a double-strength *protection from evil* and renders the deva immune to attacks from all but +2 or better magical weapons. The deva regenerates 2 hit points per melee round.

HABITAT/SOCIETY: Movanic devas are the most privileged of all the devas, for they are sent to many other planes to aid prominent mortal followers of good deities in moments of dire need. They are able to pass into the Prime Material at will.

Movanic devas rarely appear in their natural form, instead *polymorphing* themselves into people or animals. Sometimes, however, the shock value of their natural form better serves their needs.



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AASIMON — LIGHT+

CLIMATE/TERRAIN:	Upper Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Any good

NO. APPEARING:	1
ARMOR CLASS:	–10
MOVEMENT:	Fl 48 (A)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Spell immunity, +2 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	S (variable composition)
MORALE:	Fearless (19–20)
XP VALUE:	10,000

These energy creatures, swirling mists of light that shift shape constantly, are champions of good. Deep inside a light, rainbow colors change rapidly and randomly. Some reports imply that each good-aligned viewer sees in a light a memory of his finest moment in life, whereas evil viewers see the better life they might have led, had they made better choices long ago. These reports remain unconfirmed.

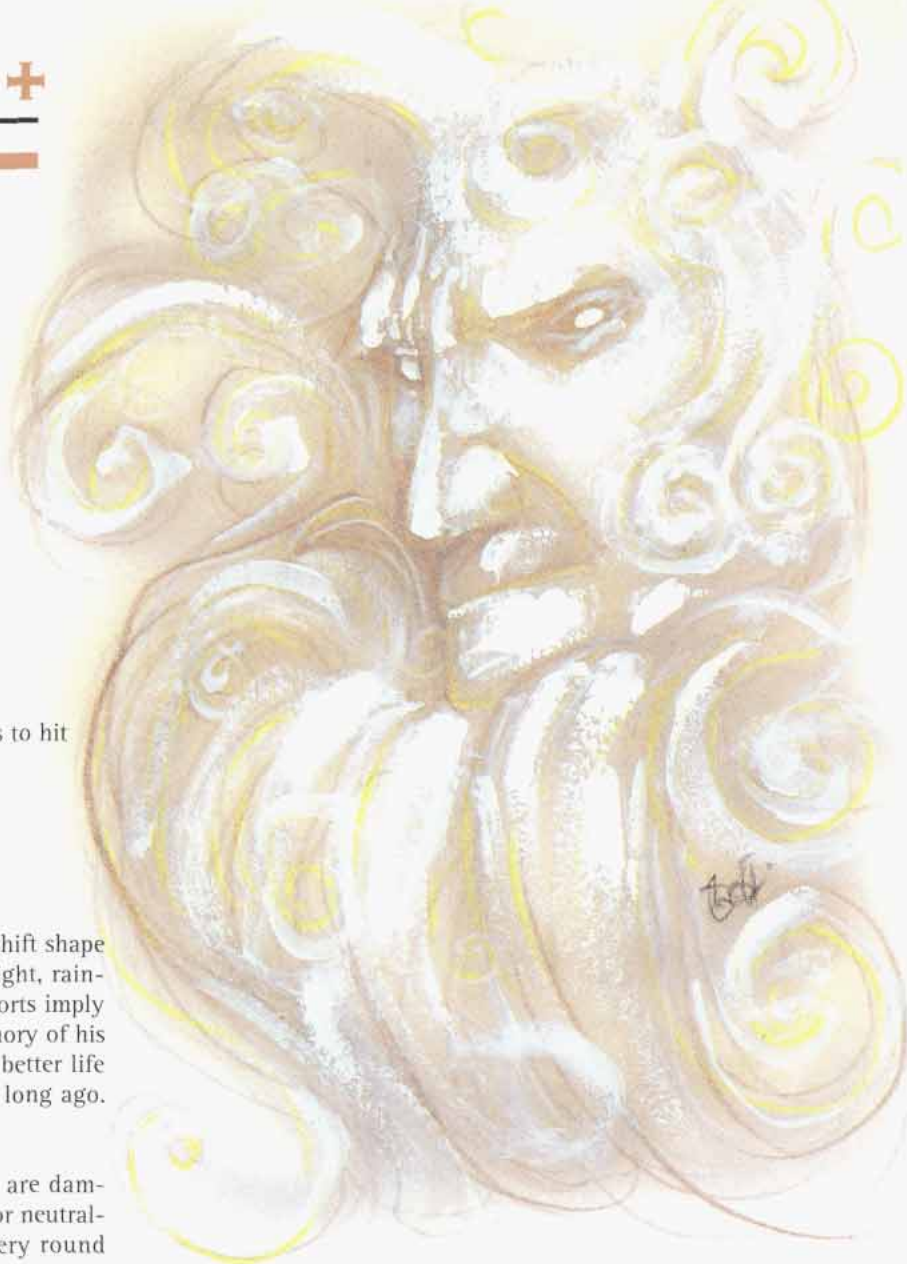
COMBAT: Lights are never surprised in combat and are damaged only by +2 or better magical weapons. Good- or neutral-aligned characters must save vs. paralyzation every round they attack a light; a failed save means they miss.

In contact with an evil creature, a light's energy attack inflicts 1d12 points of damage per hit. This attack does not affect creatures of good alignment. Because the attack is energy, nonmagical protection is not considered when determining the Armor Class of a light's opponent; only the "pluses" of magical armor or other defenses offer protection, regardless of the opponent's alignment. For example, if a light attacks a man in *plate mail* +3, his effective Armor Class is 7 (for the +3) rather than the standard 10. *Bracers of defense*, AC 4 would remain AC 4.

In addition to those common to all aasimon, lights also have the spell-like abilities *protection from evil* (always active), *dispel evil* (3 times per day), *continual light* (7 times per day), *light*, *bless*, and *hold person* (7 times per day). Lights are immune to all *charm*, beguiling, *geas*, *quest*, *sleep*, and other mind-affecting spells, trapping spells, and death magic.

Lights may only be destroyed on their home plane. If reduced to zero hit points elsewhere, they dissipate and reform on their home plane in one month.

HABITAT/SOCIETY: Lights are created by the powers of the Upper Planes as familiars for good-aligned, high-level worshipers.



On rare occasions they serve as companions on quests of limited duration.

To request the help of a light aasimon, an adventurer must fast for three days and nights, meditating in total solitude. When the fast ends, the adventurer then bathes in a tub of *holy water*. The bathing ritual over, the adventurer then casts the spell *find familiar* (or, in the case of nonwizards, has someone else cast it). If everything is done properly and the subject is worthy, there is a 10% chance (+1% per level above 12th) that the assistance is granted. Paladins about to place themselves at peril in the name of goodness sometimes call for the assistance of a light and, if successful, become a tremendous force against evil.

Less than 1,000 lights exist, and therefore one never stays with a master longer than a single mission. If the subject already has a familiar, the light never interferes with that relationship.

ECOLOGY: Lights are pure energy and feed on energy from their plane of origin. Some even believe them to be the idea of good embodied in physical form.

AASIMON — PLANETAR

CLIMATE/TERRAIN:	Upper Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	None
ALIGNMENT:	Any good

NO. APPEARING:	1
ARMOR CLASS:	–7
MOVEMENT:	15, Fl 48 (B)
HIT DICE:	14
THACO:	7 (+6 Strength and weapon bonus)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10+10 (strength and magical bonus)
SPECIAL ATTACKS:	Vorpal weapon + special
SPECIAL DEFENSES:	Never surprised, regeneration
MAGIC RESISTANCE:	75%
SIZE:	L (8 feet tall)
MORALE:	Fearless (19–20)
XP VALUE:	20,000

Planetars are powerful spirits that directly serve the powers of the Upper Planes. They are tall, commanding humanoids who have smooth emerald skin, white feathered wings, hairless heads, and eyes of a penetrating blue. Their overall manner projects strength and confidence. They can communicate telepathically with any creature within a 100-foot range.

COMBAT: Planetars are never surprised. They automatically detect illusions.

Planetars carry a large two-handed sword that only their kind can wield. This huge weapon has all the power and severing abilities of a *vorpal sword*. Planetars attack with this sword three times per round. In addition to the sword's magical attack adjustment of +3, a planetar has a damage bonus of +7 due to Strength (19), giving a total of +6 attack adjustment and +10 damage.

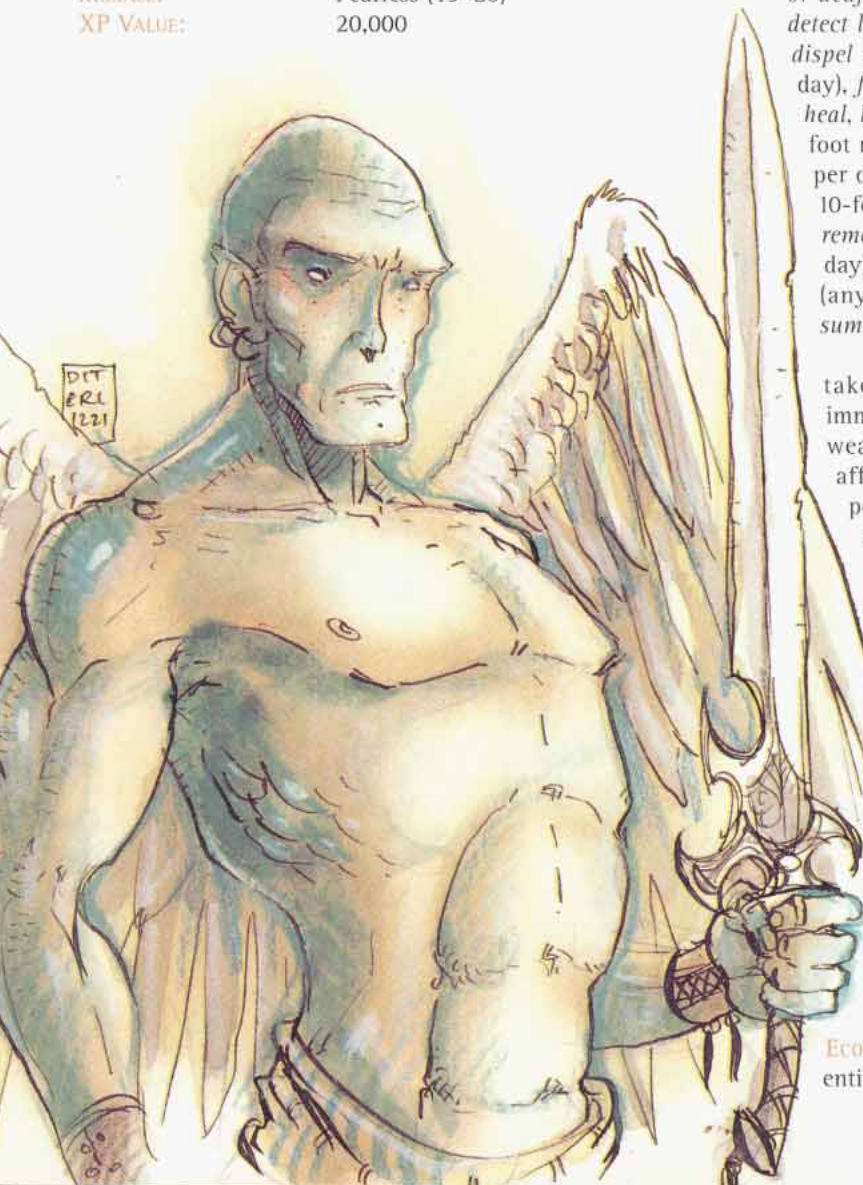
Planetars have the spell ability of 7th-level priests (Wisdom equal to 21) with major access to all spheres. In addition to those common to aasimon, planetars may use the following spell-like abilities: *animate object*, *blade barrier* (3 times per day), *commune*, *control weather* (once per day), *cure blindness or deafness*, *cure disease*, *detect invisibility* (always active), *detect lie* (always active), *detect snares & pits* (always active), *dispel magic*, *earthquake* (once per day), *feeblemind* (once per day), *fire storm* (once per day), *flame strike* (3 times per day), *heal*, *holy word* (once per day), *improved invisibility* up to 10-foot radius, *insect plague* (once per day), *limited wish* (once per day), *polymorph any object*, *protection from evil* up to 10-foot radius (always active), *raise dead* (3 times per day), *remove curse*, *remove fear*, *resist cold*, *restoration* (once per day), *shape change* (once per day), *speak with dead*, *symbol* (any, once per day), *true seeing* (always active), *weather summoning* (once per day), and *wind walk* (7 times per day).

Planetars take half damage from magical fire. They take full damage from acid attacks. All planetars are immune to attacks from nonmagical weapons and magical weapons of +3 or lesser enchantment. Planetars are not affected by cold, electrical, *magic missile*, petrification, poison, normal fire-based, or any gas attack spells. They are immune to life level loss and to *charm*, *confusion*, *death spell*, *domination*, and *feeblemind* spells. Their souls cannot be entrapped or imprisoned.

Planetars regenerate 4 hit points per round. Unless encountered on the upper Outer Planes, only the material form of a planetar can be harmed. Upon destruction, its life force returns to its home plane to become corporeal again; this process requires four decades.

HABITAT/SOCIETY: Planetars aid only the most powerful mortal servants of good. As a rule, characters of at least 12th level on a mission directly related to a good power have a base 5% chance to gain the attention of a planetar, plus 1% per level above 12th. Modify this chance according to circumstances.

ECOLOGY: Like all aasimon, planetars are corporeal good entities that exist outside any ecosystem.



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AASIMON — SOLAR

Solars are the most powerful aasimon and the greatest celestial stewards. They appear as large humans who have beautiful muscular bodies, white wings, and brilliant topaz eyes. Their skin and hair take on metallic coloration. A solar's voice is deep and commanding, impossible to ignore, and their Charisma is 24.

COMBAT: Solars are never surprised and are immune to attacks from nonmagical weapons and magical weapons of +4 or lesser enchantment, to energy-level loss from undead or


magic, and to *charm*, *confusion*, *death spell*, *domination*, *feeblemind*, *hold*, *imprisonment*, and *trap the soul* spells.

Each solar can cast a *protection from evil* spell with a 70-foot radius at will.

This sphere also serves as *protection from normal missiles* and a *minor globe of invulnerability* if the solar desires.

Solars can use any *detect spell* at





will. When laying hands on a creature, a solar can bestow the ability to survive in any environment for up to 100 years.

Lawful-good solars can summon 1 to 2 ki-rins; neutral good solars can summon 1 to 2 phoenix; and chaotic good solars can summon 1 to 2 greater titans. Solars can perform the summoning three times per day with a 75% chance of success per summons.

Solars are not affected by cold, electrical, *magic missile*, petrification, poison, or any gas attack spells. They take no damage from acid attacks. They regenerate 7 hit points per melee round. Unless it is on its home

CLIMATE/TERRAIN:	Upper Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supragenius (19–20)
TREASURE:	Nil
ALIGNMENT:	Any good

NO. APPEARING:	1
ARMOR CLASS:	–10
MOVEMENT:	18, Fl 48 (B)
HIT DICE:	22 (177 hp)
THACO:	5 (+5 weapon bonus)
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2d20+16
SPECIAL ATTACKS:	Vorpal severing, <i>arrows of slaying</i>
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	85%
SIZE:	L (9 feet tall)
MORALE:	Fearless (19–20)
XP VALUE:	32,000

plane, only the material form of a solar can be destroyed. Its spirit requires seven decades to reform.

Each solar attacks four times per round with a sword that only it can wield. The weapon acts as a *sword +5* (2d20 points of damage) and has all the properties of a *sword of dancing* and a *vorpal sword*.

Solars also use an enormous composite bow with a magical quiver that produces any *arrow of slaying* the solar desires. Each bow attack has a +2 attack adjustment and slays any target it hits.

A solar has spells as a 15th-level priest with major access to all spheres. In addition to the powers common to aasimon, solars have the following spell-like powers: *animate object* (3 times per day), *antipathy/sympathy* (3 times per day), *astral spell* (once per day), *commune*, *confusion* (3 times per day), *control weather*, *creeping doom* (once per day), *dispel evil*, *dispel magic*, *Drawmij's instant summons*, *earthquake* (3 times per day), *finger of death* (once per day), *fire storm* (once per day), *heal*, *holy word* (3 times per day), *imprisonment* (once per day), *improved invisibility*, *infravision* (240 feet, always active), *mass charm* (3 times per day), *permanency* (3 times per day), *polymorph any object or self* (once per day), *power word* (any variety, once per day), *prismatic spray* (once per day), *restoration* (once per day), *resurrection* (3 times per day), *shape change* (3 times per day), *symbol* (any variety, 3 times per day), *vanish* (3 times per day), *vision* (once per day), *wind walk* (7 times per day), and *wish* (once per day).

HABITAT/SOCIETY: Solars are absolutely the most powerful servants of the good deities of the Upper Planes.

ECOLOGY: Solars are mighty enough to be deities themselves, but they choose to serve rather than have worshipers.

ANIMAL LORD

	CAT LORD	HAWK LORD	LIZARD LORD	WOLF LORD
CLIMATE/TERRAIN:	Beastlands	Beastlands	Beastlands	Beastlands
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	Exceptional (15-16)	Exceptional (15-16)	Exceptional (15-16)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	Unique	Unique	Unique	Unique
ARMOR CLASS:	3	4	3	5
MOVEMENT:	21	12, Fl 24 (C)	15	15
HIT DICE:	15 (122 hp)	15 (122 hp)	15 (122 hp)	15 (122 hp)
THACO:	5	5	5	5
NO. OF ATTACKS:	See below	See below	See below	See below
DAMAGE/ATTACK:	See below	See below	See below	See below
SPECIAL ATTACKS:	Magical weapons, rake, darts	Dive	Hypnotism	Poison
SPECIAL DEFENSES:	Danger sense	Danger sense	Danger sense, weapon immunity	Danger sense, weapon immunity
MAGIC RESISTANCE:	50%	50%	50%	50%
SIZE:	See below	See below	See below	See below
MORALE:	Champion (15-16)	Champion (15-16)	Champion (15-16)	Champion (15-16)
XP VALUE:	18,000	18,000	18,000	18,000



The four animal lords listed above are only examples of the many lords who live in the Beastlands. For each variety of animal there is a corresponding animal lord. For instance, there is a fox lord, an owl lord, a horse lord, and hundreds of other animal lords.

Animal lords can appear in humanoid or animal form. Their humanoid form encompasses the subtle features of the animal in question, and they are about 6 feet tall. In animal form, they look like the animal over which they have dominion. The tiger lord looks like a sleek tiger, the badger lord appears as a badger, and so on.

All animal lords have a natural telepathy or ESP that is always active, making them impossible to surprise or deceive. They also have a keen danger sense that borders on precognition. In mortal danger the lord is 90% likely to have a "bad feeling" and 25% likely to know exactly what will happen.

COMBAT: Each of the animal lords has a unique style of combat depending on the animal over which they have dominion. Their propensity for combat differs with each lord; some are naturally more aggressive than others. For instance, the wolf lord is obviously more assertive than the rabbit lord.

As a rule, specific animal lords approach combat situations as their animal counterparts do: predators attack, whereas herbivores flee. However, some animal lords see

themselves as protectors of their subject creatures. The camel lord, for instance, runs with a herd, fighting ferociously when necessary to protect the flight of the camels.

Attack forms vary as widely as attitude among the animal lords. Listed below are the combat abilities of the four animal lords detailed here. They provide guidelines for the other lords.

All animal lords have the spell-like abilities *anti-magic shell* (3 times per day), *charm person* on any one person affectionate to the lord's animal, *plane shift*, and *teleport*.

Animal lords are immune to all *charm*-related spells, including spells that compel action (for example, *geas*). They can summon 2 to 12 animals of the lord's type (three times per day, 100% success). They also have superior senses according to the lord's animal. For example, the hawk lord has excellent eyesight.

HABITAT/SOCIETY: Although it is incorrect to call the animal lords immoral, they are amoral, especially when dealing with outside affairs. The animal lords care little for anything but matters directly related to their business. They conduct day-to-day affairs related to the animal over which they hold dominion with little regard for the world around them.

Even so, the animal lords can benefit other animals or people. If a person or animal enters a lord's territory, the lord often aids the creature to get rid of it rather than let it die. But in other dealings an animal lord can be brutal and uncaring. There is, as they say, no such thing as animal politics.

CA+ LORD

The lord of cats, in her human form, looks like a dark-haired, green-eyed human with a lithe form. The one trait that separates her from other humans is her catlike eyes with vertical pupils. In her cat form, she looks like a black panther with fiery red eyes and fierce strength.

COMBAT: In human form the cat lord wields a *long sword of wounding* with which she can attack twice per round. She also employs *darts* +2 with a +3 bonus to hit because of her Dexterity. She has ten *darts* at the beginning of any combat.

When in cat form, the cat lord attacks with two huge paws (each does 1d4 points of damage) and a vicious bite (1d10 points of damage). If both front paws hit, the cat may rake with her two back claws for an additional 1d4 points of damage each.

HABITAT/SOCIETY: The cat lord tends to the affairs of felines both in the Inner and Outer Planes. She arrives whenever humans drive cats out of their natural habitat. She also leads prides of cats out of danger by assuming leadership of the pride. Though this may mean killing the current leader of a pride, the lord sees this as a necessary evil for the good of the group.

Nonfelines see the cat lord in different ways according to their disposition toward cats in general. To cat lovers, the cat lord has a Charisma of 22 and seems attractive. To those indifferent to cats, she has a Charisma of 18 and seems an interesting human. To those who dislike or hate cats, the cat lord has a Charisma of 10 and seems repulsive and intimidating.

Some view the cat lord as evil, others as good. Neither view is true, for the cat lord does not bother with the affairs of men.



HAWK LORD

In human form, the hawk lord is a beautiful, independent-looking woman with charismatic features. She carries herself with confidence and a noble demeanor. In animal form, she is a large hawk with distinctive white markings and a tremendous wingspan.

COMBAT: Of the four animal lords detailed here, the hawk lord fights most weakly in human form. Her THACO increases to 20 when human, and she has no proficiency in any weapon. She can cast *charm person*, as per the wizard spell, seven times per day.

In animal form, the hawk lord can use her claws (1d6 points of damage) and beak (1d4 points of damage). However, she prefers a plummeting dive



from 100 feet or higher. She may not attack with her beak when diving, but her claw attacks gain +2 to hit and do 2d6 points of damage apiece.

HABITAT/SOCIETY: The noble hawk lord, unlike most of the animal lords, finds pleasure in dealing with humans. In human form she often walks the fields and meets people.

The hawk lord deals with the affairs of hawks everywhere. She appears frequently in the Upper Planes and the Prime Material Plane when hawks flee their homeland or are otherwise endangered.

ECOLOGY: These immortal spirits are, in a sense, gods to their respective animals. If an animal lord's form is killed, its essence reappears in another of its animals, far away, perhaps even on another plane.

The driving force of the animal lords is nature, which rules their will. For instance, although the rabbit lord seeks vengeance upon men for destroying the homeland of rabbits, he sheds no tear for a rabbit killed by natural predators. This is the way of nature.

LIZARD LORD

The lizard lord is one of the most easily recognized animal lords. He sometimes appears as an imperious human male with the jeweled, beaded skin of a gila monster. In animal form, he appears as a huge gila monster or komodo dragon.

COMBAT: In human form the lizard lord rarely uses weapons, preferring instead to depend on his strong *hypnotism* ability. Creatures meeting the lizard lord's gaze must save vs. spell at a -3 penalty or become susceptible to the lord's suggestions.

In animal form, the lizard lord may bite for 2d6 points of damage. Any creature bitten on an attack roll of natural 20 takes double damage and is trapped in the animal lord's jaws, thereafter taking normal damage each round until the victim escapes or dies. The lizard lord is also immune to attacks by blunt weapons in this form.

HABITAT/SOCIETY: The lizard lord is one of the most aloof animal lords. He rarely takes human form, and even less rarely involves himself in the affairs of nonreptile kind. Usually sedentary, he only infrequently rouses himself out of his torpor, and that only at some great calamity to his people. Once active, however, he is implacable in his anger and desire for vengeance.

WOLF LORD

The lord of wolves appears more human than most animal lords, as a teenaged boy with sharp, lupine features, an intelligent face, and eyes bright with life. In animal form, the wolf lord is a gray wolf that leads huge wolf packs.

COMBAT: In human form, the wolf lord is a weak fighter. He always transforms into a wolf when entering combat. In human form the lord wields a dagger coated with poison (class E, injected, immediate, death/20). The dagger is so enchanted that when the wolf lord wields it, it never runs dry of poison.

In animal form, the wolf lord bites twice per round (2d6 points of damage). In animal form the wolf lord is immune to nonmagical weapons.

HABITAT/SOCIETY: Even in human form, this strange and alarming lord shows lupine characteristics: He is cunning, wily, and at times brutal.



Baatezu are a strong, evil-tempered, well-organized race of fiends. In their rigid caste system, authority derives not only from power but from station. Changes in station come from participation in the Blood War or (as is more often the case) from the high attrition rate in the upper ranks. If a baatezu performs a great feat that cripples the enemy, it is rewarded by promotion – actually a physical transformation – to a higher station.

The baatezu pursue two obsessive goals. First and foremost, they wish to destroy their ancient blood enemies, the tanar'ri. Both races treat the conflict not only as a war of annihilation, but as a definition of existence.

Second, the baatezu have recently (by immortal standards) noticed a small but interesting group of beings: humanity. By infiltrating humankind's world and gaining followers there, the baatezu gain magical energy and, thus, power over the tanar'ri. Toward this end they strive to dominate humanity by convincing victims they have godlike powers.

In contrast to the chaotic evil tanar'ri, baatezu pursue a long-range goal of dominion by their whole race throughout the planes. They prefer to encourage humanity's intellectual evils, such as pride and ambition, rather than the immediate sensual appetites tanar'ri exploit.

In appearance the baatezu are diverse, though a Gothic gargoyle look, grotesque and unsightly by human standards, is common. Baatezu types fall into three divisions:

- ◆ Greater (amnizu, cornugon, gelugon, pit fiend).
- ◆ Lesser (abishai, barbazu, erinyes, hamatula, osyluth).
- ◆ Least (nupperibo, spinagon).

The lemures (a fourth variety) rank so low that they don't even qualify as "least" in the baatezu scheme. Baatezu consider them the very bottom in station. However, scholars customarily number them among the types for the sake of completeness.



COMBAT: All baatezu except for lemures, nupperibo, and spinagons have the spell-like abilities *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always active), *suggestion*, and *teleport without error*.

The baatezu can summon their fellows, as detailed in their individual descriptions. Because they have a special form of telepathy, baatezu can understand and converse with any intelligent creature.

Only least and lesser baatezu take damage from ordinary nonmagical weapons. The other varieties of baatezu are harmed only by magical weapons or weapons of silver.

Baatezu are affected by the following attack forms:



ATTACK	DAMAGE
Acid	Full
Cold	Half*
Electricity (lightning)	Full
Fire (dragon, magical)	None*
Gas (poisonous, etc.)	Half
Iron weapon	None†
Magic missile	Full
Poison	None
Silver weapon	Full‡

• The gelugon takes half damage from fire and none from cold.

† Unless affected by normal weapons, in which case damage is according to weapon type.

‡ Greater baatezu take only half damage from silver weapons.

PLANAR TRAVEL: Baatezu can travel to Baator, any lower plane, the Outlands, and the Astral Plane. However, they cannot enter the Prime Material Plane or Upper Planes unless properly summoned. Least and lesser baatezu are subject to a combination of magical signs that, when inscribed and a *gate* spell cast, bind them to service for nine days, keeping them, from harming the caster. The greater baatezu can likewise be commanded or kept at bay for nine hours.

ACCESSION: The baatezu, with their evil, twisted honor, have a definite path of progress. By performing deeds that further the cause of evil, one gains honors, station, and power. For instance, an enterprising spinagon might advance and, in a long and torturous process, transform into an abishai.

Often, too, a baatezu simply "disappears," whereupon its immediate subordinate takes its place in the chain of command. Covert assassination is common among the baatezu.

THE DARK EIGHT: In the fortress of Malsheem on the layer of Nessus there meet eight of the most powerful pit fiends in Baator: Furgas, Baalzephon, Zimimar, Zapan, Zaebos, Corin, Dagos, and Pearza. These ominous lords meet four times per year to determine policy, including strategy against the tanar'ri and promotions of lower baatezu. To draw the attention of these eight powerful beings is to invite destruction.

Strangely, these eight rulers have reigned for many years, seemingly immune to the assassinations so common in the upper ranks.

OCUPA+ION? AFFILIA+ION?
HOBBIES?

IT'S ONE AND THE SAME, BERK:
THE BLOOD WAR.

— SKURZ, AN ABISHAI
DURING HIS PROMOTION
INTERVIEW



BAA+EZU, LESSER — ABISHAI

	BLACK	GREEN	RED
CLIMATE/TERRAIN:	Baator	Baator	Baator
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Average (8–10)	Average (8–10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	2–20	2–8	1
ARMOR CLASS:	5	3	1
MOVEMENT:	9, Fl 12 (C)	9, Fl 12 (C)	9, Fl 12 (C)
HIT DICE:	4+1	5+2	6+3
THACO:	17	15	13
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d4/1d4/1d4+1	1d4/1d4/1d4+1	1d4/1d4/1d4+1
SPECIAL ATTACKS:	Poison, dive	Poison, dive	Poison, dive
SPECIAL DEFENSES:	+1 or better weapons to hit, regeneration	+1 or better weapons to hit, regeneration	+1 or better weapons to hit, regeneration
MAGIC RESISTANCE:	30%	30%	30%
SIZE:	L (8 feet tall)	L (7 feet tall)	M (6 feet tall)
MORALE:	Average (8–10)	Average (8–10)	Steady (11–12)
XP VALUE:	7,000	8,000	9,000

Abishai are common to the first and second layers of Baator. They look like gothic gargoyles, thin and reptilian, with long, prehensile tails and large wings. The three varieties of abishai have different skin colors — in ascending order of station, black, green, and red. All have a vinegary smell and rasping voices. The air seems to warm perceptibly in their presence.

COMBAT: In battle, the abishai strikes with two claws (1d4 points of damage each) and its flexible tail (1d4 + 1 points of damage and poison; note that the poison is fatal unless a successful save vs. poison is made).

Abishai can fly high into the air and dive at their enemies, striking with both claws. They attack at +2, and a hit does double damage (2d4 points per claw).

In addition to the powers of all baatezu, an abishai can *change self*, *command*, *produce flame*, *pyrotechnics*, and *scare*. Once per day they can attempt to *gate* in 2 to 12 lemures (60% chance of success) or 1 to 3 abishai (30% chance).

Abishai are susceptible to holy water (2d4 points of damage per vial). They regenerate 1 hit point per round unless the damage is done by holy water or a holy magical weapon.

HABITAT/SOCIETY: Abishai are voracious and evil. They delight in tormenting those few baatezu lower in station than themselves. Abishai tempt mortals bold enough to travel to Baator by using their *change self* and *charm person* abilities to impersonate more powerful baatezu.

ECOLOGY: The abishai make up large, evil armies that fight the tanar'ri and intruders into Baator. In some cases, a red abishai may prove worthy enough to command a force of lemures. If successful, the red abishai may be promoted to a higher form of baatezu.

As part of their efforts to corrupt mortals, abishai like to bestow powerful magic on inexperienced wizards. Usually the low-level spellcaster cannot control these enormous energies, and chaos and destruction result.



BAA+EZU, GREATER — AMNIZU

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	V, Y
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–2
ARMOR CLASS:	–1
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	9
THACO:	11 (see below)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Energy channel, forget
SPECIAL DEFENSES:	+2 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (4 feet tall)
MORALE:	Elite (13–14)
XP VALUE:	11,000

The amnizu dwell primarily on Stygia, the fifth plane of Baator. They often enter the upper layers of Baator on missions.

The amnizu are gruesome and unseemly: short (4 feet tall) with elongated, bald heads, stubby legs and arms, and large, leathery wings. Amnizu have pug noses, large eyes, and snarling mouths filled with jagged, razor-sharp teeth.

COMBAT: The amnizu are greater baatezu and, as such, prefer to leave combat to underlings. Their touch, a channeling of harmful energy, does 2d4 points of damage. It bypasses ordinary armor, so the amnizu need only hit Armor Class 10 to cause damage. Magical pluses of armor, shield, or a protective device such as a *ring of protection* improve the defender's Armor Class. Magical items that give a base Armor Class also protect against the touch.

Because of the amnizu's close ties to the river Styx, its attacks work as a powerful *forget* spell that causes the target to forget one whole day's memory unless he saves vs. spells.

In addition to those magical abilities available to all baatezu, an amnizu can use the following spell-like abilities, one per round: *fireball* (3 times per day) and *imprisonment* (once per day). Once per day amnizu can attempt to *gate* in 2 to 20 abishai (50% chance of success) or 1 to 8 erinyes (30% chance).

A *holy word* drives an amnizu back to its own plane, Stygia.

HABITAT/SOCIETY: The amnizu, as greater baatezu, enjoy a nobility of sorts. They follow orders only because of their desire to advance and their fear of the pit fiends. The higher a fiend advances in Baator, the more closely the Dark Eight watch it. Given the opportunity, however, amnizu order their minions to attack anything under the control of the Dark Eight. Possibly an amnizu would even attack a pit fiend given sufficient reason, if it thought it could evade suspicion.

The amnizu guard the river Styx, which enters Baator through Stygia as well as Avernus — a weak point in Baator's defenses. For their own perverse ends as well as the protection of Stygia, amnizu individually command an army of thousands of abishai and erinyes.

ECOLOGY: The amnizu protect Baator from invaders, and thus they are given their power of *imprisonment*. Mortals who travel here to combat evil generally become fodder for the amnizu.



BAA+EZU, LESSER — BARBAZU

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Common
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	20-100
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	6+6
THACO:	13
NO. OF ATTACKS:	3 or 1 (weapon)
DAMAGE/ATTACK:	1d2/1d2/1d8 or 2d6 (weapon)
SPECIAL ATTACKS:	Glaive, disease, battle frenzy
SPECIAL DEFENSES:	+1 weapon to hit
MAGIC RESISTANCE:	30%
SIZE:	M (6 feet tall)
MORALE:	Steady (11-12)
XP VALUE:	6,000

The barbazus are the vilest soldiers in Baator, employed in large numbers as elite shock troops.

A barbazus is a foul, humanoid creature with a long tail, clawed hands and feet, pointed ears, and a snaky, disgusting beard. Its skin is moist, though scaly like a reptile. It carries a cruel, saw-toothed glaive capable of heavy damage.

COMBAT: The barbazus are the most violent baatezu, taking advantage of any excuse to attack. This makes them unpopular and subject to frequent, harsh discipline, but by the same token they make excellent shock troops. Deployed in large armies sometimes numbering in the thousands, barbazus guard the middle layers of Baator and launch devastating attacks against the tanar'ri. They also make popular guards for personal treasure or demesnes of the more powerful baatezu.

The barbazus attack with a saw-toothed glaive (2d6 points of damage, and wound bleeds for 2 points of damage each round until wound is bound or victim dies). Bleeding glaive wounds are cumulative (2 points of damage per round per wound). The barbazus can attack with two claws (1d2 points of damage each) and its wirelike beard (1d8 points of damage). If both claws hit, the beard automatically hits for maximum damage. Also, when the beard hits, there is a 25% chance the victim contracts a disease from the foul attack.

A barbazus can use the following spell-like powers, in addition to those available to all baatezu: *affect normal fires*, *command*, *fear* (by touch), and *produce flame*. Once per day the barbazus can also attempt to *gate* in 2 to 12 abishai (50% chance of success) or 1 to 6 additional barbazus (35% chance).

Barbazus are subject to a battle frenzy. In combat a group of barbazus is 10% likely per melee round to go berserk. The

roll is cumulative per melee round, so that if they are 20% likely to go berserk on the second round, 30% on the third, and so forth. They stay berserk until combat ceases. While berserk, the barbazus need not make morale checks. They attack twice as many times per round at +2 on attack rolls and damage dice. Their Armor Class, however, takes a +3 penalty.

HABITAT/SOCIETY: The barbazus are bred for battle. All other denizens of Baator recognize their exceeding cruelty and extreme value in combat. Barbazus rush into combat and often do not stop until either they or their opponent is dead. Perhaps the most impetuous and chaotic of the baatezu, they have gained a bad reputation among outsiders.

Although barbazus are lesser baatezu, they never command armies. They are simply too chaotic to lead. Sometimes an exceptional barbazus is promoted to osyluth, but most never survive to see promotion.

ECOLOGY: The barbazus fill the armies of Baator's middle layers and commonly guard greater baatezu. They do not fight out of loyalty or comradeship, but rather out of their violent need to hurt and kill.



BAA+EZU, GREATER — CØRNUGØN

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	D, S
ALIGNMENT:	Lawful evil
NO. APPEARING:	1–4
ARMOR CLASS:	–2
MOVEMENT:	9, Fl 18 (C)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	4 or 1 + weapon
DAMAGE/ATTACK:	1d4/1d4/1d4+1/1d3 or 1d3 + weapon + 6 (Strength bonus)
SPECIAL ATTACKS:	Fear, wounding, stun
SPECIAL DEFENSES:	Regeneration, +2 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	L (9 feet tall)
MORALE:	Elite (13–14)
XP VALUE:	10,000

Cornugons are elite defense forces. They look frightening: 9 feet tall, only vaguely humanoid, and covered with grotesque scales. Their huge wings and snaking, prehensile tail add to their intimidating demeanor. In combat they favor a long barbed whip.

COMBAT: Cornugons are fearless fighters, rarely retreating from combat even against overwhelming odds. They have 18/00 Strength (+6 damage adjustment). Cornugons attack with their tail for 1d3 points of damage, creating a wound that bleeds 1 point per round until treated. In addition, they attack with either claws (1d4 points of damage) and bite (1d4 + 1 points of damage), or with a barbed whip (1d6 points of damage and save vs. paralyzation or be stunned for 1d4 rounds).

In addition to the magical abilities inherent in all baatezu, cornugons can use the spell-like powers *detect magic*, *ESP*, *lightning bolt* (3 times per day), *produce flame*, *pyrotechnics*, and *wall of fire* (once per day). They can attempt to *gate* in the following: 2 to 12 barbazu (50% chance, once per day), 2 to 16 abishai (35% chance, once per day), and 1 to 3 additional cornugons (20% chance, once per day).

All cornugons radiate a *fear* aura in a 5-foot radius. Anyone entering the radius must save vs. rod, staff, or wand or flee in terror for 1d6 melee rounds. Cornugons regenerate 2 hit points per melee round.

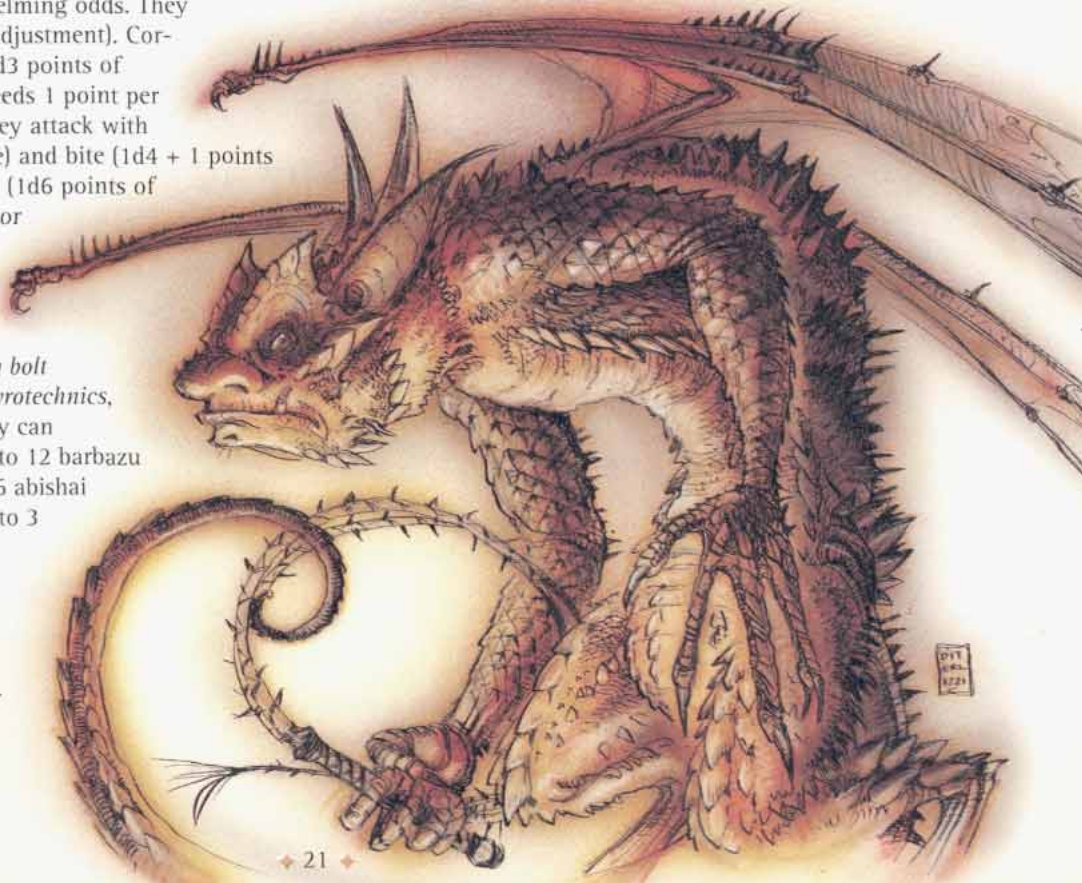
HABITAT/SOCIETY: Cornugons, the elite fighting force in Baator, form terrifying armies up to 2,000 strong. Only pit fiends may lead these hideous fighting forces into battle. Pit fiends and gelugons prize cornugons as personal guardians and try to obtain them as personal retainers. The Dark Eight have 106 cornugons in their retinue.

Cornugon armies usually form only in the lowest layers of Baator. In the upper layers, individual cornugons serve as generals to vast armies of lesser baatezu. This duty is desirable for its rapid advancement, second only to guardian duty among the Dark Eight.

ECOLOGY: The cornugons are greater baatezu, and as such enjoy a certain prestige. Of all the baatezu, the cornugons and hamatula advance most rapidly.

With several successful campaigns to their credit, heroic cornugons receive promotions to the upper layer of Baator, where they command vast, gruesome legions of baatezu. From there, distinguished action leads to promotion to gelugons, the ruthless inhabitants of the frigid layer of Caina.

Although powerful and cunning, the cornugons display treachery in their ranks least often of all baatezu, due to their militaristic nature. Their loyalty makes them an unusual asset. It is said that the 106 cornugons that guard the Dark Eight are completely loyal and would give their lives in defense of the council, behavior nearly unheard of in Baator. Whether this is due to genuine loyalty or fear of the pit fiends is unknown, but seldom in the history of the Dark Eight has a cornugon guardian displayed traitorous behavior.



BAA+EZU, LESSER — ERINYES

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	See below
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12, FL 21 (C)
HIT DICE:	6+6
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Charm, fear, rope of entanglement
SPECIAL DEFENSES:	+1 weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	M (6 feet tall)
MORALE:	Steady (11–12)
XP VALUE:	7,000

Erinyes, most unusual of the baatezu, do not appear gruesome or disgusting but attractive, a fitting characteristic considering their mission. Erinyes are female, but can look like mortal men or women of any race, and always the most perfect physical specimens. They cannot, however, pass for mortals. For their huge, feathery wings mark them as denizens of Baator.

Erinyes can communicate through telepathy, but prefer direct speech when luring mortals. They can speak any known language.

COMBAT: Erinyes prefer to use powers rather than fight physically, but they can wield any weapon with proficiency. An erinyes can cause *fear* in any creature that looks upon it. The victim must save vs. rod, staff, or wand or flee in panic for 1d6 rounds. Erinyes carry a *rope of entanglement* that they use in combat or to bind unsuspecting victims.

Erinyes possess a powerful *charm person* ability that works against any target the erinyes looks on within 60 feet, even if the victim does not look back. The victim must immediately save vs. spells as if half his current level. For example, an 8th-level warrior would save as though he were 4th level. Failure means the victim becomes completely loyal to the erinyes and does anything to protect and obey it, even when that means the death of the victim or loved ones. Fortunately for mortal beings, an erinyes can only *charm* one person at a time. The effects of the charm last until the erinyes releases the victim or dies.

In addition to those available to all baatezu, an erinyes can use the spell-like powers *detect invisibility*, *invisibility*, *locate object*, *polymorph self*, and *produce flame*. Once per day it can attempt to *gate* in either 1 to 8 spinagons (50% chance) or 1 to 4 barbazus (35% chance).

HABITAT/SOCIETY: Cunning and evil, the solitary erinyes have the special duty among the baatezu of tempting mortals. Even though the erinyes are lesser baatezu, they report directly to the Dark Eight outside the normal chain of command.

Only 500 erinyes exist at any one time. Lesser baatezu are promoted to fill out their numbers.

As tempters, the erinyes can do something no other baatezu can do, not even the pit fiends: enter the Prime Material Plane unsummoned. There it tries, through its *charm person* power and its comely form to lure mortals back to Baator. They cannot bring anyone or anything with them when they pass into the Prime Material Plane, and they can only bring one person back when they return. They cannot bring back inorganic matter, so victims arrive in Baator without possessions.

Mortals so trapped are doomed to die in the inhuman plains of Baator unless their own strength can save them. A mortal who dies this way becomes a lemure and serves forever as a soldier of Baator. Because of this power to tempt and doom mortals, most baatezu respect the erinyes.

ECOLOGY: Unlike other baatezu, the erinyes often refuse promotion from their station. Many do not wish to give up the special status afforded them and return to the routine ranks of Baator.



BAA+EZU, GREATER — GELUGON

CLIMATE/TERRAIN:	Baator (Caina)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	A, W
ALIGNMENT:	Lawful evil

Nº. APPEARING:	1-8
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	11
THACO:	9
Nº. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4+4/1d4+4/2d4+4/3d4+4 (Strength bonus)
SPECIAL ATTACKS:	Tail freeze, fear
SPECIAL DEFENSES:	Regeneration, +2 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (12 feet tall)
MORALE:	Champion (15-16)
XP VALUE:	19,000

Gelugons are ferocious baatezu that live in frigid Caina. They look alien, with 12-foot insectlike bodies, claws on hands and feet, and sharp pincers at the mouth. Their heads bulge with multifaceted eyes. The gelugon has a long, thick tail covered with razor-sharp spikes.

COMBAT: Gelugons are extremely strong, with 18/76 Strength (+4 damage adjustment). They attack four times per round with their two claws (1d4 points of damage), pincers (2d4 points), and tail (3d4 points and paralysis) instead of weapons. The tail radiates cold like the wind of Caina itself; the victim must save vs. paralyzation or be paralyzed by numbing cold for 1d6 rounds. The gelugon may direct each of its four attacks against a different opponent.

One in four gelugons carries a long spear (2d6 points of damage plus Strength bonus). Those struck by the spear must save vs. paralyzation or be numbed by cold (*slowed* for 2d4 rounds).

In addition to those available to all baatezu, the gelugon can use these spell-like powers: *detect invisibility* (always active), *detect magic*, *fly*, *polymorph self*, and *wall of ice*. They can attempt to *gate* in 2 to 12 barbazus (50% chance, once per day), 2 to 8 osyluth (35% chance, once per day), and 1 to 2 gelugons (20% chance, once per day). Because gelugons guard the front door of Baator's lowest layer, there is a 25% chance that a pit fiend comes to aid them if the gelugons are losing in combat.

Gelugons can see perfectly in total darkness, and they regenerate 2 hit points per round. They radiate *fear* in a 10-foot radius (save vs. rod, staff, wand or flee in panic for 1d6 melee rounds).

HABITAT/SOCIETY: Second in power and station only to the pit fiends, gelugons are the guardians of Caina, the frigid eighth layer of Baator. Because Caina is a single layer away from the heart of Baator, the pit fiends have placed great trust in the gelugons.

Gelugons are the only baatezu native to Caina. Although other varieties of baatezu occasionally come to this cold place, they dislike it and prefer the hotter layers. Gelugons are unique in baatezu society in that they both lead and serve in their layer's armies. It is unknown how they choose their leaders.

The only portal to the fortress of Malsheem on Nessus, the lowest layer of Baator, lies at the bottom of a deep pit in Caina, guarded at all times by 9,999 gelugons.

ECOLOGY: Wholly unnatural creatures, gelugons can only be created by promotion from lower stations.

When a gelugon has performed well, it may be promoted to pit fiend. Such promotion is difficult: First, the gelugon must serve flawlessly for 777 years. Any blemish on its record eliminates it from the promotion list. But 777 years of perfect service is the easy part. If the gelugon is selected to become a pit fiend, it enters the Pit of Flame, where it is tormented for 1,001 days. After almost three years of hideous, painful torture, the former gelugon emerges as a pit fiend.



BAA+EZU, LESSER — HAMATULA

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 3–12
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/3d4
SPECIAL ATTACKS:	Fear, hug
SPECIAL DEFENSES:	+1 weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	M (7 feet tall)
MORALE:	Fearless (19–20)
XP VALUE:	6,000

Hamatula are solitary patrollers of the third and fourth layers of Baator. They are large humanoids, covered from head to toe with sharp barbs right down to their long, meaty tails. Each hamatula has unusually long, sharp claws on its hands, and keen eyes that shift and dart about, giving the creature a nervous look.

COMBAT: Hamatula are guardians and patrol troops. They are excellent guardians and are never surprised.

Hamatula rarely use weapons in combat, preferring to attack with two raking claws (2d4 points of damage each) and bite (3d4 points of damage). If a hamatula hits in combat with both claw attacks, it can hug its victim, impaling him on its cruel barbs (2d4 points of damage, no attack roll required). The victim is now pinned and takes 2d4 points of damage per round until released. (A hamatula that takes 15 points of damage in a single round will release its victim at the end of the round.) A victim who has 16 or greater Strength can tear free with a successful Strength check.

In addition to the magical abilities inherent to all baatezu, hamatula have the spell-like powers *affect normal fires*, *hold person*, *produce flame*, and *pyrotechnics*. Once per day they can also attempt to *gate* in either 2 to 12 abishai (50% chance) or 1 to 4 hamatula (35% chance).

Hamatula radiate *fear* upon striking an opponent for the first time. The defender must save vs. rod, staff or wand or flee in panic for 1d6 rounds.

HABITAT/SOCIETY: Hamatula zealously patrol the third and fourth layers of Baator for intruders, knowing that promotion and increased status hinge on success.

Relatively solitary, the hamatula travel in groups only when commanded to do so by a superior. They may be de-

ployed in a small group to investigate a report of intrusion.

On Phlegethos, the fourth layer of Baator, the pit fiend Gazra lives in a crystal castle. The hamatula cast captured intruders into the cells under the castle for torture. Gazra oversees the first four layers of Baator with an army of 5,000 hamatula. Twenty hamatula with maximum hit points guard him at all times. Loyal service to their lord is the fastest way to rise in status.

ECOLOGY: Unlike other baatezu, hamatula cannot pass from layer to layer on Baator or to other Lower Planes. Sages speculate that this ensures that the creatures do not wander from their duties.

Hamatula are doubly unique among the baatezu because only they produce a useful byproduct. A gland behind their ears produces a powerful hallucinogen that is “harvested” by greater baatezu and used to torment and interrogate prisoners. A few brave (or wealthy) sages have obtained samples of this secretion, though not enough to perform any meaningful experiments. They believe that greater quantities of this secretion could produce an extremely potent *potion of illusion*.



BAA+EZU — LEMURE

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Common
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	10-100
ARMOR CLASS:	7
MOVEMENT:	3
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Battle drive
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5 feet tall)
MORALE:	See below
XP VALUE:	120



The lowliest denizens of Baator, lemures are grotesque, disfigured blobs of molten flesh, with a vaguely humanoid torso and head. Their faces are equally unrecognizable, with twisted, melted features molded into permanent expressions of horrid anguish. Sometimes, lemures display some slight vestige of their mortal life: a facial feature, nervous twitch, or a small shred of clothing. However, these fragments of their former lives become less and less apparent as the lemure passes its tortured, wretched existence as the weakest baatezu in Baator. Lemures have no minds and no means of communicating.

COMBAT: Unless ordered otherwise, lemures relentlessly attack anything except another baatezu, regardless of danger. They never check morale.

In combat, they claw for 1d3 points of damage. Their main strength is in their large numbers. Lemures attack in wave after wave, dozens of them, until they either wear down more powerful opponents or are destroyed.

Lemures have no mind of their own, so they are immune to any mind-affecting spells such as *charm person* or *illusions*. They do not, however, have the spell-like abilities common to other baatezu.

Lemures regenerate 1 hit point per melee round. Any piece of a lemure, even its burnt ashes, regenerates until the creature is whole again. The only way to permanently destroy lemures is with holy water, a holy sword, or other holy item.

In desperate battles when success is more important than huge losses, baatezu leaders initiate a fearsome *battle drive*, a wedge formation of 1,000 or more lemures. On command from a superior, the lemures march slowly, mindlessly toward

their destination. As they arrive, the lemure are invariably cut down by the dozens. Oblivious, they attack with +2 to their attack rolls. Eventually, the sheer number of lemures prevails, but they commonly see 70 to 90% casualties.

HABITAT/SOCIETY: Lemures are wretched creatures, forever tormented by the other baatezu. Their existence is both dismal and insignificant.

They wander the first two layers of Baator in large hordes, avoiding other baatezu and relentlessly attacking intruders. Sages believe there are infinite numbers of lemures on Baator.

ECOLOGY: Occasionally a lemure is selected to form a spinagon, a least baatezu. This is done randomly, and is not based on merit, although sometimes, for the pleasure of the baatezu involved, more than one lemure is selected for such a promotion. The mindless lemures are pitted against each other in a brutal fight to the death. Winners of such a fight are either promoted to spinagons or slaughtered outright, depending on their entertainment value. Lemures are occasionally transformed into wraiths or spectres, as well. Other baatezu consider the lemures beneath notice.

BAA+EZU, LEAST+ — NUPPERIBØ

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Common
ORGANIZATION:	Army
ACTIONS/STATS:	Any
DMG:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–100
ARMOR CLASS:	9
MOVEMENT:	6
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	2 or 1 (by weapon)
DAMAGE/ATTACK:	1d2/1d2 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5 feet tall)
MORALE:	See below
XP VALUE:	120

Nupperibos are baatezu petitioners, slightly higher in station than the lemures. They are lowly and woeful beings, used as fighting, feeding, and tormenting stock by all baatezu from the pit fiends on down.

Nupperibos are much like lemures in appearance, but are even less defined than those creatures. Nupperibos are amorphous, vaguely humanoid monsters with no discernible features. They have appendages that might be construed as arms and head.

Nupperibos are blind, deaf, and mute.

COMMENT: Nupperibos, like lemures, attack any nonbaatezu they encounter in Baator, heedless of their own safety. They need never check morale, for they fight until destroyed.

A nupperibo attacks with two claws (1d2 points of damage each). When they form armies, they receive weapons, though seldom anything better than a club. In these cases, they do damage as per weapon type.

They regenerate 1 hit point per round in Baator or any other lower plane. Any piece of a nupperibo, including its burnt ashes, regenerates. Only holy water, a holy sword, or other sanctified weapon can destroy one permanently.

The mindless nupperibos are immune to all mind-affecting spells such as *charm person* or illusions. Of the special powers common to all baatezu, nupperibos may only use *cause fear*, and that only under orders and when at least 10 nupperibo all attack the same defender.

HABITAT/SOCIETY: Nupperibos exist by the hundreds of thousands on the first and second layers of Baator. They are the remanants of lawful evil creatures not sufficiently malign to

become lemures. Nupperibos readily obey all commands from superiors in order to lessen their torment, and thus are accorded a slightly higher station than lemures; they are considered least baatezu.

There is, however, a unique and curious relationship between the lemures and the nupperibos. The nupperibos are slightly higher in station than the lemures, but they can never become higher forms of baatezu without first being demoted to lemure status. Doubtless some greater power in Baator has set the advancement path that way for its own fiendish reasons.

Nupperibos are commonly used as trading stock to the yugoloths in return for their mercenary services. Like the baatezu, the yugoloths treat the nupperibos horribly and ultimately consume them.

ECOLOGY: Nupperibos have no intelligence, but are sensitive to mental commands from stronger baatezu and never disobey those commands.

When a nupperibo is destroyed, it reforms into another nupperibo. However, there is a 1% chance that it becomes a lemure. Although this means a reduction in station (however slight), it also means a chance to become a spinagon in the future.

Whether left in Baator or traded to yugoloths, nupperibos lead a completely wretched existence. Lower planar creatures consider them insignificant.



BAA+EZU, LESSER — OSYLU+H

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-8
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d/1d4/1d8/3d4
SPECIAL ATTACKS:	Fear, poison
SPECIAL DEFENSES:	+1 weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9 feet tall)
MORALE:	Steady (11-12)
XP VALUE:	7,000

The “police officer” of Baator, the osyluth is horrid: bony and wretched, almost a dried husk of a human form, with a fearsome human skull covered by sickly dried skin stretched tight. The osyluth has a large scorpionlike tail and a foul odor of decay and rot.

COMBAT: Terrible opponents, osyluths attack ruthlessly, driven by hatred and rage. They have two claw attacks (1d4 points of damage each) and a bite (1d8 points of damage). Osyluths also attack with their tail, which does 3d4 points of damage and injects poison. The victim must save vs. poison with a -3 penalty. Failure means the victim loses 1d4 points of Strength for 1d10 rounds.

In addition to those available to all baatezu, osyluths have the spell-like powers *fly*, *improved phantasmal force*, *invisibility*, and *wall of ice*. Osyluths can also generate *fear* in a 5-foot radius. Defenders must save vs. rod, staff, or wand or flee in panic for 1d6 rounds. Once per day they may also attempt to *gate* in either 1 to 100 nupperibo (50% chance) or 1 to 2 osyluths (35% chance). Osyluths can see perfectly in total darkness.

HABITAT/SOCIETY: Osyluths are the only baatezu to have power over baatezu of higher station. They roam the layers and observe the actions of other baatezu, ensuring that they act properly. An osyluth can send offenders into the Pit of Flame for 101 days of torment. After the torture, the offending baatezu returns to its former position. Osyluths have this power over any other baatezu save for pit fiends, who are above their discipline.

But with this power comes danger. Any baatezu that has the opportunity to destroy an osyluth without being discovered usually does so. If caught in this act, however, the offender is instantly reduced to marked lemure status. These



marked lemures never advance beyond their station and are particularly hated by all baatezu.

Because the osyluths are charged with disciplining other baatezu, they are supposed to be absolutely loyal, never step out of line, nor do anything against the nature of baatezu. The osyluths generally obey the stricture, although several historical exceptions are known.

THE RING OF CANTRUM: Once per century, 100 osyluths meet with the Dark Eight to promote gelugons to pit fiend status. The moot is named after the pit fiend Cantrum, the founder of the Dark Eight. The 100 osyluths gather in a ring around the pit fiends and present information on promising gelugons, including major campaigns and compliance with the nature of Baator. All 100 osyluths combined have one of the nine votes cast in the Ring.

ECOLOGY: Osyluths spend a century as such before advancing among the baatezu. Following every Ring of Cantrum, all 1,000 osyluths advance to hamatula status. Simultaneously, 1,000 new osyluths are formed. Despite this guaranteed advancement, osyluths still have incentives to surpass even their exacting standards. An osyluth that performs with distinction becomes an amnizu rather than a hamatula. This accelerated advancement is rare, but serves the pit fiends well, for it guards against complacency in the osyluth ranks.

BAA+EZU, GREATER — PIT FIEND

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	G, W
ALIGNMENT:	Lawful evil

NO. APPEARING:	1–4
ARMOR CLASS:	–5
MOVEMENT:	15, Fl 24 (C)
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d4/1d4/1d6/1d6/2d6/ 2d4 or weapon + 6 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison, tail constriction
SPECIAL DEFENSES:	Regeneration, +3 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	L (12 feet tall)
MORALE:	Fearless (19–20)
XP VALUE:	21,000

The most terrible baatezu, pit fiends are giant winged humanoids, gargoyleish in appearance, with huge bat-wings that can wrap around their body in defense, large fangs that drip with vile, green liquid, and hulking red, scaly bodies that burst into flame when they are angered or excited.

COMBAT: No baatezu is more terrifying in combat than a pit fiend. The pit fiend uses its 18/00 Strength (+6 damage adjustment) to attack six times per round, dividing its attacks among up to six different opponents if necessary. It can attack with two hard, scaly wing buffets (1d4 points of damage each), powerful claws (1d6 points), and a bite (2d6 points and poison; save vs. poison or die in 1d4 rounds). The bite also infects the victim with a disease, whether or not he saves against the poison.

Pit fiends can also attack with their tail every round (2d4 points of damage). The tail can then hold and constrict the victim for 2d4 points of damage per round until the victim makes a successful Strength check to break free. Pit fiends also carry jagged-toothed clubs which inflict 1d6 + 1 points of damage; this replaces one claw attack.

In addition to those magical abilities inherent to all baatezu, a pit fiend can use one of the following spell-like powers once per round: *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, and *wall of fire*. Once per year, a pit fiend can cast a *wish* spell. Once per round, it may automatically *gate* in two lesser baatezu or one greater baatezu. Once per day, a pit fiend can use a *symbol of pain*; the victim must save vs. rod, staff, or wand or suffer a –4 penalty on attack rolls and a –2 penalty to Dexterity for 2d10 rounds.

Pit fiends regenerate 2 hit points per round. They radiate a powerful *fear* aura in a 20-foot radius (save versus rod, staff, or wand at a –3 penalty or flee in panic for 1d10 rounds).



HABITAT/SOCIETY: Pit fiends are the lords of Baator, the baatezu with the greatest power and station. Pit fiends are found throughout Baator, but are very rare on the upper layers and in the frigid cold of Caina, the eighth layer. Pit fiends are very rare on Avernus, Dis, and Minauros. They are rare on Phlegethos, Stygia, Malbolge, and Maladomini. In the fearful realm of Nessus, the pit fiends are common.

Wherever they are, pit fiends wield enormous power. They lead legions of dozens of complete armies into battle against the tanar'ri. These huge forces are terrifying to behold, and any non-native of the Lower Planes of less than 10 Hit Dice who sees them flees in panic for 1 to 3 days. Those of 10 Hit Dice and greater must save vs. rod, staff, or wand or flee in panic for 1d12 turns.

It is rumored that pit fiends are not the most powerful beings in Baator, but themselves servants of some greater power. If there are greater beings in Baator, certainly they are powerful enough to hide their presence from mere mortal sages.

ECOLOGY: Pit fiends are spawned from the powerful gelugons of Baator's eighth layer. When gelugons are found worthy, they are cast into the Pit of Flame for 1,001 days. They emerge as pit fiends.

BAA+EZU, LEAST+ — SPINAGON

CLIMATE/TERRAIN:	Baator
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 1-3
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (C)
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/by weapon
SPECIAL ATTACKS:	Flame spikes
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15%
SIZE:	S (3 feet tall)
MORALE:	Average (8-10)
XP VALUE:	3,000

Spinagons, the smallest baatezu, look like gargoyles — small humanoids with wings and a spiked tail. They carry small military forks or other nasty weapons. Spinagons have long, razor-sharp talons on their feet.

COMBAT: Spinagons avoid combat, preferring to flee and alert more powerful baatezu. However, spinagons carry a small military fork (use javelin statistics; 1d6 points of damage). In flight, the spinagon can also rake with the claws on its feet (1d4 points of damage apiece).

Small spikes and spines protrude from the spinagon's body. In combat the spinagon can launch up to 12 of these spikes as projectiles while in flight, two per round. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purposes of range and damage, treat a spinagon's spikes as darts. The spinagon can hurl itself at a target and wound it with 1d4 spikes (1d3 points of damage each); they hit automatically and are not used up, but the spinagon cannot otherwise attack that round.

Although they do not have the spell-like abilities common to other baatezu, spinagons can use the spell-like powers *affect normal fires*, *change self*, *command*, *produce flame*, *scare*, and *stinking cloud*. Once per day they can attempt to *gate* in 1 to 3 additional spinagons (35% chance of success).

HABITAT/SOCIETY: Spinagons are common throughout the layers of Baator and plentiful in layers three through seven. They serve as messengers and lackeys for more powerful baatezu, which includes just about all of them. Spinagons are loyal messengers, seldom failing to properly deliver a letter or memorized missive. However, many baatezu scorn them as weak and ill-equipped for combat.

Indirectly, the spinagons act as scouts for Baator. Because spinagons have a vast number of messages to



deliver and errands to run, they travel everywhere in the plane. If these wretched, cowardly creatures discover intruders, they fly off to call a more powerful baatezu. They do not attack or fight unless cornered and unable to barter their way out. A spinagon might even compromise its message to avoid combat.

Spinagons herd lemures and nupperibos and marshal them into large armies for more powerful baatezu. A greater baatezu that wants to form its army quickly for an upcoming battle treats the spinagons with respect.

ECOLOGY: Spinagons, though lowly, gain status quickly by gathering armies for greater baatezu. Often less influential baatezu get their armies last, whereas the more important baatezu get theirs immediately. Because of this, spinagons are subject to abuse and threats by middle-level baatezu disappointed with their performance.

Baator is a strange place, ruled by a perverse discipline that simultaneously encourages both structured behavior and treachery. But stranger still is the advancement process of the spinagon. When a spinagon advances, those it has served decide how much advancement the spinagon receives. Therefore, if a spinagon serves a gelugon well, it may be promoted as high as amnizu. Stories tell of the pit fiend Greth advancing a spinagon to a hamatula.

CLIMATE/TERRAIN:	Semitropical/forests (Outlands)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (or group)
ACTIVITY CYCLE:	Daytime
DIET:	Herbivore
INTELLIGENCE:	Exceptional to Genius (15-18)
TREASURE:	See below
ALIGNMENT:	Neutral (Any, see below)

NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	-2
MOVEMENT:	21
HIT DICE:	12+12
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d6/2d6/2d6
SPECIAL ATTACKS:	Psionics, magical items, trumpet
SPECIAL DEFENSES:	Psionics, invisibility
MAGIC RESISTANCE:	20%
SIZE:	L (as 9-foot elephant)
MORALE:	Elite (13-14)
XP VALUE:	14,000

In the book *Magic and Mystery of Ind*, Vimalanda Rey passes along a revealing tale of the baku:

"I learned the art of coppersmithing from an old man in my village named Lohajangha. He was a kind and gentle fellow, and his patience at the work taught me not only how to work with metal, but how to have patience and fixity of purpose. He never laughed at my mistakes, but always applauded my triumphs. He taught me lore of the woods surrounding my village: which herbs heal, which stones may be cut into sparkling gems. He taught me the principles of art: symmetry, harmony, and mystery. Only once did I see him angry.

"A runner came to our village with the sad news that woman who ruled the next village had been trampled by a strange evil beast that looked like a small elephant.

"Lohajangha called me to him. I saw his eyes, which normally sparkled with joy, were dark as storm clouds. He said to me, 'Vimalanda, I am giving you my shop. I had hoped to work here longer, but I have other business I must attend to. Vimalanda, do not cling to this shop - from here, someday, you will be called for a greater mission. When the time comes, you will know, and you will make use of my lessons then.'

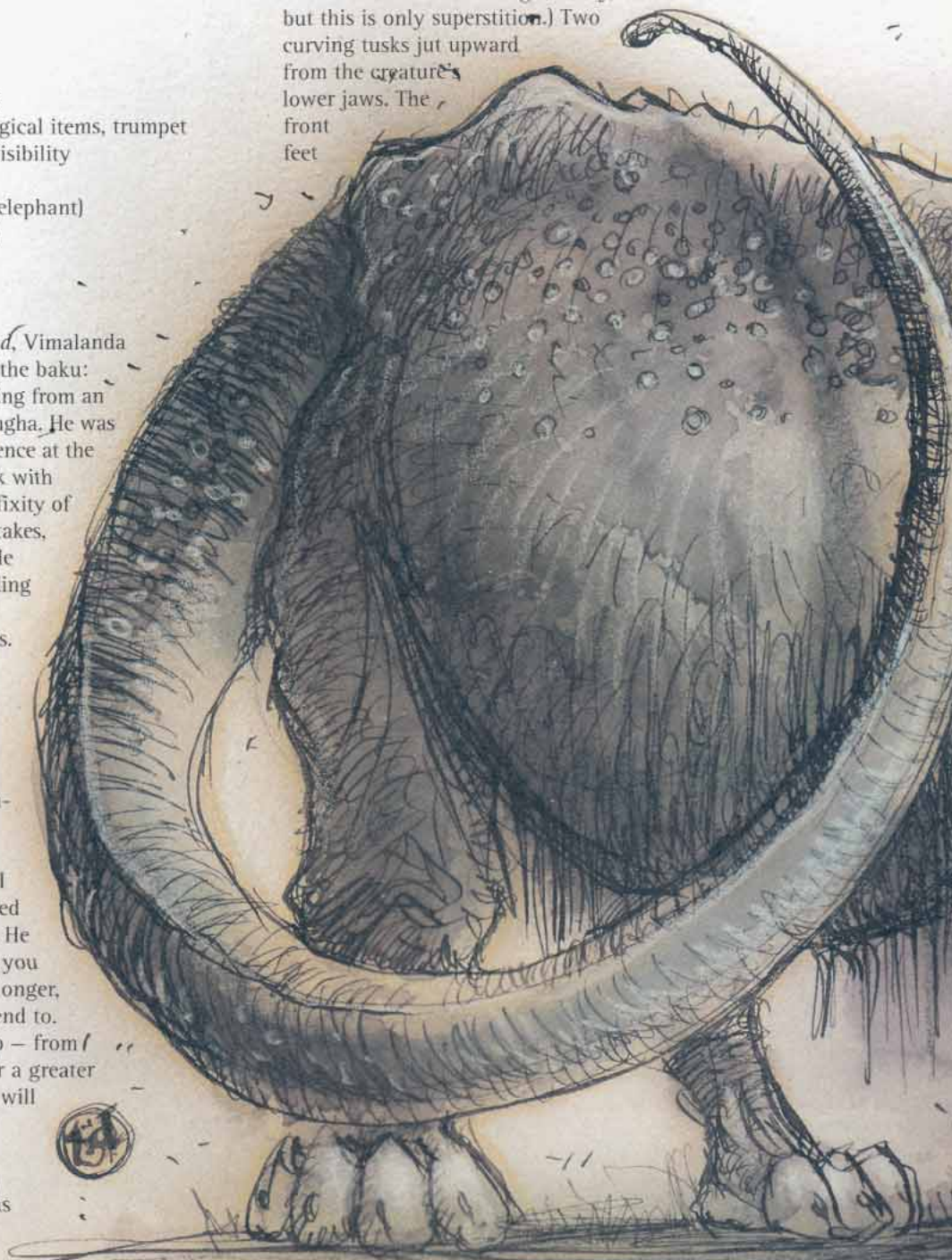
"He turned to leave the village, but I begged him to tell me what was going on.

"He took me with him into the woods, and there he showed me his true form. He said that after this revelation, he could no longer work among men, and that he had to go fight the evil baku, who had killed in the next village.

"I asked if he knew the evil one.

"'Yes,' he said, 'it is my brother.' Then he ran like lightning into the dense woods. I never saw him again, save in dreams."

A baku looks like a strange elephant with a lizard's tail. It has an elephantine head, complete with trunk, but its trunk is rarely longer than four feet. (Baku traditionally regard longer trunks as indicators of high ability, but this is only superstition.) Two curving tusks jut upward from the creature's lower jaws. The front feet



look like an elephant's, but the rear feet have leonine pads equipped with claws. Dragonlike scales cover a baku's back and thick tail; on male baku, the scales continue over the back of the head. The rest of the hide is rhino-tough.

COMBAT: Despite its size and bulk, a baku can move rapidly, attacking with a goring butt and two foreleg stomps. It stomps only man-sized opponents or those less than 6 feet tall. A baku's trunk can hold simple devices such as weapons or wands, so a baku of wealth or status may attack with a magical weapon or device.

Baku can use psionics to become invisible at will (see below). They expend no PSPs for this, and the power check always succeeds.

A baku's trumpeting roar affects creatures of certain alignments. Neutral good baku affect only evil creatures, dark (evil) baku affect good creatures, and holy baku can affect either good and/or evil creatures at their discretion. Any vulnerable creature within 40 feet suffers 1d8 points of damage; it must also make a successful save vs. para-

lyzation or flee in panic as if affected by *fear* (as cast by a 12th-level wizard). Baku can trumpet once every four rounds.

Neutral good baku are usually timid, peace-loving creatures, but they resolutely battle evil and malicious monsters.

PSIONIC SUMMARY

LVL	DIS/SCI/DEV	ATTACK/DEFENSE	SCORE	PSPs
12	4/6/17	MT,PsC/All	=Int	200

Common Disciplines/Sciences/Devotions:

- ♦ Clairvoyance – *Sciences:* aura sight*. *Devotions:* comprehend writing, danger sense.
- ♦ Psychometabolism – *Sciences:* animal affinity*, metamorphosis*. *Devotions:* absorb disease, cell adjustment*, ectoplasmic form*, lend health*, reduction*.
- ♦ Telepathy – *Sciences:* psychic crush*, superior invisibility*. *Devotions:* awe, conceal thoughts, contact*, invisibility (no cost)*, mindlink, mind thrust, telepathic projection, truth-hear.
- ♦ Psychoportation – *Sciences:* probability travel*. *Devotions:* dream travel, astral projection*.

- All baku have these psionic powers.

HABITAT/SOCIETY: Baku come from the Outlands. They seldom travel in desolate settings and prefer to move invisibly among humanity.

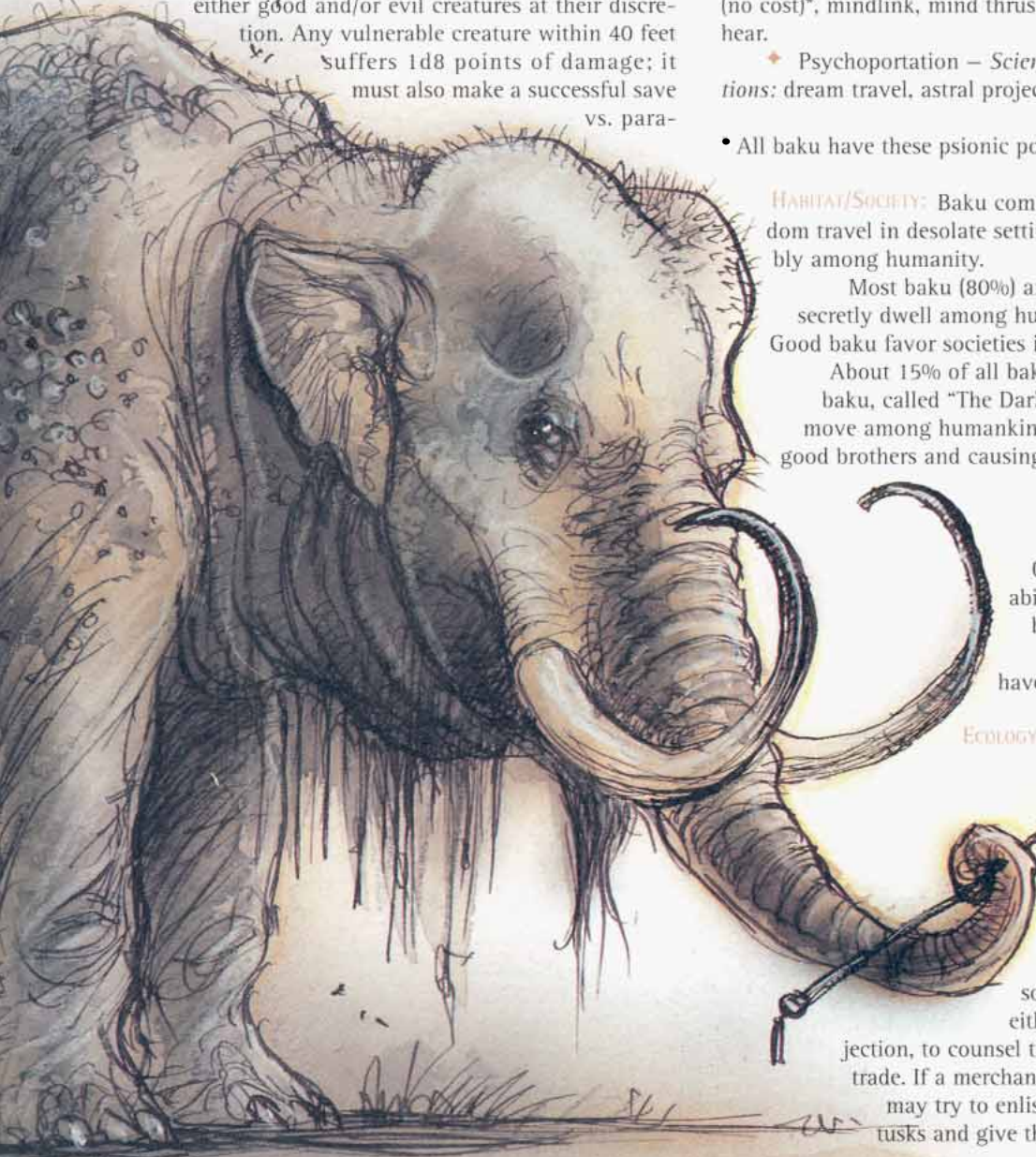
Most baku (80%) are creatures of good will. They secretly dwell among humankind to serve its interests. Good baku favor societies in semitropical forests.

About 15% of all baku are of evil alignment. These baku, called "The Dark Ones" by their brethren, also move among humankind, thwarting the plans of their good brothers and causing suffering wherever they go.

The remaining 5% of baku are true neutral. Other baku know them as "Great Ones" or "Holy Ones." Although no discernible abilities set them apart from their brethren, other baku reverently obey them. Holy baku always have an Intelligence of at least 18.

ECOLOGY: Among evil merchants, baku tusks are worth 200 gp each.

Good-aligned buyers regard traffic in tusks as an atrocity, and even neutrals regard it as tasteless. Holy baku who hear reports of tusk merchants sometimes travel long distances, either physically or by astral projection, to counsel the merchants against their evil trade. If a merchant ignores the counsel, the baku may try to enlist local adventurers to steal the tusks and give them decent burial.



BARIAUR

CLIMATE/TERRAIN:	Ysgard
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Herbivores
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	See below
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 or by weapon
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	+2 on surprise rolls
MAGIC RESISTANCE:	10%
SIZE:	L (7 feet tall)
MORALE:	Steady (11–12)
XP VALUE:	2,000

Bariaurs, probably a hardy relative of the centaur and created by the same sylvan being eons ago, have the body of a large ram or ewe and the torso of a muscular human. Their heads mix human and ramlike features; horns curl out of both sides of the skull of the male, for example. Bariaurs often carry large clubs as weapons. Details of bariaur dress and customs, and of the bariaur character class, appear in the *PLANESCAPE Campaign Setting* boxed set. This entry describes NPC bariaurs as encountered on their native plane of Ysgard, and they differ slightly from the bariaur player character race. Note that the special qualities listed below are attributed only to non-player character bariaurs.

COMBAT: Bariaurs are tough, skilled combatants. The bariaur warrior's club is a personal icon, a family or flock heirloom handed down through generations. Each weapon's history is etched on it in runes. To lose this personal weapon means such humiliation that the owner generally leaves Ysgard to wander other planes, returning home only when it has redeemed its honor.

In combat, a bariaur's club has the speed factor and damage characteristics of a two-handed sword.

Even weaponless, a bariaur can butt with its horns (1d8 points of damage). Male bariaurs use this attack in nonlethal battles for dominion over the flock.

A male bariaur can charge at up to half again its normal movement rate (3d8 points of damage, 50% likely to knock down an opponent the bariaur's size or smaller). The bariaur must move at least 30 feet to charge.

Bariaurs have uncanny senses of smell and hearing, and therefore receive a +2 bonus on surprise rolls.

Bariaurs have a slight enchantment, common for creatures of sylvan origin, that makes them 10% resistant to magic. Even if the resistance roll fails, bariaurs still receive a +1 bonus to any save vs. spells. They also can move from layer to layer on the plane of Ysgard at will.

HABITAT/SOCIETY: Like most natives of Ysgard, bariaurs are carefree and wild. Their powerful wanderlust keeps the entire flock constantly on the move.

A flock of bariaurs follows a single leader, stronger or more charismatic than other males in the flock. A leader's rule is absolute, but younger males who think themselves ready for leadership may challenge him. Such challenges, though, are formal and ritualized, never reckless; bariaurs' chaotic nature is directed outside of the flock, rather than within it.

The loss of a duel of challenge brings no disgrace nor dishonor.

A flock holds 5 to 20 males, 10 to 30 females, and 1d12–1 young. Flocks are familial and under normal circumstances never split up.

An under-reported aspect of bariaur life is their robust playfulness. They believe that the two great goods are the advancing of their strong sense of honor and the need to have a good time. The bariaur often meet in shows of friendly rivalry on the great grassy plains of Ysgard. At these festivals they stage singing contests, tell tale tales, and play an intricate game not unlike polo. Human observers often mistake the rivalry for pride or pettiness, and are often completely flabbergasted when, at the end of a festival, the bariaur depart on the friendliest terms.

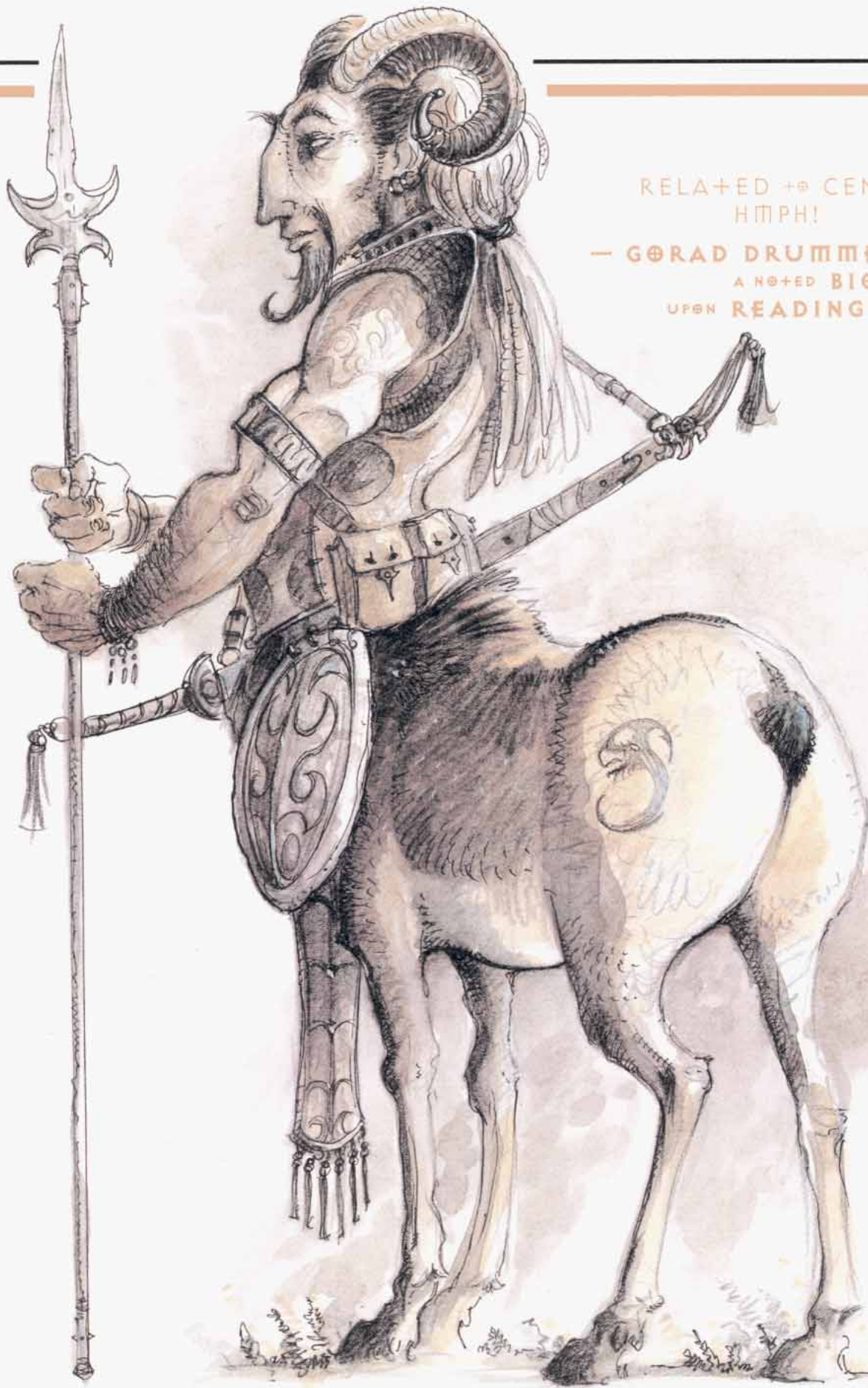
Even bariaur adventurers on a hard quest may arrange simple contests to remind them of the joy of life. It is a magical moment when a grimly determined bariaur happens on one of his fellows and puts aside his honor-driven quest for a few minutes (or hours) of race and sport. Such events often do them as much good as a night's sleep. Then they return to their quests.

Nothing saddens a bariaur like learning that a companion is sad. These brave ones fear neither death nor the most monstrous manifestation of the powers of darkness; yet they have been known to journey across the most dangerous planar barriers to visit the sickbed of a valued friend.

ECOLOGY: Bariaurs are herbivores, feeding on berries, nuts, leaves and other foods gathered in the forests. They do not usually travel from one layer of Ysgard to another, but do so if the food supply in an area warrants a move.

Bariaurs have few natural enemies in Ysgard, although they battle the giants there. Flocks even attack giant lairs all-out, trying to wipe out the beasts.





RELATED TO CENTAURS?
HMPH!

— GORAD DRUMMERHAVEN,
A NOTED BIOLOGIST,
UPON READING THIS ENTRY

BEBILITH

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	9, Wb 18
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/2d6
SPECIAL ATTACKS:	Armor destruction, poison
SPECIAL DEFENSES:	Webs, protection magic, +2 weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (15 feet long)
MORALE:	Champion (15-16)
XP VALUE:	13,000

Also known as "creepers of the Abyss" and "barbed horrors," bebiliths are huge arachnids that roam the Abyss, preying on the tanar'ri.

The alchemist Brahmadata of Ind labored long and hard to create a magical net that could hold any being. Through the use of forbidden magics he travelled to the tortured plains of the Abyss to gather the spinnerets of a bebilith. Brahmadata wrote of his experiences to Vimalanda Rey, who records the letter in *Magic and Mystery of Ind*:

"For two months, or so it seemed (since time itself knows naught of Law in the Abyss), I tracked the bebilith. I wished to find its secret. Great beings passed it by, some even seeming to do it homage. Only once did it come upon another of its kind. As they passed by one another, my mind filled with an eerie song:

*"Long we live and long we weave
Till we have filled this space.
Then, as before, we will leave
To hunt another place.
Our task ends when the weak are gone.
Then fill new spaces with our spawn!"*

"Soon afterward, I was able to drug the bebilith and cut off three spinnerets. I brought these back to our world, where I am close to making the perfect net."

Vimalanda goes on to record that three months after hearing the tale of Brahmadata, he decided to pay a visit on his old friend. The city in which Brahmadata had lived was laid waste. Webbing covering its burned and crushed ruins. As Vimalanda began cutting through the web, he thought he could sense the spirits of the city dwellers flying free from the sticky strands. He cleared the land, but nothing grows there to this day.

Cruel, unwavering harbingers of death and torture,

bebiliths are hideous, misshapen spiders with hard, chitinous shells. Their two forelegs each end in a brutal barb, and their mouths are filled with fangs that drip poisonous liquid.

Bebiliths can apparently speak to each other through mind contact. They cannot communicate otherwise.

COMBAT: These spiderlike creatures are never surprised and are immune to attacks from nonmagical weapons and magical weapons of less than +3 enchantment. They are always surrounded by a *protection from good* spell they can reverse at will.

Bebiliths viciously attack anything they see, without mercy. Their sharp forelegs cause 1d6 points of damage each, and a foreleg hit may also ruin the target's armor or shield. For each hit, roll 1d6: 1-2, the shield (if any) may be ruined; 3-6, the armor (if any) may be ruined. Nonmagical armor and shields are ruined 40% of the time. Magical armor and shields modify this by -10% per plus of the magical enchantment. Ruined armor or shields no longer improve the target's Armor Class and cannot be repaired for less than their gold piece values. Magical enchantments are lost, regardless of repair. If the target wears neither armor nor shields, foreleg attacks from a bebilith do normal damage.

A bebilith can also bite (1d12 points of damage and poison; successfully save vs. poison with a -2 penalty or die in 1d4 rounds). If a poisoned body is not *blessed* within one turn of death, the corpse bursts into flames and disintegrates.

Four times per day, a bebilith can shoot a powerful web substance from its spinner. This web covers 8,000 cubic feet (a 20-foot cube, or any other shape the bebilith desires). The web must begin adjacent to the creature and reach no more than 60 feet away. The web acts like a *web* spell, except that it is permanent. Also, fire is only 25% likely per round of contact to burn the web.

If sorely pressed, the bebilith can *plane shift* to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail to save vs. wand. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

HABITAT/SOCIETY: Bebiliths prey on, or by some accounts punish, the tanar'ri of the Abyss. They seem to select, by unknown means, certain groups of the major tanar'ri and exterminate them completely, in brief but horrible wars of annihilation. Of equal mystery is the precise way a tanar'ri, one of the cruelest and most chaotic creatures in existence, incurs the wrath of these assassins.

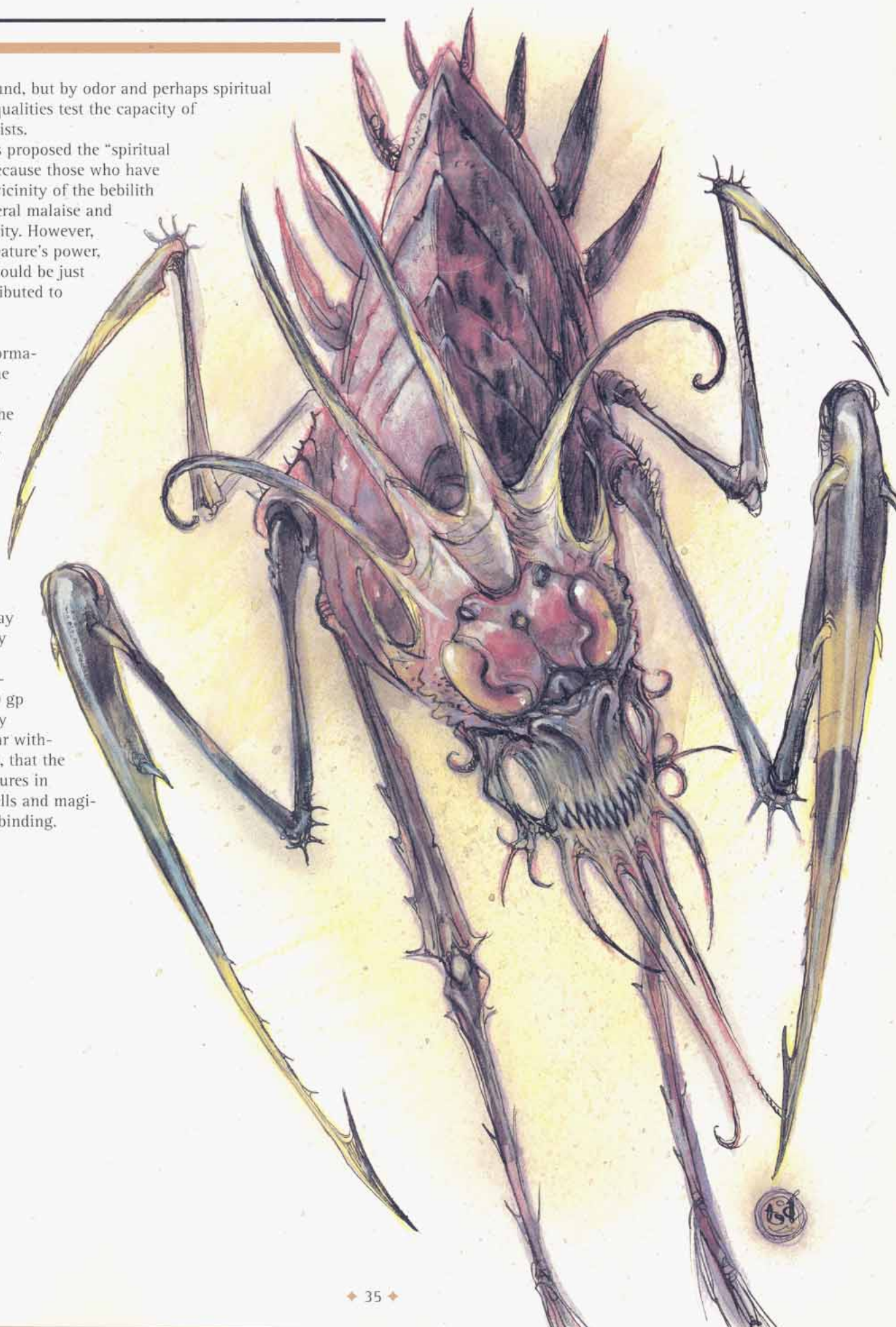
Although creatures roam the Abyss that could destroy a bebilith as a matter of course, nothing ever does. The bebiliths have developed an uncanny mystique, and among the denizens of the Abyss, destroying one is taboo. Some visitors to the Abyss report constructive use of this taboo, such as by entering a bebilith's vicinity to escape pursuing tanar'ri. Of course, the clever escapees then must escape the bebilith. Conjuring an illusory bebilith would seem a natural idea for the resourceful traveller, but recorded accounts show mixed results. Apparently the tanar'ri recognize bebiliths not only by

sight and sound, but by odor and perhaps spiritual aura. These qualities test the capacity of most illusionists.

Scholars proposed the "spiritual aura" idea because those who have been in the vicinity of the bebilith report a general malaise and sense of futility. However, given the creature's power, this feeling could be just as easily attributed to sheer terror.

Ecology: Information about the bebilith has surfaced at the cost of many lives, for few who see a "creeper of the Abyss" live to tell the tale.

Mages and alchemists pay extraordinary prices for bebilith spinnerets (2,000 gp and up). They believe, so far without evidence, that the spinneret figures in powerful spells and magical items of binding.



CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	9+9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Death gaze
SPECIAL DEFENSES:	+1 weapons to hit, spell immunity, immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	M (6 feet tall)
MORALE:	Steady (11-12)
XP VALUE:	5,000

The grim bodaks are formed from hapless mortals who ventured into parts of the Abyss too deadly for them.

A Sigil legend called "The Bodak Who Walked Home" is probably apocryphal, but it expresses the eternal hope of triumph against vastly more powerful forces.

Once an evil king named Basiliedus ruled his small city-state through dark magic. He captured a fair woman named Helen and sought to make her his queen. Helen's lawful husband, Diomed the swordsman, went to the palace of the dark lord and demanded his wife. Basiliedus, who could have killed the swordsman with a mere word or gesture, asked what he would do to win back his bride. "Anything," answered Diomed.

So Basiliedus suggested that Diomed visit the Abyss and bring back a handful of soil.

Diomed agreed, and Basiliedus transported him there, feeling glee at the swordsman's awful fate of Diomed.

Years passed, and Helen sickened and died, escaping at last the loveless union forced on her. One day a cowed man, evidently a rich merchant, came to Basiliedus' castle. He claimed to have a present for the hated lord. The cowed one was shown into Basiliedus' audience chamber.

"I have brought you this," said the visitor. He poured soil from a black silk bag onto the floor. The soil became blood, and the blood became snakes. Basiliedus knew this was soil from the Abyss, but before he could act, the visitor removed his cowl. The sight of the bodak killed all within, and Diomed, the bodak, walked outside the castle to tell the people their dread lord was dead. The sun scorched his impure flesh, but just before the rotting mass fell, Diomed is said to have smiled.

Bodaks are humanoids with gray, pearly skin and hairless, muscular bodies of no apparent gender. Their eyes are empty and milky-white, deeply set into their long, distorted features.

Bodaks are only vaguely humanoid in appearance, but sometimes retain some small feature of the mortal they once were. This may manifest itself in a nervous twitch, a peculiar combat style, or anything else that the bodak may have possessed during its normal lifetime.

Bodaks have no language of their own. They speak the language common to the tanar'ri and their dark servants, and generally they remember a few words of the common speech.



COMBAT: Any person or creature that meets a bodak's death gaze must save vs. petrification or die. The gaze is effective to 30 feet. A victim who dies in the Abyss transforms into a bodak in one day.

Only cold iron weapons or +1 or better magical weapons can hit a bodak. They are immune to *charm*, *hold*, *sleep*, and *slow* spells and to poison. Bodaks possess infravision to 180 feet.

Unaccustomed to its brightness, bodaks hate the sun. Direct sunlight inflicts 1 point of damage per round. Different attacks harm them as follows:

ATTACK	DAMAGE
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half
Iron weapon	Full
Magic missile	Full
Poison	None
Silver weapon	None

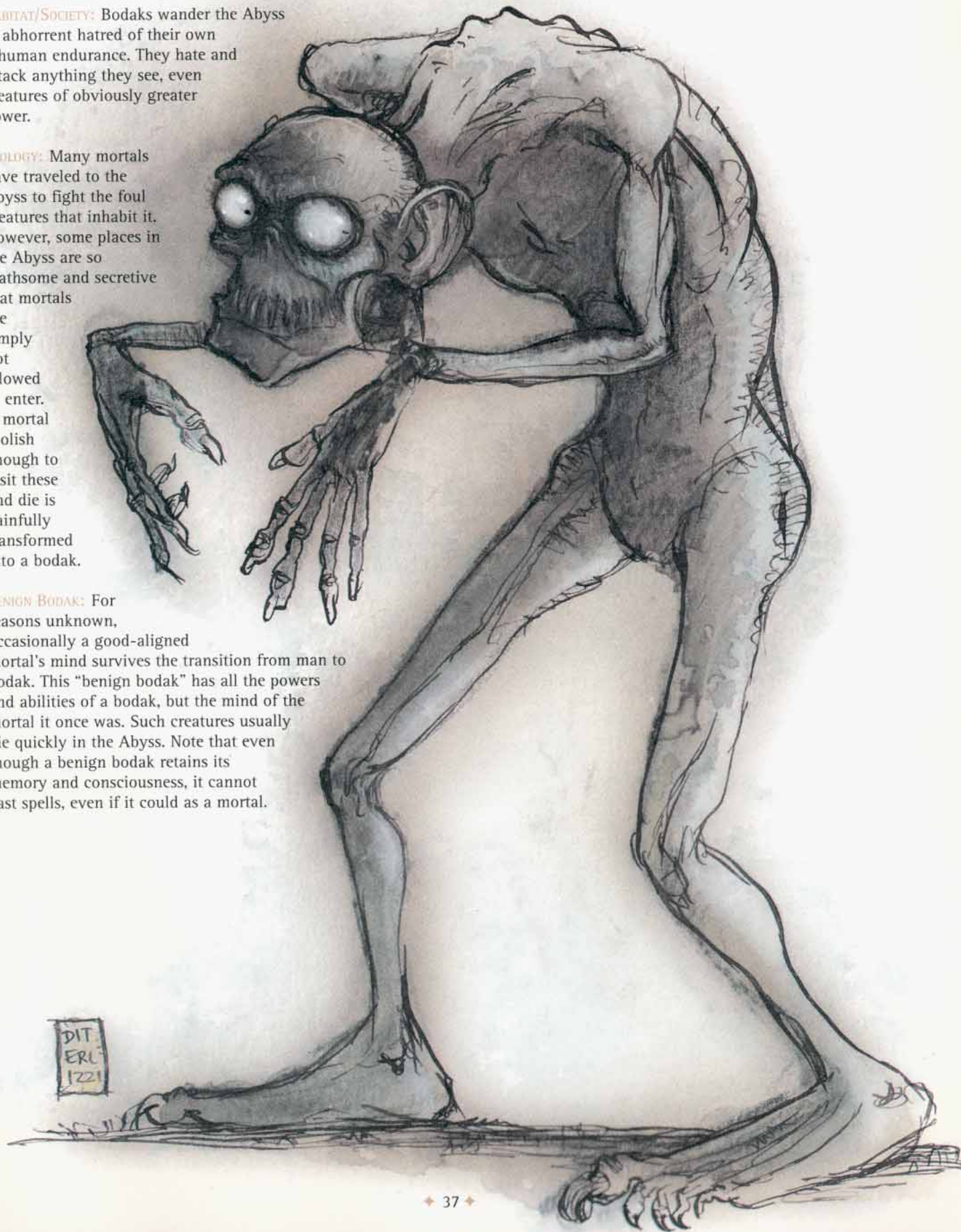
Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and make no attacks for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

Bodaks can attack once per round with hand weapons such as swords and maces, but they rarely carry weapons or bother with them in combat.

HABITAT/SOCIETY: Bodaks wander the Abyss in abhorrent hatred of their own inhuman endurance. They hate and attack anything they see, even creatures of obviously greater power.

ECOLOGY: Many mortals have traveled to the Abyss to fight the foul creatures that inhabit it. However, some places in the Abyss are so loathsome and secretive that mortals are simply not allowed to enter. A mortal foolish enough to visit these and die is painfully transformed into a bodak.

BENIGN BODAK: For reasons unknown, occasionally a good-aligned mortal's mind survives the transition from man to bodak. This "benign bodak" has all the powers and abilities of a bodak, but the mind of the mortal it once was. Such creatures usually die quickly in the Abyss. Note that even though a benign bodak retains its memory and consciousness, it cannot cast spells, even if it could as a mortal.



EINHERIAR

CLIMATE/TERRAIN:	Upper Planes
FREQUENCY:	Common
ORGANIZATION:	Troop or army
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average to high (8-14)
TREASURE:	Nil
ALIGNMENT:	Varies by plane

NO. APPEARING:	10-100
ARMOR CLASS:	Varies
MOVEMENT:	12
HIT DICE:	4 or more
THACO:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5%
SIZE:	M (6' tall average)
MORALE:	Elite (13-14)
XP VALUE:	Varies

Strictly speaking, the term *einheriar* ("faithful") applies to the dead of Asgard, the first layer of Ysgard. Over time, however, the term has come to refer to any humanoid spirits employed by the powers of the Upper Planes as servants, warriors, patrols, or guards.



In the *Edredsaga* is the following tale: "Our leader, Egil, had been tricked by the words of the sorceress, and when we landed upon the frosty isle we were not meeting a force of a hundred men as we had been told, but a hundred frost giants. They destroyed our longboats with their flung boulders, and we prepared to meet death gloriously. We were warriors, and warriors must always be prepared to die. Our line broke in red carnage against the giants' might; indeed, we might have been the sea against the rocks.

"My thoughts turned toward the home I would never see, and especially sad I was, that no skald would sing of my fallen brothers. Then there came a loud clear humming in the air. From the sky they came, far above the foamy water. Like mist they were, or cloud, yet I knew them to be from the high ones, sent as a sign of their troth with us. I could see the cold sun gleam upon their helms, and knew their swords would soon be reddened. The *einheriar*, they were.

"They fought beside us as warriors and wizards. No more came than enough to make the fight fair. We did not understand their words, but they seemed to know what we said. Great they were in battle, and old Swen said that he thought he saw his grandfather among them.

"Together we slaughtered the frost giants and made the land safe for the folk. When the long battle was done, the *einheriar* rose into the air and returned to the sky. There seemed more of them, as if our fallen brothers had joined that company. I am an old man now, with perhaps only one or two battles left in me. I hope my life has purified my soul that I may go fight with those bright ones!"

Einheriar appear as wispy, humanoid warriors with equally wispy armor and weapons. Each individual resembles the being he was in life; the majority of *einheriar* were human before death. In groups, *einheriar* march in military formation.

COMBAT: *Einheriar* form large groups organized loosely into a single combat unit. Individuals in the unit each have the class and level they held in life. Roll twice for each individual encountered to determine these.

CLASS*		LEVEL**	
1-50	Fighter	1-50	4
51-55	Ranger	51-75	5
56-60	Paladin	76-88	6
61-70	Wizard	89-94	7
71-75	Specialist wizard	95-97	8
76-85	Priest	98	9
86-90	Thief	99	10
91-00	Bard	00	11-16

* Roll again if plane alignment precludes a class.

** Divide level by 2 or 3 for multi-class.

Einheriar have maximum hit points per Hit Die. Compute THACOs normally. Spellcasters have their normal complement of spells. Warrior *einheriar* retain weapon specialties they had in life.

Einheriar use the best in nonmagical arms and armor for their class, modified according to the power they serve. For instance, *einheriar* in service to the Great Spirit of the American Indian mythology would not wear plate mail and carry two-handed swords.

There is a 3% chance per level that an *einheriar* has magical items of a nonspecial nature (e.g. *sword +1*, *chain mail +2*, magical *bracers*, etc.). Most *einheriar* never carry specialty items such as *armor of etherealness* or a *sword +1, flame-tongue*.





HABITAT/SOCIETY: Einheriar are common among the myriad servants of the powers of good. They fight for the powers and enforce their beliefs willingly and adamantly.

Einheriar have no hierarchy outside their units, nor interests beyond their mission. In general terms, more difficult tasks fall to higher-level individuals and units.

ECOLOGY: The einheriar respect the aasimon and archons, but they act independently of these greater beings, taking on lesser missions. They receive their guidance through prayer.

FOO CREATURE

CLIMATE/TERRAIN:	Any land	Astral, Ethereal, and various Outer Planes
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Mated pair	Solitary or pride
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Very (11-12)	Exceptional (15-16)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic good	Chaotic good
NO. APPEARING:	2-8	1-4
ARMOR CLASS:	0	-1
MOVEMENT:	27	21
HIT DICE:	7+7	11+1
THACO:	13 (or 11)	9 (or 5)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d4+1/1d4+1/1d12	2d4/2d4/2d8
SPECIAL ATTACKS:	+1 vs. lawful evil	+1 vs. lawful evil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	45%	55%
SIZE:	M (3-4' long)	L (7' long)
MORALE:	Elite (13)	Champion (15)
XP VALUE:	6,000	10,000

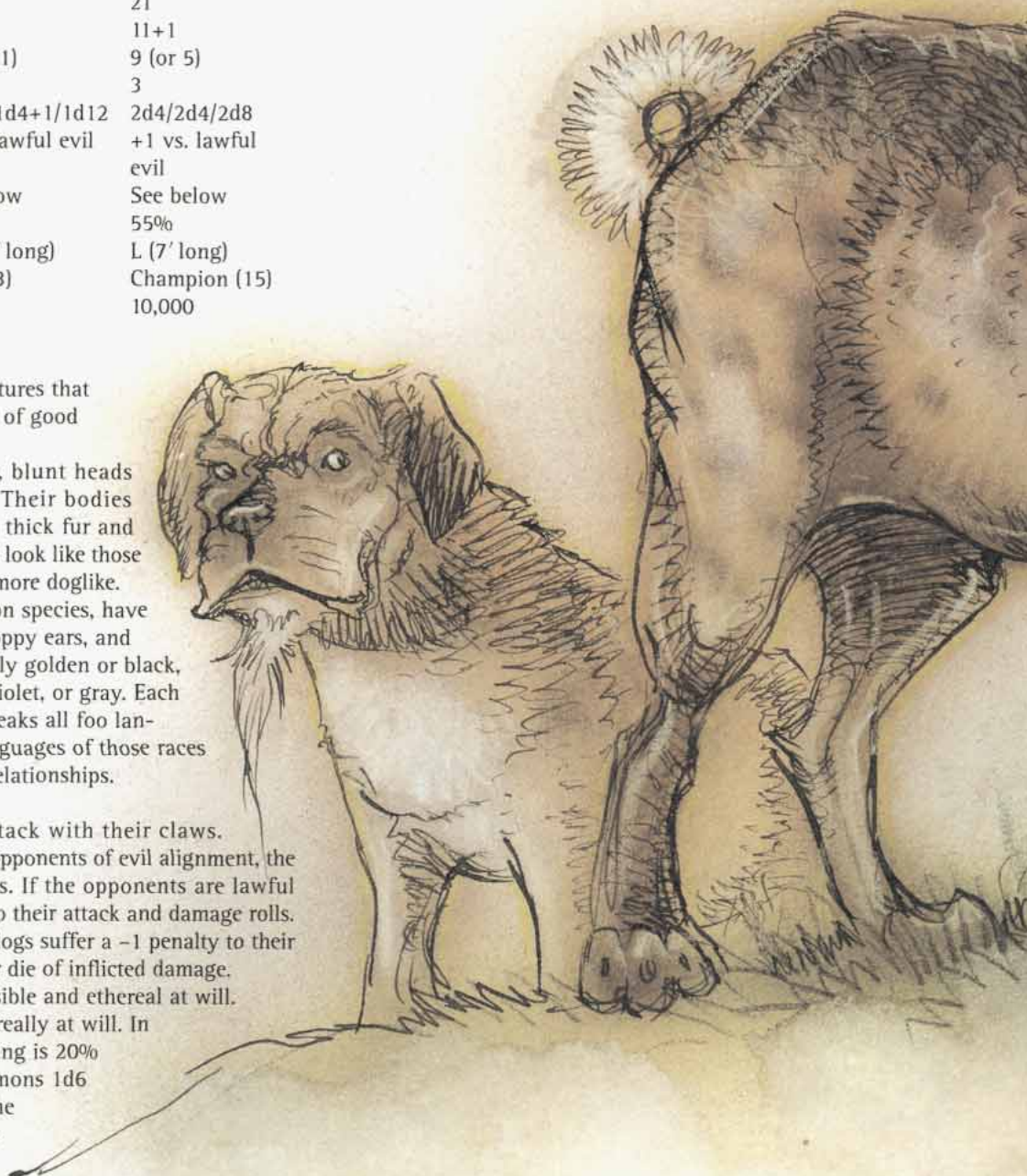
Foo creatures are powerful creatures that sometimes serve or guard those of good alignment.

Foo creatures have large, blunt heads with wide-set, bulging eyes. Their bodies appear somewhat leonine, with thick fur and large, padded feet. Their forelegs look like those of lions, but their hind legs are more doglike.

Foo dogs, the more common species, have short bush-tipped tails, long floppy ears, and broad noses. Their fur is typically golden or black, but also may be white, green, violet, or gray. Each foo creature – dog or lion – speaks all foo languages. They also speak the languages of those races with whom they have formed relationships.

COMBAT: Foo dogs bite and attack with their claws. When engaged in combat with opponents of evil alignment, the dogs attack as 10-HD creatures. If the opponents are lawful evil, foo dogs gain a +1 bonus to their attack and damage rolls. Evil opponents who attack foo dogs suffer a -1 penalty to their attack rolls and a -1 penalty per die of inflicted damage.

Foo dogs can become invisible and ethereal at will. They can travel astrally or ethereally at will. In addition, their thunderous barking is 20% likely to create a *gate* that summons 1d6 additional foo dogs, provided the barking lasts seven consecutive rounds.





HABITAT/TERRAIN: Foo dogs lair in the Astral Plane, Ethereal Plane, Arborea, Ysgard, and others. Occasionally, characters of good alignment can convince foo dogs to join or guard them on the Prime Material Plane, especially if the person requesting assistance impresses the foo dog with kindness and benevolence, or if the cause appeals to the foo dog's sense of justice. However, a foo dog seldom voluntarily remains for long (a stay of more than a few weeks is rare).

ECOLOGY: Foo creatures were once petitioners who served chaotic good powers, but they have earned proxy status and their present forms as a reward for excellent service. They don't remember much about their past lives, however. No new foo creatures have appeared in a long time, but then foo creatures live a long time. They, themselves, believe that a foo ages only when it's not performing good acts, so the rare aged-looking foos are sometimes snubbed by younger specimens. Eventually, very old ones move into isolated corners of the less-traveled planes.

Foos can eat almost anything. They love gobbling gems and precious metals, especially platinum and silver, and an adventuring party must surrender a portion of recovered treasures to a foo creature if they hope to retain its company.

FOO LIONS

Foo lions look like big foo dogs with longer tails and larger mouths. Shaggy manes encircle their necks, and sometimes they weave peony flowers in their long hair. Their fur grows in a variety of colors, most commonly black, orange, or gold.

Foo lions have the same outlook, personality, diet, and habitats as foo dogs. They also have the same abilities and attack techniques, but overmatched lions retreat and regroup faster than dogs do. Foo lions also favor sneak attacks, surprise, and siege tactics more than foo dogs; they are also more patient. Foo lions don't dislike foo dogs, but rarely associate with them.

In combat with opponents of evil alignment, foo lions attack as 15-HD creatures. Evil opponents attack lions with the same penalties they suffer against foo dogs. If a foo lion roars for at least four consecutive rounds, it has a 20% chance of *gating* in 1–2 additional foo lions from another plane.

Many good-aligned characters consider foo lions symbols of courage and strength. Emblems of foo lions are embroidered on court robes of military officials in the Beastlands, Mount Celestia, and in oriental cultures on the Prime

Material. Stone statues of foo lions stand in front of many official buildings. Sometimes these statues and emblems are magically enchanted, making it possible to talk with a foo lion in its home plane. It won't always answer, though.

GEHRELETH

	FARASTU	KELUBAR	SHATOR
CLIMATE/TERRAIN:	Carceri	Carceri	Carceri
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Very (11–12)	Genius (17–18)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
<hr/>			
NO. APPEARING:	1	1	1
ARMOR CLASS:	-1	-2	-3
MOVEMENT:	15, Fl 30 (C)	12, Fl 24 (C)	9, Fl 18 (C)
HIT DICE:	11	13	15
THACD:	9	7	5
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d6+1/1d6+1/3d4 or weapon +7 (Strength bonus)	2d4/2d4/4d4 or weapon +9 (Strength bonus)	1d6+1/1d6+1/3d4 or weapon +9 (Strength bonus)
SPECIAL ATTACKS:	Battle frenzy, adhesive	Stench, acidic slime	Magical weapons
SPECIAL DEFENSES:	Adhesive, +1 or better weapons to hit	+2 or better weapons to hit	Immune to nonmagical attacks, +3 or better weapons to hit, +2 to surprise rolls
MAGIC RESISTANCE:	50%	50%	50%
SIZE:	M (7' tall)	M (6 1/2' tall)	M (6' tall)
MORALE:	Champion (15–16)	Champion (15–16)	Fanatic (17–18)
XP VALUE:	14,000	17,000	22,000

Among the forbidden books in the library of Everhaite is a text on gehreleth society, *The Three Bodies of Evil* by Carlvia Everhaite, an otherwise anonymous drow wizard. Fragments of the text are known to men, notably a poetic redaction entitled *Calls of ye Lower Planes* by Nephros Curwen. Here are some of his remarks on gehreleth society.

"The Gehreleth are known to worship or honor a patron deity called Apomps, the Three-sided One. This entity not only can manifest as any of the three Gehreleth races, it is in fact directly supposed to be the father and promoter of each Gehreleth. The Three-sided One breathes life into the fallen and rotting corpses of those foolish enough to venture into the Lower Planes transforming them into Farastu. This entity presents each of the Gehreleth an obsidian triangle, which is considered the personal link they have with Him. This is their only loyalty. Should the triangle for any reason be taken from them, they will do much to retrieve it. Possession of the triangle, I suspect, allows each Gehreleth to possess the memories of the whole race to a limited extent. They know who has summoned others of their kind, and their plans of revenge can span the lives of many individuals.

"Each of the races has certain peculiarities. The Farastu and the Kelubar can undergo a lengthy and painful process of self-liquefaction into the secretion they most frequently exude. These pools of tar and slime can be bottled and stored for centuries as a kind of 'instant army.'

"The Farastu, if they are not banished after summoning, delight in setting themselves up as kings of stupid, easily bullied inhabitants of the local plane. The Farastu pursue this promotion as compensation for the servility they must observe in the Lower Planes. It is believed that the Three-sided One promotes this practice, as it permits him to know of the goings-on on other planes. Apomps seldom promotes a Farastu on any plane save for Carceri.

"The Kelubar are mad for wands and other small handheld magical items. By sneaking such easily concealed magical items back to the Lower Planes, the Kelubar can gain an important edge in the power struggles that characterize Gehreleth society.

"The Shator often travel to other planes for their favorite occupation — writing. Shator works are of two categories: magical texts on how to summon creatures from the Lower Planes other than Gehreleth (usually named creatures that the Gehreleth have some particular hatred for), and philosophical texts that promote ideas of futility and cosmic angst. When dwelling in the Prime Material Plane, the Shator hide behind a human whom they set up a philosopher or poet. These men and women come to bad ends when the Shator has decided that its mission is done.

"When dwelling on other planes, the Shators' favorite pets are chimerae. Oddly, they sometimes show concern for these beings, treating them like a human treats a kitten."

FARASTU

The farastu are tall, slender humanoids with long arms and heads. Their Strength is 19 (+7 damage adjustment), and they weigh about 420 pounds. They are the commoners of Carceri.

COMBAT: Farastu are wicked things that attack any nongehreleth they encounter. They often fight to the death, ignoring morale rolls.

Although the vile farastu have several spell-like and special abilities, they prefer to enter combat with their two claws (1d6+1 damage) and fangs (3d4 damage).

A farastu reaches a battle frenzy after six rounds of combat or when reduced to half normal hit points. In a frenzy the farastu doubles its number of normal attacks, and all attack rolls get a +2 bonus.

Farastu gehreleths secrete a black, tarlike substance that is slightly adhesive (5% chance that anything it touches sticks). If an attacking farastu sticks to its opponent, the opponent gains another attack sequence immediately. If an attacking opponent sticks to the farastu, the farastu gains a +4 attack roll bonus and the stuck opponent loses initiative. If a weapon sticks to the farastu, there is a 25% chance that it is jerked from the attacker's grip. It takes one round to pull away a stuck weapon.

A farastu can employ the following spell-like powers at 11th level of spell use, one at a time, once per round: *detect good*, *detect invisibility*, *detect magic*, *dispel magic* (twice per day), *ESP*, *fear*, *fog cloud* (3 times per day), *invisibility*, *tongues*, and *weakness* (reverse of *strength*, 3 times per day).

Farastu gehreleths can *gate* in 1–2 additional farastu once per day with a 40% chance of success.

Farastu are harmed only by +1 or better weapons. Acid or poison have no effect. Farastu gehreleth take half damage from cold- and fire-based attacks. They are immune to *fear* of all types, as well as all illusions and phantasms.

Farastu have 120' infravision.



Gehreleths inhabit Carceri, part of the killing grounds in the eternal Blood War. However, these fiends take no part in the conflict, instead roaming Carceri as random agents of destruction. Gehreleths look disgusting and unsightly.

Gehreleths speak a guttural language of their own, but use their *tongues* ability to communicate with others.

⊕Y!
WHAT'RE VER
L⊕⊕KIN' A+. BERK?
VER AIN'+ ⊕⊕SWEET YERSELF!

— JREVIS. A FARASTU,
+⊕ A CLUELESS PRIME
BEFORE HE
A+E HIM

KELUBAR

Kelubar are slimy, ebon humanoids, shorter than farastu and thicker in the lower torso and limbs. Their hands are large and their huge heads oval; the horizontal axis is longest. Their effective Strength is 20 (+8 damage adjustment), and they weigh close to 500 pounds. They are the middle class of Carceri.

COMBAT: Kelubar are known as "slime gehreleths" because their skin constantly exudes a slimy secretion with a debilitating odor. Anyone within 30 feet of a kelubar in combat must successfully save vs. poison or be incapacitated for 1–10 melee rounds.

Kelubar attack with their nails (2d4 damage) and teeth (4d4 damage). In addition, each attack inflicts 1d6 damage due to the acidic nature of the kelubar's slime (save vs. poison for half damage).

Kelubar can employ all of the spell-like abilities available to farastu, plus these, at 13th level of spell use: *ray of enfeeblement* (once per day) and *spider climb*. Once per day a kelubar can attempt to *gate* in 1–2 additional kelubar (40% chance) or 1–2 farastu (60% chance).

Kelubar are completely immune to fire, acid, cold-based, and poison attacks. Weapons of less than +2 enchantment do no harm. They have infravision to 120'.



WHAT'S THAT I SPY IN THE DARK?
A LONELY LITTLE ELF?
PERHAPS I CAN BE OF ASSISTANCE...

— TALAF THE SLIMER,
COMING UPON A LOST ADVENTURER
IN CARCERI

SHATOR

Shator are 6' tall, squat and broad. Their humanoid form appears draped in shaggy skins. Their huge heads are mostly mouth, with jaws like a giant bulldog. Their Strength is 21 (+9 damage adjustment), and they weigh 560 pounds. Shators are the nobility of Carceri.

COMBAT: The greatest of the gehreleths, shators are the most intelligent and cunning of the gehreleths. In combat they choose their best option, often favoring their spell-like abilities over physical attacks and retreating from stronger opponents. Due to their sharp senses shators have a +2 bonus on their surprise rolls.

Shators attack with two claws (1d8+1 damage) and bite (5d4 damage). They can also wield weapons (45% chance for magical weapon). Both weapon and natural attacks gain Strength bonuses.

Shators can use all the spell-like abilities available to the farastu, plus the following, at 15th level of spell use: *beguile* (as a *rod of beguiling*, once per day), *cloudkill* (once per day), *ray of enfeeblement* (3 times per day), and *stinking cloud* (3 times per day). A shator can always *gate* in either 1–6 farastu or 1–4 kelubar. They have a 30% chance to summon 1–2 shators. They can summon only once per day.

The shator gehreleth is immune to all nonmagical attacks (fire, acid, cold, etc.) and to mind-affecting and illusion spells. No magical weapon of less than +3 enchantment affects them. All edged weapons have –1 penalties to hit and damage a shator. They have 120' infravision.

HABITAT/SOCIETY: Few societies on the Lower Planes are stranger than that of the gehreleths. These enigmatic fiends fight without mercy against intruders, but have never been known to attack one another. Explanations for this puzzle range from instinct to intra-species empathy; no explanation yet advanced answers all the facts.

The gehreleths are the “summoning stock” of the Lower Planes. A wizard or priest who summons a lower-planar creature often gets a gehreleth – unfortunately. Gehreleths are dangerous to summoners because they avenge deeds they are forced to perform, often plotting revenge for many years. They never forget. Gehreleths, particularly the farastu, may even disobey a summoner, regardless of the importance of the mission. They are stubborn and hate servitude.

Despite their chaotic nature, the gehreleths pragmatically observe a class system based on raw power. The farastu are the lower class and sometimes servants. Kelubar form the middle class, shators the upper class and commanders.

ECOLOGY: Gehreleths are spawned from the decaying bodies of beings that have traveled to the Lower Planes and died there. Some unidentified evil power gives them life and motivates them to destroy. They produce nothing of value and serve no purpose to anything around them.

Freshly transformed cadavers always become farastu. If a greater gehreleth is destroyed, an existing lesser rises in status and take its place; the lesser farastu ranks are replenished from new corpses.

Normally there are 3,333 of each variety of gehreleth. When the Blood War on the Lower Planes rages its strongest, the gehreleths increase their numbers to twice normal. Because they never take part in the war and are independent of the baatezu and tanar'ri, presumably this population increase protects them from *both* sides.



GI+HYANKI

CLIMATE/TERRAIN:	Astral or Prime Material
FREQUENCY:	Very rare
ORGANIZATION:	Dictatorship/monarchy
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to Genius (15-18)
TREASURE:	Individuals R; Lair H
ALIGNMENT:	Any evil

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Per armor
MOVEMENT:	12, 96 on Astral Plane
HIT DICE:	Per class and level
THACO:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Possible spell use, possible magical weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average to elite (8-14)
XP VALUE:	Per class and level

LEVEL	DIS/SCI/DEV	ATTACK/DEFENSE	SCORE	PSPs
= HD	per level	All/All	= Int	1d100+150

Githyanki are an ancient race descended from humans. They dwell on the Astral Plane but often leave that plane to make war on other races. They are engaged in a lengthy war with the githzerai. Githyanki speak only their own tongue.

Githyanki are strongly humanoid in appearance. They are of approximately human height but tend to be much more gaunt and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhuman origins. Like many demihuman races, their ears have sharp points and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.

COMBAT: The githyanki have had long years to perfect the art of war. Their very existence attests to their battle prowess. Each individual githyanki has a character class and level from which are derived such things as THACO, Armor Class, spell use, and so on.

CLASS	LEVEL
1-40	Fighter
41-55	Mage
56-80	Fighter/Mage
81-85	Illusionist
86-00	Knight
	1-20
	21-30
	31-40
	41-60
	61-80
	81-90
	91-95
	96-98
	99-00
	3rd
	4th
	5th
	6th
	7th
	8th
	9th
	10th
	11th

The armor for each githyanki varies according to class. Mages and illusionists have AC 10. Fighters and fighter mages have

varying armor — AC 5 to AC 0 (6-1d6). Knights have AC 0.

Githyanki have Hit Dice according to their class and level, and their hit points are rolled normally. Their THACO is determined per class and level, as well. Fighters, fighter/mages, and knights may receive more than one attack per round, according to their level as a warrior. All other githyanki have one attack per round.

Githyanki knights are evil champions who take up the causes of the githyankis' mysterious lich-queen. Githyanki knights are very powerful and highly revered in their society. They have all of the powers and abilities of a human paladin except these are turned toward evil (e.g. *detect good* instead of *detect evil*, *command undead* instead of turning undead).

The githyanki soldiers use arms and armor similar to humans; however, these are normally highly decorated and over time have become almost religious artifacts. A githyanki warrior would likely show greater care for his weapons and armor than he would toward his mate. Half of the githyanki fighters, fighter/mages, or knights that progress to 5th level receive a magical *two-handed sword* +1, the remainder using normal two-handed swords. Githyanki fighters of 7th level and above are 60% likely to carry a *long sword* +2. Knights of 7th level and above always carry a *silver sword* — a *two-handed sword* +3 that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord (see The Astral Plane, DMG, page 132). *Mind-barred* individuals are immune to this effect. A supreme leader of a lair (see below) carries a *special silver sword* +5 with all the abilities of a *vorpal weapon* that also affects the silver cords of *mind barred* individuals on the Astral.

Githyanki never willingly allow a *silver sword* to fall into the hands of a nongithyanki. If a *special silver sword* should fall into someone's hands, very powerful raiding parties are immediately formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved, at the hands of their merciless lich-queen.

Githyanki mages, fighter/mages, and illusionists receive all the spells available at their level of experience. Spells should be determined randomly, keeping in mind that they are by nature creatures of destruction — offensive spells preferred.

All githyanki have the natural ability to *plane shift* at will. They rarely travel anywhere besides back and forth from the Astral Plane to the Prime Material Plane. Occasionally githyanki raiding parties venture onto Limbo to strike at the githzerai, but their targets are only wandering githzerai; they have made no organized attempt, thus far, to attack the githzerai city-fortresses there.

HABITAT/SOCIETY: History provides some information on the githyanki — their race is both ancient and reclusive. Sages believe they once were humans that were captured by mind flayers to serve as slaves and cattle. The mind flayers treated their human slaves cruelly and the people harbored a deep hatred toward the illithids. For centuries these humans nursed their hatred but could not summon the might necessary to break free. So they waited for many years, developing their powers in secret and waiting for an opportunity to strike out against their masters. Finally, a woman of power came forth

among them, a deliverer by the name of Gith. She convinced the people to rise up against their cruel masters. The struggle was long and vicious, but eventually the people freed themselves. They had earned their freedom and become the githyanki (which, in their tongue, means sons of Gith).

Githyanki progress through levels exactly as humans do. However, there has never been a githyanki who has progressed beyond the 11th level of experience, and very few progress beyond 9th. When a githyanki advances to 9th level, he is tested by the lich-queen. This grueling test involves survival in one of Lower Planes for a number of weeks. Failure quite obviously results in death. Githyanki that reach 12th level of experience are immediately drawn out of the Astral Plane and into the presence of the lich-queen, where their life force is drawn to feed the ravenous hunger of the cruel demigoddess.

Githyanki dwell in huge castles on the Astral Plane. These ornately decorated castles are avoided by all other dwellers on the Astral, for the githyanki are infamous for being inhospitable to strangers.

A githyanki stronghold is ruled by a supreme leader. This leader is either a fighter/mage of 10th/8th level or 11th/9th level. The supreme leader is the undisputed overlord of the castle with the power of life and death over all who dwell there. A typical leader is equipped with 2-8 random magical items in addition to the weapons described above.

All castles have a retinue of 20-80 knights of 9th level that serve as the supreme leader's elite shock troops. They are fanatically loyal. There are also up to 1,000 githyanki of lesser status.

Githyanki, having the ability to *plane shift* at will, sometimes travel to the Prime Material. These treks across the planes often lead to the formation of underground lairs used to mount surface raids, though their hatred is more often directed against mind flayers. Outside the war with the githzerai, these raids are conducted largely for the perverse pleasure of the kill.

A typical githyanki lair on the Prime Material Plane contains the following:

1 supreme leader	11th-level fighter or 7th/8th-level fighter/mage
2 captains	8th-level fighter and 7th/6th-level fighter/mage
1 knight	8th level
2 warlocks	magics of 4th/7th level
3 sergeants	fighters of 4th/7th level
2 'gish'	fighter/mages of 4th/4th level
20-50 lower levels	determined randomly using the table above, of 1st-3rd level

On the Prime Material Plane, githyanki have a pact with a group of red dragons. These proud creatures act as mounts and companions to the githyanki. When encountered on the Prime Material Plane and outside their lair, a githyanki group typically consists of the following:

1 captain	8th-level fighter
1 warlock	4th to 7th-level mage
5 lesser githyanki	fighters of 1st-3rd level

Such a group usually has two red dragons as steeds, who are

able to transport between four and six githyanki per dragon. The dragons fight for the safety and well-being of the githyanki but do not directly risk their lives, fleeing when the battle is turned against them. Just what the githyanki offer the red dragons in return for these services is unknown.

An interesting aspect of githyanki society is the apparent bond between military leaders and their subordinates. This bond allows a leader to give his men short, almost senseless commands (to human standards) and actually relay complex and exacting messages. Although this has no actual affect during the melee round, it often leads to more effective ambushes and attacks and allows complex military decisions to be relayed quickly.

Ecology: Githyanki have similar ecology to that of humans. However, the Astral Plane does not offer the same type of environments as the Prime Material plane, so their cultural groups are much different. In a society where farmers and tradesmen are unnecessary, more unique, specialized groups have evolved.

G'lathk: The g'lathk, (admittedly nearly unpronounceable by human tongues) are the equivalent of farmers. Due to the barrenness of the Astral Plane, the githyanki are forced to grow food in vast, artificial chambers. They rely upon a variety of fungi and other plants that require no sunlight to grow. The g'lathk are also experts in aquatic plantlife, sometimes tending gigantic water-gardens.

Mlar: Not all magic-using githyanki ever attain the power and self-discipline necessary to become wizards. Some use their magical talents in the field of architecture and construction. The mlar are such individuals, focusing their creative energies toward designing and constructing the buildings and structures used in day-to-day life in githyanki society. The mlar have developed their jobs into an art form.

Hr'a'cknir: The Astral Plane has many strange energies moving through it. Some of these energies are obvious to the senses such as heat and light. Others are not so easily observed. There are many psychic and strange astral energies that humans generally cannot sense. As a psychically aware race, however, the githyanki cannot only sense these energies, but can harness them also. The hr'a'cknir are the collectors of those energies. They are similar to the mlar, in that they use innate magical powers to perform their crafts.

Githyanki are hunters and predators. They typically engage in raiding and plundering seemingly for the joy they derive from it. It is likely that the long centuries of enslavement of their race has caused the githyanki to bully those weaker than themselves.

Unlike humans, though, the githyanki never war among themselves. The split of the githyanki and the githzerai (*q.v.*) is the closest thing the gith races have known to civil war. Githyanki never battle githyanki. It is the unwritten rule of gith society and is never broken. This, too, may be an effect of the race's enslavement.



GI+HZERAI

CLIMATE/TERRAIN:	Limbo
FREQUENCY:	Very rare
ORGANIZATION:	Monarchy/dictatorship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15–18)
TREASURE:	Individual P; lair H × 2
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2–8 (away from lair)
ARMOR CLASS:	Variable
MOVEMENT:	12, 96 in Limbo
HIT DICE:	Per class and level
THACO:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Average to steady (8–12)
XP VALUE:	Per class and level

Githzerai are the monastic, chaotic neutral counterparts to the githyanki. The two races share a stretch of time in history; the githzerai are the more oppressed offshoot of the original people that the warrior Gith freed from illithid slavery millennia ago.

Githzerai strongly resemble their githyanki cousins, although they look more human. Their features are unremarkable but vaguely noble. Their skin tone is human Caucasian. Githzerai dress simply, wearing functional clothing and favoring conservative tones. Details of githzerai player characters appear in the *PLANESCAPE Campaign Setting*; this entry describes NPC githzerai as commonly encountered on the plane of Limbo.

COMBAT: The githzerai are ruthlessly straightforward with their combat and magic. Their strong resistance to magic makes up for their inferior fighting ability.

In a party of NPC githzerai adventurers, about 50% are fighters, 25% are fighter/mages, 20% are mages, and 5% are thieves. Choose levels according to the needs of the adventure. Armor varies according to class: mages have AC 10; fighters and fighter/mages have AC 5 to AC 0 (6–1d6); thieves, AC 7. They have Hit Dice and THACO according to their class and level, and their hit points are rolled normally. Fighters and fighter/mages may receive more than one attack per round; other githzerai have one attack per round.

On rare occasions, a githzerai becomes a master thief. Although they seldom become leaders, these thieves can exceed the usual maximum level of 9th, progressing up to 12th level of experience. They seem to have significance in various githzerai religious sects.

Githzerai fighters of at least 5th level use *silver swords*, magical two-handed *swords* +3 that, if used in the Astral Plane, have a 5% chance of cutting an opponent's silver cord upon scoring a hit (see The Astral Plane, *DMG* page 132). *Mind-barred* individuals are immune. These weapons have powerful religious value to the githzerai, who never willingly

let them fall into the hands of outsiders. If this happens, the githzerai go to great effort to recover the weapon.

All githzerai have the innate power to shift to any plane. They rarely do this except to travel back and forth to the Prime Material Plane, where the githzerai have several fortresses.

HABITAT/SOCIETY: The githzerai are originally an offspring of a race of humans that were freed from slavery under mind flayers by a great woman warrior named Gith. These men and women did not, however, choose to follow Gith's ways after they revolted against their slavers. Instead, they fell sway to the teachings of a powerful wizard who proclaimed himself king – and later god – of the people. The githzerai then separated from the githyanki, beginning a racial war that has endured millennia without diminishing.

Githzerai can progress as fighters, mages, or fighter/mages, and thieves. They rarely attain levels above 7th and, in any case, never progress beyond 9th. The githzerai, who worship a powerful and ancient wizard, are destroyed before they gain enough power to threaten their ruler. A major religious sect, called “zerths” (who tend to be fighter/mages) worship the memory of Zerthimon, a legendary githzerai hero, instead.

Outside their fortresses, githzerai are usually met in the following numbers:

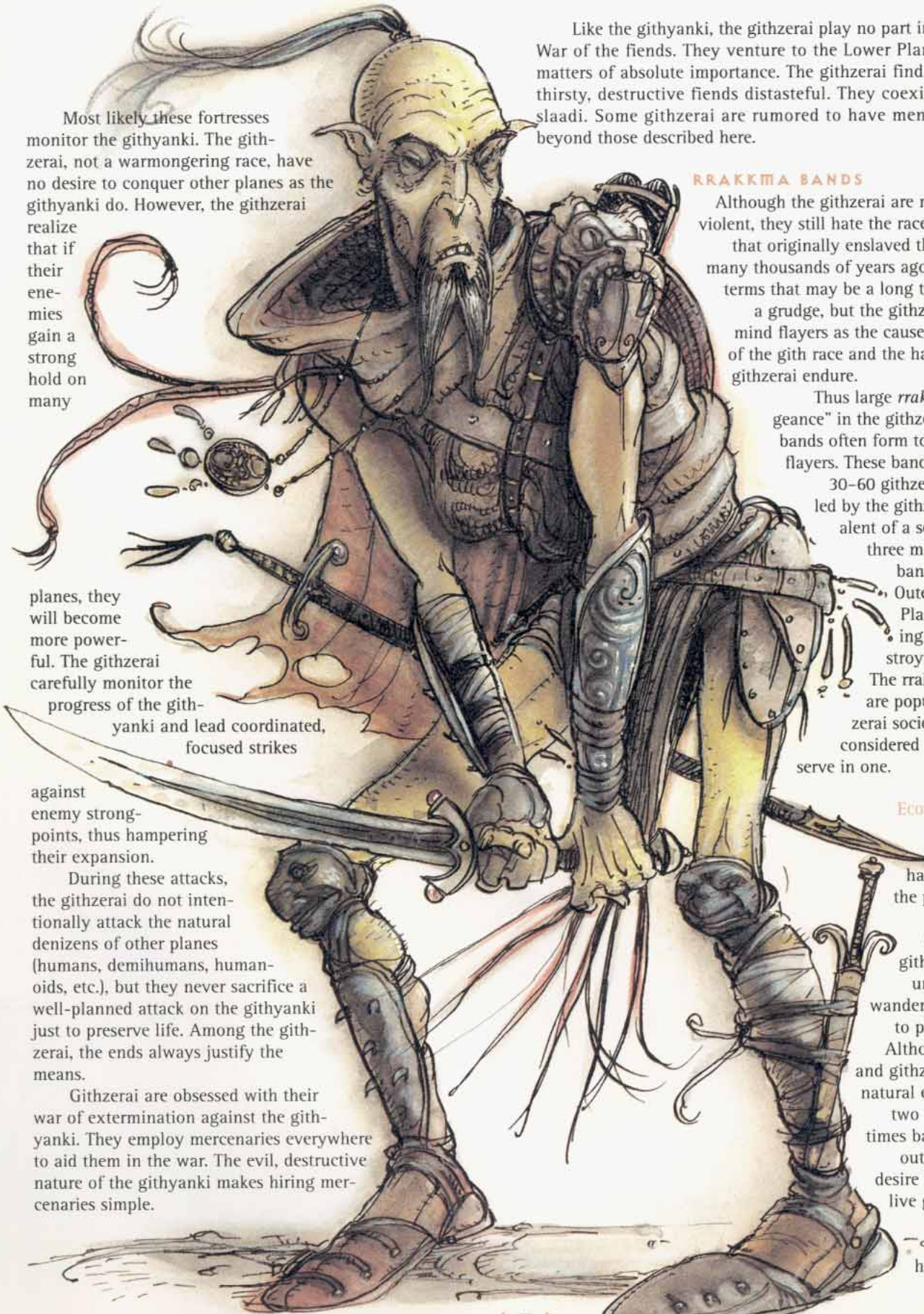
1 supreme leader	9th level fighter <i>or</i> 4th/7th level fighter/mage
1 captain	6th level fighter <i>or</i> 4th/4th level fighter/mage
2 warlocks	mages of 3rd–5th level
3 sergeants	fighters of 3rd–5th level
3 “zerths”	fighter/mages of 3rd/3rd level
20–50 lesser githzerai	evenly distributed between the three possible classes and of 1st–3rd level

A thief, if present (10% chance), replaces one of the lesser githzerai and is of 6th–10th level.

On the plane of Limbo, the githzerai live in cities of 100,000 or more, where they enjoy total power on an otherwise chaotic and unpredictable plane. One notable example is the capital city Shraktlor (pop. 2,000,000), which serves as headquarters for all githzerai military matters. The greatest generals and nobles of the race meet here to plan strategy against the githyanki and mind flayers. No force in Limbo can readily threaten Shraktlor's power.

Githzerai of Limbo who do not inhabit the cities dwell in strong fortresses. Typically, one of these fortresses contains approximately 3,000 githzerai led by a single supreme leader. This leader has absolute life-or-death authority.

The githzerai hold only a few fortresses on the Prime Material Plane, but these are particularly strong, with walls of adamantite rising as squat towers from dusty plains. Each houses approximately 500 githzerai, including a supreme leader. Wherever these fortresses stand, they destroy the landscape for miles. No plants or animals live within many miles of the fortresses. Is this the land's reaction to the other-planar material of the castles, or do githzerai wizards produce the effect to keep intruders away?



Most likely these fortresses monitor the githyanki. The githzerai, not a warmongering race, have no desire to conquer other planes as the githyanki do. However, the githzerai realize that if their enemies gain a strong hold on many

planes, they will become more powerful. The githzerai carefully monitor the progress of the githyanki and lead coordinated, focused strikes

against enemy strong-points, thus hampering their expansion.

During these attacks, the githzerai do not intentionally attack the natural denizens of other planes (humans, demihumans, humanoids, etc.), but they never sacrifice a well-planned attack on the githyanki just to preserve life. Among the githzerai, the ends always justify the means.

Githzerai are obsessed with their war of extermination against the githyanki. They employ mercenaries everywhere to aid them in the war. The evil, destructive nature of the githyanki makes hiring mercenaries simple.

Like the githyanki, the githzerai play no part in the Blood War of the fiends. They venture to the Lower Planes only in matters of absolute importance. The githzerai find the bloodthirsty, destructive fiends distasteful. They coexist with the slaadi. Some githzerai are rumored to have mental powers beyond those described here.

RRAKKMA BANDS

Although the githzerai are not bitter or violent, they still hate the race of illithids that originally enslaved the gith race many thousands of years ago. In human terms that may be a long time to hold a grudge, but the githzerai see the mind flayers as the cause of the split of the gith race and the hardships the githzerai endure.

Thus large *rrakkma* ("vengeance" in the githzerai tongue) bands often form to hunt mind flayers. These bands consist of 30–60 githzerai warriors led by the githzerai equivalent of a sergeant. For three months, these bands roam the Outer and Inner Planes, searching for and destroying illithids. The *rrakkma* bands are popular in githzerai society, and it is considered an honor to serve in one.

Ecology: For as long as people have travelled the planes, they have wondered at the githzerai's natural power to wander from plane to plane at will. Although human and githzerai are not natural enemies, the two races sometimes battle, in part out of humans' desire to capture a live githzerai for study. To date, no human has.

GRUE — EARTH/FIRE

	CHAGGRIN	HARGINN
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Family	Caste
ACTIVITY CYCLE:	Any	Day
DIET:	Mineral	Omnivore
INTELLIGENCE:	Low to Average (5-10)	Average to High (8-12)
TREASURE:	Nil (C, Qx5)	Nil 1 x 1/2
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	2-5 (1)	2-8 (1)
ARMOR CLASS:	4	3
MOVEMENT:	12, Br 3	15
HIT DICE:	5+5	4+4
THACO:	15	15
NO. OF ATTACKS:	2	1
DAMAGE/ATTACKS:	1d4+2/1d4+2	1d4+4 or by weapon
SPECIAL ATTACKS:	See below	Spells, fire gout
SPECIAL DEFENSES:	+1 or better weapon to hit, spell immunity	Blink, spell immunity
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3')	M (6' tall)
MORALE:	Average (8-10)	Champion (15-16)
XP VALUE:	1,400	650

Grues are underling creatures of the Elemental Planes, more important in the ecology than vermin but less intelligent than true elementals. They occupy a niche somewhat equivalent to animals, in other respects more like servants, that has no exact equivalent on the Prime Material Plane. Grues prey on vermin, serve as pets and guards for elementals on their native planes, and can be conjured to other planes by a magical summons.

The four known varieties of grue have type names (chaggrin, harginn, ildriss, varrdig), but planars usually refer to them as "earth grues," "air grues," and so on.

CHAGGRIN

The chaggrin, or *soil beast*, is a grue from the Elemental Plane of Earth. An earth grue can assume the shape of a large mole, hedgehog, or humanoid. The latter, its natural shape on its own plane, is lumpy, wet clay, with an asymmetrical and vicious face and small, feral eyes. On other planes it takes the form of a yellowish hedgehog with a skull-like head. Although only 3' long, an earth grue weighs 140-210 pounds.

COMBAT: In its hedgehog form the grue can merge into surfaces of natural soil or stone, emerging suddenly to surprise opponents (-5 penalty to their surprise rolls). The only clue to its presence is a damp, dark

outline, faintly perceptible to careful observation. An earth grue loves to torment its victim. It attacks by digging its razor-sharp foreclaws into its prey (1d4+2 damage) and then clinging (an additional 1d6+6 damage per round). In hedgehog form the grue inflicts 1d4 damage per round in contact with unprotected flesh.

Chaggrins are immune to earth-based/affecting spells such as *earthquake*, *passwall*, *transmute rock to mud*, *stone to flesh*, and the like. The mere presence of the grue within 40' of such magic dispels the magic, even if the magic had been permanent. Magical items are not affected.

HABITAT/SOCIETY: Chaggrin scratch out a living from mineral veins, which they eat. They live in extended families that cooperate in limited ways or feud. Mates are stolen in violent raids. A chaggrin leaving its family or exiled never returns, capturing a mate of its own.

ECOLOGY: Earth grues eat valuable minerals. Higher elemental creatures exterminate them as vermin but sometimes enslave them as diggers or watchdogs. Some earth elementals eat them as delicacies.



HARGINN

The harginn, or *flame horror*, is a grue from the Elemental Plane of Fire. On other planes a fire grue usually appears as a human with flames in place of the lower torso and legs, but it can assume the shape of a bonfire, a column of fire up to 8' high, or a bronze human statue. It moves rapidly in any form.

Fire grue features express leering evil and cruelty. In its native form a fire grue's eyes glow dark red, and its ever-changing body color takes on fiery hues such as scarlet and orange, crimson and purple-blue, or yellow and orange.

COMBAT: The fire grue attacks by shooting a gout of flame from

its fingertips, 3' wide and 6' long, that does 1d4+4 damage to all within it.

A fire grue can *blink* (as the wizard's spell) and always does so in battle. Some harginn use weapons, such as cutlasses, billhooks, and crossbows that launch fiery missiles (1d4 damage + 1d6 hp fire damage).

Fire grues are immune to fire-based spells such as

pyrotechnics, wall of fire, fire storm, fireball, incendiary cloud, and meteor swarm. The presence of a harginn within 20' of such magic dispels the magic, even if previously permanent. Magical items are not affected.

HABITAT/SOCIETY: Harginn follow a loose social order based on guilds; guild membership determines status. Higher status guilds give orders; these are not always obeyed and mutinies are common.

Female grues serve in scout, shepherd, gatherer, weaver, and hunter guilds; males serve in farmer, soldier, cook, scribe, and priest guilds.

Both genders serve in the pariah guild, which performs disagree-

able tasks such as burning waste and handling water.

ECOLOGY: Most fire grues serve the efreet, but are on poor terms with their masters and other elemental fire creatures.

Some clans sail stolen efreet ships as pirates or slavers.

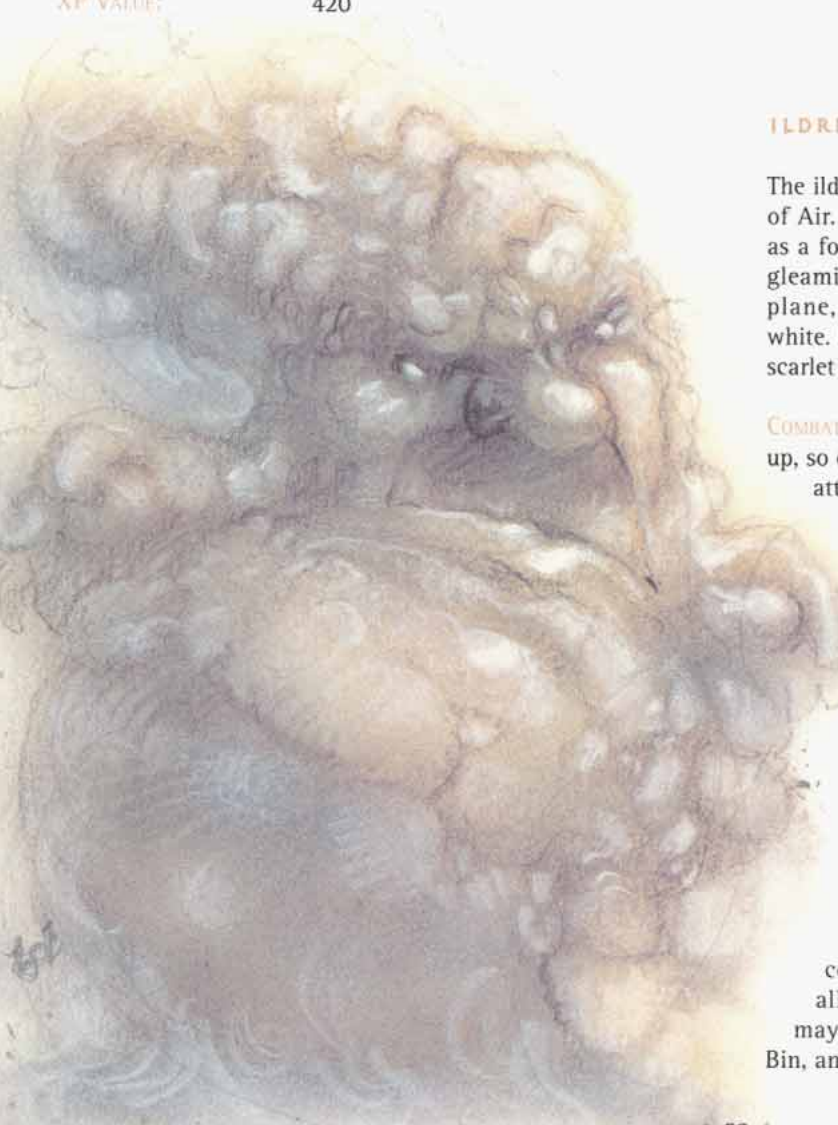
GRUE — AIR/WATER

CLIMATE/TERRAIN:	Inner Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary/band
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to very (5-12)
TREASURE:	Q×2, X
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 (2-8)
ARMOR CLASS:	2
MOVEMENT:	3 as fog, fl 24 (A)
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	3d4
SPECIAL ATTACKS:	Attacks first
SPECIAL DEFENSES:	+2 or better weapon to hit, spell immunity
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Champion (15-16)
XP VALUE:	420

VARNDIG
Inner Planes
Uncommon
Triad
Night
Omnivore
Semi- to average (2-10)
F×½
Neutral evil

1-3 (2-5)
5
6, Sw 18
6+6
13
2
1d4/1d4 or 4d4/4d4
See below
+1 or better weapon to hit, spell immunity
Nil
M (6)
Elite (13-14)
2,000



ILDRISS

The ildriss, or *wind terror*, is a grue from the Elemental Plane of Air. On other planes an air grue is either invisible or seen as a fog-like cloud with vaporous tentacles and three faintly gleaming red eyes. The latter is its natural form on its own plane, where it is generally gray, pale yellow, or (rarely) white. Eyes are pyramidal, ranging from dark orange through scarlet to maroon.

COMBAT: The ildriss can move invisibly on the ground or high up, so opponents' surprise rolls take a -3 penalty. The air grue attacks first in any round. It whisks about in the former guise, but to attack it must become more substantial.

It forms as an entity of swirling mist, its fog arms shooting small particles. These strike like a sandblast (3d4 damage).

Their nebulous form makes air grues hard to hit (AC 2). They are immune to weapons of less than +2 enchantment and to air-based spells such as *lightning bolt*, *cloudkill*, *stinking cloud*, *cone of cold*, *invisible stalker*, and *wall of fog*. The presence of an air grue dispels all such magic within 50', even permanent effects. Magical items are unaffected.

HABITAT/SOCIETY: Ildriss form ever-shifting cliques within semi-stable tribes. They follow no chain of command; those with goals lead the rest in temporary alliances. They do not betray each other, though they may not cooperate. Most are servants or spies of Yan-C-Bin, an Elemental Prince of Evil.

ECOLOGICAL: Outcasts on the Elemental Plane of Air, air grues are parasites and (hesitant) predators. They eat clouds, birds, and small creatures of elemental air. During mating season they defend their territories against interlopers; these territories are drifting bodies of cold dry air.

VARRDIG

The varrdig, or *fluid brute*, is a grue from the Elemental Plane of Water. A varrdig can appear as a pool of water, a fountain, or as part of a greater body of water, although in the latter case its greenish tinge makes it visible with careful observation. Its natural form is a globular, translucent, jelly-like blob with a fringe of small, clawed legs and pipe-like tubes radiating from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element.

COMBAT: A water grue uses its flexible hoses to attack, squirting water twice per round with considerable force up to 6' away (1d4 stunning damage, 1 in 6 chance to blind the victim for 1-4 rounds). Any air-breathing creature reduced to 0 hp by stunning damage is unconscious and the grue can drown it in one round by thrusting a tube into a nostril. In water, the varrdig can jet rapidly to ram an opponent (4d4 damage). It can ram twice per round.

Water grues are immune to water-based spells such as *create water*, *ice storm*, *wall of ice*, *obscurement*, *airy water*, *lower water*, *purify food & drink*, and *water breathing*. All such magic within 30' of the varrdig is dispelled, even permanent effects. Magical items are not affected.

HABITAT/SOCIETY: Varrdigs often travel in packs of three, to assume their fused form if threatened. Varrdig triads seek out and claim territories that they defend from all others. When they (soon) depopulate the area, they move on to fresher waters.

ECOLOGICAL: Water grues are scavengers, and they also attack weak, diseased, and elderly creatures.

VARRDIG TRIADS: A trio of varrdigs can fuse into a three-lobed entity that resembles a snowman; this takes 1-3 rounds. The combined creature has hit points equal to the sum of the individuals, THACO 5, and Champion morale. The triad will have 3-6 tubes, each capable of projecting a stream with 10' range and 1d6 stunning damage. Ramming attack damage increases to 4d6.



HORDLING

CLIMATE/TERRAIN:	Gray Waste
FREQUENCY:	Common (Prime, rare)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- to average (2-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	1-6 (Prime 1)
ARMOR CLASS:	3, 2, 1, or 0
MOVEMENT:	6, 9, 12, or 15 (D with wings)
HIT DICE:	6+3, 7+2, 8+1, or 9
THACO:	6+3 HD: 15 7+2 and 8+1 HD: 13; 9 HD: 11
NO. OF ATTACKS:	By hordling type
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	0%, 5%, 15%, or 30%
SIZE:	S, M, or L
MORALE:	Unsteady (5-7)
XP VALUE:	Varies by hordling

Hordlings are the uncounted hordes of the Gray Wastes. They form the majority of the population of that plane. They vary widely in size and appearance. Some are large, some small; some humanoid, some animal-like, some amorphous; some have wings or tentacles. No two look exactly alike, and they have no standard means of communication.

COMBAT: Choose each hordling's characteristics as the situation requires. These tables present traits that pertain to combat and flight. Other tables (below) give the appearance of individual hordlings. Choose AC, movement rate, Hit Dice, magic resistance, and size from this table, or roll 1d4 for each characteristic:

ROLL	AC	MV	HD	MR	SZ
1	3	6	6+3	0	S
2	2	9	7+2	5%	M
3	1	12	8+1	15%	L
4	0	15	9	30%	H

Choose physical attributes as desired; the lists below suggest typical attributes. Some attributes enhance combat ability, and are labeled with a parenthetical lower case letter, further explained in the Combat section.

ARMS 1 (1), 2 (2-5), 4 (6)	LEGS 2 (1-4) 3(5) 4(6)
1 multi-jointed	1 long, thin
2 telescoping (doubled reach)	2 short, bowed
3 short, thick	3 short, massive
4 long, thin	4 springing (20' range)
5 trunk-like	5 hopping (10', any direction)
6 tentacles	6 telescoping (can add 50% height)

HANDS/EXTREMITIES	FEET/EXTREMITIES
1 large, thick-fingered (g)	1 prehensile toes, long
2 clawed (h)	2 full hoofed (m)
3 taloned (i)	3 splayed hoofed (n)
4 pincer (j)	4 clawed (o)
5 barbed (k)	5 suckered
6 knobbed (l)	6 full webbed (swim at normal speed)
BACK	TAIL
1 humped	1 long, prehensile
2 hunched	2 short
3 knobbed mane	3 long
4 bristle-maned	4 long, clubbed (j)
5 fan-winged	5 long, barbed (k)
6 bat-winged	6 none

Fan-winged hordlings fly 18 (maximum ground speed 9). Bat-winged hordlings fly 12 (maximum ground speed 12). Hordlings with hands, tentacles, or prehensile toes or tail can use weapons.

STRENGTH	MOUTH (LARGE(1-4), HUGE(5-6))
1 17 (+1/+1)	protruding tusks (a)
2 18 (+1/+2)	many small fangs (b)
3 18/50 (+1/+3)	long canines (c)
4 18/75 (+2/+3)	small tusks (d)
5 18/00 (+3/+6)	crushing teeth (e)
6 19 (+3/+7)	saw-toothed (e)

Having created a hordling, assign its attacks according to its mouth, arm, tail, and leg attributes. The following table provides examples.

ATTACK TABLE — DAMAGE

a	tusks: small 1d4; large 2d4; huge 2d6
b	fangs: small 1d6; large 1d8
c	long canines: large 1-6; huge 1-8
d	small tusks: large 1-8; huge 1-10
e	crushing teeth: large 1d4+2; huge 1d4+3
f	saw-toothed: large 1d3 (1d4 per round thereafter) huge 1d4 (1d6 per round thereafter)
g	blow: one hit 1-4 + strength; two hits strangle for 2d4 + strength
h	claw: 1d4+1
i	talon: 1-6
j	pincer: 1d4
k	barb: 1 per round and stuck fast (Strength check to escape)
l	knob or club tail: 1d3
m	full hoof: 1d2
n	splayed hoof: 1d3

For example, a hordling with two claws, crushing teeth, and a strength of 18/00 would attack at +3 and do 2-5+6/2-5+6/3-6+6.

A hordling may also have special attacks (10% chance) or defenses (20% chance). These tables list the abilities; roll randomly or choose:

SPECIAL ATTACKS TABLE

- 1 Breath works as a small *stinking cloud* vs. one opponent in a 3' range.
- 2 Gaze works as a *ray of enfeeblement* vs. one opponent in a 5' range.
- 3 Legs can trip one opponent in melee as a *trip* spell.
- 4 Sound emanation works as a *fumble* spell against one opponent in a 5' range.
- 5 Double attacks for 1 round once per turn.
- 6 Acidic spittle missile once per turn (10' range, 2d4 damage)

SPECIAL DEFENSES TABLE

- 1 Hit only by +2 or better magical weapons.
- 2 Immune to fire and acid attacks.
- 3 Immune to cold, gas, and poison attacks.
- 4 Immune to electrical and *magic missile* attacks.
- 5 Unaffected by illusions and mental attacks (*charm*, etc.).
- 6 Regenerates 1d4+1 hp per turn.

Hordlings have infravision to 120'. Treat hordlings as having 5 Hit Dice for purposes of clerical turning of undead.

HABITAT/SOCIETY: There are an infinite number of hordlings on the infinite layers of the Abyss. They have no purpose or organization.

Hordlings are petty and vile. They roam the Gray Waste, attacking those weaker than themselves. They sometimes serve under strong leaders, but few leaders maintain hordlings for long, for they are unruly, untrustworthy, and chaotic.

Occasionally, evil mages summon hordlings to do their bidding. Normal summonings always produce a single hordling. The only known way to summon more than a single hordling into the Prime Material Plane is the *Bringer of Doom*, a strange device created by arcane magic during the Age of Doom.

THE BRINGER OF DOOM: *So distant in the past is the Age of Doom that it cannot even be conceived of by mortals. This was a time of great lamenting, for the beings of that age had discovered magic and sciences too powerful to handle. Their passions overcame their sense and, in a wave of power, the race destroyed itself, leaving behind no remnant, save one.*

The *Bringer of Doom* is a small box with a strange, circular red gem set in its lid. If the gem is touched and depressed, the box itself explodes in a blinding flash. So great is the force of the blast that everything within 100' (including the user and the item itself) is destroyed utterly.

The explosion opens a temporary, one-way rift to the Gray Waste from which 100–1,000 hordlings pour forth and destroy everything they encounter. Rarely (10% chance) some other, greater fiend comes through the rift as well. The *Bringer of Doom* always reforms, to be discovered some time later.

One account of the *Bringer* comes from a scrap of parchment found in the Desert of Yin, near the blasted tower of the evil mage Althabazzerid.

"We have set up magical circles of protection, but we don't know how long we can keep them up. I hope that my observations may be of help to my fellow researchers of the

Mages' Guild of MakBran. The assault against the black tower went well, the eleven archers easily destroying Althabazzerid's undead army while we dealt with his dragon allies. We had closed in and were in the midst of magical combat when Althabazzerid himself appeared on the tower's battlements, protected by a multicolored sphere of light. He raised a small box in his left hand, and perhaps pressed a button on it — hard to tell from our vantage point.

"At once there was a deafening blast, and the wizard and his tower were destroyed. A huge hole in space opened, and we could see into the dismal spaces of the Gray Wastes. A great crowd of horrid beings — a more fantastic mix of humans, beasts, and fiends cannot be imagined — began moving into our world. Some walked, some hopped, some dragged their deformed bodies along. They gibbered and screamed. Some spat fire, or gas, or acid. Some were horned, others bore tentacles. More and more came, destroying the elves by sheer press of numbers. They attacked without plan or strategy, yet their horrid deformations allowed them many advantages.

"Then a great fiend flew out from the darkened sky of the Gray Wastes. It has assaulted unceasingly since then. Soon our magics will fail, and we will die either at the hands of the fiend or the press of the horde of darkness. . ."

ECOLOGY: Hordlings devour whatever they destroy, usually other hordlings. That there is otherwise no readily available food supply on the Lower Planes makes the endless, relatively weak hordlings common prey for more powerful beings.

The physical appearance of a hordling may become important in play. The following list offers typical features, but many others are possible.

COLOR	HEAD	HEAD ADORNMENT
1 black-brown	1 wedge-shaped	1 bald
2 russet-red	2 conical	2 mane
3 orange-yellow	3 discoid	3 frills
4 olive-green	4 spherical	4 lumps
5 blue-purple	5 cubical	5 spikes (2-8)
6 gray-white	6 ovoid	6 horns (1-4)

NECK	NOSE
1 thick	1 wide, protruding
2 thin	2 slits only
3 long	3 hanging snout
4 thrust forward	4 long, pointed
5 snaky	5 large, many warts
6 none apparent	6 beaked

EARS	OVERALL VISAGE
1 large, pointed	1 gibbering, drooling
2 small, pointed	2 glaring, menacing
3 drooping	3 twitching, crawling
4 large, fanlike	4 wrinkled, seamed
5 huge, humanoid	5 hanging, flaccid
6 none	6 rotting, tattered

For an illustration of hordlings, see page 60.

CLIMATE/TERRAIN:	IMP Any	QUAEST Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)
TREASURE:	0	Qx3
ALIGNMENT:	Lawful evil	Chaotic evil

NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	6, Fl 18 (A)	15
HIT DICE:	2+2	3
THACO:	19	17
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1d4	1d2/1d2/ 1d4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	25%
SIZE:	T (2' tall)	T (2' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	1,400	2,000

Imps are diminutive evil creatures who roam the world and act as familiars for lawful evil wizards and priests.

The average imp is a 2' humanoid with leathery, batlike wings, a barbed tail, and sharp, twisted horns. The skin is often a dark red, but many other colorations are known; horns and jagged teeth are a gleaming white. The imp can *polymorph self* into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal.

COMBAT: In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1d4 points of damage, this stinger injects a poison that is so deadly that those who fail their save vs. poison are instantly slain by it. When *polymorphed*, the imp attacks with the natural weaponry of its adopted form, though the goat and raven forms lack damaging attacks.

The imp can use its special magical abilities no matter what its form. All imps can *detect good*, *detect magic*, or become *invisible* at will. Once per day they can use a *suggestion* spell.

Imps are immune to attacks based on cold, fire, or electricity and resist all other spell attacks as 7-HD creatures. They can be harmed only by silver or magical weapons and regenerate 1 hp per melee round.

HABITAT/SOCIETY: Imps spread evil by assisting lawful evil wizards and priests. When such a person is judged worthy of an imp's service, the imp comes in answer to a *find familiar* spell.

When they have contacted their new "master," imps begin at once to take control of his actions. Imps maintain the pretense that the summoner is in charge, but the actual relationship is closer to that of a workman (the imp) and his tools (the master).

Although an imp's body can be destroyed on a foreign plane, its corrupt spirit instantly returns to its home plane where it reforms and, after a year and a day, returns from there to resume its work.

Though technically in the service of their master, imps retain a basic independence and long-range ambition to become more powerful. They may acquire treasure from those they slay, and will often pilfer valuables encountered during their travels.

The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This lets the master receive the imp's sensory impressions, including its infravision. The master also gains the imp's inherent 25% magical resistance and can regenerate as the imp does. If the imp is within telepathic range, the master acts at one level higher than actual rank. Con-



DIT
ERL
(22)

versely, if the imp is more than a mile away, the master acts at one level below actual rank. If the imp dies, the master instantly drops by four levels; he can regain these in the usual manner.

ECOLOGY: Imps are common on the planes of Acheron and Baator. They are formed from larva (q.v.) by powerful fiends. Imps do not age naturally and are remarkably durable. (Speculation, fostered by the imps themselves, has it that fiends evolved from imps.)

Imps now serve as errand runners, emissaries, and agents for their alleged descendants.

QUASIT+

Quasits are chaotic evil counterparts to imps. The chaotic evil priests and wizards "served" by quasits gain the same benefits and disadvantages as an imp's master. Like imps, each quasit can assume two other forms. Most common are bats, giant centipedes, frogs, or wolves. Quasits can use their magic in any form.

The quasit attacks with two clawed hands (1d2 damage each) and a bite (1d4 points). The claws carry a toxin that causes a burning itch and requires a victim to successfully save vs. poison or lose 1 point of Dexterity for 2–12 rounds. Effects of multiple wounds are cumulative.

Quasits can turn *invisible*, *detect good*, or *detect magic* at will. They regenerate 1 hp per

round and can unleash a blast of *fear* with a 30' radius once per day. Once each week the quasit can *commune* with the Lower Planes, asking up to six questions.

Quasits are harmed only by cold iron or magical weapons. They save as 7 HD monsters and are immune to cold, fire, and lightning.

HABITAT/SOCIETY: As imps, only they serve chaotic evil masters.

ECOLOGY: Like imps, only they are most common in the Abyss.



HMM . . .
17 OFFERS OF EMPLOYMENT+ +@DAY,
WHICH +@ CHOOSE?
WHICH +@ CHOOSE?
— AN IMP PONDERING +HE MERITS
OF I+S DAILY SUMMONINGS



INCARNATES

CLIMATE/TERRAIN:	Any plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Exceptional
TREASURE:	Nil
ALIGNMENT:	See below

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 18 (A)
HIT DICE:	10 (4)
THACO:	11 (17)
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1' diameter)
MORALE:	Champion (15-16)
XP VALUE:	5,000 (650)

(Information is for major incarnates; statistics of minor incarnates appear in parentheses.)

Incarnates are sapient embodiments of the pure energy of abstract principles. For instance, an evil incarnate is formed of pure living evil energy, and a courage incarnate is the living energy of pure courage. An incarnate is completely invisible. If magically viewed by spell or device, it appears as a multi-colored ball of light.

Incarnates inhabit many of the Outer Planes, primarily the upper and lower. They gravitate toward planes and planar layers that suit their individual alignments and temperaments.

Incarnates are divided into major and minor types. The major classification holds only two: good incarnates and evil incarnates. The 14 minor incarnates are divided into good and evil groups. The good-aligned minor incarnates are charity, courage, hope, faith, justice, temperance, and wisdom. The evil-aligned minor incarnates are anger, covetousness, envy, gluttony, lust, pride, and sloth.

COMBAT: Incarnates are attracted to energy sources similar to their own substance — good incarnates to sources of goodness, anger incarnates to anger in a creature, the courageous attract courage incarnates, etc. Incarnates attack and attempt to take over a victim (called the host) in order to feed on that energy.



The touch of an incarnate drains 2 points of Constitution per hit. The host suffers not only the penalties of lowered Constitution, but also feels an increasing weakness in mind and body. If the host's Constitution reaches zero, the incarnate can take over the host's body. The host receives a system-shock roll (based on original Constitution); if the roll is made, the incarnate cannot take over the host. The host's Constitution immediately returns to normal if incarnate takes over, or if the system-shock roll is successful. In addition, if the incarnate ceases the attack for any reason (killed, captured, driven off, etc.) before it takes over the host, the victim's Constitution returns to normal at the rate of 2 points per turn. (Monsters without Constitution scores can be assumed to have a default value of 12.)

Once in control, the incarnate can use the host body as it desires. The incarnate and host can communicate through a telepathic link established when it takes over. The incarnate can control all speech, actions, and spellcasting by the host. However, not all incarnates use this control. Good-aligned incarnates take over a host but rarely attempt to interfere with the host's behavior; control allows the incarnate to feed on the courage, hope, etc., of the host. (As detailed below, good incarnates avoid taking over hosts who will be harmed by their presence. Evil incarnates are not so choosy, and they care nothing for their hosts except to get as much energy from them as possible.) Incarnates gift their hosts with special powers during the time of control.

Only one incarnate can take over a host at any one time. Also, control by any incarnate prevents the host from being taken over by other creatures, such as a ghost or haunt, or even a wizard using a *magic jar* spell. The host is also immune to many mind-affecting spells, as if the host had a Wisdom score of 25.

Incarnates can be driven from their hosts or victims only by the appropriate spells (see below) or by the death of the host body. Attacks against those controlled by an incarnate affect only the host's body and not the incarnate. This includes energy draining, spell, and weapon attacks. The host is a buffer between the incarnate and these attacks. However, this does not render the incarnate completely immune to all spells. Minor incarnates can be dislodged from a host by *dispel evil/good* or a *limited wish* spell. The spells *abjure*, *exaction*, *holy/unholy word*, and *wish* drive out both major and minor incarnates. Once an incarnate leaves a host, it can be attacked physically. Physical attacks require a +1 or better magical weapon to hit. Also, incarnates are immune to heat, cold, and electrical attacks.

ECOLOGY: Major incarnates cannot take over creatures of less than 10 HD without completely destroying them. Victims of less than 10 HD are simply incinerated by the force of the major incarnate's pure energy.

Creatures of greater than 10 HD, but of an alignment differing from the major incarnate's, take damage from the control. Damage is a base 10d8, minus 1d8 per level of the host above 10th. For instance, if a 15th-level good or neutral fighter is taken over by an evil major incarnate, the fighter takes 5d8 in damage; at 20th level or greater the fighter takes

no damage. After damage (if any) is assessed, the host's alignment immediately and temporarily changes to that of the incarnate.

GOOD MAJOR INCARNATES: Good incarnates are lawful good in alignment and dwell in Chronias, the seventh layer of Mount Celestia. They are sometimes found on Solania, Mer-tion, and Jovar, the fourth, fifth, and sixth layers. Here good incarnates use only sword and tome archons as hosts. They prefer to take over only lawful-good beings, such as paladins, lawful-good clerics, and gold and silver dragons.

The relationship between the good incarnate and its host is synergistic — that is, the two form a whole greater than the sum of their parts. The host gains the following abilities: *detect evil* and *protection from evil*, 20' radius (both always active); turn undead as a 5th-level cleric (or at five levels higher than normal if the host can already turn undead); Wisdom and Strength raised by 1 each; and Charisma raised by 3 (maximum 19). Major incarnates have none of the above abilities unless in control of a host.

EVIL MAJOR INCARNATES: Evil incarnates make their home in the darkest, vilest layers of the Abyss. They are chaotic evil and prefer to take over those in positions of power. The host of an evil major incarnate gains these abilities: *detect good* and *protection from good*, 10' radius (both always active); control undead and turn paladins as a 5th-level evil cleric (or at five levels higher than normal); Wisdom falls by 1; Strength rises by 2 (maximum 19); and Charisma falls by 3 (minimum 3). Major incarnates have none of the above abilities unless in control of a host.

MINOR INCARNATES: Control by minor incarnates may adjust some of the host's ability scores. Adjustments apply immediately upon success. They never raise an ability score above 18 or reduce it below 3.

Unless otherwise noted, both good and evil minor incarnates will take over neutrally aligned hosts, but abandon them as soon as possible for a more appropriate individual.

GOOD MINOR INCARNATES never force a host to behave a certain way nor remain in a host if the control threatens the host's well-being.

The following descriptions of the good-aligned minor incarnates list alignment; preferred planes; ability score adjustments, if any; and effects on role-playing.

Charity: Lawful good; Mount Celestia and Bytopia; Wisdom and Charisma increased 1 point each; host immune to greed, envy, or berserk rage; incarnate leaves if host fails for any reason to spare the life of a surrendering foe.

Courage: Neutral good; Upper Planes; Constitution and Charisma increase 1 each; host becomes immune to magical *fear* and becomes fearless but not stupid or reckless; incarnates leaves if host changes to evil alignment.

Hope: Chaotic good; Upper Planes (most numerous of all incarnates); Charisma increases 1, +1 bonus to all saving throws; host immune to despair or hopelessness.

Faith: Lawful good; Upper Planes; Strength increases 2, Wisdom 2, Charisma 1 (incarnate prefers only paladins or lawful-good clerics as hosts); hosts immune to magical alignment change.

Justice: Lawful good; Mount Celestia (fewest in number of good minor incarnates); increases Wisdom, Intelligence, and Charisma 1 each; incarnate leaves if host takes unjust action (cheating, stealing, or lack of fair play).

Temperance: Neutral good; Mechanus, occasionally Beastlands and Mount Celestia; host gains +2 on all saving throws vs. *charm*, *confusion*, *emotion*, *fear*, *spook symbol*, and *taunt* spells; do not take over evil hosts.

Wisdom: Neutral good; Mount Celestia; increases Wisdom 1; do not take over evil hosts except as a last resort.

EVIL MINOR INCARNATES prefer hosts of good alignment. They care nothing for their host's health and enjoy forcing hosts to commit reprehensible and repugnant acts. Hosts can resist being forced to act against their will, lowering the body's physical Dexterity by 2.

The following descriptions of the evil minor incarnates give alignment; preferred planes; ability score adjustments, if any; and effects on role-playing.

Anger: Neutral evil; Lower Planes; increases Strength 1, decreases Intelligence and Charisma 2 each; a tame or timid creature suddenly rages and tries to kill anything near it.

Covetousness: Neutral evil beings; Gehenna and the Gray Waste; Wisdom and Charisma decreased 2; host develops "gold fever" or turns into a miser.

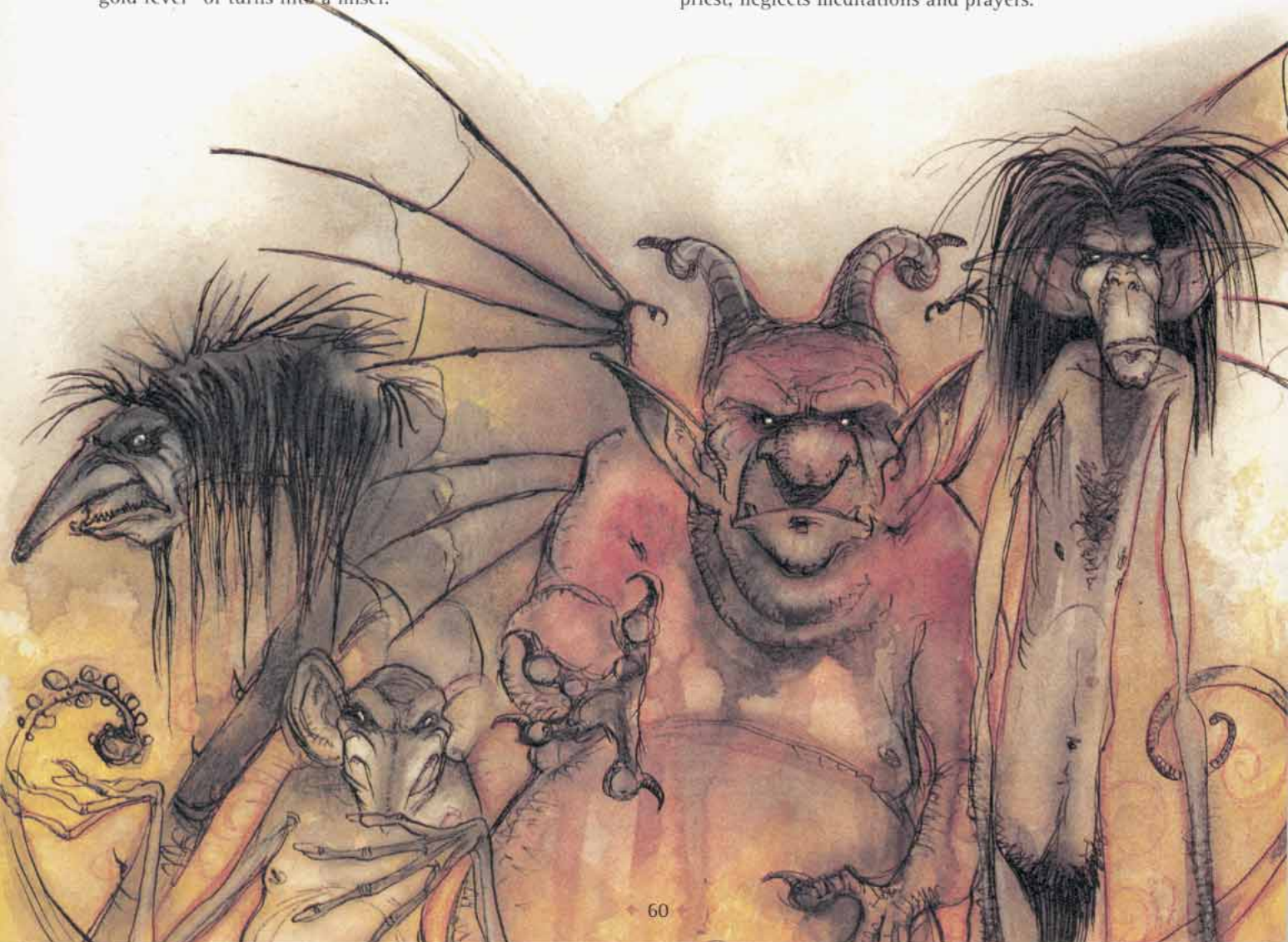
Envy: Chaotic evil; Lower Planes (least in number of the incarnates); Wisdom and Charisma decreased 2; no obvious signs that a host is controlled, but host begins a slow, devious campaign of rumor and backbiting against fellows; perpetually jealous of others' abilities and treasure; secretly tries to lose, ruin, or destroy prized treasure of others.

Gluttony: Neutral evil; most Lower Planes; Wisdom and Charisma decreased 2, and host gains 2d4+4 lbs. per week (Dexterity, Strength, and Constitution reduced 2 each for every 100 pounds gained); hosts overindulge in food and drink; begs, borrows, or steals food (or money to get food).

Lust: Chaotic evil; the Abyss; Charisma increases 1, Intelligence and Wisdom decrease 2 each; host knows only desperation of unfulfilled desire.

Pride: Lawful evil; Baator; Wisdom decreases 1, Intelligence and Charisma decrease 2 each; host is vain and haughty in the extreme and tends to treat everyone as a lowly servant; angry with anyone who fails to act servile.

Sloth: Neutral evil; Lower Planes; Strength, Dexterity, and Wisdom each reduced 2; incarnate takes over any host available (too lazy to choose); host becomes lazy and slipshod, shirks duties, sleeps on guard duty, and neglects equipment and weapons. If a wizard, host skips memorizing spells; if a priest, neglects meditations and prayers.



YΘU'RE
HALFWAY +HERE,
BERK.
DΘN'+ S+ΘP
READING NΘW!

— KHARZED, A
GI+HYANKI KNIGHT+
DWELLING ΘN +HE
PRIME MA+ERIAL



LARVA

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Common
ORGANIZATION:	Masses
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Any evil

NO. APPEARING:	10-100
ARMOR CLASS:	7
MOVEMENT:	3
HIT DICE:	1-1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Wounding, disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Unreliable (2-4)
XP VALUE:	35

Among the odder treasures of Castle Neutomas is a branding iron bearing a letter from an alphabet of the Lower Planes. Famed planar traveler Mordeia the Great tells how she got it in her *Signs and Wonders: A Planar Tour*.

"We had managed to go undetected in the Gray Wastes by disguising ourselves as a lich and its court. Our plan seemed to be working well. Then we heard a great liquid sound that brought to mind the sound of dogs retching. From across the plain came a vast herd of larvae, driven by mephitis drovers at the command of three night hags riding nightmares. The mephitis flew above the (almost liquid) herd, driving them along with sprays of fire and salt. We estimated that perhaps three or four thousand of the creatures wormed their way along, covering the plains in a sticky foul smelling slime. One of the mephitis spotted us and flew our way, bearing greetings from its mistress and inquiring if we were interested in buying any of the herd.

"Not wanting to give ourselves away, we expressed casual interest, but asked how we could be sure the herd belonged to these

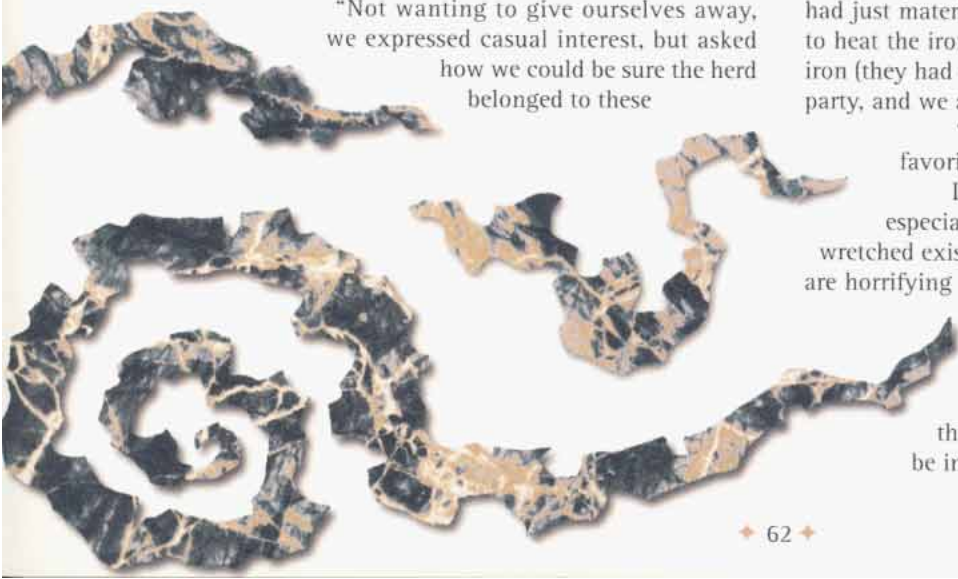
hags? The mephitis whistled, and two of its kind pulled one of the great sticky worms from the mass and flew it our way. They showed us clearly that the larva had been branded.

"I said that we would indeed be interested in looking over the stock (thinking that, if need be, we could escape using our cubic gate). The hags joined us. For a time we made small talk, and I asked if I could see a branding operation. The mephitis pulled forth an unmarked larva, a new arrival that had just materialized among the others. A lava mephitis began to heat the iron. I walked over and picked up a cold branding iron (they had three, one for each hag). I sauntered back to my party, and we activated the cubic gate.

"That branding iron now ranks among my favorite trophies from my many travels."

Larvae, evil dead from other planes who led especially selfish lives, are now doomed to spend their wretched existences serving evil on the Lower Planes. Larvae are horrifying 5'-long worms, sickly yellow and covered with viscous, foul-smelling fluid. Instead of a worm's head, they have distorted faces resembling the mortals they were in life.

Larvae communicate with one another through instinctive body movements that cannot be interpreted by others.



COMBAT: Larvae have no will of their own and simply lie in giant, quivering masses on the grounds of the Gray Waste. However, when commanded by a greater power — that is, just about anything in the Waste — larva will attack *en masse*.

These foul creatures bite (1d4+1 damage) that bleeds for 1 additional hp damage per round until bound. In addition, anyone bitten by a larva must successfully save vs. poison or contract a rotting disease. Those contracting the disease develop a painful skin rot. After three weeks, they lose 4 hp a day unless they lie absolutely still. After one month, they die. A *cure disease* spell destroys the disease.

HABITAT/SOCIETY: Night hags herd larvae to use them as bargaining chips in the Gray Waste. Lower planar powers use the larvae to form quasits and imps, and in return they agree not to enter night hag territories. Powerful lichs feed on larval energies to maintain their undead immortality, and in return the lichs destroy creatures who refuse to trade with the hags. The complex bartering system is sustained by the growing numbers of lower planar inhabitants.

Few rumors exist of the fortress/palace of Malsheem on Baator's ninth layer. The most powerful baatezu do speak of one future event: The Bringing. The Dark Eight plot The Bringing to ensure the destruction of their hated enemies, the tanar'ri. The ceremonies to invoke The Bringing will be long

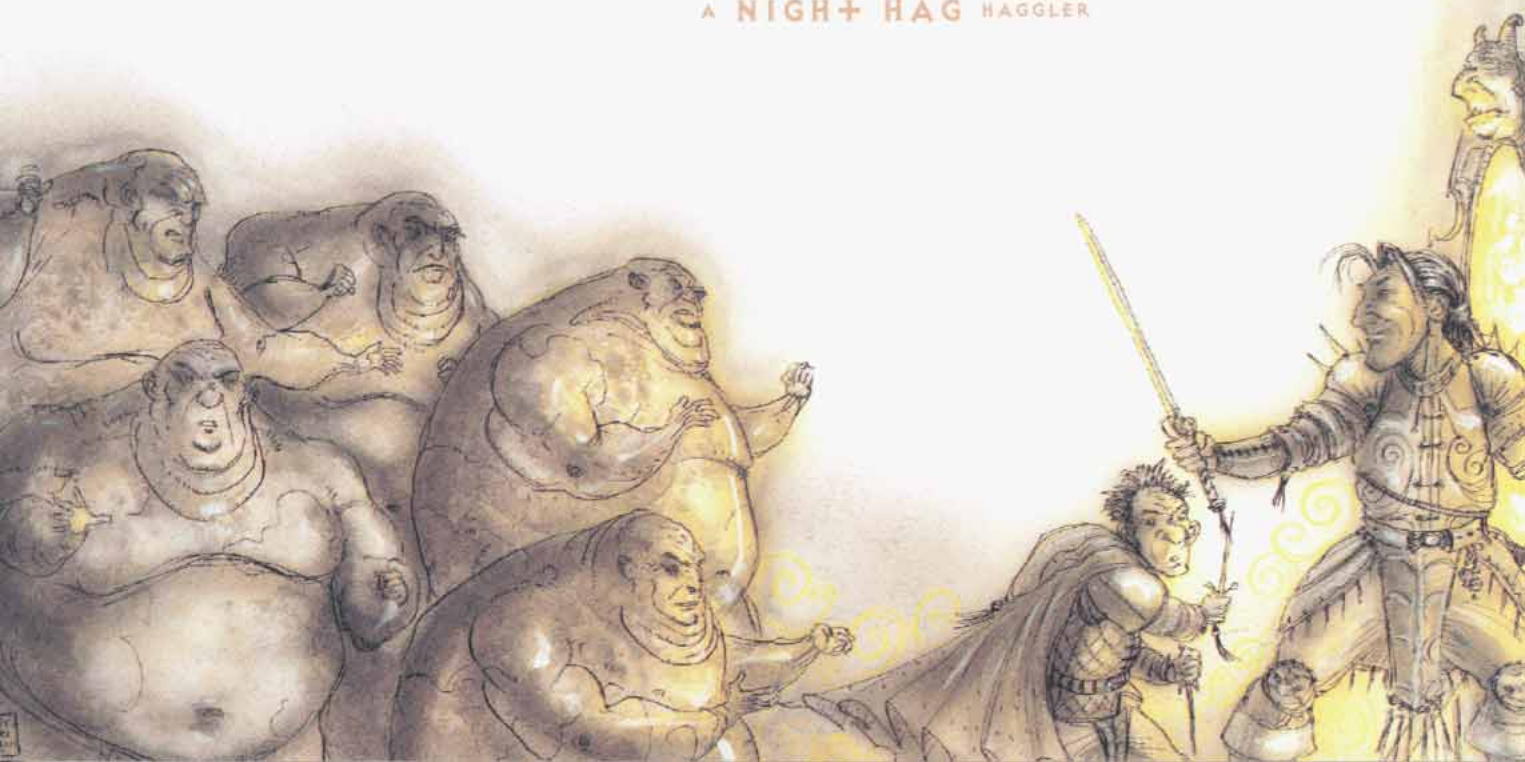


and dangerous (although whatever could endanger a pit fiend can only be guessed at), and titanic magical energies will be released. To fuel the great spell, the life forces of a million larvae must be utterly destroyed. Although the rumor's truth is uncertain, the baatezu have been acquiring larvae from the night hags at an unusually rapid pace.

ECOLOGY: Larvae are the sole means for creating imps and quasits. Because imps and quasits later advance to become greater fiends, larvae are the foundation of the population of the Lower Planes.

Because all larvae are equally lowly, fiends select them randomly to transform into other types of creatures are needed. How the larvae become higher creatures depends on the fiends that transform them. The baatezu, for example, cast the larvae into pools of flame, where the larvae suffer for 11 days before emerging as cruel new creatures. Other fiends have different ways to promote larvae.

LARVAE!
LARVAE FOR SALE!
NICE, FRESH LARVAE . . .
— AMANI+IS,
A NIGHT+ HAG HAGGLER

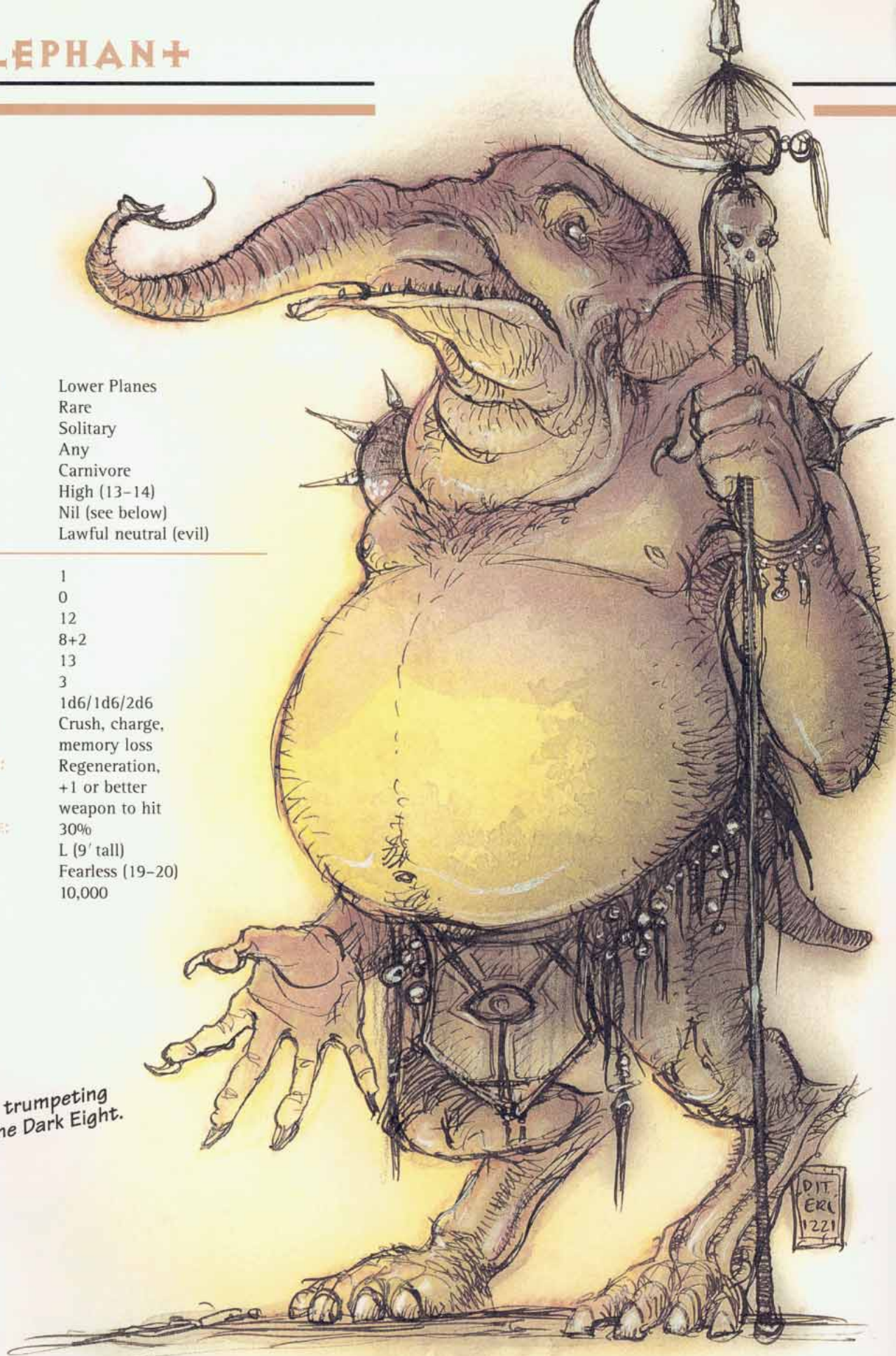


MAELEPHANT

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil (see below)
ALIGNMENT:	Lawful neutral (evil)

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	8+2
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/2d6
SPECIAL ATTACKS:	Crush, charge, memory loss
SPECIAL DEFENSES:	Regeneration, +1 or better weapon to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9' tall)
MORALE:	Fearless (19-20)
XP VALUE:	10,000

A maelephant trumpeting the arrival of the Dark Eight.



The frightening but fascinating maelephants guard the Lower Planes. They are large, roughly bipedal creatures with huge pachyderm heads that have a viciously barbed trunk.

Maelephants speak their own language, and many know the common tongue, as well.

I'M L@CKING F@R A MAELEPHANT.
ANY@NE SEEN @NE AROUND?

— P@RATIUS TERY@
(‘P.T.’) BARNUM, A PRIME
NEW +@ SIGIL

COMBAT: Maelephants are immune to attacks from nonmagical weapons. They are never surprised and have infravision to 240'. Their senses of hearing and smell are double human norm. They regenerate 2 hp per round. When guarding, a maelephant need never roll morale checks. It fights to the death.

Maelephants attack with two claws (1d6 damage) and their trunk-spike (2d6 damage). If both claw attacks hit in the same round, the opponent is held fast (1d3 crushing damage per round and subsequent spike attacks automatically hit). The victim breaks free with a successful Strength check with a -5 penalty, or if the maelephant takes more than 12 hp damage while holding it.

Maelephants can charge into combat. This increases their movement to 18 and gives them +2 on all attack rolls for the first round of combat only.

Three times per day, a maelephant can breath a cloud of noxious vapor 10' wide and 30' long. Anyone caught within this cloud must successfully save vs. poison or suffer complete memory loss. The loss lasts until cured by a *neutralize poison* spell (*slow poison* has no effect). Because the gas must contact the skin to work, anyone wearing clothing that covers at least 50% of the body gains a +2 bonus to the save.

Maelephants have an array of spell-like abilities they can use one a time, once per round: *alarm*, *bind*, *blade barrier* (3 times per day), *entangle*, *gust of wind*, *light*, *polymorph other* (3 times per day), *true seeing*, and *warp wood*.

HABITAT/SOCIETY: Powerful lower planar creatures strike a bargain with a maelephant to guard an item or area, typically for a 100-year term. Most maelephants adhere with absolute loyalty to the terms of their agreement.

ECOLOGY: Originally, the Dark Eight, the rulers of Baator, created maelephants as servants. The Eight considered obedience paramount, and bred it into their behavior more powerfully than all other considerations. How these creatures multiplied and left the exclusive service of the Dark Eight is unknown. In the Lower Planes, when beings of power want something important looked after, they seek a maelephant.

Y@U KN@W,
A HERD @F MAELEPHANTS
MIGH+ BE JUSt +HE +HING
I NEED.

— FAC@L HASHKAR @F +HE GUVNERS,
P@NDERING H@W BES+ +@ INST+ITU+@
LAW AND @RDER IN SIGIL

YER KN@W,
A HERD @F MAELEPHANTS
MIGH+ BE JUSt WH@+ WE NEEDS, . . .

— SNIPPE+ @F C@NVERS@TION BE+WEEN
+WO ANARCHIS+@
@VERHEARD IN +HE S+YX @ARSMAN
TAVERN

CLIMATE/TERRAIN:	Mechanus (and Upper Planes)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	High (13–14)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1–6
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8d10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+3 weapons to hit, regeneration
MAGIC RESISTANCE:	10%
SIZE:	L (12' tall)
MORALE:	Elite (13–14)
XP VALUE:	17,000

Maruts are the servants of the powers throughout the Upper Planes. They go forth from Mechanus and spread the powers' will across the Outer Planes.

In his book *Magic and Mystery of Ind*, Vimalanda Rey tells a legend of the marut.

"In the Plague Year, Rudra visited death upon the once-mighty city of Dharaputta.

"Prince Rajavahana claimed that with his wealth and power he could deny death, dismay Rudra, and lock out the plague. He locked himself in his high-domed palace. Guards kept away all sickness, and even the healthy who would see the Prince were bathed in strong smelling herbs and given magical treatments to insure their health. The sages of Rajavahana warned him that he could not avoid the maruts, but he paid wizards vast amounts to set certain powerful seals upon his doors that would keep the onyx giants from entering his palace.

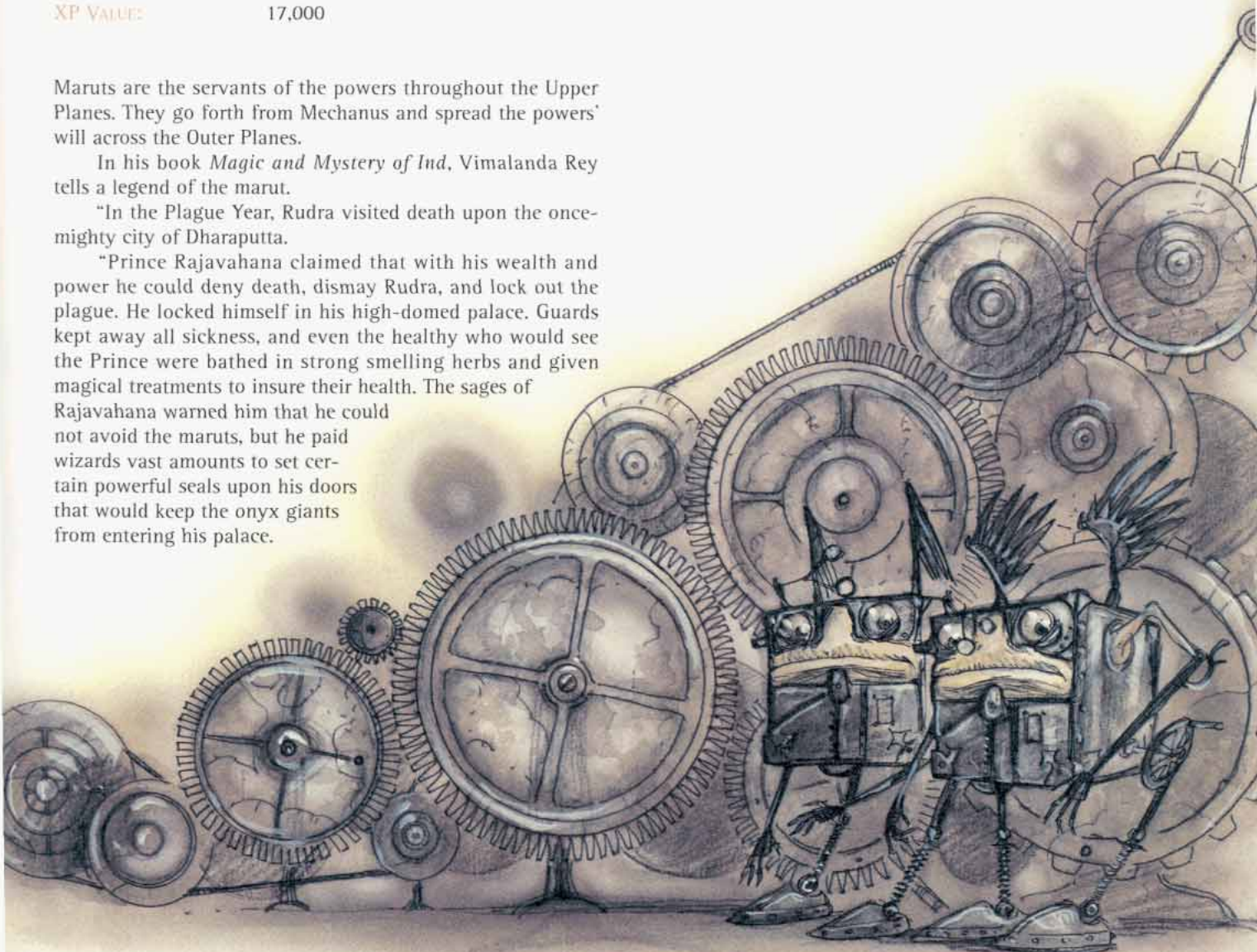
"As the plague reduced his great city to ruin, the prince amused himself by parties and dances. One day he organized a trip to the treasure room of his great-grandfather. There he found a statue of a marut. For a moment he felt afraid, but the oldest dwellers of the palace assured him that the statue had been there since his grandfather's time. He had the statue taken to his ballroom to show his victory over Rudra.

"During his next feast, with all his guests around, Prince Rajavahana stood in front of the figure and taunted it. To his horror, the statue spoke! 'Know, O Prince, that the decrees of fate are set aside by no man. Patiently I have waited since the time of your grandfather to bring you this.' Whereupon the Marut breathed out a silvery breath.

"Coughing, the Prince cried, 'What of my guards? What of my spells?'

"Spells and guards are as naught to fate.'

"In an instant all had died the Silvery Death, and the marut, unhampered by spells to prevent its leaving, returned to Mechanus."



Maruts look like red-eyed, unliving giants carved from a single piece of polished stone with no discernible joints or seams. Maruts wear golden armor with wide plates on the shoulders and armbands.

Maruts speak only in response to direct questioning, save when relaying messages given to them. They understand all languages.

COMBAT: Maruts are awesome opponents. Their punch alone can fell all but the most powerful opponents (8d10 damage).

Maruts have the following spell-like powers: *animate object*, *blink*, *cause disease* (against any one target within 60'), *continual light*, *control minds* (3 times per day), *deafness*, *earthquake* (once per day), *hold person*, *lightning bolt* (8d6 damage), and *shades*.

Maruts are immune to attacks from weapons of less than +3 magical enchantment. They regenerate 5 hp per round. Maruts are immune to acid-based attacks. They take half damage from cold and fire-based spells. *Trap the soul* and related magics do not affect the maruts. They also are immune to *death* spells.

HABITAT/SOCIETY: Maruts spread the will of the power they serve, whether a god of disease, love, or magic. They interact with others only if it directly involves the service they are currently performing or if hindered from performing that service. Otherwise they seem oblivious to what occurs around them. However, nothing could be further from the truth. Maruts are highly intelligent and keenly alert to their environment.

Although maruts seem evil, they are only servitors who obey the will of their masters to the absolute letter. When the situation warrants it, their masters may even send them to aid a power of another alignment. Of course, when the maruts' actions no longer serve their master's will, they leave the scene immediately.

ECOLOGY: Maruts are enchanted constructs that the god of disease, Rudra, has imbued with intelligence and sentience. The marut body itself is made of pure onyx and is worth hundreds of thousands of gold pieces.

Maruts exist only to spread the will of their masters or to serve those their master has chosen. They spread the will of their master even when assigned other tasks.

All maruts were created directly from the will of Rudra but have changed hands many times since. Because Rudra spreads disease, his own maruts harm their environment by causing disease in plants, animals, and sapient creatures. The god has given maruts to fellow powers as gifts for services rendered. In fact, at times it serves Rudra's ends to assist the causes of good. In those times, his maruts directly serve a good deity.



	MECHANUS	TRANSLATOR
CLIMATE/TERRAIN:	Mechanus	Upper Planes
FREQUENCY:	Very rare	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	None	None
INTELLIGENCE:	Genius (17-18)	High (13-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Lawful neutral	Neutral
<hr/>		
NO. APPEARING:	1	1
ARMOR CLASS:	5	8
MOVEMENT:	Fl 9 (A)	Fl 64 (A)
HIT DICE:	3	5
THACO:	17	Miss only on 1
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d12	Stun
SPECIAL ATTACKS:	See below	Spell erasing
SPECIAL DEFENSES:	See below	Deific intervention
MAGIC RESISTANCE:	90%	Nil
SIZE:	M (5' diam)	S (3" diam.)
MORALE:	Average (8-10)	Fearless (19-20)
XP VALUE:	See below	1,400

Because their own destruction is the greatest possible threat to balance, Mechanus mediators use their *wish* ability to save themselves from danger. Without conscious effort mediators can affect any attacker, no matter where or in what manner the attack is launched. The attacker immediately undergoes an alignment shift to absolute neutral and, therefore, ceases its attack. Simply put, a mediator cannot be killed, so they have no experience point value.

HABITAT/SOCIETY: The sole purpose of the mediators is to maintain balance. It is irrelevant whether the balancing is of good and evil, light and darkness, liquid and solid, etc. The mediators are heedless of anything except this symmetry of existence, even of sapient life. This causes some to view them as evil and uncaring, but mediators are certainly not evil in this respect. Rather, they are amoral in their drive for perfect equilibrium.

Mediators have gained an almost godlike reputation in Mechanus. They are rarely seen, and when they appear it is generally to effect tremendous change in the name of equilibrium. Even those beings of true neutral alignment are not beyond slight error or deviation. Neutrality tends to be inhibited, in some cases, by emotion. The mediators, however, are

Mediators are proxies of the powers of neutrality.

MECHANUS MEDIATOR

Mechanus mediators, the balancing forces found in the Clockwork Universe, ensure that all things, light and darkness, liquid and solid, maintain perfect balance and harmony. They look like clusters of geometric shapes made of strange green crystal. They are roughly spherical in shape, prickling with protuberances: squares, triangles, trapezoids, and spheres of all sizes stick out in all directions.

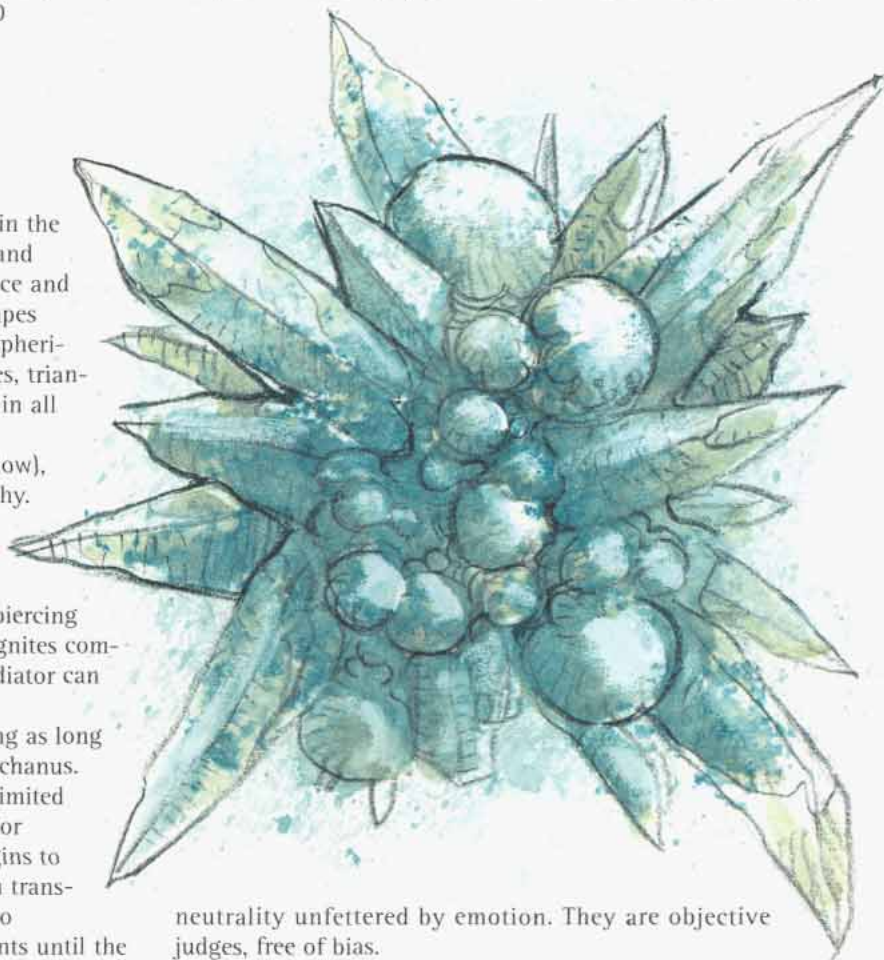
Unlike their lesser kin, the translators (see below), Mechanus mediators communicate through empathy. They cannot communicate with undead.

COMBAT: Mediators rarely enter combat except to balance an ongoing battle. They attack with a piercing green ray of light that inflicts 2d12 damage and ignites combustibles. The ray has no range modifiers; the mediator can attack anything it can see.

Mechanus mediators can create or do anything as long as it directly relates to maintaining balance in Mechanus. For game purposes, this means that they have unlimited *wish* spells, but only for the purpose of balance. For example, if the amount of liquid in Mechanus begins to exceed the amount of solid matter, a mediator can transform liquid to solid until balance is restored. If two groups battle, the mediators can destroy combatants until the sides are equal or even telekinetically stop the battle. Given their omnipotent power, it is perhaps fortunate that only three mediators exist in Mechanus.

neutrality unfettered by emotion. They are objective judges, free of bias.

ECOLOGY: A legend of the mediators, its origin and truth lost in the mists of time, claims that eons ago when the Outer Planes



were first forming, the powers of creation divided space among them. They created planes of certain alignments as homes for the corresponding powers. Intense arguments between powers of the same alignment but slightly differing viewpoints led to the creation of 17 individual planes for the nine alignments.

When the Outlands were created, they were to be the home of the neutral powers. From there they could send out their influences to maintain balance and order. But the neutral powers bickered because they disagreed how to organize and construct the inner areas of the plane. Each tried to exert individual influence, causing the plane to become unbalanced.

When the powers of creation saw what had happened, they cast the powers of neutrality out of the Outlands, thus closing it off to all beings. They created Mechanus with its perfect harmony and giant clockwork, and sent the powers of neutrality there to live. In order that the neutrals not corrupt Mechanus as they had done with the Outlands, the powers of creation made the mediators and gave them great power and influence over balance. Three mediators were made, one for each of the Lights of Balance that shine now at the center of the Outlands.

TRANSLATOR

Messengers of the powers of neutrality (and occasionally of other powers), translators travel the planes at tremendous speeds, relaying important messages. These speedy couriers look like spheres of shining silver 3' in diameter. They pulse with an inner yellow light when carrying a message. They have no apparent "front" or "back" and apparently no corporeal form.

Translators can speak any language audibly and do not use telepathy. It takes one approximately 30 seconds to pick up a new language. Note that the translator need not hear the language spoken; in the presence of creatures who speak an unknown language, it picks up that language magically.

COMBAT: Translators fight only when directly prevented from delivering a message or when they cannot outrun an attacker. With their impressive speed and maneuverability, translators can usually outdistance anything, and avoid combat when they are not delivering a message.

In combat translators attack with a shining silver beam of light. This almost always hits, missing only on a roll of 1. Anyone struck by the beam is stunned for 1d12–3 rounds; no save is possible. If the result is zero or less, the beam did not carry sufficient power to stun its target. Those stunned cannot move or think for the duration of the effect. The target is, in effect, in suspended animation. Even more devastating, the beam also wipes spellcasters' minds clean of memorized spells.

The gods of the Upper Planes take special care of the translators. These beings carry the plans and will of the gods from plane to plane. Therefore, if a translator is attacked while delivering a message, the sending deity always becomes aware of this and sends aid. In such an instance, roll d100. If the result is 99 or less, the deity sends an aasimon servant to help. If the result is 00, roll again. If the second roll is 99 or less, the deity sends 1d6+1 aasimon servants. If the result is

00, the deity itself appears. Aid of this type arrives in 1d10 rounds after the translator is attacked.

HABITAT/SOCIETY: Translators are the prized messengers of the powers. They are quiet and unassuming creatures, but carry great importance with them.

Translators do not have a society. They are content in their absolute servitude, though they are not rewarded in any way. A translator's entire existence consists of either delivering a message or waiting patiently for one.

A translator does not intentionally alter a message. The courier relays it with the greatest accuracy possible, maintaining not only the words but, where possible, the spirit of the message. Sometimes incompatibilities between languages, particularly those of widely differing planes, prevent a completely accurate translation, and the translator advises listeners of this situation.

ECOLOGY: Translators derive their sustenance from the energy of the planes. They do not eat, drink, or sleep. If they were not intelligent, translators might be mistaken for mere automata. As intelligent beings, translators can evaluate situations and conduct themselves in a manner appropriate to completion of their mission.



MEPHIT

Mephits are nasty messengers created by powerful planar creatures to perform evil missions. The 16 known types of mephit draw their substance from the Elemental, Paraelemental, and Quasielemental Planes: fire, radiance, water, ice, magma, ash, mineral, steam, air, smoke, earth, ooze, dust, salt, lightning, and mist. (The Quasielemental Plane of Steam provides both steam and mist mephits. Alone among the Elemental Planes, the plane of Vacuum holds no life, not even mephits.)

Mephits are thin, 5' winged humanoids. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff of their home plane: Fire mephits burn, magma mephits drip lava, and so on.

Mephits speak a common mephit tongue, and each speaks the language of its creator, if any. Most learn the common tongue to perform their duties.

COMBAT: In battle, mephits attack with either their clawed hands or breath weapon. Damage varies by type of mephit encountered; see the following entries for details. Unless an attack lists a saving throw, no saving throw applies.

All mephits can *gate* in other mephits once per hour. The number and type *gated* varies by mephit type, but all mephits have a 25% chance of success.

HABITAT/SOCIETY: Mephits love tormenting helpless creatures and bragging about their latest evil accomplishments. They puff away at foul-smelling tobacco or pipeweed. They give themselves pompous, impossibly long names, such as "Garbenafenthal, Sprite-slayer, Greatest of All Steam Mephits, Favorite of the Lower Planes."

Mephits assume a groveling, craven, yes-master stance to their bosses, an air of arrogant superiority toward victims and

each other. Mephits of the same type usually maintain a polite camaraderie. Different types often settle disputes with a friendly game of tug-a-demihuman.

Mephits spend their time delivering messages, picking up packages on the Lower Planes, retrieving particular persons, delivering special magical items, or just spreading general mayhem (so folks don't forget the Lower Planes are still there). Insufferable on missions, they fancy themselves important emissaries.

ECOLOGY: Evil powers on the Lower Planes create mephits using a variant of *monster summoning IV* that incorporates aspects of *contact other plane*. They use the substance of an elemental plane to create a servant, usually as a stopgap or a substitute for less loyal underlings. Mephits do not betray their creators but do seem to irritate them, and so they lead brief, troublesome lives. Quickly created and destroyed, they have no predetermined life span.

On some Lower Planes spellcasters use live mephits as signals in vendettas. Presenting one's enemy with a mephit connotes a message, its nature indicated by the mephit's type. The gift of a fire mephit indicates displeasure at the enemy's action; an ice mephit means the enemy is forbidden to enter one's home; a radiant mephit is a truce offering, and so on. The recipient destroys, employs, or frees the mephit as desired. Mephits are never given to friends, as anyone who has met one understands.

Mephits usually need no food or drink. Unless otherwise noted, all mephit types can regenerate 1 hp per turn in contact with the stuff of their substance, or an appropriate environment (fire mephits in open flame, ice mephits in cold, and so on). Regeneration ceases when the mephit reaches 0 hp and dies. Mephits cannot heal by other means.

F00LISH HUMAN! KNOW YOU NOT
+H4+ I AM FEARED AMONG MANKIND?
B0W DOWN AND C0WER!

— ABERNATHAN0RIAL, DITCH QUEEN,
D00M 0F DRYADS, DEAR+H 0F LIGH+,
MEPHIT 0F DARKEST SMOKE

YEAH, RIGH+.

— ZAEBO\$, A MEMBER 0F +HE
DARK EIGH+, UPON
RESUMING
HIS +RUE PI+-FIEND F0RM

MEPHIT, AIR/SMOKE

	AIR	SMOKE
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Special
INTELLIGENCE:	Average (8–10)	Average (8–10)
TREASURE:	N	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1–10	1–10
ARMOR CLASS:	4	4
MOVEMENT:	12, Fl 24 (A)	12, Fl 24 (B)
HIT DICE:	3	3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d3/1d3	1d2/1d2
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8–10)	Average (8–10)
XP VALUE:	420	420

AIR MEPHIT

Most maneuverable in flight of all mephits, air mephits are flighty in personality as well. Fickle, untrustworthy, and empty-headed, these mephits make excellent messengers and couriers – for their first mission. Thereafter they flee their creators to explore the planes, attach themselves to whomever looks interesting, and make entertaining trouble.

Air mephits look like pure white muscular humanoids from the waist up and white tornadoes from the waist down. Unlike most other mephits, they have no wings but fly on their airstreams; they display astonishing agility. They are bald with broad grins and small ears, and they often wear one gold earring.

COMBAT: Air mephits favor sudden ambush attacks and quick escapes. An air mephit attacks with two claws (1d3 damage each). To use its breath weapon, the mephit inhales sand, dirt, or other particles in the vicinity and then blows the grit at high velocity at one target within 10' (hits automatically for 1d6 damage). The mephit can blow once every other round without limit, as long as it finds sufficient grit in the vicinity.

Once per hour air mephits can cast *blur* on themselves at 3rd level of magic use. Once per day they can cast *gust of wind*.

Once per hour an air mephit can attempt to *gate* in another air mephit. They avoid this unless pressed, because they dislike one another.

Air mephits are immune to air and gas attacks of all kinds. They regenerate 1 hp per turn automatically. They die instantly and vanish in a vacuum.

ECOLOGY: A confined mephit can freshen and cool the air in stuffy rooms. Spellcasters unaccustomed to hot weather sometimes bring them along on trips to hot Lower Planes.

SMOKE MEPHIT

Smoke mephits are crude and lazy. They spend most of their time sitting around invisible, smoking pipeweed, telling bad jokes about their creators, and generally shirking their responsibilities.

COMBAT: A smoke mephit's two clawed hands cause 1d2 damage each. Its breath weapon consists of a sooty ball usable every other melee round, an unlimited number of times per day. This sooty ball automatically strikes one creature of the mephit's choice within 20' (1d4 damage and blinded for 1–2 rounds), no saving throw.

Smoke mephits can cast *invisibility* and *dancing lights* once each per day. Once per hour, they can attempt to *gate* in 1–2 other mephits, fire, magma, smoke, or steam. If two mephits arrive, they are the same type.

Contact with any kind of smoke lets a smoke mephit regenerate 1 hp per turn. When a smoke mephit dies, it disappears in a flash of flame. This flash causes 1 hp damage to all creatures within 10'.

ECOLOGY: Lower-planar beings traditionally dispatch a smoke mephit as a gift to enemies, a gesture of insolence and contempt that amounts to a declaration of vendetta.



MEPHIT, EARTH/OOZE

	EARTH	Ooze
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	N	N x 2
ALIGNMENT:	Neutral	Neutral
<hr/>		
NO. APPEARING:	1-10	1-10
ARMOR CLASS:	5	6
MOVEMENT:	12, Fl 24 (C)	12, Fl 24 (B)
HIT DICE:	3+2	3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d4/1d4	1d3/1d3
SPECIAL ATTACKS:	See below	<i>Stinking cloud</i>
SPECIAL DEFENSES:	See below	None
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Irregular (5-7)
XP VALUE:	420	420

EARTH MEPHIT

These heavy, rocky mephits have stolid, humorless personalities. Stubborn and immune to insult, they look like small, thin earth elementals, with stony skin, glittering eyes, and rigid wings of dull metal. Their wings, which never flap, seem to play no role in the mephit's magical flight. Earth mephits fly clumsily and smell like dirt.

COMBAT: Earth mephits have two fist attacks (1d4 damage each). Once per day, they can grow to a height of 10' for one turn; their fists do 2d6 damage at this size.

Three times a day an earth mephit can spit a rock at one target within 15', hitting automatically (1d6 damage). Additional uses of this attack beyond the third cost the mephit 2 hp apiece from its current total.

Once per hour an earth mephit can attempt to *gate* in 1-2 other mephits, either earth or magma. If two arrive, they are the same type.

Earth mephits regenerate 1 hp per round they spend buried in earth to at least waist level. *Passwall* and *transmute rock to mud* spells destroy them instantly.

ECOLOGY: Earth mephits need no food or drink to survive, but they enjoy the taste of gems and jewelry. To gain these they pursue money-making schemes, always with single-mindedness but also singular ineptitude.

OOZE MEPHIT

These unctuous creatures sidle up to strangers and, in purring, sibilant voices, use flattery to ingratiate themselves. "Oooh, what sssplendid armor! You know, you wear that armor with sssuch, sssuch *authority*, I feel myssself quite overwhelmed." After a few minutes of this, or as much as the target can stand, the mephit asks for "a loan" of 100 gold pieces.

Ooze mephits are made of ochre muck, just like their home plane. They have a rough humanoid form but no clear joints, and their wings are transparent green bubble membranes that seldom break. They have dark green eyes and mouth with a mooning expression, and they smell absolutely terrible in a 30' radius. Contact with an ooze mephit stains clothing permanently.

COMBAT: Ooze mephits attack with two claws (1d3 damage each), but avoid combat when possible. Their breath weapon, usable every other round without limit, is an invisible cloud of gas that works as a *stinking cloud* (no range, 10' radius) cast at 3rd level of magic use. Other mephits are immune.

Once per hour an ooze mephit can *gate* in another ooze mephit. Ooze mephits are immune to cutting or impaling damage and to fire and water attacks of all types, but *transmute mud to rock* destroys them instantly. They regenerate 1 hp per round in stagnant water.

ECOLOGY: Ooze mephits are created to clean sewage lines, maintain garbage dumps, and carry out other necessary but unpleasant duties. They quickly desert and become beggars. With the money they beg, ooze mephits hire wizards to transform them into more desirable forms: humans, elves, dwarves, even kobolds.



MEPHIT, FIRE/RADIANT

CLIMATE/TERRAIN:	FIRE Any	RADIANT Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Nil
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	N	Nil
ALIGNMENT:	Neutral	Neutral
<hr/>		
NO. APPEARING:	1-10	1-10
ARMOR CLASS:	5	4
MOVEMENT:	12, Fl 24 (B)	12, Fl 24 (B)
HIT DICE:	3+1	3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d3+1/1d3+1	1d3/1d3
SPECIAL ATTACKS:	See below	Color spray
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCES:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Irregular (5-7)
XP VALUE:	420	420

FIRE MEPHIT

The most mischievous of all mephits, these fiends play terrible pranks on other mephits, such as pushing magma mephits into water and watching them harden.

Fire mephits are small, wiry humanoids with bright red skin and bat-wings. Some fire mephits affect a mustache, goatee, and tiny horns on their forehead, but these are always faked.

COMBAT: Touching a fire mephit causes 1 hp heat damage. Its two clawed hands rake for 1d3 damage each plus 1 hp heat damage per hit.

Fire mephits can use their breath weapon three times a day. In one form it is a flame jet 15' long and 1' wide that automatically hits one chosen target (1d8+1 damage; save vs. breath weapon for half damage). The second form, a fan of flame, covers a 120° arc in front of the mephit to a distance of five feet. Any creature in the arc suffers 4 hp damage (no save).

Fire mephits can also cast *magic missile* (two missiles) and *heat metal* spells once each per day. Once per hour a fire mephit can attempt to *gate* in another mephit, either fire, magma, smoke or steam.

ECOLOGY: Fire mephits sometimes prove useful heating forges, warming bedclothes, or lighting cigars.

RADIANT MEPHIT

Prone to non sequiturs and glazed looks, radiant mephits appear permanently, blissfully dazed by the glories of the quasi-plane of Radiance. They peer fixedly at people and say things like, "Have you too seen the majesty of the Ultimate Light? Oh, look at that amazing reflection on your armor there! Nice . . . Sorry, was I talking?" They take overblown



names as do other mephits, but never remember them.

Radiant mephits have silvery bodies that perfectly reflect their surroundings like a mirror, large black eyes, and thin prismatic wings. They have wide mouths, but their faces are usually expressionless, except during their sudden fits of crazed giggling.

COMBAT: Radiant mephits can attack with two claws (1d3 damage each). They can cast *color spray* once per turn at 6th level of magic use. However, unless directly attacked, they usually become distracted and forget their opponents.

Once per hour a radiant mephit can attempt to *gate* in another radiant mephit.

Radiant mephits are immune to all spells that affect or work through vision, including *color spray* and visual illusions, but they receive no saving throws against mind-affecting magic. They have infravision to 120'. In strong light they regenerate 1 hp per turn.

ECOLOGY: Radiant mephits lack the attention span to carry out missions. They are created primarily because some powerful beings of lawful alignment find their *color sprays* (dim recreations of the plane of Radiance) soothing or mesmerizing.

MEPHIT+, WATER/ICE

	WATER	ICE
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Any liquid	Nil
INTELLIGENCE:	Average (8–10)	Average (8–10)
TREASURE:	N	N
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1–10	1–10
ARMOR CLASS:	5	5
MOVEMENT:	12, Fl 24 (B)	12, Fl 24 (B)
HIT DICE:	3	3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d3/1d3	1d2/1d2
SPECIAL ATTACKS:	Acid stream	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8–10)	Average (8–10)
XP VALUE:	420	420

magma, smoke, or steam mephits. Ice mephits act aloof and cruel, surpassing other mephits in torture and wanton destruction.

COMBAT: Ice mephits attack with two clawed hands (1d2 damage each). In addition, their chilling touch reduces the victim's attack rolls by 1 per hit. These effects are cumulative and last three turns, or until the victim is healed to full hit points, whichever comes first.

Ice mephits can breathe a volley of ice shards every other melee round, up to three times per day. This volley automatically hits a single victim within 15' (1d6 damage, save vs. breath weapon for half damage).

Once per hour an ice mephit can attempt to *gate* in one other mephit, either mist or ice.

Ice mephits are of course immune to all cold-based attacks, but take full damage from fire- or heat-based attacks.

ECOLOGY: Confined ice mephits chill small rooms for the cold storage of perishables.

WATER MEPHIT+

These thin, finny humanoids are covered with sea-green scales, and webs of skin connect the spines of their ears, toes, and wings. They have fishy, staring eyes and fish lips. An odor of brine accompanies them, and they drip salt water.

Manifesting an irritating joviality, water mephits make remarkably tactless comments on their companions' actions and situations: "Buck up, you can handle these fiends. Or if not, you'll make good dretches." They attach themselves to adventuring parties (unasked) out of an appetite for novelty.

COMBAT: Water mephits can attack with two claws (1d3 damage each), but they prefer their breath weapon, a stream of acidic greenish water (2d4 acid damage for two rounds; one save vs. breath weapon halves damage on both rounds). The mephit can breathe every other round, automatically hitting one target.

The semi-liquid forms of water mephits are immune to cutting or impaling damage from nonmagical weapons and to fire damage (including magical fire), but they take double damage from cold attacks. Of course they can breathe water, and they can drink any liquid, such as mercury or poison, without damage. They regenerate 1 hp per round spent only drinking liquid.

Water mephits can attempt to *gate* in one other water or ice mephit once per hour.

ECOLOGY: Captured water mephits stand watch in kitchens, ready to put out fires, or maintain aquaria for the wealthy.

ICE MEPHIT+

Ice mephits are angular, with translucent, ice-blue skin. They live on the colder Lower Planes and thus never mix with fire,



MEPHIT+, DUST+/SALT+

	DUST	SALT
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DICE:	Special	Nil
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	Nil	N
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-10	1-10
ARMOR CLASS:	6	5
MOVEMENT:	12, Fl 24 (B)	12, Fl 24 (B)
HIT DICE:	3	3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d2/1d2	1d3/1d3 + stun
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	420	420

DUST+ MEPHIT+

These ghoulish things find death morbidly fascinating. They pose as tragic yet fashionable victims of a gloomy fate, heroically holding out against utter insanity. They favor lines like "A dust mephit I am, lest dust I become!"

Gaunt even by mephit standards, dust mephits have dusky brown skin, eyes, and wings. Unlike other mephits, they prefer to wear clothing (always black), altered so as not to interfere with flight.

COMBAT: Dust mephits attack with two weak claws (1d2 damage each). Three times a day they can breathe a 15'-radius cloud of irritating glassy dust (range 0). Those who fail to save vs. breath weapon can avoid the effect by scratching for one round. Otherwise the itching lowers AC by 4 and attack rolls by 2 for three rounds. Other mephits and creatures with thick or insensitive skins (elephant, scaly, buffalo) are immune.

Once per hour a dust mephit can attempt to *gate* in 1-2 other dust mephits, usually to share their tragic alienation. They regenerate 1 hp per turn in dusty, waterless areas. They take half damage from cutting and impaling weapons and are immune to heat and fire damage of all types, but take maximum damage from liquid- and wind-based attacks.

ECOLOGY: In the complex social code of some lower-planar spellcasters, the gift of a dust mephit symbolizes a subtle threat, with the connotation that the giver has recognized some plot of the recipient against him.

SALT+ MEPHIT+

Salt mephits look like grainy white humanoids with wings made of cubical white crystals. They have large red eyes and gaping, grinning mouths. They have no odor unless they get

wet, which causes them excruciating pain and makes them smell briny. The sarcastic and acidulous wit of salt mephits lowers their life expectancy dramatically.

COMBAT: Salt mephits attack with two claws (1d3 damage each); if any claw damage penetrates armor, the pain of the salted wound requires a save vs. petrification or the victim is stunned for 1-2 rounds. Similarly, the salt mephit's breath weapon is a shower of salt crystals against a single enemy within 15' (damage 1d4, save vs. petrification or be stunned 1-2 rounds).

Once per day a salt mephit can *taunt* (as the 1st-level wizard spell); this taunting can be made to originate within 10 yards of the mephit. A salt mephit can contaminate any amount of water up to a barrel by touch, turning it into undrinkable brine.

Once per hour a salt mephit can attempt to *gate* in another salt mephit. Salt mephits are immune to fire and heat damage of all kinds, but take maximum damage from liquid-based attacks, and even ordinary water does 1 hp damage per round of contact. They regenerate 1 hp per turn automatically, as long as they stay dry.

ECOLOGY: Spellcasters who deliver a nasty, foulmouthed salt mephit to an enemy thereby declare open warfare.



MEPHIT, LIGHTNING/MINERAL

	LIGHTNING	MINERAL
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary/band	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Nil
INTELLIGENCE:	Average (8-10)	Avg (8-10)
TREASURE:	Nil	N
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1-20	1-20
ARMOR CLASS:	4	4
MOVEMENT:	12, Fl 36 (C)	12, Fl 24 (C)
HIT DICE:	3	3+2
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d3/1d3	1d4/1d4
SPECIAL ATTACKS:	<i>Lightning bolt</i>	<i>Glitterdust</i>
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	420	420

LIGHTNING MEPHIT

A lightning mephit's torso and limbs are thin, jagged bolts of black lightning; its hands and feet are oversized, bulbous, and white. Its earless head smells like ozone and glows with a permanent *light* spell-like effect that cannot be dispelled; this expires when the mephit dies.

A lightning mephit has no wings. It races through the air like a lightning bolt, the fastest of all mephits. Unfortunately, it maneuvers poorly.

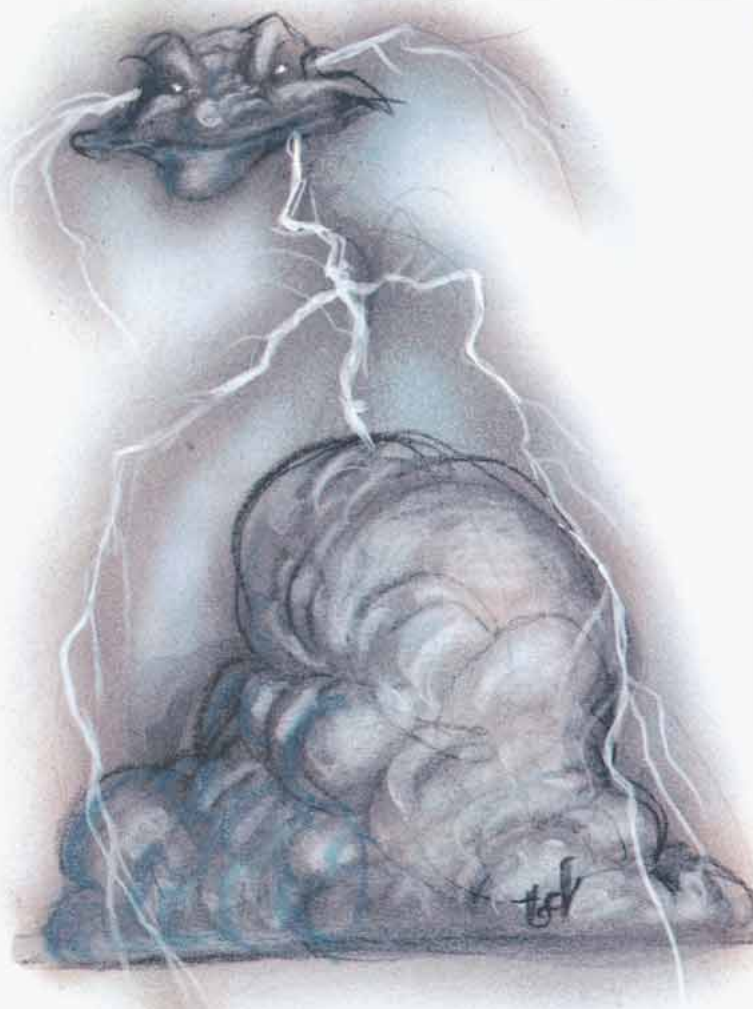
Lightning mephits are energetic, even hyperactive, with an incessant curiosity and desire for activity. They talk very, very fast, with many mistakes, false starts, and malapropisms.

COMBAT: Lightning mephits dislike combat and prefer to befriend opponents. They have no claws but have the spell-like ability to cast a *lightning bolt* three times a day. Unlike the wizard spell, this *bolt* does 3d6 damage automatically to one target within 80'. A mephit can cast additional *bolts*, but each extra bolt damages the mephit (2 hp from its current total per bolt cast).

Once per hour a lightning mephit can attempt to *gate* in 1-4 more lightning mephits.

Attacks with nonmagical metal weapons on a lightning mephit do it no harm but, may harm the attacker (save vs. paralysis or take 1d3 shock damage). Lightning mephits are immune to fire, heat, and electrical damage of all kinds, but dousing with liquid (at least a gallon) destroys them in a flash (3 hp damage to everyone in a 5' radius).

Lightning mephits instantly regenerate all damage on contact with an electrical source, such as another mephit's *lightning bolt*. This reinforces the mephit's natural desire to congregate with others of its kind. A force of mephits that can recharge one another is unstoppable by anything short of a glass of water.



MINERAL MEPHIT

These thickly-built mephits look like earth mephits. Their skin and wings glitter with ground mica. The rigid metallic wings have no obvious function in the mephit's magical flight. Like their earthy kin, mineral mephits are clumsy in flight. They have no odor.

These suspicious, greedy, and self-righteous mephits show an attitude common in their native plane of Minerals: They style themselves guards of all treasure, whether or not they own it.

COMBAT: Mineral mephits attack with two claws (1d4 damage each). Their breath weapon works as *glitterdust* (no range, 10' radius) three times a day at 3rd level of magic use. They can move through stone walls less than a foot thick as though insubstantial.

Once per hour, mineral mephits can attempt to *gate* in 1-2 other mephits, either earth or mineral. If two arrive, they are the same type.

Mineral mephits do not breathe and are immune to gas attacks of all kinds. Vacuum and nonmagical impaling weapons do no damage. *Passwall* or *transmute rock to mud* destroys them instantly.

Mineral mephits regenerate 1 hp per turn in contact with stone. Gems and jewelry also restore hit points but are consumed in the process, 10 gp of value lost per hp restored.

MEPHIT, MAGMA/ASH

CLIMATE/TERRAIN:	MAGMA Any	ASH Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	N	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1	1
ARMOR CLASS:	6	5
MOVEMENT:	12, Fl 24 (C)	12, Fl 24 (B)
HIT DICE:	3	3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d8+1/1d8+1	1d3/1d3
SPECIAL ATTACKS:	Breath, heat	Belaborment
SPECIAL DEFENSES:	Regenerates	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	420	420

MAGMA MEPHIT

Magma mephits, or *lava mephits*, are the least intelligent of all mephits and hence the brunt of fire mephit jokes. They are sensitive to these insults and anger easily when offended, but otherwise they are passive and less temperamental than other mephits. They generate extreme heat that can be felt 30' away.

COMBAT: Magma mephit claws are small and soft, causing only 1 hp damage when they hit, but each hit inflicts an additional 1d8 heat damage and automatically melts or burns most non-magical materials. The rate of destruction varies from three rounds (melting plate armor) to one hour (burning through an inch of wood).

Their breath weapon, usable once every three rounds, is a blob of lava that automatically hits one target within 10' (1d6 damage). A magma mephit can use this weapon eight times, then must recharge for one hour in a lava pool. Mephits in lava regenerate 2 hp per round.

Magma mephits can shapechange into a pool of lava 3' in diameter and six inches deep. This maneuver does not recharge their breath weapon. They take damage normally in pool form.

Once per hour a magma mephit can attempt to *gate* in 1-2 other mephits of fire, magma, smoke, or steam. If two arrive, they are the same type.

Water in large quantities (a barrel or more) causes the magma mephit to harden, halving its movement. However, this releases large quantities of sulfurous steam, necessitating a save vs. poison for any creatures within 10'. Failure causes dizziness and nausea for two rounds, and the victim takes -2 on attack rolls.

ASH MEPHIT

Profoundly depressed and lugubrious, ash mephits make adequate sentries and messengers, but they impose upon passersby with endless tales of their sorrows, boredom, and frustrations.

Ash mephits have powdery gray skin and wings ("You're so lucky not to have wings, they get fouled in everything and it's not like I ever *asked* to fly"), no external ears ("And even so I hear this persistent ringing, a *ringing*, you know, it *just never stops*"), and a nasal whining voice ("Am I boring you? I'd *haaate* to think I was *boring* you"). Scholars suppose that lower-planar beings can create ash mephits more easily than those of other types; why else would anyone create one?

COMBAT: Ash mephits cannot claw or bite, but they can spray a cloud of choking ash in a 10' radius at a cost of 1 hp from their current total (1d6 damage, save vs. breath weapons for half damage).

Once per day an ash mephit can harangue good and neutral creatures with a lengthy recitation of its woes. This works as *Leomund's lamentable belaborment*. (It does not work on evil creatures, who care nothing for the mephit's troubles.)

Ash mephits are immune to nonmagical cutting and impaling weapons, to fire, heat, and cold (magical and non-magical), and to poison. They take double damage from liquid-based attacks, and wind-based attacks inflict maximum damage. They do not breathe.

Once an hour an ash mephit can *gate* in another ash mephit (usually to commiserate).



MEPHIT, MIST/STEAM

CLIMATE/TERRAIN:	MIST Any	STEAM Any
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	N	N x 2
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1-10	1-10
ARMOR CLASS:	7	7
MOVEMENT:	12, Fl 24 (B)	12, Fl 24 (B)
HIT DICE:	3+2	3+3
THACO:	17	17
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1/1	1d4+1/1d4+1
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	420	420

Both mist and steam mephits originate on the Quasielemental Plane of Steam, the only known plane that has spawned two varieties of mephits. Possibly for this reason, the two varieties have developed an intense rivalry bordering on hatred. They insult one another constantly and fight inconclusive skirmishes.



MIST+ MEPHIT

Mist mephits fancy themselves spies of the highest caliber. They quickly report other mephits who show mercy or other treasonous behavior, and they seldom engage in idle banter with other mephits.

Mist mephits can see clearly in fog or mist. Their skin is pale green.

COMBAT: Mist mephits seldom engage in melee unless trapped. Their soft claws inflict 1 hp damage. They can breathe a sickly-green ball of mist every other round, up to three times an hour, that automatically envelops one victim within 10' (save vs. poison or take 1d4+1 points of choking damage and blinded for 1-4 rounds).

Mist mephits can create a *wall of fog* once per day, as a 3rd-level wizard. They can also assume *gaseous form* once per day, and often do so to spy on others or escape combat. Once per hour, a mist mephit can attempt to *gate* in 1-2 other mephits, either ice or mist. If two arrive, they are the same type.

Powerful winds, including a *gust of wind* spell, cause mist mephits to flee in confusion.

STEAM MEPHIT

Bossy and hypersensitive, steam mephits are the self-appointed overlords of all mephits and, in their own minds, lords of the quasiplane of Steam. Mist mephits refuse to obey them, and this disobedience has led to a millennia-long rivalry between the types.

In addition to the hissing steam that escapes from their pores, steam mephits leave a trail of near-boiling water where they walk.

COMBAT: Unlike other mephits who delay attacking as long as possible, steam mephits, ruled by oversized egos, ambush even large, well-armed parties. They strike first with their boiling rainstorm, then concentrate their breath weapons on the nearest wizard or priest.

The mephit's two hardened claws cause 1d4 damage each, plus 1 hp heat damage per touch. In addition, the victim is 50% likely to be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.

Steam mephits can breathe a scalding jet of water every other round with a 20' range, automatically hitting one target (1d3 damage, with a 50% chance of stunning the victim for one round).

Once per day a steam mephit can create a rainstorm of boiling water over a 20'x20' area. This storm inflicts 2d6 damage to all victims in the area of effect. Steam mephits can also use *putrefy food & drink* (reverse of *purify food and drink*) once per day to contaminate water.

Once per hour a steam mephit can attempt to *gate* in 1-2 other mephits (fire, magma, smoke, or steam). If two arrive, they are the same type.

Steam mephits are immune to fire and heat damage.

ECOLOGY: Steam mephits heat confined areas or power small engines.



NIGHT HAG

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Cause disease
SPECIAL DEFENSES:	Spell immunity, +3 weapons to hit
MAGIC RESISTANCE:	65%
SIZE:	M (5' tall)
MORALE:	Average (8–10)
XP VALUE:	12,000

Night hags inhabit the Gray Waste and, practically speaking, rule it. They are wretched females with hideous dark blue-violet skin, jet black hair, and glowing red eyes; long, wicked claws on their hands and feet; and foul rotting fangs protruding from their dry, festering lips.

Night hags speak multiple languages, preferring those that help them in their dealings with evil beings.

COMBAT: Night hags, thoroughly evil, attack any good creature without cause if they feel they have a reasonable chance of victory.

A night hag can bite (2d6 damage and save vs. poison or contract a disease). Night hags also have a bewildering variety of spell-like abilities they can use one at a time, once per turn, at will: *know alignment*, *magic missile* (4 missiles, 5 times per day), *polymorph self*, *ray of enfeeblement* (3 times per day), and *sleep*. A night hag's powerful *sleep* spell affects selfishly evil monsters or characters up to 12 Hit Dice or 12th level unless the victim saves vs. spells. The hag strangles her sleeping victim and takes its spirit to the Gray Waste as a larva, where it becomes a macabre form of currency.

If the *sleep* spell fails, the night hag visits the evil victim nightly in ethereal form, which it can assume at will, intruding on the victim's dreams and riding on the victim's back until dawn. In this way the night hag hopes to drive the victim mad. The victim cannot remove the night hag, and each nightly ride permanently drains 1 from the victim's Constitution. When the victim's Constitution reaches zero, the victim dies, and the night hag returns to the Waste with the larval life force. The only way to defeat a riding night hag is to destroy it either in its normal or ethereal form. Both the *sleep*

and dream intrusion work only against a mortal who displays selfish evil.

Night hags are immune to the effects of *charm*, *sleep*, *fear*, fire-, and cold-based attacks. A silver, cold iron, or +3 or better weapon is needed to harm them.

HABITAT/SOCIETY: Night hags rule the Waste by default. They round up and herd larvae for barter with fiends of all types. Tanar'ri and baatezu alike require larvae for their quasits and imps, and some lichs use larvae to maintain their undead condition.

Night hags are said to see the multiverse as a place of eternal conflict. They believe it is unwise to form permanent alliances, for those who rule today are apt to be slaves tomorrow. Nevertheless, their keen minds and perfect memories cause many to seek the hags for wisdom and counsel.

Night hags are always willing to trade for knowledge, magical items, and spirits. However, if those trading with them do not match or exceed the hags in strength, the hags later track them down and make them into larvae.

Some lords of the Lower Planes take night hags for wives. From such unions are only born more night hags, equal to others of their race and not partaking of the characteristics of their sire. It is said that occasionally hags travel to other planes, assume the forms of beautiful women, and become wives of powerful wizards, that they might thereby gain further secrets of the universe.

Hags have no particular hatred for any one race or type of beings, even their own. Their inability to form permanent alliances is probably the only thing that has kept them from wielding greater power on the Lower Planes. Likewise, the only thing that keeps a hag's cruelty in check is her burning desire to know all things. Certain human colleges were founded by night hags, and some research projects – even those carried out by the most moral of wizards – have been ultimately found to be financed by hag gold.

Very few beings have ever outwitted a hag. In such cases the hag spends years coming up with an intricate plot to out-trick the trickster. Night hags do remember any kindness shown to them, as well, but they appear less motivated to repay it.

ECOLOGY: Night hags are the only lower-planar inhabitants that actually seek out humans and kill them for their spirits. They destroy any life form they can overpower. Night hags are mercilessly wicked.

Night hags carry a special periapt called a *charm of blackness*. Created by hags deep in the pits of the Waste, they instantly cure any disease the possessor contracts and gives a +2 bonus to all saving throws. If a good creature gains a *charm*, it functions but shatters after ten uses. Night hags lose their ability to become ethereal without their periapt, but the ability does not transfer to others. Hags go to great pains to retrieve lost periapts; it takes one month and 100 larvae to create another.

MY LARVAE'S
FRESHER'N HERS.
TRADE WI' ME
AN' I WØN'
BI+E YER!

— PU+RICE,
A SISTER
+• AMANI+IS



NIGHTMARE

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	15, Fl 36 (C)
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4+2/2d4+2/2d4
SPECIAL ATTACKS:	Burning hooves
SPECIAL DEFENSES:	Paralyzing cloud
MAGIC RESISTANCES:	Nil
SIZE:	L (6' at shoulder)
MORALE:	Elite (13-14)
XP VALUE:	2,000

Nightmares, the evil steeds of the Lower Planes, serve as mounts for baatezu, tanar'ri, night hags, and powerful undead lords. They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their long manes and tails are ragged and wild. They understand commands from evil riders and communicate among themselves by empathy.

COMBAT: Nightmares hate all life. They often attack any non-lower-planar creature they encounter (and sometimes lower planar creatures, too). Their fangs inflict 2d4 damage, their two burning front hooves each inflict 1d6+4 damage and ignite combustibles.

During combat, excitement causes the nightmare to emit a hot cloud of noxious vapors that blinds and chokes all within 10'. Victims must save vs. paralyzation or take a -2 penalty on their attack and damage rolls.

Although they have no wings, nightmares can magically propel themselves through the air at an impressive rate. They fly through the Astral and Ethereal Planes at will.

HABITAT/SOCIETY: Nightmares serve many lower-planar creatures. They are intelligent and cannot be treated as casually as a horse. They willingly serve as mount for any mission involving evil. However, for the unwary rider a nightmare's own ambitions can prove insurmountable. These hateful steeds often do what they want rather than follow the wishes of their "master." A nightmare poses the same problems as magical weapons with large egos.

Any non-native on the Lower Planes can attract the attention of a nightmare to secure it as a mount. The process, which involves several spells as well as an offering for the creature's service, requires a mage or specialist wizard of at least 5th level. The following spells must all be cast by the

same spellcaster: *mount* (to attract the nightmare's attention); *monster summoning III* (to bind it to service); and *wall of fog*. The nightmare comes galloping through the fog, nostrils flaring and eyes gleaming. Lastly, the master must make the steed an offering: oat-like flakes made from platinum (200 gp value). Whoever feeds the oats to the nightmare becomes its master for 72 hours.

Creatures of the Lower Planes do not perform these steps to summon a nightmare. No mortal sage knows what dark agreement they make for a nightmare's service.

Once per year on the plane of the Gray Waste, its denizens meet in a dark and sinister *Gloom Meet* to debate how to spread their will for the next year. Nightmares announce the Gloom Meet. For two weeks before the Meet, nightmare frequency changes from very rare to uncommon. Immediately before the meeting, the nightmares herald it by riding the planes in a terrifying charge.

ECOLOGY: Nightmares have no biological link to true horses. A nightmare is a minion of evil, without need of food or air. Nightmares are listed as carnivores because they eat fallen foes. However, nothing indicates that the nightmares derive sustenance from this; more likely, they gain their strength through service to evil.

It is said that when nightmares die of "natural causes" – if indeed anything that happens to such creatures of evil can be called "natural" – they go to the Hill of Bone in the Gray Wastes to die. There, among the bones of their ancestors' ancestors, they lie down to die. Some of the great stallions have arranged for honor guards to pick up their bodies – even if on other planes.

The wizard Nephrosis Curwen claimed to have visited the Hill of Bone:

"I had seen the hill from afar – the only white area in the Gray Wastes. I flew my broom to it, and was immediately struck by the relative quiet of the place, as opposed to the incessant cries of the Hordlings. The Hill was very tall, and at first I took the skeletons to be those of horses. From time to time I heard a neigh or snort, and thought that perhaps there were horses nearby. Then I realized that it was the skulls themselves making the noise. Some vitality, some evil force remained in them.

"While examining the skeletons, I was surprised by a wall of fog forming near the base of the hill scarce sixty feet from me. I recognized the sound of a nightmare's hooves, for often I had summoned such steeds in a similar manner.

"I hid myself behind a large pile of legbones to observe the phenomenon. A very ancient stallion came through the fog. His back was bowed, and silvery hair marked his otherwise ebony coat. He came at a canter, as opposed to the great gallop in which they normally appear. He neighed once very loudly, and every skull on the Hill of Bone answered him in a deafening call. Then he lay down and died, almost instantly.

"I assumed it would not be wise to remain here, and continued my quest."





DIT-
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CLIMATE/TERRAIN:	Upper Planes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10 (+3 or +6)
SPECIAL ATTACKS:	Magical weapon
SPECIAL DEFENSES:	Never surprised, regeneration, never check morale, +1 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	See below
XP VALUE:	12,000

Pers guard the portals of the Upper Planes. They are tireless warriors at those gates.

Pers look like muscular human fighters. They wear bronze or steel armor with elaborate decoration and huge helmets adorned with large plumes or other ornaments. They carry frost-covered swords of intelligence and magical power. Although these guardians are not evil, their appearance is grim and foreboding.

Pers speak the languages they knew in life and the common tongue.

COMBAT: Pers have *truesight* and are never surprised. They are continuously protected by an aura with the effect of a *shield* spell. Pers regenerate 3 hp per melee round. They are fanatical warriors and never leave their post. If challenged, pers battle to the death, never checking morale.

Pers carry great two-handed swords that they can wield for 2d10 damage. The swords are intelligent, magical weapons. Each is a *sword +3, frost brand, +6 vs. fire-using/dwelling creatures* (DMG, page 185). These intelligent *frost brands* are imbued with the essence of a servitor of an upper power. Each is lawful neutral in alignment and has Intelligence 15 and ego of 18, as well as the following special abilities: *confusion* (special purpose power, 2d6 rounds), *detect evil/good* (10' radius), *detect invisible objects* (120' radius), and *detect magic* (10' radius). These weapons help guard the portals between the planes. They speak the common language. Pers are in total

agreement with their weapons so there is no conflict with their egos. However, if another being tries to use the weapon, there is conflict.

Pers also have these spell-like powers that they can use at will, at 10th level of spell-use, once per round or as stated: *blade barrier*, *charm person* or *mammal* (7 times per day), *cure serious wounds* (3 times per day), *ESP*, *light*, *mirror image*, and *read magic*.

Although pers are powerful, they know their limitations. Pers can magically size up an opponent and know its fighting prowess. This ability does not, however, extend to spell use. Pers are intelligent, and one who outmatched by a group of adventurers may challenge the opposing leader or most powerful warrior to single combat.

Pers are hit only by +1 or better weapons.

HABITAT/SOCIETY: Most pers are absolutely dedicated to their cause. To this purpose they use both their *ESP* power and the *detect evil/good* power of their sword.

Pers have limited mental links with the powers of their plane. If a per is under duress or killed, those powers become aware of it. The powers always send reinforcements (usually additional pers) if intruders breach a portal.

One of the items in the collection of oddities at Castle Neutomas is a shield with the figure of a mephitis (painted in green) within a red circle, through which a red bar passes. Mordeia the Great, author of *Signs and Wonders: A Planar Tour*, explains that should she ever visit the Upper Planes again, she intends to take the shield as a gift to a per named Zebulon. This is the story she tells:

"I had thought that the pers were an emotionless race, merely living to serve the upper powers by their constant guardianship of the portals. Indeed, I scarce spoke to the first two or three I met, treating them much like golems. However, my irrepressible curiosity took hold when I met Zebulon. I asked him of his adventures, and he told me in a dispassionate fashion of creatures and men that he had to fight in the line of duty. Never did he raise his voice, nor seem upset in his retelling. I asked if there was anything he hated.

"'Oh yes,' he said, 'Mephitis, pixies, sprites, that sort of thing. I hate them.'

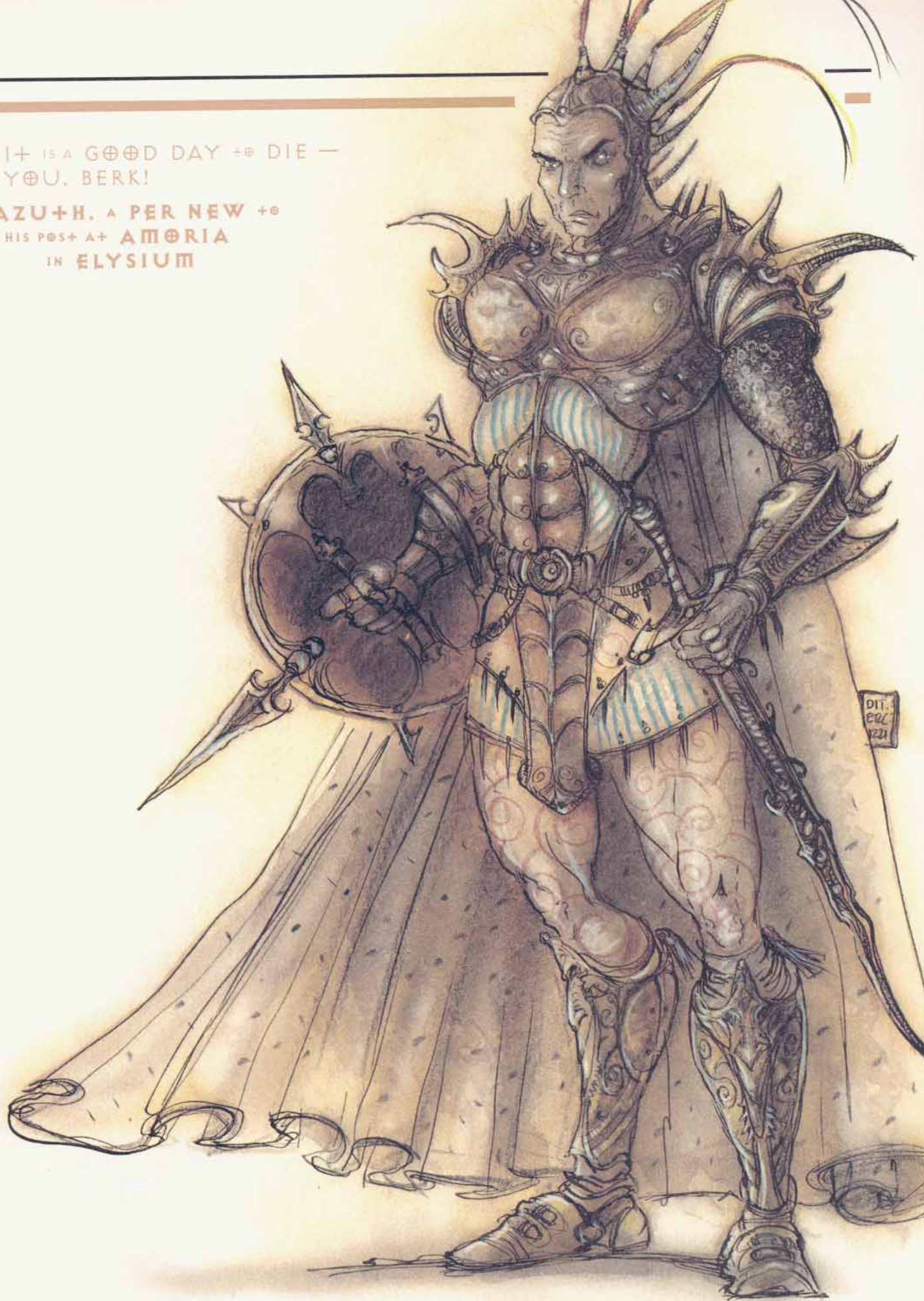
"His voice was bitter, so I asked him his reasons.

"'I can only use my great sword in lawful defense of my doorway. I cannot leave my post. These tiny pranksters often torment me. They make my hair grow, or change it pink or green. They tell me jokes like, 'How many pers does it take to make popcorn? Five — one to hold the pan and four to shake the stove.' I can't stand them.'"

ECOLOGY: Pers are the spirits of those humans who were dedicated to their cause in life. Fallen humans feel highly honored to become a per. Good powers create new pers either when their numbers run low or when new portals are created.

IT IS A GOOD DAY TO DIE —
FOR YOU, BERK!

— AZUTH, A PER NEW TO
HIS POST AT AMORIA
IN ELYSIUM



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SHADOW FIEND

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	9, 5, or 1
MOVEMENT:	12 (see below)
HIT DICE:	7+3
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Champion (15-16) 2,000

The shadow fiend looks like a tall, slender humanoid with small batlike wings and a body composed of darkness. Both the long fingers and slender toes of the creature end in terrible claws that inflict gaping wounds on enemies.

Shadow fiends have no known language, although it is said that they can communicate with other creatures from the Lower Planes. No mortal has ever confirmed this, however.

COMBAT: Like shadows, which many believe (wrongly) are related creatures, shadow fiends are 90% undetectable in

dim light or shadows. When they attack those who have not spotted them, they always gain surprise. Each round the monster can strike with two claws (1d6 damage each) and bite (1d8 damage).

Whenever the shadow fiend gains surprise, it springs onto its victim. Because of the small wings on its back, it can leap up to 30' and strike with four claws (each doing 1d6 damage). When it leaps, it cannot use its bite attack.

In combat, the power of the creature depends on the lighting in the area.

BRIGHT LIGHTING: In brightly lit areas (open sunlight or a continual light spell), the shadow fiend is greatly weakened; its Armor Class is 9 and all attacks that strike it inflict double damage. Because of this, shadow fiends flee from opponents in bright light.

DIMMER LIGHTING: (torch, lantern, or a light spell): The shadow fiend is somewhat better off. Here, it has Armor Class 5 takes normal damage from attacks, and gains +1 on its attack rolls.

DARKNESS (anything up to candlelight or moonlight): The creature is at its deadliest. It gains +2 on all attack rolls, it has Armor Class 1, and all damage done to it is halved.

Regardless of lighting, the shadow fiend is immune to damage from fire, cold, and electricity. A light spell cast directly upon the creature inflicts 1d6 points per level of the caster, although this damage may be reduced (or enhanced) by the lighting in the area.

Once per day the shadow fiend can cast a darkness, 15' radius spell or subject all persons within a 30' area to a fear spell. Once per week, it can cast a magic jar spell at a single target, provided that it has a suitable receptacle for the victim at hand. If the victim of the magic jar attack saves vs. spells, the shadow fiend is stunned and cannot act for 1d3 rounds.

Shadow fiends can be turned by clerics as "special" creatures on the undead turning chart.


HABITAT/SOCIETY: Shadow fiends live in small villages throughout the Lower Planes. They have a high sense of the aesthetic, and their villages are noted for the sculptures of pure darkness. (Shadow fiends cannot use the ability to sculpt darkness outside of the Lower Planes, and the time and concentration required to do so prevents its use in combat.) Many villages are built around a gate to some other plane. These gates are tiny (only a few feet tall) and well hidden.

If trapped on a foreign plane, shadow fiends seek and dwell with ancient black dragons. Some speculate that the shadow fiends have some biological tie, or perhaps even social ties, with these evil dragons. Certain researchers of magic would find confirmation of this rumor valuable.

ECOLOGU: Shadow fiends are a race of traders in the Lower Planes. They deal in minds that they have captured in dark gems. An imprisoned intellect of great power and lore, such as a wizard with a high reputation, can interest many buyers and provoke intense bidding wars. The shadow fiends trade the captured intellects for raw evil magic, which they shape by unknown processes into more shadow fiends.

Shadow fiends seek powerful minds to imprison and sell, but sometimes they inadvertently steal the intellects of braggarts and know-alls. These little minds, prone to brag of their status, thereby attract a shadow fiend's notice. Soon the victims find themselves on a trading block in the Lower Planes.

Some say the powers of the Lower Planes have close ties to the shadow fiends, and that the powers can command the fiends to do their bidding at any time.

A rough sketch of a shadow fiend, made moments before the artist's invisibility spell wore off. The sketch is rendered in dark, expressive lines and washes of blue, brown, and black on a light, textured background. The creature has a large, dark, rounded head with two prominent, glowing white eyes. Its body is elongated and somewhat skeletal, with a visible spine and ribcage. The limbs are long and thin, ending in sharp, claw-like fingers. The overall style is dark and atmospheric, suggesting a horror or fantasy theme. The sketch is positioned in the upper right quadrant of the page, with the text caption located in the lower left corner.

A rough sketch of a shadow fiend,
made moments before the artist's
invisibility spell wore off.

SLAAD

	RED	BLUE	GREEN	GRAY	DEATH
CLIMATE/TERRAIN:	Limbo	Limbo	Limbo	Limbo	Limbo
FREQUENCY:	Uncommon	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Group	Group	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5–7)	Low (5–7)	Average (8–10)	High (13–14)	Genius (17–18)
TREASURE:	K, Q	K, Q	R	R × 2	Z
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	3–18	2–12	1–6	1–4	1–2
ARMOR CLASS:	4	2	0	–2	–4
MOVEMENT:	6	6	9	12	12
HIT DICE:	7+3	8+4	9+5	10+6	15+7
THACO:	13	13	11	11	5
NO. OF ATTACKS:	3	5	3	3 or 2	3 or 2
DAMAGE/ATTACK:	1d4/1d4/2d8 2d6/2d8	2d6/2d6/2d6/ 2d8	1d6+2/1d6+2 2d4+2/2d8 or sword	2d4+2/ or sword +6 (Strength bonus)	3d6/3d6/2d10
SPECIAL ATTACKS:	Stun, egg-pellet	Disease	See below	Magical weapons	See below
SPECIAL DEFENSES:	See below	See below	+1 or better weapon to hit	See below	+2 or better weapon to hit
MAGIC RESISTANCE:	30%	40%	50%	60%	70%
SIZE:	L (8' tall)	L (10' tall)	L (7+' tall)	M (6' tall)	M (6' tall)
MORALE:	Average (8–10)	Steady (11–12)	Elite (13–14)	Champion (15–16)	Fanatic (17–18)
XP VALUE:	2,000	9,000	11,000	15,000	22,000

The slaadi are bipedal frog-like beings who dwell on the Outer Plane of Limbo. They scavenge battlefields of the Blood War, feeding on the dead and using the wounded as instruments in their reproductive cycle. Slaadi seek to change the established order on all planes to bring themselves power, but they lack the will to mobilize armies or become involved in the intrigues of other fiends. Therefore the powerful varieties of slaad pursue their own agendas, using less powerful types as their thugs and agents.

Slaad heads are huge and their claws extremely sharp. A symbol of power is embedded in the forehead. Nonmagical tattoos on a slaad's forehead signify past achievements (kills, conquests, duels) and current status. The more powerful slaadi have *polymorph self* abilities and can appear as humans or demihumans (see below).

Slaadi speak their own language. Limited telepathy allows them to understand and converse with all things.

RED SLAAD

Red slaadi are vicious combatants that quickly attack other creatures. Ruthless in numbers, they surround, torment, and slaughter smaller groups. Red slaadi wear loincloths and have few forehead tattoos, denoting low status.

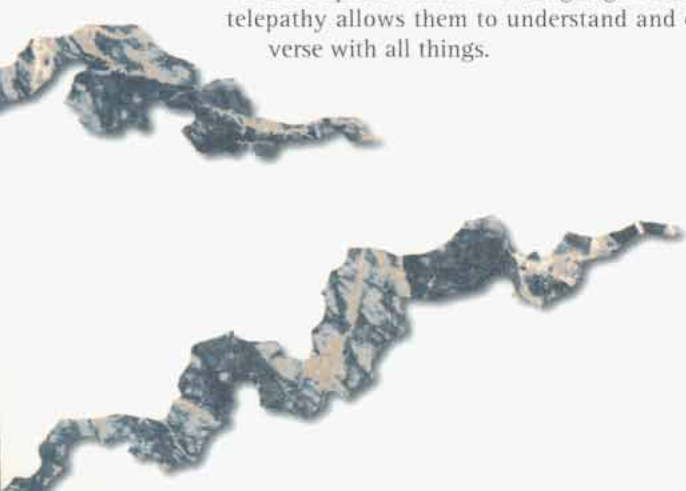
Both red and blue slaadi are surly brutes that despise one another, yet their complex reproductive cycle intertwines them as mutual progenitors.

COMBAT: Red slaadi attack with two claws (1d4 damage each) and bite (2d8 damage). They choose predictable, uninspired tactics, and are not terribly intelligent.

Once per day, red slaadi can *stun* by emitting a loud croak that affects all opponents within 20' (save vs. petrification or stunned for two rounds).

Red slaadi regenerate 2 hp per round. They can attempt to *gate* in 1–2 additional red slaadi twice per day with a 40% chance of success.

ECOLOGY: Red slaadi have a gland under each claw that, when it hits an opponent, may (25% chance) imperceptibly inject an egg-pellet into the opponent's body. The slaad can also inject the pellet at will into an unconscious opponent. The egg-pellet slowly moves through the unwitting victim's body until it reaches the chest cavity. There the pellet gestates for three months, forming a baby blue slaad that, once formed, eats its way out of the victim's body, killing it. The victim falls extremely ill 24 hours before the baby slaad eats its way out.





The blue slaad, feeding on carrion, grows to self-sufficiency in a few years.

An egg-pellet can be detected by *detect evil*. Egg or baby slaad can be destroyed by *remove curse* or similar magic. To prevent this, the slaadi confine victims in temporary prison camps erected near the battlefield.

BLUE SLAAD

Blue slaadi are ruthless warriors that specialize in mass combat. Two long, sharp bone rakes protrude from the back of each hand. They are more lithe and limber than red slaadi and have more elongated snouts. They share the red's vicious temper and bullying manner, and they too wear loincloths.

COMBAT: The blue slaad fighting style allows them two attacks with each of the razor-sharp bone rakes on each hand (2d6 damage per rake). Thus they have four rake attacks per round, as well as a bite (2d8 damage and 10% chance of infecting the opponent with a rotting disease (like a mummy; see the *Monstrous Manual*).

Blue slaadi have the following spell-like abilities, usable one at a time, one per round, at will: *hold person* (one person only), *passwall*, and *telekinesis*. Twice a day they can attempt to *gate* in either 1–2 blue slaadi or 1 green slaad, with a 40% chance of success on each attempt.

ECOLOGICAL: Blue slaadi can infect wounded and unconscious opponents with a disease similar to lycanthropy. This infection transforms a humanoid victim, over three months' time, into a red slaad; non-humanoid victims die. The disease is undetectable in the first month except by *detect evil* or other magic, but its effects become obvious thereafter. *Cure disease* and other powerful healing magic cures and reverses the infection. To prevent this, slaadi maintain victims as prisoners in temporary camps, along with those infected by red slaadi egg-pellets.

The rivalry between blue and red slaadi is no less real for their interrelationship. Driven by instinctual urges, each type unwillingly spawns the rival color, but after the spawning, each slaad takes no more interest in its creation. Instead they nurture the rival variety's victims to successful "birth" of a new offspring.

GREEN SLAAD

Whether as a host for a red's egg-pellet or as a blue's disease victim, a powerful human or demihuman host (such as a high-level adventurer) sometimes spawns a baby green slaad instead of a red or blue. This is an auspicious occasion, and both red and blue slaadi nurture the young green carefully. At maturity (10–12 years), green slaadi have somewhat higher foreheads than reds or blues, typically with several tattoos. In their century-long careers they acquire many forehead tattoos.

Green slaadi are defensive about weaknesses and self-aggrandizing in triumph. Tremendous braggarts, they sometimes pause even during combat to gloat over opponents.

COMBAT: Green slaadi attack with two claws (1d6+2 damage) and bite (2d8 damage). They prefer to use their innate powers or *gate* in other slaadi for combat, but they fight viciously if pressed. A green slaad can *polymorph* at will into a duplicate of the human or demihuman host that spawned it.

Green slaadi as a group have demonstrated the following spell-like powers, usable one at a time, one per round, at will: *darkness*, *15' radius*, *delayed blast fireball* (once per day), *detect invisibility*, *detect magic*, *ESP*, *fear*, *locate object*, *produce flame*, and *telekinesis*. No individual green slaad has shown all of these powers.

Twice a day, with a 50% chance of success, they can attempt to *gate* in 1–6 red slaadi, 1–4 blue slaadi, 1–2 green slaadi, or 1 gray slaad. Green slaadi are harmed only by +1 or better weapons.

GRAY SLAAD

A green slaad that lives to advanced age (a century or so) sometimes withdraws into wilderness isolation. Most are never seen again, but after a year or more some slaadi return to their fellows as gray slaadi. Uninterested in lesser slaadi, grays become fascinated by power and magic, apparently seeking the near-immortality of the most powerful slaadi, the death slaadi (see below).

COMBAT: Gray slaadi attack with two claws (2d4+2 damage each) and bite (2d8 damage). They can *shapechange* into the form of the original host, in which they often wield a magical weapon (referee's choice). Gray slaadi are hit only by +1 or better weapons.

Gray slaadi as a group have demonstrated the following spell-like powers, usable one at a time, one per round, at will: *advanced illusion*, *darkness*, *15' radius*, *fear*, *flame strike*, *infravision*, *invisibility*, *know alignment*, *lightning bolt*, *power word blind* (once per day), *symbol (pain)* (once per day), and *wind walk*. No individual gray slaad has demonstrated all these powers. Twice a day gray slaadi can attempt to *gate* in 1–4 more grays with a 60% chance of success. Some can *enchant an item* given sufficient time and materials.

DEATH SLAAD

The greatest of their kind, these few powerful slaadi have achieved near-immortal longevity through evil ceremonies. Most of the half-dozen known death slaadi work to propagate their race, marshalling mobs of red and blue slaadi to invade small villages on the Lower Planes. They imprison the population as hosts and incubate a new generation of slaadi.

Death slaadi can communicate with all creatures through telepathy.

COMBAT: The death slaad attacks with two claws (3d6 damage and Constitution check or stunned for 1–6 rounds) and bite (2d10 damage). Like green and gray slaadi, a death slaad can *shapechange* into a duplicate of its original host, usually a powerful human. In this form it attacks twice per round, has at least 12 Charisma, and retains its great Strength (18/01, +3

damage adjustment). Only +2 or better weapons can harm a death slaad.

Collectively, death slaadi have been observed to use the following spell-like powers, usable one at a time, one per round, at will: *advanced illusion*, *astral spell*, *cloudkill*, *darkness*, *15' radius*, *detect magic*, *detect invisibility*, *ESP*, *fear*, *fireball* (once per day), *flame strike*, *invisibility*, *locate object*, *phantasmal killer* (once per day), *symbol* (any, once per day), *unholy word* (once per day), and *wind walk*. No individual death slaad has demonstrated all these powers.

Once per turn a death slaad can *gate* in 1–8 of any type of slaad except other death slaadi. This *gate* always succeeds. They can *enchant an item* if given time and equipment.

HABITAT/SOCIETY: Slaadi observe an informal and pragmatic hierarchy, not because they respect regulation, but rather because strong rulers destroy disobedient underlings.

ECOLOGY: Although the slaadi inhabit the Outer Planes and travel the Lower Planes, they do not usually fight in the Blood War between the baatezu and the tanar'ri. (Some gray slaadi have traded intelligence to both sides in return for powerful magical items.) However, slaadi scavenge the battlefields of the fallen, feeding on carrion and removing wounded victims to their nightmarish temporary prison camps. After using the victims to gestate a new generation, the slaadi who organized the camp separate and move on, following rumors of new battles.





In Sigil the streets teem with denizens of a thousand planes, and each claims to have visited a thousand more. In every back-alley gambling haunt in the Lower Ward, in half the tiefling halfway houses, in the incense-heavy air of vapor shops where old men debate weird philosophies, tales pass back and forth. Those tales debate the absolutes of the Outer Planes, the greatest and least, loftiest and most base, best and worst. Every tale that turns upon the worst inevitably stops with the place of despair, the infinite bleak layers that represent the suffering and toil of existence made tangible. There chaos and hopelessness reign.

There in the Abyss, where others endure endless torment, the tanar'ri thrive.

Like the baatezu, tanar'ri are fiends (lower planar creatures of enormous power), but they embody evil of a different type. Baatezu, lawful evil beings, pursue calculated doctrines as part of a grand plan to advance their race to dominion of all the planes. Most baatezu tempt mortals into intellectual evils such as pride, ambition, and subversion. Tanar'ri, chaotic evil personified, are motivated not by doctrines but by insane, violent inner drives. They tempt mortals into crimes of passion and vice, evils of appetite. Less intelligent tanar'ri often attack without question and fight until slain. True and greater tanar'ri roam the Astral and Ethereal planes, driven ceaselessly to seek fresh victims.

COMBAT: All tanar'ri (even the least) share the spell-like powers *darkness*, *15' radius, infravision*, and *teleport without error*. They also can *gate* in other tanar'ri at will, as defined for each type. Tanar'ri are affected by attack forms as noted below:

ATTACK	DAMAGE
acid	full
cold	half
electricity (lightning)	none
fire (magical)	half
fire (nonmagical)	none
gas (poisonous, etc.)	half
iron weapon	full
magic missile	full
poison	none
silver weapon	full*

- Greater tanar'ri take half damage from silver weapons.

All tanar'ri have a form of telepathy that lets them communicate with any intelligent life form regardless of language barriers. Tanar'ri with Average or better Intelligence can converse.

The Abyss-forged magical weapons of the tanar'ri dissolve upon the owner's death. When one doesn't, the weapon probably originated elsewhere.

HABITAT/SOCIETY: The tanar'ri have five divisions, listed here in order of ascending power with member varieties:

Least: dretch, manes, rutterkin

Lesser: alu-fiend, bar-igura, cambion, succubus

Greater: babau, chasme, nabassu, water lord

True: balor, glabrezu, hezrou, marilith, nalfeshnee, vroock

Guardian: molydeus

These classifications actually mean little in their lives.

They are merely broad estimates of destructive power. The tanar'ri have little use for anything besides power, and a strong lesser tanar'ri who bests a greater cousin gains higher status in the Abyss. Their petty battles for position are endless. The only class free from these power struggles is the molydeus, a guardian tanar'ri that seems curiously divorced from the tanar'ri power structure.

The tanar'ri are one of the two major factions in the Blood War. For as long as the tanar'ri have existed, they have waged war against their ancient enemies, the baatezu. The tanar'ri and baatezu wage war in strikingly different ways. The baatezu are organized and fight their battles with planned tactics for strategic goals. The tanar'ri, however, are a horde of chaos and disorder, using their endless numbers in wars of attrition. It is difficult to estimate tanar'ri populations, considering they inhabit an infinite number of infinitely large planes, but there are easily 100 times as many tanar'ri as baatezu.

This disordered race wages the Blood War only because true tanar'ri seem to have a primal urge to destroy baatezu. They force those less powerful than themselves to serve their wishes.

ECOLOGY: Most tanar'ri feed on either flesh or the life force of other living beings. It appears that they derive more nutrition from a victim by instilling terror in it before the kill. Whereas most predators simply stalk and then kill, tanar'ri add a third step: stalk, terrify, kill.

<SMACK> NUPPERIB@!

THUS+ LOVE NUPPERIB@! <SMACK>

— ONE VROCK +@ AN@+HER

UPON SIGH+ING +@

NEX+ A++ACKERS

TANAR'RI, LESSER — ALU-FIEND

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to genius (8–18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil (see below)
<hr/>	
NO. APPEARING:	1–2
ARMOR CLASS:	5 (base; see below)
MOVEMENT:	12, Fl 15 (D)
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Magical weapon, spell use
SPECIAL DEFENSES:	Magical armor, cold iron or +1 or better weapons to hit, intuition
MAGIC RESISTANCE:	30%
SIZE:	M (5' tall)
MORALE:	Steady (11–12)
XP VALUE:	Normal: 4,000 Genius (L1–4): 5,000 Genius (L5–12): 6,000

Alu-fiends, the horrid female offspring of succubus and human, look like comely human females with attractive, powerful features. Only their sharp, upslowing eyebrows and wings indicate the truth.

Alu-fiends usually communicate using telepathy, but can sometimes speak additional languages.

COMBAT: Alu-fiends have an innate intuition that warns them of impending danger 75% of the time. They have no natural attack forms save fists and teeth (normal human damage). About 75% of them carry enchanted weapons, often gifts from their evil mothers. These weapons are most likely of common make (i.e. +1, +2, etc.), but there is a 15% chance for a special weapon. The fiend relies heavily on a special weapon and never willingly parts with it.

Alu-fiends can restore their own hit points at the expense of their opponents. This requires a normal melee hit (1d8 damage, of which the alu-fiend gets half, rounded up).

These creatures have base Armor Class 5, the heritage of their unnatural mother. Enchanted armor or protective items can improve the base AC. As with weapons, 75% of alu-fiends wear enchanted armor of common make (+1, +2, etc.). There is a 5% chance such armor is special (e.g. *plate mail of etherealness*, etc.).

For both magical armor and weapons, choose appropriate items from the tables on pages 139–140 of the *DMG*.

In addition to those available to all tanar'ri, all alu-fiends, regardless of intelligence, have the following spell-like powers: *charm person*, *dimension door* (once per day), *ESP*, *shape change* (to a humanoid form of approximately their own height and weight only), and *suggestion*.

All alu-fiends have infravision to 240'. Alu-fiends are affected only by cold-wrought iron or magical weapons.

Fully 10% of alu-fiends have Genius intelligence; they have all the spell-like powers of their sisters and are also actual mages. Genius alu-fiends are 1st- to 12th-level mages with full spell ability and can choose spells from any school. Genius alu-fiends are never specialist wizards.

HABITAT/SOCIETY: Alu-fiends tend to be hateful, even by tanar'ri standards, because of their dual nature. They view themselves as outcasts, neither human or tanar'ri. Other tanar'ri view them the same way, as lowly and without purpose. Only the alu-fiends' power keeps them in contention as a lesser tanar'ri race.

ECOLOGY: If an alu-fiend can somehow hide her wings, she is mistaken for a human 70% of the time.

Interestingly, about 20% of alu-fiends are chaotic neutral or true neutral in alignment. This usually occurs when a succubus mates with a non-evil human and the offspring retains a hint of her father's morality.



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TANAR'RI, GREATER — BABAU

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (rarely: 1–2)
ARMOR CLASS:	–3
MOVEMENT:	15
HIT DICE:	8+14
THACO:	13
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	1d4+1/1d4+1/2d4 or by weapon +7 (Strength bonus)
SPECIAL ATTACKS:	Corrosion, gaze, backstab
SPECIAL DEFENSES:	+1 or better weapons to hit, thief abilities
MAGIC RESISTANCE:	50%
SIZE:	M (7' tall)
MORALE:	Champion (15–16)
XP VALUE:	17,000

Babaus are greater tanar'ri that roam the layers of the Abyss recruiting lesser and least tanar'ri for the vast armies of the Blood War. They look like tall skeletons covered with dark, form-fitting leather. A great horn protrudes from the back of their skulls. Babaus have long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their alien nature.

Babaus communicate using telepathy.

COMBAT: Any creature who meets a babau's glowing red gaze must save vs. spells or be affected as by a *ray of enfeeblement*. Gaze range is 20'. The gaze affects one opponent per round, in addition to normal attacks. Babaus are immune from attacks by nonmagical weapons.

Babaus can use any weapon they find. They have enchanted and magical weapons 20% of the time (determine magical weapon randomly). Babaus have Strength 19 and gain a +7 damage bonus.

Babaus attack with two claws (1d4+1 damage each) and their sharp horn (2d4 damage). Babaus are intelligent and prefer other means of attack, but they fight fiercely unarmed when necessary.

Babaus generate a slick, dark red substance that covers their bodies. This slippery jelly halves damage from all slashing and piercing weapons (type S and P), and it has a corrosive quality. It has a 20% chance per hit of corroding a metal weapon. Normal metal weapons must save vs. acid with each hit or corrode and become useless. Magical metal weapons lose one "plus." Further, if the liquid comes into contact with exposed flesh (during grappling attacks or other contact), it burns for 1d6 of acid damage.

In addition to those available to all tanar'ri, babaus have the spell-like powers *dispel magic*, *fear*, *fly*, *heat metal*, *levi-*

tate, and *polymorph self*. Once a day they can attempt to *gate* in 1–6 cambions or 1 babau with a 40% chance of success. There is also a chance that a true tanar'ri comes to the aid of a babau in trouble (see below).

Babaus have the abilities of a 9th-level thief (pick pockets 30%, open locks 30%, find/remove traps 25%, move silently 95%, hide in shadows 80%, detect noise 35%, climb walls 90%, read languages 30%, backstab (×4).

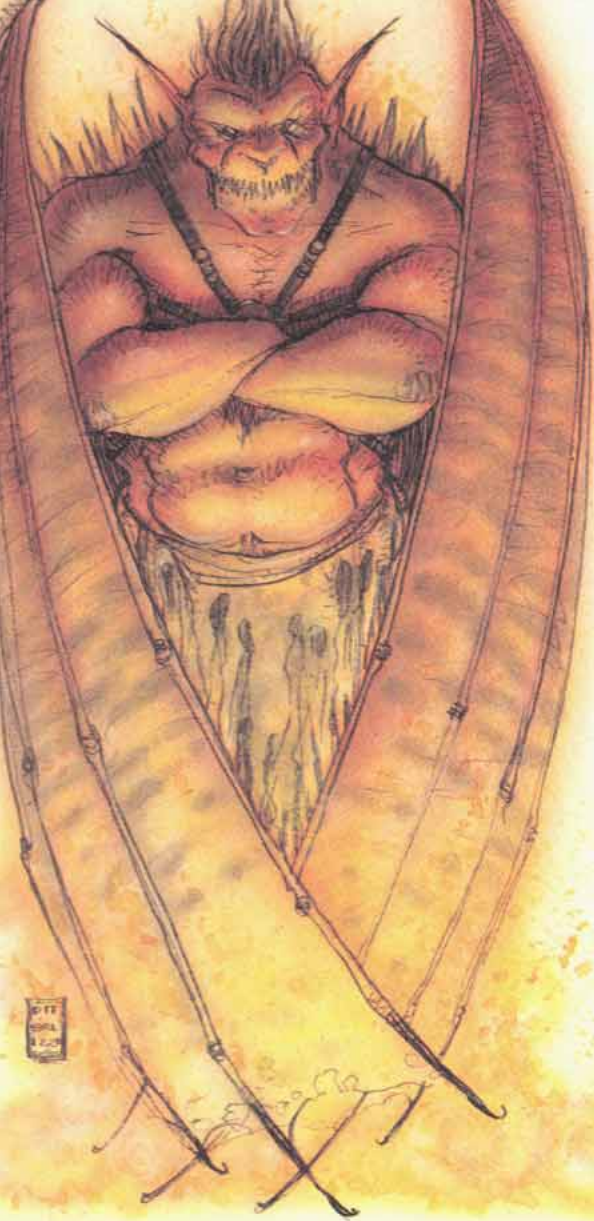
HABITAT/SOCIETY: Other tanar'ri hate babaus because they roam around recruiting for the vast Abyss armies. To escape service, numbers of lesser tanar'ri sometimes gang up on a pursuing babau and try to kill it. However, the babau defend themselves well.

True tanar'ri have close ties with babaus. If a babau is attacked, a true tanar'ri (randomly determined) is 20% likely to notice and come to its aid — not through any sense of loyalty, but rather to further the Blood War. This causes the lesser tanar'ri to fear babaus even more.

ECOLOGY: According to the true tanar'ri (presumably among the greatest powers of the Abyss), the only purpose of the lesser and least tanar'ri is to fight in the Blood War. Because the babaus are the grim recruiters of those armies, they are integral to the Abyss and important in the Blood War.



TANAR'RI, TRUE — BALOR



Greatest and most terrible of the true tanar'ri, the balors are the undisputed terrors of the Abyss. They motivate the tanar'ri involvement in the Blood War and derive immense pleasure from others' suffering.

Balors are repulsive, towering humanoids with dark red skin; huge wings that propel them with unnatural speed and agility; long, wicked claws; and grotesque fangs that drip venom. Each balor carries a sword of lightning and a many-tailed whip, and searing flames surround the creature.

Balors communicate using telepathy.

COMBAT: Balors are cannot be surprised. They are immune to all nonmagical attacks including fire, gas, poison, and weapons, and all attacks with magical weapons of less than +3 enchantment.

Balors prefer their primary weapon, a *vorpai sword* that looks like a bolt of lightning and can *detect evil/good* in a 30' radius. Any creature picking up a balor's sword suffers 10d6 damage and must save vs. spell or die.

Balors also use a long whip with many tails (1d4 damage). These magically wrap around the victim, who is drawn into the balor's bodily flames (4d6 damage per round). Escaping the whip requires a successful check against *half* the victim's Strength score. A whip that holds a victim cannot be used in attacks.

Balors can also attack with their fists (2d6 damage and save vs. spell at -6 or flee in terror for 1-6 turns). If slain in the Abyss, a balor explodes in a blinding flash of light, inflicting 50 hp damage to everything in a 100' radius (save vs. spell for half damage).

In addition to those available to all tanar'ri, balors can use the following spell-like powers at 20th level of spell use: *detect invisibility* (always active), *detect magic* (always active), *dispel magic*, *fear*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis*, and *tongues*. Once per hour they can automatically *gate* in 1-8 least, 1-6 lesser, 1-4 greater, or 1 true tanar'ri.

HABITAT/SOCIETY: At least twenty-four balors are known to exist. They wander the Abyss, forming armies and commanding them in battle with the baatezu.

Balors recognize all planes as potential battlegrounds in the War. They make pacts with mortals to perform services in return for power in the mortals' planes. The more followers or allies they gain there, the more magical power they command in the Blood War.

ECOLOGY: Nothing is more important in the Abyss than the Blood War. The balor, in a sense, *are* the Blood War from a tanar'ri perspective. In that sense they are the ecology of the Abyss, driving the creation of new beings and mandating their survival.

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	H x 3
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	15, Fl 36 (B)
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	2 (sword, whip)
DAMAGE/ATTACK:	1d12/1d4 + special
SPECIAL ATTACKS:	Terror, body flames, death throes, explosion
SPECIAL DEFENSES:	+3 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	L (12' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	26,000

TANAR'RI, LESSER — BAR-IGURA

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (5–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2–12
ARMOR CLASS:	0
MOVEMENT:	9, Climb 15
HI DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/2d6
SPECIAL ATTACKS:	Spring attack
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	30%
SIZE:	M (5' tall)
MORALE:	Elite (13–14)
XP VALUE:	8,000

The bar-igura are hulking, brutish creatures that roam the Abyss in small packs. They sometimes serve as scouts for armies in the Blood War.

Bar-igura look like orangutans. Their fur is a deep, reddish brown and their skin, where exposed, is grayish brown. They have frightening visages and six digits per limb, with sharp, wicked claws extending from each digit. They shamble along the ground using both arms and legs for movement, but prefer to move among trees, rafters, vines, etc., for they have increased movement there.

Bar-igura communicate using telepathy.

COMBAT: Bar-igura favor ambush tactics, springing forth at opponents from cover. Experts at camouflage, they change their coloration to that of their surroundings, chameleon-like. The transformation requires one complete round and acts as a thief's hide in shadows ability (95%). They can spring up to 40' and attack savagely in the same round.

Bar-igura attack in numbers, often trying to overwhelm a single unfortunate opponent with claws (1d6 damage) and bite (2d6 damage).

In addition to those available to all tanar'ri, the bar-igura have the following spell-like powers at 6th level of spell use: *change self* (twice per day), *detect invisibility*, *dispel magic*, *entangle*, *fear* (by touch), *invisibility* (twice per day), *plant growth*, *spectral force* (twice per day), and *telekinesis*. Once per day they can also attempt to *gate* in 1–6 additional bar-igura with a 35% chance of success.

HABITAT/SOCIETY: Bar-igura dislike other tanar'ri and prefer to hunt among their own kind. They obey only tanar'ri of obviously greater power than themselves, acting as scouts for the Blood War when commanded.

In certain areas of the Abyss, the bar-igura form tribes of 300 or more. These societies divorce themselves from the day to day dealings of the Abyss and form their own crude "government," the only government in the Abyss. Tribal bar-igura do not obey other tanar'ri, for their numbers protect them from the wrath of the true tanar'ri. Still, there are tales of a balor summarily laying waste to an entire tribe of rebellious bar-igura.

ECOLOGY: Bar-igura are not quite beasts, but are not terribly intelligent. They do not hate baatezu as do other tanar'ri. The closest thing to animals among the tanar'ri, they receive especially cruel treatment by more powerful tanar'ri when they get out of line.



TANAR'RI, LESSER — CAMBION

	MAJOR	BARON/MARQUIS
CLIMATE/TERRAIN:	The Abyss	The Abyss
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to exceptional (9–16)	High to genius (13–18)
TREASURE:	R, C	Z, A
ALIGNMENT:	Chaotic evil (see below)	Chaotic evil (see below)

NO. APPEARING:	1	1
ARMOR CLASS:	6	2
MOVEMENT:	15	15
HIT DICE:	4	6
THACO:	17	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	30%
SIZE:	M (6–7' tall)	M (6–7' tall)
MORALE:	Elite (13–14)	Elite (13–14)
XP VALUE:	4,000	6,000

In the event that a tanar'ri mates with a human female, the resulting offspring is a cambion. The type sired depends on its parentage: a lesser or greater tanar'ri fathers a major cambion, whereas a true tanar'ri fathers a baron/marquis. In either case,

the mother does not survive the birth.

Cambions are ugly and terrifying. They are humanoid, but have pitch-black, slightly scaly skin covered with pockmarks; sharply pointed ears; and mouths filled with crooked, sickly fangs. Cambions often adorn themselves with spiked armor and weapons. They can communicate using telepathy.

Cambions have ability scores like characters. The range is determined by the type of cambion:

	MAJOR	BARON/MARQUIS
Strength	17–18	18–20
Dexterity	13–18	15–20
Constitution	13–18	15–18
Intelligence	9–16	13–18
Wisdom	5–8	13–18
Charisma	1–6	2–24

Charisma scores over 18 indicate the cambion is considered charming. Charming cambions can, at will, produce a reaction identical to a *charm person* spell.

COMBAT: Cambions have keen senses and are never surprised. Cambions use ornate weapons and armor. Many have a magical weapon (75% chance), most likely of common make (i.e. +1, +2, etc.), but 15% likely to be special (referee's choice). Magical armor is likely (75% chance), most likely of common make (+1, +2, etc.), but also 15% likely to be special.

In addition to those available to all tanar'ri, cambions have one to four of these spell-like powers: *detect magic*, *fear* (by touch), *levitate* (7 times per day), and *polymorph self* (3 times per day). Any cambion with 16 or higher Intelligence has wizard abilities. They have spells as wizards of a level equal to their Hit Dice (major 4th level, baron/marquis 6th level) and a randomly determined spellbook.

As stealthy as thieves, they can climb walls (95%), hide in shadows (80%), and move silently (80%) in bulky metal armor without penalty.

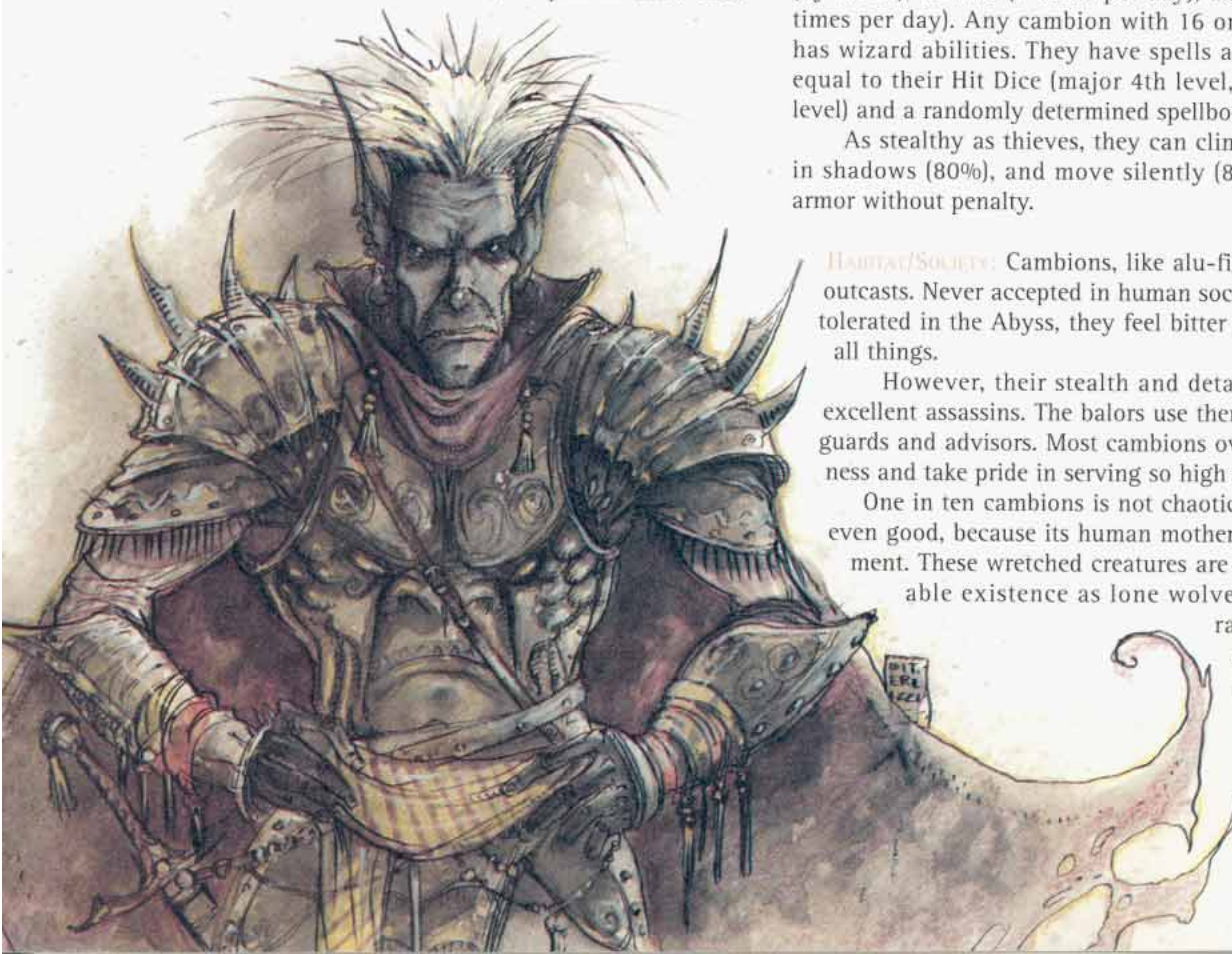
HABITAT/SOCIETY: Cambions, like alu-fiends, are freaks and outcasts. Never accepted in human society and only poorly tolerated in the Abyss, they feel bitter and hateful towards all things.

However, their stealth and detachment make them excellent assassins. The balors use them as personal bodyguards and advisors. Most cambions overcome their bitterness and take pride in serving so high a power.

One in ten cambions is not chaotic evil, but neutral or even good, because its human mother was of good alignment. These wretched creatures are doomed to a miserable existence as lone wolves because they are

rarely accepted by a good-aligned community.

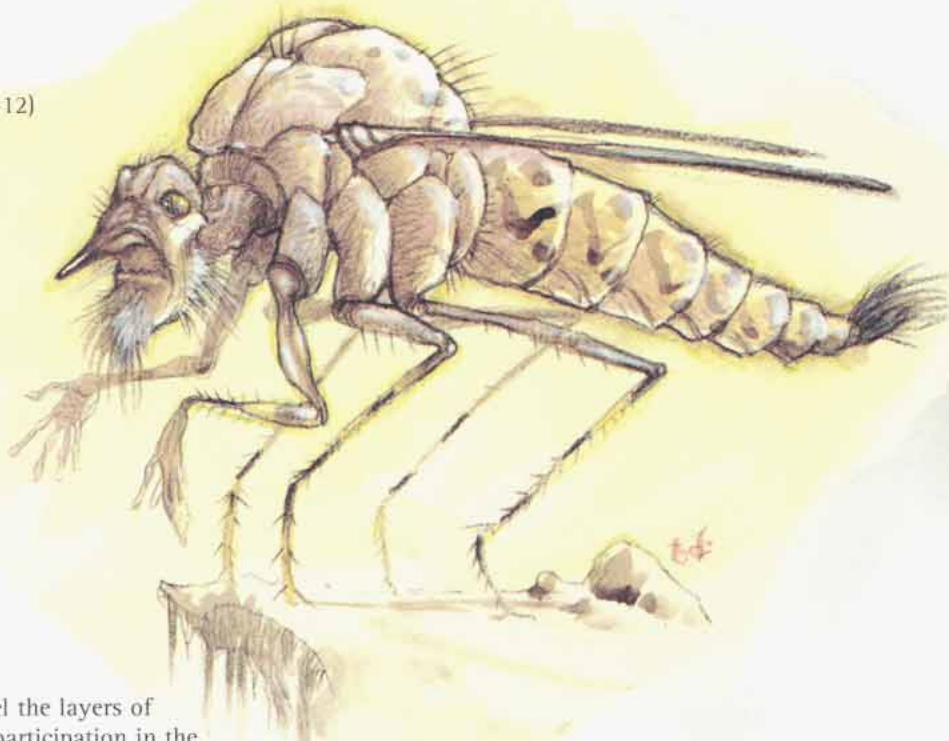
ECOLOGY: Evil cambions serve in the Blood War as assassins.



TANAR'RI, GREATER — CHASME

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	6, Fl 24 (D)
HIT DICE:	8+2
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/1d4
SPECIAL ATTACKS:	Terror, sleep drone, wounding
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (7' long)
MORALE:	Champion (15-16)
XP VALUE:	14,000



Wretched and horrifying, the chasme travel the layers of the Abyss in search of tanar'ri that evade participation in the Blood War.

The chasme are abominable crosses between human and fly: the body of a giant fly with unnatural human arms in place of forelegs and a vaguely human head. Their mouths are tiny, but their sharp, horn-like noses can bite and draw blood. These creatures can walk on floors, walls, and ceilings as they wish.

Chasme communicate using telepathy.

COMBAT: Anyone viewing a chasme must save vs. spells or flee in terror for 1-4 hours.

The chasme live to fight. Their physical attacks consist of a claw/claw/nose routine. (2d4/2d4/1d4 damage). Claw wounds bleed profusely for 2 hp damage per round until magically healed (*cure light wounds*, etc.).

Chasmes buzz in a rasping voice. Living creatures who hear this drone must save vs. spell or fall into a comatose sleep. Sleeping victims must be splashed with water or vigorously stimulated to wake up. Otherwise, sleep persists for 2d4 hours or until the chasme starts to drain the victim's blood (1d4 hp per round). A creature can be affected by this power only once per encounter.

In addition to those available to all tanar'ri, chasmes have the following spell-like powers at 8th level of spell use: *detect good* (always active), *detect invisibility* (always active), *insect plague*, *ray of enfeeblement*, and *telekinesis*. Three times per day a chasme can try to *gate* in the following: 2-20 manes, 2-5 cambion, or 1 chasme. There is a 40% chance of success.

HABITAT/SOCIETY: The chasme act as the punishers of the tanar'ri. They travel the Abyss to punish those who do not fight in the Blood War. This punishment is, of course, lingering, painful death.

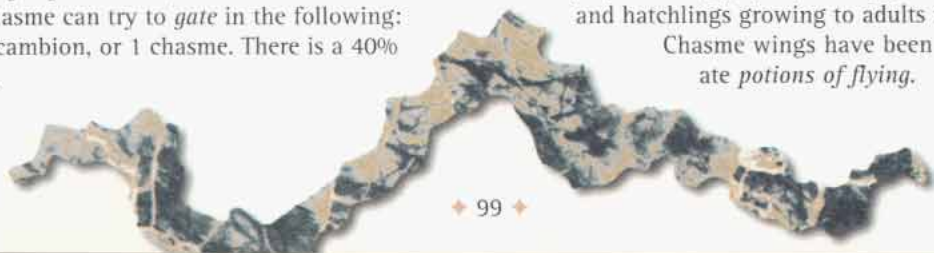
How the chasme spot Blood War evaders is a mystery. Although tanar'ri as a race are not psychically aware, perhaps these creatures have a psychic power that lets them read the thoughts or emotions of tanar'ri. If this ability extends to non-tanar'ri (a matter for speculation), these monsters would indeed be fearsome opponents.

In return for this duty, the chasme avoid going to the "front lines" to fight in combat formations. Instead they fill those ranks with other hapless tanar'ri. This makes them extremely unpopular among the tanar'ri, who often attack chasme on sight. Only their power and the backing of the true tanar'ri protect the chasme from annihilation.

Note, however, that the destructive activities of the chasme do not affect the war effort, for the fiends of the Abyss are nearly infinite.

ECOLOGY: Chasme reproduce from eggs. Any adult chasme can lay up to 10 eggs per year. Eggs hatch in three months, and hatchlings growing to adults in seven years.

Chasme wings have been used in brews to create *potions of flying*.



TANAR'RI, LEAST — DRETCH

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	4-40
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d4+1
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	S (3-4' tall)
MORALE:	Steady (11-12)
XP VALUE:	1,400

Petty and wicked, dretches are the most common tanar'ri, found in massive hordes everywhere in the Abyss. Along with the manes, the dretches are the rank-and-file of the Blood War.

Dretches are gaunt, squat humanoids with rubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas, stretched over pulsing varicose veins. Dretches' mouths are slack and slobbery with many small fangs. Their hair is sparse and bristly, exposing pointed ears that hang limply from either side of the head. A dretch's eyes slant downward and the nose appears squashed.

Dretches communicate using telepathy.

COMBAT: Only their vast numbers allow dretches to survive the rigors of the Abyss. These creatures will not flee combat if a greater or true tanar'ri is present. Dretches are so wretched they would rather die than fall further into disfavor by fleeing. Their natural attack form consists of a claw/claw/bite routine (1d4/1d4/1d4+1).

In addition to those available to all tanar'ri, dretches can use these spell-like abilities: *scare*, *stinking cloud* (once per day), and *telekinesis*. Once per day, they can attempt to *gate* in 1-4 dretches with a 50% chance of success. They like to *gate* in companions, then have the companions immediately attempt *gates* in turn, and so on until a vast horde of dretches appears.



HABITAT/SOCIETY: Dretches are the lowest form of actual tanar'ri; their inferiors, the manes, are merely dead spirits from the Prime Material Plane. Dretches mill around and torment the manes to avoid considering their own lowly position.

Some dretches try to be extremely useful, hoping for promotion. Others consider themselves so lowly that they have nothing to lose, and they rebel. By virtue of their numbers, they feel they can go their own way and ignore the more powerful tanar'ri. This leads to a huge slaughter of the rebellious dretches by more powerful tanar'ri. These civil outbreaks temporarily divert the tanar'ri from the Blood War, sometimes with disastrous results.

ECOLOGY: Dretches are important to the Blood War. The primary strength of the tanar'ri is their sheer numbers, and those numbers consist largely of dretches. Unlike the hordlings, they are actual tanar'ri and have concern for their position. This makes them more reliable than hordlings, if the term applies to any creature in the Abyss.

The dretches' weakness makes them a perfect choice for food in an environment where food is scarce. Greater fiends eat them in great quantities.

TANAR'RI, TRUE — GLABREZU

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	H (see below)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	–7
MOVEMENT:	15
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d6/2d6/1d3/1d3/1d4+1
SPECIAL ATTACKS:	Grab
SPECIAL DEFENSES:	+2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	H (15' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	12,000



Glabrezu are the tanar'ri that typically respond to summonings from other planes. They go forth and secure power for their cause.

Glabrezu are towering, broad and well-muscled, with four arms, two that end in clawed hands and two with powerful pincers. They have dog-like heads with sharp fangs and penetrating violet eyes. Their skin color ranges from a deep russet to pitch black. These commanding tanar'ri are terrifying to see.

Glabrezu communicate using telepathy.

COMMENT: Glabrezu usually avoid combat with mortals, preferring guile, trickery, and evil bargains. However, if things do not go as planned, the glabrezu thinks nothing of slaying the mortal (who, to the glabrezu's thinking, will probably end up in the Abyss anyway).

A glabrezu can attack with two claws (1d3 damage each), two pincers (2d6 damage each), and a bite (1d4+1 damage). With a successful claw attack it can attempt to grab and pick up an opponent of 150 pounds or less (Dexterity check to avoid this). A grabbed opponent can still attack at a –4 penalty, or can break free with a successful Strength check instead of attacking. A glabrezu rarely drops a grabbed opponent unless it faces imminent death.

In addition to those available to all tanar'ri, glabrezu can use the following spell-like powers at 10th level of spell use: *burning hands*, *charm person*, *confusion*, *detect magic* (always active), *dispel magic*, *enlarge*, *mirror image*, *power word stun* (7 times per day), *reverse gravity*, and *true seeing* (always active). Once per day a glabrezu can *gate* in one greater tanar'ri with a 50% chance of success.

These creatures are immune to all nonmagical attacks such as fire, gas, acid, etc., and to weapons of less than +2 magical enchantment.

Due to their role in tanar'ri society, glabrezu can *plane shift* at will. They rarely do this of their own volition, however, preferring to leave the Abyss only when summoned.

HABITAT/SOCIETY: Glabrezu are the covert agents of the underworld. They lure weak and impulsive mortals into giving them power. When a mortal mage summons a glabrezu, the mage is confident that strong magic will master the situation. But mages are short-sighted compared to the immortal glabrezu. The glabrezu knows that with each summoning, its power there, like a seed of evil, germinates and begins to grow.

Glabrezu possess rich treasure that they hoard in vast subterranean lairs in the Abyss. With these masses of gold, magic, and wealth they tempt mortals into summoning them.

ETIOLOGY: Glabrezu leech power from other planes and exert their influence there with surgical precision. Although they take little part in the slaughter of the Blood War, their subtle manipulations and subjugations are a deeper evil. They do not get on well with mariliths.

TANAR'RI, TRUE — HEZRØU

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to high (8–14)
TREASURE:	C
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–6
ARMOR CLASS:	–6
MOVEMENT:	12
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/4d4
SPECIAL ATTACKS:	Bearhug, stench
SPECIAL DEFENSES:	+2 or better weapons to hit, half damage from other nonmagical attacks, never surprised
MAGIC RESISTANCE:	70%
SIZE:	L (7+’ tall)
MORALE:	Fanatic (17–18)
XP VALUE:	14,000

The hezrou, among the least powerful of the true tanar’ri, are still creatures of formidable power. They perform the will of the nalfeshnee by wandering the Abyss and overseeing the formation of armies.

Hezrou look like large, roughly humanoid toads with arms in place of forelegs. They stand upright or on all four limbs by turns. They have rows of blunt, powerful teeth; spines run the length of their back.

Hezrou communicate using telepathy.

COMBAT: Hezrou are impossible to surprise. They are immune to attacks from nonmagical weapons and take half damage from all nonmagical attack forms (fire, poison, acid, etc.). Hezrou have infravision to 120’ and have double human normal auditory and olfactory senses.

Hezrou are foul-tempered and mean. They attack even those that follow their instructions, just for sheer entertainment. Their claw attacks inflict 1d6 damage, and their blunt, crushing teeth inflict 4d4 points per bite.

If both claw attacks successfully hit a target in the same round, the victim is in a powerful bear hug and cannot attack. The victim takes 2d4 damage per round and the hezrou’s bite attacks automatically hit. The victim must succeed in a Strength check against one half its Strength score to escape the hug. A hezrou that takes 20 hp damage in one round releases its victim.

The amphibious, frog-like skin of a hezrou emits a foul liquid that coats its skin. Anyone within 10 feet of the creature must save vs. paralyzation or be overcome by its powerful stench. Anyone so overcome lies helpless on the ground, gagging and vomiting. Those that do successfully make their saving throw still take a –2 penalty to their attack and initiative rolls.

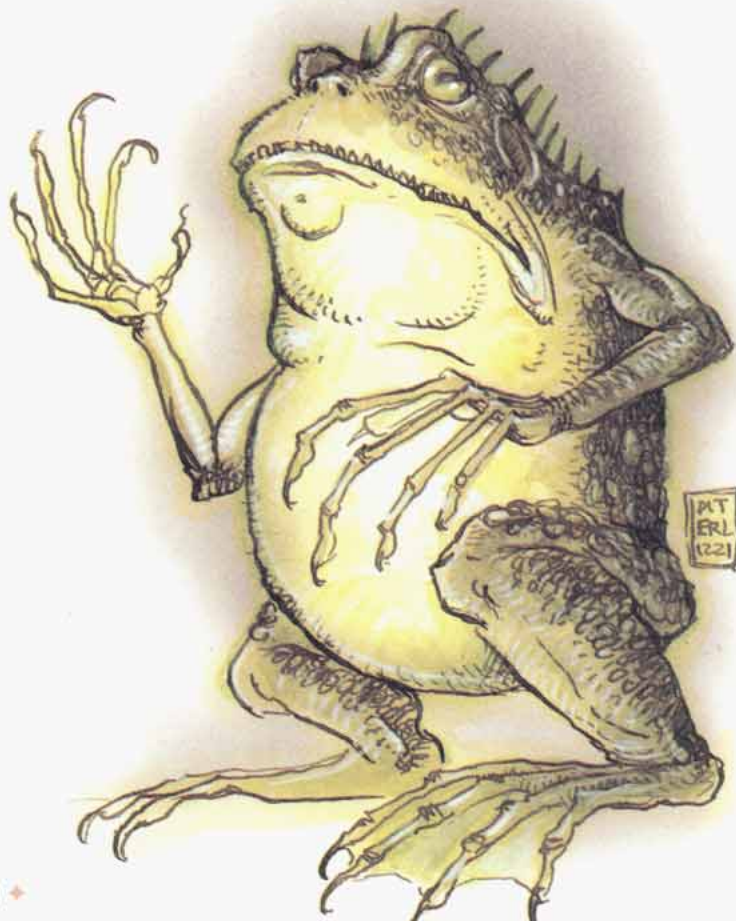
In addition to those available to all tanar’ri, hezrou have the following spell-like powers, at 9th level of spell use: *animate object*, *blink*, *duo-dimension* (3 times per day), *produce flame*, *protection from normal missiles*, *summon insects*, *unholy word* (reverse of *holy word*), and *wall of fire*. Three times per day they can attempt to *gate* in 4–40 least, 1–10 lesser, or 1–4 greater tanar’ri with a 50% chance of success. Once per day, they can attempt to gate in 1 true tanar’ri with a 20% chance of success.

HABITAT/SOCIETY: Hezrou are the long arm of the imperious nalfeshnee. They walk among the layers of the Abyss enforcing directions of the higher true tanar’ri. Due to the chaotic nature of the Abyss, the hezrou’s services are vital.

At certain times in a century, the hezrou can *plane shift* at will. During these Dark Walks, as they are known, the hezrou go forth and make pacts with mortals. They willingly enter into service to a mortal, typically one in dire need, but exact a heavy toll. In exchange for a major service, such as destroying an enemy’s castle or retrieving a lost artifact, the hezrou secure eternal subservience by the mortal, a family member, friend, or lover. The victims come to the Abyss and serve as manes.

ECOLOGY: As true tanar’ri, the hezrou are integral to the Blood War. They enforce the will of true tanar’ri, so they are spared certain death in frontline duty.

Hezrou are not as intelligent or intuitive as the other true tanar’ri. This is ideal for their duties, however, for theirs is to obey and enforce.



TANAR'RI, LEAST — MANES

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Common
ORGANIZATION:	Horde
ACTIVITY CYCLES:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	50–500
ARMOR CLASS:	8
MOVEMENT:	6
HP DICE:	1
THACO:	20
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d4 or by weapon
SPECIAL ATTACKS:	Acidic vapor
SPECIAL DEFENSES:	Immune to mind-affecting spells
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	See below
XP VALUE:	975

Manes are the most pathetic beings on the lower layers of the Abyss, vast and endless as the layers themselves. They have pale white skin that appears bloated. Manes have long, cruel claws; sharp teeth; sparse hair; and pale white eyes that constantly drip disgusting liquids. Their bodies crawl with carrion creatures that literally feed on them.

Manes cannot communicate.

COMBAT: Manes are nearly mindless, senseless creatures. They are immune to mind-affecting spells. They wander the Abyss in endless hordes, attacking all non-tanar'ri they encounter with two raking claws (1d2 damage each) and bite (1d4 damage).

When formed into legions, manes carry maces (1d8 damage). One major problem with arming the manes, however, is that they quickly forget how to use the maces, drop them, and fight with claws and teeth.

These creatures disregard their own existence. They never check morale and fight until slain. Killing a manes simply dissipates it into a noxious, stinking vapor that reforms in 24 hours. Anyone within 10' of a manes when it dies must save vs. poison or sustain 1d6 damage from the acidic vapor.

HABITAT/SOCIETY: Manes travel in gibbering, snarling hordes that sometimes number in the thousands. Physically weak, they attack in such great numbers that non-tanar'ri fear them.

These wretched armies are difficult to maintain, for the manes are literally too stupid to understand commands. They can temporarily form a regiment, but they eventually wander

about aimlessly, paying no heed to orders. If brought to a battle, however, they make excellent soldiers; once they see the enemy, they attack tirelessly. Sometimes they attack even when such a tactic does not favor their army, but such is war in the Abyss.

In the Abyss, manes are viewed as sub-tanar'ric and scorned by everything there. This does not bother the witless manes.

Like the dretches, the manes represent a major fighting force that is highly expendable. Unaware of their position in the Blood War, the manes have no way to improve the cruel treatment they receive.

ETIOLOGY: When chaotic evil mortals from the Prime Material Plane die, their spirits go to the Abyss and become manes. Those who were particularly cruel and evil in life are confined to the Pits of Despair on the 400th layer of the Abyss. Of this place, wizards and sages know only the name, because none have ever seen it. The Pits are thought to be hidden beneath the Mountain of Woe, but again, little is known.

The lowly manes, plentiful and weak, have the dubious honor of serving as the primary food source in the Abyss. When a manes is eaten, it is destroyed utterly and will not reform.



TANAR'RI, TRUE — MARILITH

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17–18)
TREASURE:	C, F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1–2
ARMOR CLASS:	–9
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	4d6 (tail) and six weapons
SPECIAL ATTACKS:	Magical weapons, constriction
SPECIAL DEFENSES:	+2 or better weapons to hit, never surprised, spell immunity
MAGIC RESISTANCE:	70%
SIZE:	L (7' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	23,000

Bold and cunning, mariliths are the generals and tacticians for the Blood War. Where balors are the influence and energy behind the war effort, mariliths are the brains and tactics.

Mariliths appear as half snake, half humanoid. From the waist down, these creatures have the bodies of giant snakes, with huge, green, scaly coils. Above the waist they are beautiful, comely females. Besides the obvious snake body, the feature that identifies a marilith is its six arms. They are commonly adorned with precious jewelry and bear highly decorated weapons; marilith usually carry a different weapon in each hand. They communicate using telepathy.

COMBAT: Mariliths are never surprised. Although they are strategists and tacticians, Mariliths love physical combat when opportunity presents. They size up any combat before getting involved and take full advantage of terrain, obstacles, and the opponent's disadvantages. They can attack with each of their six arms and constrict a victim with their snaky tails, as well.

Weapons of +1 or lesser magical enchantment cannot harm a marilith. They cannot be fooled by illusions and are immune to mind-affecting spells.

Mariliths favor exotic swords and axes. The DM should assign specific weapons; 90% of them should be magical (+1, +2, etc.), and 15% of these should be special. Marilith cherish their weapons; if one is lost or stolen, the owner will go to great lengths to recover it.

A marilith can constrict with its deadly tail. If the tail hits in combat, it wraps around a victim to crush the life out of him. The tail inflicts 4d6 points of crushing damage and drives the breath from a victim. Once constricted, the victim automatically takes 4d6 damage each round. Additionally, the trapped creature must make a Constitution check every round

or fall unconscious. No opponent with less than 15 Strength can even hope to break free of the coils. Each round, there is a 10% chance per round per point of Strength over 14 that the victim can escape.

In addition to those available to all tanar'ri, mariliths have the following spell-like powers: *animate dead*, *cause serious wounds* (reverse of *cure serious wounds*), *cloudkill*, *comprehend languages*, *curse* (reverse of *bless*), *detect evil*, *detect magic*, *detect invisibility*, *polymorph self* (7 times per day), *project image*, *pyrotechnics*, and *telekinesis*. They can also attempt to *gate* in 2–20 least tanar'ri, 1–6 lesser tanar'ri, 1–4 greater tanar'ri, or 1 true tanar'ri once per hour with a 35% chance of success.

HABITAT/SOCIETY: As noted, marilith are the strategists of the Blood War. They devise battle tactics and coordinate the true tanar'ri (except for the balors, of course). Due to the chaotic nature of the other tanar'ri, coordinating their activities is nearly impossible.

Mariliths hate the glabrezu. They feel that the subtle warfare of the glabrezu is a childrens' game and inferior to proper warfare. Mariliths try to discredit the glabrezu in any way they can. They would completely destroy the subtle beasts, but the all-powerful balors favor the glabrezus' tactics.

ECOLOGY: Marilith secretly feel that they are the true force behind the Blood War, that the balors have their place only because of their great power, and are otherwise unnecessary. They may be right, but the power of the balors remains unchallenged.



TANAR'RI, GUARDIAN — MÖLYDEUS

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	15
HP/DIE:	12
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6/1d6/battle axe (2d10+5)
SPECIAL ATTACKS:	Vorpal and dancing battle axe, poison
SPECIAL DEFENSES:	Cold iron weapons to hit, never surprised
MAGIC RESISTANCE:	90%
SIZE:	H (12' tall)
MORALE:	Fearless (19-20)
XP VALUE:	21,000



The only guardian tanar'ri, the molydeus enforces the war effort as a sort of political officer.

Molydei are powerful, muscular humanoids with dark red skin. They could be mistaken for giant red men, except for their two grotesque heads. One is a snarling dog's head that misses nothing in front of it. The other, a long prehensile snake head, observes everything that happens behind it. These creatures carry ornate twin-bladed battleaxes.

Molydei have a form of *ESP* that lets them communicate with intelligent creatures and read the thoughts of others.

COMBAT: A molydeus is never surprised. It attacks fearlessly and seldom retreats. Its enchanted axe inflicts 2d10 damage per hit and is +5 to both attack and damage rolls. The axe has the powers of a *vorpal* weapon and a *dancing sword*.

Molydei also attack with both heads. The dog head inflicts 2d6 damage; the snake head does 1d6 damage and injects a powerful venom (save vs. poison or transform into a manes in 1d6 turns). A *neutralize poison* spell followed by *remove curse* eliminates the poison. Once transformed, the victim is beyond restoration, short of divine intervention or a very carefully worded *wish*.

In addition to those available to all tanar'ri, a molydeus has the following spell-like abilities: *affect normal fires*, *animate object*, *blindness*, *charm person or mammal*, *command*, *Evard's black tentacles*, *fear*, *improved invisibility*, *know alignment*, *lightning bolt* (7 times per day), *polymorph other*, *sleep*,

suggestion, *true seeing* (always active), and *vampiric touch*. Molydei can also *gate* in 1 molydeus, 1-2 chasme, or 1-4 babau once per hour with a 35% chance of success.

Molydei are immune to damage by most normal or magical weapons. Only cold-wrought iron weapons and magical spells can affect these creatures.

When a molydeus dies, its axe disappears. The only way to get this powerful weapon is to take it from a living molydeus. A molydeus does not rest until it recovers its weapon, stalking the thief day and night without end until the axe is recovered and the thief horribly killed.

HABITAT/SOCIETY: The molydei are the greatest enigma in the Abyss. These powerful police wander the layers of the Abyss and search for true tanar'ri that stray from the cause of the Blood War. They report directly to the balors, but even balors are not above reproach, and the molydei would turn against one that strays.

ECOLOGY: By enforcing the loyalty of the true tanar'ri, the molydei play an important role in the Blood War. These creatures exist only to serve the cause. They have no loyalty towards any tanar'ri and will try to destroy any of them at the slightest sign of infidelity. They do not enforce their doctrine on nontrue tanar'ri, for they assume that these are all disloyal by nature, and that only constant threats and punishments keep them in line.

TANAR'RI, GREATER — NABASSU

CLIMATE/TERRAIN:	The Abyss or Prime
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Q x 10
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4 to -5
MOVEMENT:	12, Fl 15 (C)
HIT DICE:	7+2 to 7+20
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4/2d4/3d4 or weapon +7 (Strength bonus)
SPECIAL ATTACKS:	Death gaze, backstab, paralyzation
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (7' tall)
MORALE:	Champion (15-16)
XP VALUE:	Mature: 16,000 Fledgling: 8-11,000

Nabassu are creatures spawned in the Abyss but nurtured on other planes, where they grow and gain power by slaying and devouring humans. They communicate using telepathy.

Nabassu, unmistakably fiends, are gargoyleish in appearance, standing 7' tall. They are gaunt with leathery skin and wings, tightly corded muscles, long claws on hands and feet, steely gray eyes, and a wide mouth lined with sharp fangs.

COMBAT: Nabassu go through two distinct phases, fledgling and mature, that have different combat abilities. However, in both phases the nabassu can attack with two claws (2d4 damage each) and bite (3d4 damage). They can attack with magic but prefer natural attacks, especially against a helpless enemy. These create greater terror in the victim and, therefore, greater pleasure for the nabassu.

NABASSU FLEDGLING

Fledglings begin life with AC 4 and 7 Hit Dice. When they enter another plane (usually the Outlands or the Prime), they gain 2 more hp. Each victim killed and eaten on the foreign plane adds 1 hp and a "half factor" of AC. For example, a fledgling that devours two humans would have 7+4 HD and AC 3. After 18 meals it reaches full growth (AC -5 and 7+20 HD).

Immature nabassu do not gain the spell-like abilities available to other tanar'ri but have the following spell-like abilities: *darkness*, *15' radius* and its *death gaze* (once per day). The death gaze forces the target to save vs. spell or transform, over 10 days, into a ghast (or ghoul if the victim is a demihuman). The death of the nabassu or a *remove curse* spell reverses the process, but once the process is complete, the change is irrevocable.

Immature nabassu also have some thief abilities: move silently (40%), hide in shadows (50%), detect noise (55%), and

backstab (x2). They are affected only by attacks from magic or cold-wrought iron weapons. Nabassu have Strength 19 (+7 damage adjustment).

MATURE NABASSU

At full growth, nabassu lose their fledgling abilities but gain those spell-like abilities available to all tanar'ri, plus the following spell-like powers: *energy drain* (by touch), *regenerate* (1 hp per hour), *silence*, *15' radius*, and *vampiric touch*. Three times per day, a mature nabassu can attempt to *gate* in 2-20 manes, 2-5 cambions, or 1 mature nabassu with a 45% chance of success. When in the Abyss, mature nabassu can automatically summon 2-5 ghosts once per day. Mature nabassu can become *ethereal* at will, twice per day. Also, any living creature coming within 10' must save vs. paralyzation or be paralyzed for 1d10 rounds (once per encounter). Mature nabassu have the same Strength and immunities as fledglings.

HABITAT/SOCIETY: Nabassu are a scourge of humanity. They are the only fiends that live a part of their lives on a foreign plane. Unlike other tanar'ri, nabassu seem to have no place in the Blood War. Once they return to the Abyss from their tour of carnage on the Prime Material, they will reside in one of the fortress of the Abyss for the rest of their immortal existence.

ECOLOGY: What role these monsters play is unknown. Perhaps the slaying of humans and spilling of innocent blood somehow bring the tanar'ri power.



TANAR'RI, TRUE — NALFESHNEE

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIE:	Carnivore
INTELLIGENCE:	Godlike (21+)
TREASURE:	H x 2
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	12, Fl 15 (D)
HD DICE:	11
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d4
SPECIAL ATTACKS:	Magical spray
SPECIAL DEFENSES:	Never surprised, cold iron or +2 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	H (20' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	17,000

Few beings terrify mortals more than the nalfeshnee. Mortals who pass into the Abyss eventually come before one of these "lords of woe," there to suffer judgment and the pain of transformation.

Nalfeshnee are 20' tall; most of their immense strength goes simply to support their bodies. They combine the worst features of ape and boar, and their small wings appear unable to bear their ponderous bodies. Nalfeshnee have red, glowing eyes that pierce the mind and seem to draw energy from just a glance.

Nalfeshnee can communicate with any being using a powerful form of telepathy.

COMBAT: Nalfeshnee are never surprised. They are immune to weapons of less than +2 enchantment, but can be hit by weapons of cold-wrought iron.

Though the nalfeshnee usually sit atop their thrones and judge the masses of mortal lives in the Abyss, they are capable in battle. They can attack with two claws (1d4 damage each) and bite (2d4 damage), but prefer a special attack that looks like the *color spray* spell (usable three times per day). They must concentrate for an entire melee round; hits on the creature during that round do not break concentration. Then the nalfeshnee releases multiple rainbow beams that shoot in every direction. All creatures within 60' suffer 15 hp damage (save vs. spell for half damage). They must then again save vs. spell with a -2 penalty. Failure means they are temporarily stricken dumb and wander in a trance for 1d10 rounds. In that trance each creature a vision of its greatest fear.

In addition to the standard abilities of all tanar'ri, nalfeshnee have the following spell-like powers: *alter self*, *bind*, *call lightning*, *chill touch*, *detect invisibility* (always active), *distance distortion*, *ESP* (always active), *feeblemind*, *forget*, *giant insect*, *invisibility*, *know alignment* (always active), *mirror image*, *protection from good* (always active), *raise dead*, *slow*, and *web*. Nalfeshnee can also attempt to *gate* in 1-6 babaus or 1 vrook, twice per day, with a 50% chance of success.

HABITAT/SOCIETY: Nalfeshnee are the most intelligent tanar'ri, considering themselves superior even to the balors. Nalfeshnee do not act on this feeling because they recognize the balors' greater strength. However, a nalfeshnee seldom passes up an opportunity to secretly embarrass a balor, foil its plans, or even prolong the Blood War.

The nalfeshnee rule the 400th layer of the Abyss, where they sit on flaming thrones on the Mountain of Woe. There they judge the mortal life forces that pass into the Abyss.

ECOLOGY: Nalfeshnee feed on hatred and despair, emotions they can draw out of any being they see. They devour these feelings from the life forces they judge, leaving empty husks of useless thoughts. These husks then transform into other forms of tanar'ri in ceremonies involving unimaginable torture.



TANAR'RI, LEAST — RUTTERKIN

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or 1d6+1/1d6+1
SPECIAL ATTACKS:	Snap-tong
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	10%
SIZE:	M (5–7' tall)
MORALE:	Steady (11–12)
XP VALUE:	2,000

The rutterkin are pathetic, malformed tanar'ri. They wander the planes of the Abyss, outcasts in their own deranged society. Rutterkin resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

Rutterkin communicate using telepathy.

COMBAT: Rutterkin are known for the strange weapons they carry. Some of their favorites include: a *snap-tong* device that inflicts 2d4 points upon hitting and then continues to inflict like damage each round until the opponent breaks free by scoring a hit on the weapon (AC 5); a *polearm* with a double crescent head; a saw-toothed *flatchet* (broad-headed sword that is +1 damage versus unarmored opponents); and a *3-armed blade* thrown from a sling-like device. Here are the weapon statistics:

ITEM	WEIGHT (LBS.)	SIZE	SPEED FACTOR	DAMAGE S-M/L
crescent polearm	8	S	8	1–10/1d8
flatchet	3	S	4	2–8/1d6
snap-tong	5	P	8	2–8/1d4
3-armed blade	2	S	3	1–6/1d6

RANGE WEAPON	ROF	S	M	L
3-armed blade	3	2	4	6

A rutterkin can also attack with two claws (1d6+1 damage each). They dislike this attack because their malformed bodies feel pain if they strike (as one with a sprained wrist would feel pain from punching). Rutterkin groan and yelp when they attack with their claws.

In addition to those available to all tanar'ri, rutterkin have the following spell-like abilities: *fear* (by touch), *fly*, and



telekinesis (3 times per day). Rutterkin can *gate* in 1–8 least tanar'ri once per day with a 50% chance of success.

HABITAT/SOCIETY: Rutterkin are tanar'ri mutated by energies unknown. They are complete outcasts, not even cannon fodder in the Blood War.

However, rutterkin do unwittingly serve the tanar'ri. Rutterkin so hate their position that they wander the Abyss in solitude. There, they never attack any tanar'ri save for least tanar'ri. However, they savagely attack non-tanar'ri they see. Although the rutterkin are usually far too weak to stop intruders, these pathetic creatures try to gate in reinforcements, thereby spreading the alarm.

ECOLOGY: The nalfeshnee might create the rutterkin directly from the life forces of evil but incompetent beings who come before them for judgment. Rutterkin more truly represent chaos than their kin, for they are bound to no cause, have no society, and serve no master. Even the chasme ignore them.

Ancient stories of the origin of the rutterkin say that many millennia ago, a race of humans in a distant corner of the Prime Material Plane experimented with plane and probability travel. These cerebral beings explored the Prime Material Plane and eventually expanded into the Inner and Outer Planes. When they discovered the Abyss, they were enslaved by the tanar'ri, who had never before encountered beings other than themselves. Originally, tanar'ri abuse changed the rutterkin into what they are, but now other types of creatures can become rutterkin as well.

TANAR'RI, LESSER — SUCCUBUS

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	I, Q
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3/1d3
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+2 or better weapons to hit, immune to fire, never surprised
MAGIC RESISTANCE:	30%
SIZE:	M (6' tall)
MORALE:	Elite (13–14)
XP VALUE:	11,000

Beautiful and seductive, the succubi are the temptresses of mortals. Whereas the glabrezu tempt men of power, the succubi choose men of passion and energy.

Succubi appear most often *polymorphed* into stunningly beautiful women with perfect figures and smooth, milky skin. They may also appear as any demihuman race. However, they do not often deal with demihumans, because humans' fiery nature makes them easier prey.

Succubi look more tanar'ric in their true form: that of a beautiful woman with large wings and sinister, glowing eyes.

Succubi can speak the language of their victims. They also communicate using telepathy.

COMBAT: Succubi are never surprised. They are not warriors. When pressed, they defend themselves, but flee when possible. When trapped, they can attack with two fists (1d3 damage each).

Succubi are affected only by +2 or better weapons. They are immune to all fire-based attacks, magical or otherwise.

The kiss of a succubi drains energy from its victim, causing the loss of one level of life energy. The succubus lures a mortal man into activities of passion and then drains energy from him. Even after a drain, the heat of the moment is so strong that most men do not notice (Wisdom check at –4 penalty to notice each drain). If he fails the check, he continues, heedless of danger.

In addition to those available to all tanar'ri, succubi also have the following spell-like powers: become *ethereal* (as if using *oil of etherealness*), *charm person*, *clairaudience*, *ESP*, *plane shift*, *shapechange* (to a humanoid form of about their own height and weight), and *suggestion*. They can also attempt to *gate* in 1 balor once per day with a 40% chance of success.

HABITAT/SOCIETY: The temptresses of the Lower Planes are subtle and slow. They seduce mortals with their charms, ultimately killing them and taking their life forces to the Abyss.

Succubi act independently of tanar'ri society. They work of their own volition and ultimately answer to no one. The greater and true tanar'ri seem content with this situation.

ECOLOGY: The destruction of mortals increases the power of the Abyss. With this power the succubi aid the eternal war effort of the tanar'ri, who therefore tolerate them.

INCUBI

Incubi are the male counterparts to succubi, but they are far less common. These creatures travel to the Prime Material Plane to tempt female mortals. These creatures always appear as the most perfect male specimen of whatever race they are tempting. However, succubi and incubi do not mate to perpetuate their kind.

It is uncertain why there are more succubi than incubi. Sages suggest that mortal men are far more susceptible to the temptations of beauty than are women.



TANAR'RI, TRUE — VROCK

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (12–14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2–8
ARMOR CLASS:	–5
MOVEMENT:	12, Fl 18 (C)
HP/DIE:	8
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/1d8/1d8/1d6 or by weapon +7 (Strength bonus)
SPECIAL ATTACKS:	Spores, screech, first attack, <i>dance of ruin</i>
SPECIAL DEFENSE:	+2 or better weapons to hit, never surprised
MAGIC RESISTANCE:	70%
SIZE:	L (8' tall)
MORALE:	Fanatic (17–18)
XP VALUE:	19,000

The vrock serve as elite fighting troops in the Blood War. Vrock look like a cross between a large human and a vulture, with strong, sinewy limbs covered with fine gray feathers; long necks and vulture heads; and wicked claws and beak.

Vrock communicate using telepathy.

COMBAT: Vrocks are never surprised and always attack first in melee. These creatures Strength 19 (+7 damage adjustment) and infravision to 120'. Vrocks are immune to attacks from nonmagical weapons.

Vicious fighters, the vrocks can attack five times per melee round. Because of their dexterity and extreme battle prowess, vrocks can direct each of these attacks against different opponents. Their hand claw attacks each inflict 1d8 damage. Their beaks inflict 1d6 damage per successful hit. Vrocks can also attack with their foot claws, inflicting only 1d4 damage because the vrock is off balance when attacking this way.

The vrocks also attack with a stinging ejection of spores from small glands about the creatures' bodies. They can attack once every three melee rounds with a spore attack. A spray of spores automatically inflicts 1d8 damage on all opponents within 5 feet. Once the spores have hit, they implant themselves just below the surface of the skin and begin to grow and sprout. Victims suffer 1d2 damage per round from spore growth. The spores continue to grow for 10 melee rounds, at which time the victim is covered with thick, vine-like growths. The spores can be killed by a *bless*, *neutralize poison*, or similar spell or by being sprinkled with holy water. *Slow poison* stops the growth.

Once per battle, a vrock can emit a loud, deafening screech. This screech deafens everyone within 30', stunning

them for 1 round (Constitution check to avoid the stun). Vrock usually save their screech for emergencies and typically use it when near death, screeching just before they *teleport* away.

In addition to those available to all tanar'ri, vrocks have the following spell-like powers at 10th level of spell use: *detect invisibility*, *detect magic*, *dispel magic*, *mass charm*, *mirror image*, and *telekinesis*. They can attempt once per day to *gate* in 2–20 manes, 1–6 bar-lgura, or 1 nalfeshnee. There is a 50% chance of success.

When five or more vrocks fight together in battle, they can attempt a special power called *dance of ruin*. The vrocks join hands in a circle, then dance wildly, screeching and chanting in ancient languages. After three rounds, a weave of energy crackles and scintillates in the air like lightning. Anyone within 100 feet of the *dance of ruin* must save vs. death magic or suffer 2d20 damage (save vs. spells for half damage). If any vrock takes 20 or more points of damage during the three melee rounds, the *dance* is disrupted and must be started again. All creatures, including the vrock, are affected.

HABITAT/SOCIETY: Vrocks are an elite fighting force used in important battles. They are often sent on missions such as infiltration and other covert missions.

ECOLOGY: Vrocks eat their fallen foes after combat. They are powerful fighting machines from birth. Vrocks are loyal to their own. They travel in groups of up to eight (more when entering battle) and in battle coordinate with each other with perfect timing.



TANAR'RI, GREATER — WAS+RILITH

CLIMATE/TERRAIN:	Water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13–14)
TREASURE:	25–50,000 gp
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	–1
MOVEMENT:	9, Sw 15
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/1d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (10' tall)
MORALE:	Fanatic
XP VALUE:	19,000

The standoffish wastrilith, or *water lords*, inhabit watery parts of the Lower Planes (and, rarely, other planes), content in their isolation. Though they have no apparent magical power over other creatures, they intimidate undersea denizens so much that even unintelligent creatures serve them. Wastrilith are horrendous creatures with jaws full of needle-sharp teeth. Their bulging eyes give them the appearance of leering fish with humanoid torsos.

COMBAT: Wastrilith are canny opponents, rarely giving their enemies advantage and certainly no quarter. Because they do not believe in suffering needlessly, they send their minions forth to combat enemies: 2d6 sharks, 3d6 sahuagin, 1d4 ixitachitl, or 1d3 water elementals. As long as the minions continue the attack and the fiend itself is not threatened, it lets them fight by themselves.

A wastrilith can breathe a blast of boiling water three times per day in a cone 30' long with a 10' diameter base (3d10 damage). They can attack with two claws (1d8 damage each) and bite (1d12 damage).

Electrical attacks inflict full damage. However, due to the water lords' nature, such attacks reach them only half the time; the other half rebound on the caster, causing full damage. Fire-based attacks inflict double full damage if the fiend has left the water, but none if the creature remains fully immersed.

Water- and cold-based attacks cause no damage to the wastrilith. In addition, water elementals sent against the fiend do not attack it. Indeed, a water lord has a 50% chance of wresting control of water elementals from the summoner, as long as the water elementals have approached within 100' of it.

HABITAT/SOCIETY: Wastrilith are territorial and do not allow other powerful creatures to establish themselves nearby. Once

they have established their territory, they do not stray far from it. They protect what is theirs and don't meddle in matters outside their territory. Many are found on the 88th level of the Abyss, the Maw of Demogorgon, a watery plane that is dark and cold.

Wastrilith require no conventional food or drink, but they enjoy devouring creatures foolish enough to venture near their homes. They leave the remains outside to feed sharks and warn away other curiosity seekers.

ECOLOGY: Wastrilith are nasty-tempered and try to break free of the bonds imposed by spellcasters. There is a 20% chance that a summoned wastrilith ignores the wishes of the summoner, kills him, and rampages until such time as it wearies of the plane. Until that time comes, the water lord can amass considerable power beneath the waves, creating havoc in the area. It is unknown why wastrilith do this, inasmuch as they rarely take their treasure back to their home plane.

On the Prime Material, a wastrilith's territory typically includes a 25-mile diameter circle, at the center of which is the fiend's palace. The palace can be a marvel of undersea engineering or a simple hole in a coral reef. A wastrilith that has not established its territory will often terrorize shipping in the area, destroying boats on a whim and driving out such creatures as sea dragons and aquatic elves.



TIEFLING

CLIMATE/TERRAIN:	Abyss
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C, Q, R
ALIGNMENT:	Any Neutral or Evil

NO. APPEARING:	1 (5-8)
ARMOR CLASS:	4 (10)
MOVEMENT:	12
HIT DICE:	4+3
THACO:	15
NO. OF ATTACKS:	1 or by weapon
DAMAGE/ATTACK:	1-3 or by weapon
SPECIAL ATTACKS:	Spells, poison
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	650

Tieflings are the offspring of the planes, as varied as the places they call home. Superficially human, their appearance always betrays them: some sport small horns, other have pointed ears, scales, a cloven hoof, or just a wicked gleam in their eye that never leaves. What they all have in common is a quick temper and a chip on their shoulder. They're often confused with alu-fiends, erinyes, incubi, and succubi (which they'll forgive), but never call a tiefling a bastard or a half-breed. He'll take it personal-like. Plane-touched is the word, or "sir" or "lady."

Tieflings prefer dark clothing: a shade of maroon like clotted blood, dark forest green, blue as dark as lapis, and a midnight black that absorbs all light are their favorite colors. Their clothing is almost always a tight-fitting set of leggings, a vest, and tunic, combined with a loose flowing cape or long jacket with tails. They don't seem to walk so much as slither, and a basher never wants to see one in a rage—the howls are louder than Pandemonium and more dangerous than the Tenth Pit.

COMBAT: Tieflings are determined, stubborn, wily, and occasionally berserk warriors and talented mages. All tieflings gain a +1 bonus to Intelligence and Charisma, and suffer a -1 penalty to Strength and Wisdom. All tieflings have infravision to 60' and can create *darkness 15' radius* once per day. Mage tieflings prefer spells like *burning hands*, *unseen servant*, *blur*, *deephockets*, *haste*, *fear*, and *domination*. Tiefling priests are well known for employing *protection from good*, *enthrall*, *flame walk*, and *undetectable lie* spells, though the Powers that grant these spells usually remain nameless. All tieflings suffer only half damage from cold and gain a +2 to saving throws versus fire, electricity, and poison.

Because tieflings are not a brawny race, their weapons are light and quick, depending on speed and sharpness to make up

for what they lack in weight and raw cleaving power. Despite its fragile appearance, tiefling weaponry is exceptionally deadly, not least because it is often poisoned. Typical weapons include the long sword, stiletto, throwing dagger, long spear, ranseur, hand crossbow, and scimitar. Punch daggers are also popular. Because almost half of all tieflings are ambidextrous, many fight in a two-handed style. Few tiefling warriors carry shields, preferring to rely on a form of well-crafted scale armor made from the hide of Lower Planar vermin.

Player character tieflings can be fighters, rangers, wizards (including specialists), priests, thieves, or bards. They can also follow multi-classed roads: fighter/wizard, fighter/priest, fighter/thief, wizard/thief, and priest/thief. Tieflings can reach level 14 as wizards, 15 as rogues, 10 as priests, and 12 as fighters. Single-class characters can exceed these limits by two levels.

HABITAT/SOCIETY: Tieflings have no true society of their own; they are the outcasts of the planes, cast out of the Lower Planes, not trusted in the upper planes. Though many of them gather in Sigil, just as many others try to carve out a home in their own planes. They don't trust others (what orphan does?), but their self-confidence is nothing short of astounding: a tiefling is said to have swum the River Styx because no one told him he couldn't, and another climbed to the fifth heaven of Mount Celestia before the archons noticed him lurking among the shadows and cast him into the Abyss.

Tieflings have a reputation as great but deceitful lovers. Their fickleness in affairs of the heart is legendary, and seems closely bound to their reputation as tricksters, liars, and frauds. Tiefling gamblers rarely find planars to fleece; they depend on the clueless and the young to line their pockets.

Though tieflings are usually loners, a charismatic and powerful tiefling sometimes gains a small following of like-minded, young tieflings who hope to ride his coattails. These packs are called "schools," though they teach hard lessons. Each school serves to glorify its founder and protect its members—it does little else. Some schools operate as informal thieves' guilds, others are mage's societies, but almost all of them collapse when the founder dies. Some of them are remembered, like the School of Sergory, which has continued in a way, but with most of them even the name dies. Sergory was a master thief and mage, and other schools sometimes take his name to inflate their own importance. How (or even whether) Sergory met his end is dark, and best kept that way.

ECOLOGY: Tieflings are often persecuted by humans and others; "If there's blame, find a tiefling," "Don't ever make a bet with a tiefling," and "If a tiefling didn't do it, he was just pressed for time" are common sayings in Sigil. Naturally, this makes tieflings a little defensive around others, but it doesn't make them band together, as it might for other oppressed races. Good tieflings are doubly committed to their cause, as if trying to make up for the race's bad reputation.

Tieflings prefer to eat only meat, blood, bone, and marrow, preferably raw. They enjoy balaena blubber, gristle, and

even roasted insects, which most races find disturbing. They drink strange concoctions of broth, oil, sulphur, and firewater, though they'll hoist an ale with any bubbler in Sigil if nothing else is available. When meat is unavailable, they can live for short periods on ashes, coal, and other mineral matter.

WHA+CHA WANNA BE+
I CAN CHOP YOUR BONE-BOX
BEFORE YOU CAN EVEN
OPEN IT?

— A +IEFLING
+O A CLUELESS
PRIME

SAY WHA—

— THE PRIME,
NOT KNOWING
+HE +IEFLING WAS IN A
MOOD +O BE
GENEROUS



VARGOUILLE

CLIMATE/TERRAIN:	Any ruins, burial place, or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Darkness
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-20
ARMOR CLASS:	8
MOVEMENT:	Fl 12 (B)
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Poison, fear; see below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (head-sized with 3' wingspan)
MORALE:	Average (8-10)
XP VALUE:	650

These horrid creatures are products of the Lower Planes. Though found mainly in the haunted reaches of the Lower Planes, they are sometimes encountered in underground places on the Prime or in the Outlands, such as caverns or the sewers or catacombs of large cities.

The vargouille has a hideous, humanlike head with bat-like wings, fangs, and a crown and fringe of writhing tentacles. Its eyes glow with an eerie green light, and it wears a horrible sneer. Vargouilles do not speak, but they shriek when they attack.

COMBAT: The sight of a vargouille, combined with its terrifying shriek, causes fear. All who view the monster and hear its shriek must save vs. spell; those who fail are paralyzed with fear until attacked by the monster. The initial attack on a paralyzed victim always hits. A victim who has been attacked or who has saved against the effect is immune to the paralysis for the rest of the encounter.

Vargouilles have 120' infravision. They hate light and seek to extinguish light sources, such as torches and lamps. *Continual light* and daylight blind the monster, so it avoids these.

The bite of a vargouille contains a dreadful poison that prevents normal healing; if a creature's bitten fails to save vs.



poison, the bite damage is permanent, unless powerful magic is used. A *heal* spell restores 1d8 hp; *regenerate* restores 3d8 hp at 1 hp per round; and a carefully worded *wish* restores all lost hit points or the ability to heal through other means.

The vargouille can also *kiss* a paralyzed victim, who then begins a bizarre transformation. In 1d6 hours, the first signs appear, as the victim loses all hair on his or her head. In another 1d6 hours, ears grow long and pointed, teeth become fangs, tentacles sprout from head and chin, and the victim loses 1d6 points each from Intelligence and Charisma. In another 1d6 hours the transformation finishes, and the character's head resembles a vargouille, complete with batlike wings in place of ears. At this point, the head breaks away from the body (which dies), becomes a fully-functional vargouille, and flies off.

The transformation never ends during daylight hours. A *continual light* spell can halt the transformation's progress, but not cure it. *Cure disease* cast by a priest of 7th level or higher reverses the transformation.

HABITAT/SOCIETY: Vargouilles usually remain below ground or inside buildings, but they sometimes fly at night in search of prey. In ruins, they appear at dusk and disappear by dawn.

The vargouille have spread from the Lower Planes by infecting travelers and adventurers with their race-perpetuating disease, and they are now found even in thriving cities. There they usually stay underground, waiting for explorers, rather than risk discovery by flying in view of so many people.

Vargouilles have no culture beyond their pack mentality; only the strong survive, and the strongest rules. Like some other beasts, they fall upon weak or wounded members of their own pack to finish them off.

ECOLOGY: Though a vargouille collects no treasure, it also does not remove the bodies or possessions of victims, so there may be a few items of incidental treasure lying about its lair.

Vargouilles are vicious predators with few natural enemies, though good creatures would like to see them become extinct. They are also sometimes hunted by the friends of victims who transformed into the thing. Vargouilles prefer living prey, but they also eat carrion and weak pack members as well.

Vargouilles are rumored to be the creations of a powerful wizard named Rozvankee the Strategist. Her particular genius lay in the creation of terror weapons of the worst sort. During a prolonged siege against a neighboring duchy, she created the first nine of the creatures and had them released behind enemy lines. The resulting panic led to morale problems, and her shock troops overwhelmed the enemy. In the fullness of time, Rozvankee grew tired of terrestrial affairs, and upon achieving lichdom she retired to one of the watery layers of the Abyss. There she practices piracy in a three-masted ship made from the bones of her enemies.

Rozvankee took several hundred vargouilles with her, and she has been known to give small flocks to powerful tanar'ri in exchange for favors and protection. The creatures' one drive is procreation, and so they tend to overrun any area that does not put up organized resistance.

Some tales report that an upstart sorcerer (with nothing like Rozvankee's talent) found a few shields and banners bearing her family coat of arms. The story goes that he then commanded a flock of vargouilles simply by presenting them the signs to them. He established an effective power base until the lich showed up and dissuaded him from the practice. This legend may or may not be true, but over the years sales of the shields and banners have started many a con man's fortune.

EVOLVED FROM BATS?
UNLIKELY!

— GORAD DRUMMERHAVEN,
MAKING YES+ ANOTHER
+ELLING OBSERVATION

YETH HOUND

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	4-16
ARMOR CLASS:	0
MOVEMENT:	15, Fl 27 (B)
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Silver or magical weapons to hit
MAGIC RESISTANCE:	10%
SIZE:	M (4 1/4-5' tall)
MORALE:	Fearless (19-20)
XP VALUE:	975

These fearsome flying hounds, magical creatures of the night, hunt humans, demihumans, and faerie folk.

The yeth hound pack, with its baying bell-like cries, causes fear to any being. Even those who stand their ground know fear, and that fear returns to them in the night or in dark places. Indeed, some metaphysicians have theorized that the hounds, embody fear itself. The warrior-poet Rodol of Ard wrote of the yeth hounds:

The baying sound echoes through my blood.
I have heard the call of the Hound.
As in a nightmare, I run from that sound!
My bravery vanishes in fear's flood.
Whence come the hounds? In what cave do they lair?
Why have they chosen me, I who was brave?
What will become of me now, as fear's slave?
Will I live until morning to breathe light air?
They will never leave, for they lodge in my dreams.
I know they'll devour me, leaving only my screams.

Indeed, the encounter with a pack of yeth hounds apparently provoked Rodol's retirement from adventuring.



He secluded himself on his estate, banned dogs and wolves from his lands, and devoted himself to poetry (without, however, improving much). Rodol lived many years after writing this poem, but he never left his castle. He reported terrible dreams almost every night. One evening he heard a pack of coyotes howling in the distance, and he died of a heart attack.

Standing five feet at the shoulder, yeth hounds weigh around 400 pounds. Their short fur is dull, nonreflective black; in darkness only the cherry-red glow of their eyes is visible. Their heads are almost human, flat with protruding noses instead of muzzles. Their short pointed ears curve up and away from the head, making them look like short horns. They give off an odor like chilled smoke.

Because they can fly, yeth hounds move silently. However, their ghastly howl chills the blood up to a mile away. These unnatural creatures frequently run with evil huntsmen or other powerful evil forces.

HE FOLLOWED ME HOME.
CAN I KEEP HIM, PLEASE?

— A CHANGELING
TO HER ELVEN
FOSTER PARENTS

COMBAT: Those within 90' of a baying pack of yeth hounds must save vs. spells or flee in panic, usually to be pulled down and shredded by the ferocious pack. Only one saving throw per creature per encounter is allowed. If it fails, the character panics until he can no longer hear the baying. If it succeeds, he withstands the baying for the rest of that encounter.

The yeth hound is immune to all physical weapons except silver or magical ones. Silver weapons inflict 1 hp damage. Magical weapons cause damage equal to their bonus; for example, a sword +2 inflicts 2 hp damage. Magical weapons with no bonus cause 1 hp damage.

Although yeth hounds are smarter than dogs, their tactics in combat resemble those of pack hunters. They run their prey until it is exhausted, then surround the victim and rush in to finish it off. They have no claw attack, only a bite (2d4 damage). If under the control of a huntsman, he can direct their strategy or tactics.

Unnatural creatures of the night, yeth hounds are unaffected by torchlight or *light* spells but cannot stand daylight. Before sunrise they leave the hunt, always in enough time for a safe retreat to their dens. No coercion by any huntsman can change this. If exposed to natural sunlight, the hounds fade away in one round, to roam the Ethereal Plane forever. If killed on the Ethereal, they are permanently dead.

HABITAT/SOCIETY: Yeth hounds are created by evil forces from the Lower Planes and given to loyal servants. If the servants are destroyed, the hounds fend for themselves. These pack animals intelligently seek powerful evil masters: night hags, vampires, evil wizards, etc. Of course such a master must be immune to the fearful baying of the creatures and have some way to command them (usually telepathy). Magic lets them comprehend speech by spells, but they cannot talk.

Within a pack, the hound with the most hit points leads the rest. They give the leader instant cooperation and obedience. They do not help one another, and they are not swayed by threats or promises of great reward. They take pleasure only in the panicked cries of their prey, just before it is pulled down.

The pack lairs in a subterranean den in some remote wild place, sleeping or pacing, until night falls. No persuasion forces them into daylight.

ECOLOGY: Yeth hounds eat to survive, but only once each lunar month. They devour warm-blooded prey, and prefer demihumans, brownies, and the like. No natural animal hunts a yeth hound, and many unnatural creatures avoid them as well.

YUGOLOTH

In Sigil, City of Doors, many seek the door to a better life. Among them enterprise, even opportunism, is a cardinal virtue. Their stories offer many examples of the poor hero who, by luck and pluck and a strong sword arm, found his way to riches. If that hero happened to betray a scalawag employer along the way, or perhaps fell away from the restrictive ideals of his early faith, the tales reduce such shortcomings to mere idiosyncrasies; some even promote them as wisdom, as a necessary adjustment to a hard world.

Yet all these tale-spinners, who talk easily of shrewd oathbreakers and lovable roguish backstabbers, draw short and flare their nostrils at the insult that remains, even yet, unforgivable: "not worth a yugoloth."

Yugoloths are fiends that inhabit the Lower Planes of Acheron, Gehenna, the Gray Waste, and Carceri. They act as mercenaries in the Blood War, but they display a complete lack of loyalty. These cunning creatures turn on their employers for greater payment by another. Those who use yugoloths as mercenaries must have power over them before entering battle.

Yugoloths fall into two categories. Greater yugoloths act as officers, ruling by strength alone. Lesser yugoloths, the rank-and-file, serve diligently for promises of power and wealth. They are divided as follows:

Greater: arcanaloth, nycaloth, ultroloth

Lesser: dergholoth, hydroloth, mezzoloth, pisoloth, yagnoloth

There are also various guardian yugoloths, and the lesser marraenoloths, which are not covered here.

The yugoloths quarrel among themselves. Individually ferocious, they are inefficient formation warriors. The baatezu and tanar'ri use yugoloths in the Blood War only because each fears the other might gain an advantage by using them.

Greedy and avaricious, yugoloths gladly turn on their employers for the right price. Fortunately for the yugoloths, battle reports rarely return to Baator or the Abyss. When they do, the offending yugoloths are hunted and punished with unimaginable torture. This does not deter further betrayals, for the greed of a yugoloth runs deep.

Yugoloths are affected by various attack forms as noted below:

ATTACK	DAMAGE
acid	none
cold	double
electricity (lightning)	full
fire (dragon, magical)	none
gas (poisonous, etc.)	half
iron weapons	none*
magic missile	full
poison	none
silver weapon	full

* If affected by normal weapons, full damage



All yugoloths have the following spell-like powers, usable at will: *alter self*, *animate dead*, *cause disease* (reverse of *cure disease*), *charm person*, *improved phantasmal force*, *produce flame*, and *teleport without error*.

Yugoloths can also *gate* in their fellows when necessary. However, this is as much a liability as an asset. Due to their quarreling, bickering nature, *gated* yugoloths are 25% likely to turn on their summoner and aid the opponent. If the opponent wins, the traitorous yugoloth tries to cadge a reward for its help.

THE BOOK OF KEEPING

Because yugoloths are servants and mercenaries, they are naturally prone to summonings and conjurations by spellcasters. When a mage summons a lower planar being, he is 40% likely to summon a yugoloth; otherwise he summons a gehreleth.

TANAR'RI. BAA+EZU.
THE ONLY DIFFERENCE
BETWEEN 'EM IS
YOU COLLECT BEFORE THE JOB
FROM THE FIRST.
AND AFTER THE JOB
FROM THE LAST.

— OVERHEARD AT A YUGOLOTH TRAINING CAMP

However, an ancient tome details the processes of summoning yugoloths, both greater and lesser. Penned by some unknown hand, *The Book of Keeping* relates much about the magical summoning and control of yugoloths, and even gives personal names of some greater yugoloths. Of course, any spellcaster foolish enough to utter one of these names needs strong protection, or the creature so named smites the summoner and devours his life force. At least four copies of *The Book of Keeping* exist, but their locations remain unknown.

The only class that can use one of these tomes is the conjurer specialist wizard. He must be wary, however, for the greater yugoloths are powerful and vengeful. Even a skillful conjurer has trouble binding one, and the yugoloths' memories are everlasting.

THE GENERAL OF GEHENNA

Somewhere in the brimstone wastes of Gehenna, there roams an ultroloth so strong that none contests his power: the General of Gehenna, ruler of everything there. Many ultroloths search for this great general in hopes of serving with him. They believe that service with the General of Gehenna grants power and prestige among the lower planar entities.

Whatever the case, no one finds the General unless he desires it. His personal name is unknown, and even *The Book of Keeping* does not mention this powerful, thoroughly evil entity. Perhaps some secrets are best unrevealed.



YUGOLOTH, GREATER — ARCANALOTH

CLIMATE/TERRAIN:	Lower Planes
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	H
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–3
ARMOR CLASS:	–8
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	12+24
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d6
SPECIAL ATTACKS:	Claw, sting
SPECIAL DEFENSES:	+3 or better weapons to hit, spell immunity
MAGIC RESISTANCE:	60%
SIZE:	M (6' tall)
MORALE:	Champion (15–16)
XP VALUES:	20,000

Arcanaloths keep records and execute contracts for the yugoloths. All transactions for services rendered in the Blood War go through them. As yugoloths go, they are a civilized breed.

An arcanaloth looks like a robed human with the head of a fanged jackal or war dog. Arcanaloths usually snarl and wear expressions of hatred. However, they keep themselves well groomed and dressed.

As speakers for their race, arcanaloths can speak and write all languages.

COMBAT: Arcanaloth cannot be surprised on the Lower Planes. All arcanaloths have the abilities of a 12th-level mage. They commonly memorize destructive spells, but they keep a wise eye on their escape and defensive spells for good measure.

In addition to those available to all yugoloths, arcanaloths have the following spell-like powers: *advanced illusion* (once per day), *continual darkness*, *control temperature* (10' radius), *fear* (once per day), *fly* (unlimited duration), *heat metal*, *invisibility*, *magic missile*, *shape change* to any humanoid form, *telekinesis*, and *warp wood*. Arcanaloth are extremely intelligent and use these spell-like abilities to best advantage.

In general, arcanaloths avoid hand-to-hand combat, but they can attack with two stinging, poisonous claws (1d4 damage each and a –1 penalty, cumulative per hit, on attack rolls). *Bless*, *neutralize poison*, or *slow poison* eliminates the attack penalty; otherwise, effects are permanent. Arcanaloths can also bite (2d6 damage).

Once a day an arcanaloth can attempt to *gate* in 1–6 mezzoloths, 1–2 dergholoths, or 1 arcanaloth, with a 40% chance of success.

Arcanaloths are harmed only by weapons of +3 or greater enchantment. Due to their enchanted nature, arcanaloths are immune to mind-affecting spells. They are destroyed only if they die on the plane of Gehenna, their source of power.

HABITAT/SOCIETY: Arcanaloths negotiate all bargains with baatezu and tanar'ri and play the two sides against each other with practiced ease. They openly discuss one side's offers with its enemy in hopes of raising the stakes. For example, a baatezu force attempting to siege the Lakes of Molten Iron on the first layer of the Abyss tries to hire the yugoloths for 1,000 mortal life forces and the power of death for one year. The arcanaloth agent goes to the tanar'ri and tells them the offer. Usually the tanar'ri make a counter-offer for the yugoloths to help them defend against the baatezu.

ECOLOGY: Arcanaloths, like all yugoloths, play a casual role in the Blood War. They trade and scheme for mercenary success, not out of "racial pride," but for personal wealth and power. Arcanaloths have randomly determined spellbooks.

An incantation in *The Book of Keeping* describes the creation of a potion that grants success in any venture. The potion requires a shred of flesh from the heart of an arcanaloth. Its efficacy is unknown.

Arcanaloths dwell in the plane of Gehenna, where they draw power from the furnaces there. They seldom leave the plane, and then only briefly.



YUGOLOTH, LESSER — DERGHOLOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–4
ARMOR CLASS:	–3 (see below)
MOVEMENT:	12
HP DICE:	8+16
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Grab, <i>feeblemind</i>
SPECIAL DEFENSES:	Weapon parry, +1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	L (8' tall)
MORALE:	Elite (13–14)
XP VALUE:	12,000

Dergholoths are native to the Gray Waste but inhabit Carceri and Gehenna as well. These lesser yugoloths serve as rank-and-file mercenaries in the Blood War.

Dergholoths have round bodies with five arms and three legs. Their insect-like heads rotate 360 degrees, so they can move and change direction with astonishing speed. They are extremely strong but also stupid.

Dergholoths communicate using telepathy.

COMBAT: In the Waste the dergholoth are never surprised. Their five arms end in stubby, four-clawed hands. They have Strength 20 (+8 damage adjustment). Each may have weapons, as determined below, but dergholoths never carry magical weapons.

ROLL	ATTACKS (DAMAGE PER ATTACK)
01–60	5 claws (1d4+8)
61–85	4 claws (1d4+8), 1 sword (1d8+8)
86–95	3 claws (1d4+8), 1 sword (1d8+8), 1 spear (1d6+8)
96–00	2 claws (1d4+8), 1 sword (1d8+8), 1 spear (1d6+8), 1 battle axe (1d8+8)

If the first two claw attacks hit, the dergholoth has grabbed its opponent and gets a +2 bonus on its attack rolls on that opponent; however, the two grabbing arms cannot attack. Grabbed opponents can fight, but cannot move or retreat until they break free (by making a Strength check against half their current Strength score).

Armed dergholoths can parry with their weapons instead of attacking. For each weapon used to parry, the dergholoth's Armor Class improves by 2. For example, if a dergholoth with three weapons decides to attack with one weapon and parry with two of them, its Armor Class becomes –7 for the melee round.

Once per day, a dergholoth can chatter senselessly by clicking its mouth pincers rapidly. This has the effect of *feeblemind* spell on any creature of less than 7 HD that hears the attack. Those beings must save vs. spells or be *feeble-minded* for 1–6 melee rounds, after which they will return to normal.

In addition to those available to all yugoloths, dergholoths can use the following spell-like abilities: *darkness*, *15' radius*, *fear*, and *sleep* (twice per day).

Dergholoths are immune to attacks from nonmagical weapons. The material form of a dergholoth may be destroyed but it reforms within a few days.

HABITAT/SOCIETY: Dergholoths are treated poorly in yugoloth society. Not nearly as powerful as many of the other types, they receive constant abuse from their betters. This makes the dergholoths mean, which in turn serves the yugoloths well.

Dergholoths make up many of the yugoloth mercenary companies, but despite their stupidity, they are stubborn and difficult to control. They fight only because more powerful yugoloths compel them. They do not understand the Blood War or know of the profits that higher yugoloths make from their fighting.

When not fighting, dergholoths wander the Waste, sometimes in huge, milling groups up to 500 strong. They spend their time either stealing larvae from the night hags or waiting for a fight.

ECOLOGY: How dergholoths are created is still a mystery. None have ever been properly examined. Some speculate that ultroloths transform erring underlings into dergholoths for a specified time (a millennium, perhaps) as punishment.



YUGOLOTH, LESSER — HYDROLOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Common
ORGANIZATION:	Solitary (see below)
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	I, Y
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–6 or 10–30
ARMOR CLASS:	–2
MOVEMENT:	6, Glide 12 (E), Sw 24
HP DICE:	7+14
THACO:	13
NO. OF ATTACKS:	3 or 5
DAMAGE/ATTACK:	1d8/1d8/1d4/1d4/1d10
SPECIAL ATTACKS:	Sleep attack
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	L (10' tall)
MOBILE:	Elite (13–14)
XP VALUE:	14,000

Hydroloths are elite fighting forces commonly used in yugoloth ambushes or amphibian attacks. They are squat humanoid-like creatures with underarm gliding flaps, frog-like faces, and warty yellow skin.

These grotesque amphibians can swim the river Styx without losing their memories. They travel in groups of 10 or more wherever Styx enters the Lower Planes.

Hydroloths communicate using telepathy.

COMBAT: Hydroloths usually attack with two claws (1d8 damage each) and bite (1d10 damage). While gliding, they can also attack with two foot claws (1d4 damage each). Hydroloths gleefully attack anything they feel they can easily defeat, but are cowardly against equal or superior forces.

Hydroloths can spit a stream of foul yellow liquid from a gland under their tongues (1d10 damage and save vs. poison or fall asleep for 1–8 rounds). Before the poison wears off, the victim cannot be awakened save by magical means.

Like all yugoloths, hydroloths can *teleport without error* at will, and sometimes use a *dimension door* to gain altitude for a glide. In addition to those available to all yugoloths, hydroloths can use the following spell-like powers: *conjure elemental* (with limitations listed below), *create water*, *darkness*, *15' radius*, *dimension door*, and *water walk* (as a *ring of water walking*). Twice per day, they can attempt to *gate* in another hydroloth with a 50% chance of success.

The hydroloth's *conjure elemental* ability creates a 12 HD water elemental that fights for the hydroloth without control. This power only works in the presence of a large body of water.

Hydroloths take half damage from any water-based attack form (no damage if they save successfully). Hydroloths are harmed only by +1 or better weapons.

HABITAT/SOCIETY: Hydroloths prefer to dwell in water, fire, or lava, but can be found anywhere. The yugoloth community respects them for their role in amphibious and underwater warfare, especially in covert and guerrilla attacks.

Hydroloths use their prestige among their betters to gain power and influence: extra wealth, or a share of the mortal life forces paid for the job they do. Greater yugoloths have the strength to force the hydroloths' obedience, but they wisely appease these creatures' demands.

ECOLOGY: Few yugoloths are motivated like the hydroloths. These monsters delight in fighting the Blood War and draw strength from the terror they inflict on mortals.

Several internal organs of hydroloths make excellent spell components and alchemical mixtures for potions. A live hydroloth, though extremely difficult to capture, might bring 2,500 gp on some parts of the Prime Material Plane or even (perhaps) in Sigil. A dead one, though not as valuable, still fetches upwards of 1,000 gp.



YUGOLOTH, LESSER — MEZZOLOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-5
ARMOR CLASS:	-1
MOVEMENT:	15
HIT DICE:	10+20
THAC0:	11
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6+6/1d6+6 or weapon +6 (Strength bonus)
SPECIAL ATTACKS:	Magical items
SPECIAL DEFENSES:	+2 or better weapons to hit
MAGIC RESISTANCE:	50%
SIZE:	M (7' tall)
MORALE:	Elite (13-14)
XP VALUE:	21,000

Mezzoloths, the most common yugoloths of the Lower Planes, are as plentiful as they are lowly and wretched. They look like humanoid insects covered in chitinous plates of a dirty ivory color. They have long, lanky arms and legs; wide, armored skulls; sharp claws that can cut through most nonmagical substances; and glaring red eyes.

Mezzoloths have a limited telepathy that lets them communicate with any creature of Low or better intelligence.

COMBAT: Mezzoloths can attack with two claws for 1d6+6 damage each and, because of their Strength 18/00, a +6 damage bonus with weapons.

Mezzoloths, highly magical, can use any magical item without penalty, except those with alignment or class restrictions. They often use magical weapons, and, if so, generally a shield as well. Other powerful yugoloths, recognizing mezzoloths' natural affinity for enchanted items as an asset, equip them accordingly. Solitary mezzoloths are only 5% likely to have a magical item. For every three mezzoloths present, they are 10% (cumulative) likely to have one magical item among them. For example, a group of 10 mezzoloths has a 30% chance for magic, but a group of 30 or more always has randomly determined enchanted items.

In addition to those available to all yugoloths, mezzoloths have the following spell-like powers at 10th level of spell use: *burning hands*, *cause serious wounds* (reverse of *cure serious wounds*), *cloudkill* (once per day), *darkness*, 15' radius, *detect invisibility* (always active), *detect magic*, *dispel magic* (twice per day), *flame strike* (once per day), *hold person*, *mirror image*, *sleep*, and *trip*. Once per day mezzoloths can also attempt to *gate* in 1-4 additional mezzoloths or 1-2 hydroloths, with a 40% chance of success.

Mezzoloths have infravision to 120'. They are immune to

attacks by nonmagical weapons and magical weapons of less than +2 enchantment, to paralysis, to all poisons, and to *charm* and *suggestion* spells. Cold-based attacks cause only normal damage (as opposed to double damage taken by most yugoloths).

HABITAT/SOCIETY: Mezzoloths are the lowest yugoloths, the rank-and-file warriors of the mercenary armies. Higher yugoloths rule over them by might alone. Due to their lack of intelligence, the mezzoloths have accepted their lot. In fact, the abuse they receive makes them more vicious, toughening them for brutal combat.

Mezzoloths have little motivation when not fighting in a mercenary army. They wander the Lower Planes (particularly the Abyss) in search of creatures to torment, especially lemures.

ECOLOGY: Sages have never ascertained exactly where mezzoloths are formed. They appear to be yugoloth adaptations of some other evil creature. Mezzoloths appear slightly more plentiful in Gehenna than elsewhere; perhaps ultroloths or arcanaloths originally brought them there from some other plane.



YUGOLOTH, GREATER — NYCALOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional to genius (15–18)
TREASURE:	Q × 10, X
ALIGNMENT:	Neutral evil

Nº. APPEARING:	1 (rarely 2)
ARMOR CLASS:	–6
MOVEMENT:	12, Fl 36 (C)
HIT DICE:	11+22
THACO:	9
Nº. OF ATTACKS:	2 or 1 weapon at +3
DAMAGE/ATTACK:	1d8+8/1d8+8 or by weapon +8 (Strength bonus)
SPECIAL ATTACKS:	Magical axe, bleeding
SPECIAL DEFENSES:	Spell immunity, +2 or better weapons to hit
MAGIC RESISTANCE:	70%
SIZE:	L (9' tall and broad)
MORALE:	Champion (15–16)
XP VALUE:	25,000

Observers and reporters, nycaloths reconnoiter the Lower Planes and observe the Blood War.

Nycaloths look like fiends in their characteristic gargoyle-like appearance. They are hulking, broad humanoids with powerful limbs and wings; thick, light green skin with a leathery texture; and sharp, thick claws that make excellent weapons.

Nycaloths communicate using telepathy.

COMBAT: Nycaloths commonly use giant two-headed axes (2d8+8 damage). Nine out of ten of these axes are magical, though of common variety (+1, +2, etc.). Of the enchanted axes, 20% have a special enchantment (e.g. *vorpai*, etc.). Determine the qualities of special blades randomly. Often (75%) nycaloths use shields as well. Their great strength gives nycaloths take a +3 bonus to their attack rolls.

Nycaloths can attack with two claws (1d8+8 damage each). These wicked claws cause seeping wounds that continue to bleed for 1d6 damage per wound per round until healed magically (*cure light wounds*, etc.).

In addition to those available to all yugoloths, nycaloths also have the following spell-like powers: *command* (3 times per day), *comprehend languages* (always active), *detect invisibility* (always active), *detect magic* (always active), *dimension door* (3 times per day), *dispel magic*, *enlarge* (or its reverse, *reduce*), *fear* (by touch), *invisibility*, *mirror image* (3 times per day), *polymorph self*, *project image*, *read magic* (always active), *reverse gravity* (once per day), *wind walk*, *word of recall* (once per day), and *wraithform* (once per day). Once per day nycaloths can attempt to *gate* in 1–10 mezzoloths, 1–3 dergholoths, or 1 additional nycaloth. The *gate* has a 35% chance of success.

Enchantment/charm spells never affect nycaloths. They are immune to weapons of less than +2 enchantment.

HABITAT/SOCIETY: Nycaloths act in a careful and calculating manner to maximize their personal power and safety. These creatures serve as scouts because they can travel the Lower Planes at will, viewing battles between the baatezu and tanar'ri. They report their findings to the arcanaloths, who use the information in negotiating contracts.

Though powerful, nycaloths endure low status because their information goes to profit others, not themselves. Nycaloths are bitter and jealous of the status of the other greater yugoloths. They scheme constantly to increase their status, often bullying lesser yugoloths to get attention. Sometimes they destroy whole companies of mezzoloths and dergholoths in a fit of rage.

ECOLOGY: Female and male nycaloths are nearly identical, impossible for others to tell apart. Mated pairs give birth to three young at a time. These young are allowed to grow for 100 days, at which time they are pitted against each other in a battle to the death. Only the victor is allowed to grow to maturity.

Nycaloths are carnivores, but may have once been scavengers, inasmuch as they prefer rotting flesh to fresh meat.



YUGOLOTH, LESSER — PISCOLOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	E
ALIGNMENT:	Neutral evil

NO. APPEARING:	2–8
ARMOR CLASS:	–5
MOVEMENT:	6, Sw 18
HIT DICE:	9+18
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8/2d8
SPECIAL ATTACKS:	Severing, sting
SPECIAL DEFENSES:	Never surprised, +1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	M (5' tall)
MORALE:	Elite (13–14)
XP VALUE:	19,000

Piscoloths are the sergeants and overseers of yugoloth mercenary armies. These creatures hold dictatorial sway over companies of dergholoths and mezzoloths throughout the Lower Planes.

The fish-tailed, walleyed piscoloth has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscoloth's arms, though humanoid, end in a set of crab-like pincers.

Piscoloths communicate using telepathy.

COMBAT: Its faceted eyes, bulging from the sides of the monster's head, let the piscoloth see around and behind so that it cannot usually be surprised.

The piscoloth's pincers inflict 2d8 damage and may sever a limb on an unmodified attack roll of 20; the victim must save vs. paralyzation or lose an arm (60% chance) or leg (40%). Metal armor gives a +2 bonus on the save, +1 for each "plus" if magical armor. For example, if a piscoloth scores an unmodified 20 against a man in *chain mail* +2, the opponent receives a +4 bonus to the saving throw.

Piscoloths can attack with its mouth tentacles against a single creature (1d10 damage and poison; save vs. paralyzation with a –2 penalty or die in six turns unless healed by *neutralize poison* or similar magical means; non-magical healing has no effect). If the save succeeds, the victim is instead *slowed* for 1–6 rounds.

In addition to those available to all yugoloths, piscoloths have the following spell-like abilities at 10th-level of spell use: *bind*, *blink*, *emotion*, *jump*, *know alignment*, *meld into stone*, *phantasmal killer* (twice per day), *protection from good*, *resist fire*, *scare*, and *stinking cloud*.

These creatures are prodigious summoners. They can *gate* in 1–8 mezzoloths three times per day with no chance of fail-

ure. They can also attempt to *gate* in 1–2 additional piscoloths once per day with a 35% chance of success.

Piscoloths are immune to nonmagical weapons. Also, due to the piscoloth's aquatic nature, all water-based attacks inflict –1 damage per die.

HABITAT/SOCIETY: Piscoloths maintain order (or a semblance thereof) in the armies of the yugoloths – a task akin to passing a planet through the eye of a needle. They have short life spans, having to answer to their easily angered superiors. Nonetheless, piscoloths enjoy their work, for they are cruel, hateful, and bullying.

Piscoloths are among the few yugoloths that cooperate in groups. They are commonly found in groups of five or six, ruling over one or more companies of mezzoloths. They maintain order through destruction of those who do not obey them. Of course, few at the head of hordes of their own abused underlings, piscoloths become subject to frequent "friendly fire."

Piscoloths are the yugoloths most often presented with chances to turn against their employers.

ECOLOGY: Nothing is known of a piscoloth's reproduction or biology. They are widely believed to be the wretched creations of evil generals, but this may be simply myth.



YUGOLOTH, GREATER — ULTROLOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	G, R
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	–8
MOVEMENT:	15, Fl 15 (C), Sw 15
HIT DICE:	13+26
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12/1d12 or by weapon +9 (Strength bonus)
SPECIAL ATTACKS:	Magical weapon, gaze of fascination
SPECIAL DEFENSES:	+3 or better weapons to hit, never surprised
MAGIC RESISTANCE:	60%
SIZE:	M (6 1/2' tall)
INITIALS:	Champion (15–16)
XP VALUE:	26,000

Ultraloths are the strange, enigmatic rulers of the yugoloths. These creatures hold sway over their underlings by force of will and a reputation for cruelty.

These ruling yugoloths appear as faceless humanoids with large eyes that resemble fire-opals. They have dark gray skin and typically wear flowing capes or cloaks.

Ultraloths communicate using telepathy.

COMBAT: Ultraloths, though evil, are cerebral and reserved. They rarely enter combat and rarely have to. They are never surprised. They can attack with two hand strikes (1d12 energy damage each). Ultraloths have Strength 21 (+9 damage adjustment with weapons).

Ultraloths wield swords and polearms (always of +2 or greater enchantment) with expert precision. Four out of ten such weapons have a special enchantment (*vorpals*, etc.), determined randomly. A very few of these special weapons are extremely powerful; choose their specific abilities, including restrictions or curses. An ultraloth always knows its weapon's full abilities.

Any creature who meets the gaze of the ultraloth must save vs. spell or stop, fascinated (as if affected by a *hold person* spell) by the coursing colors and patterns. If the victim saves, the ultraloth can use a special form of *alter self* to appear as a person whom the victim loves or respects.

In addition to those available to all yugoloths, ultraloths have the following spell-like abilities at 15th level of spell use: *airwalk*, *animate object*, *bind*, *call lightning*, *color spray* (7 times per day), *control winds*, *detect invisibility*, *detect lie*, *detect magic*, *detect poison*, *detect scrying* (all *detect* spells always active), *ESP*, *fear*, *fire storm* (once per day), *geas*, *know alignment* (always active), *mass suggestion* (once per day), *passwall*, *pass without trace* (always active), *read magic* (always active), *shout*, *solid fog*, *symbol* (any type, once per day), and *wall of fire*. Ultraloths can also automatically *gate* in one yugoloth of each of the seven weaker types, once per day per type.

No nonmagical attack affects an ultraloth. They are harmed only by weapons of +3 or greater magical enchantment. Yugoloths have infravision to 240'.

HABITAT/SOCIETY: No lower-planar mercenary dares disobey an ultraloth for fear of cruel punishment. Even non-yugoloths in the Lower Planes steer clear of the ultraloths, fearing their powers.

Note that the ultraloth's actual power, though certainly respectable, does not greatly exceed some others of its kind. However, ultraloths maintain an air of mystery, so that few yugoloths of lesser power know their true abilities. Ultraloths also typically have enormous presence, shrewdness, and force of will, nonmagical qualities that often overshadow the most powerful enchantments.

ECOLOGY: Ultraloths are the ultimate level of the corruption of the yugoloths. Little occurs in the mercenary ranks that these beings do not know about.



YUGOLOTH, LESSER — YAGNOLOTH

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13–16)
TREASURE:	R, H
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	–4
MOVEMENT:	18
HIT DICE:	10+20
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d12 or by weapon +10
SPECIAL ATTACKS:	Magical weapon, acid breath, devour
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	40%
SIZE:	L (12' tall)
MORALE:	Elite (13–14)
XP VALUE:	20,000

Yagnoloths are nobles of the yugoloth society, despised lords of fiefs and all who enter these fiefs. They are large, horrible humanoid creatures with two unequal arms, one man-sized and the other giant-sized. They have scaly red skin, bulky muscles, and horrid heads with wing-like ears. Their facial features, like their personalities, are ugly and alien.

Yagnoloths communicate using telepathy.

COMBAT: A yagnoloth can attack with its huge arm (1d12 damage and save vs. paralysis or be stunned for 2–12 rounds). Yagnoloths have 22 Strength (+10 damage adjustment). Attacks by the human hand do not gain Strength bonuses.

Yagnoloths can also attack with a weapon, typically a sword or mace carried in their human hand. These weapons may (30% chance) have enchantments of the common variety (e.g., +1, +2, etc.). They are never special.

Three times a day yagnoloths can breathe a cloud of acidic gas that painfully eats at all exposed skin (6d6 damage; save vs. breath weapon for half damage). Victims are also stunned for 1–6 rounds (1–3 rounds if a save vs. paralysis is successful).

A yagnoloth feeds on an unconscious opponent's life force by placing its head against the victim's flesh. It devours 10–100% of the victim's experience points, hit points, and ability scores (Strength, Dexterity, etc.); round fractions up. This process takes five melee rounds, and the feeding is interrupted (without loss to the victim) if the victim awakens. If the yugoloth is slain within one day, victims recover all lost abilities. Otherwise, a *restoration* spell is required.

Yagnoloths can use *shocking grasp* (1d8+10 damage) three times per day. They can also use all the spell-like abilities available to other yugoloths. These monsters are damaged only by +1 or better magical weapons and take half damage from earth-based attacks.

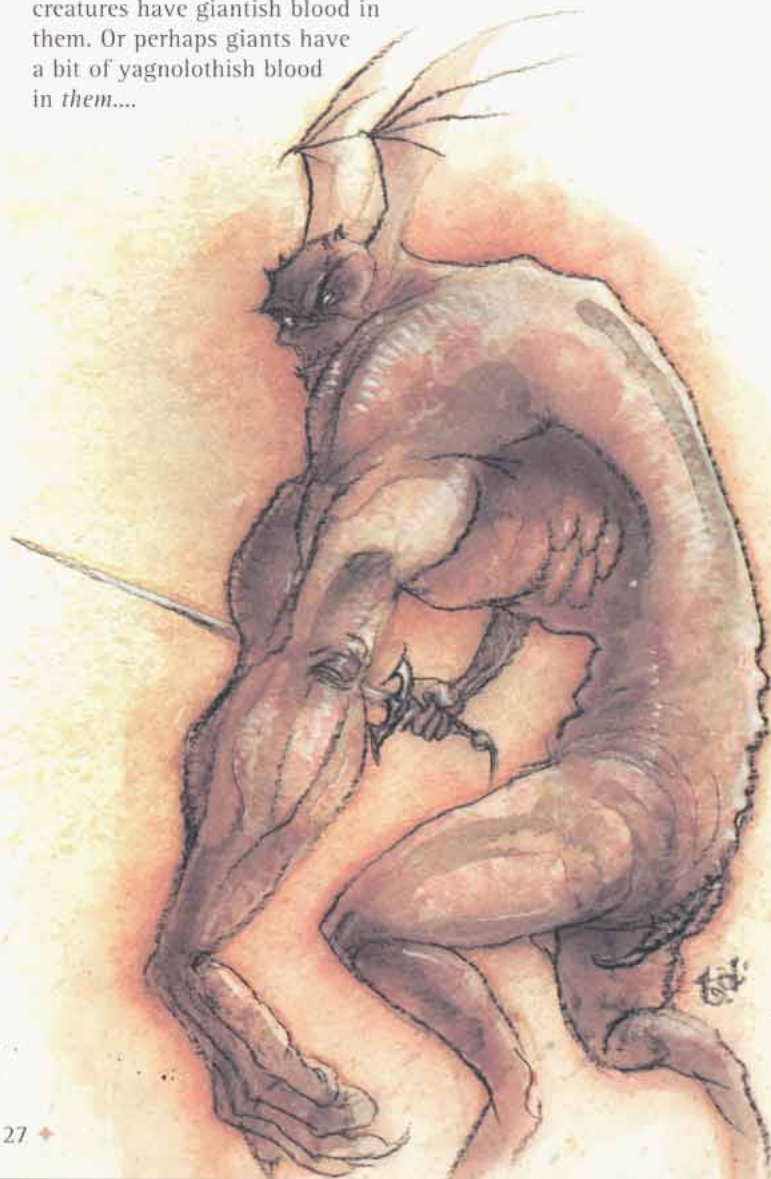
HABITAT/SOCIETY: Yagnoloths are princes of sorts. Yugoloth territories are divided into regions, each with a governing yagnoloth. Although yagnoloths command less power than other yugoloths, ultroloths (who determined the regions in the first place) enforce their authority.

Yagnoloths frequently order the execution of higher-status yugoloths, to increase their own already lofty status. Needless to say, all yugoloths other than ultroloths despise the yagnoloths and savagely betray them when feasible. Hated so, yagnoloths cannot *gate* additional yugoloths into a battle.

These creatures pay little attention to the rest of yugoloth society. They are greedy and gluttonous, and they abuse their power greatly.

ECOLOGY: Yagnoloths care little for mercenary issues or the Blood War. Consumers in the purest sense, these creatures live by the labors of their fellows and produce nothing of value. No one knows what inspired the ultroloths to place these creatures in command of the provinces of the Lower Planes. Their merits are well hidden.

One can only speculate on the bizarre cross-mutation involved in the creation of the yagnoloths. Perhaps these creatures have giantish blood in them. Or perhaps giants have a bit of yagnolothish blood in them....



MONSTERS BY PLANE

A cutter who shows up somewhere new likes to know what, or who, to look out for. This section groups monsters by the planes they inhabit (not necessarily as natives). It does not include powers or individual characters. Some monsters come from this book, but many from other sources are listed here for convenience; consult the *PLANESCAPE* boxed set, the *Monstrous Manual*, and the volumes of the *MONSTROUS COMPENDIUM*® series for details.

Remember that adventuring parties from player character races may be encountered almost anywhere.

ASTRAL PLANE

Astral dragon, astral dreadnought, astral wind, foo creature, githyanki, kodragon, many others

ETHEREAL PLANE

Chronolily, foo creature, ghost, gingwatzim, gk'lok-lok, phase spider, terithran, thought eater, many others

INNER PLANES

Elemental Plane of Air

Aerial servant, air elemental, air mephit, djinni, grue (ildriss), invisible stalker, spirit of the air, sylph, tempest, skriaxit, wind walker

Elemental Plane of Earth

Dao, earth elemental, earth mephit, galeb duhr, grue (chaggrin), khargha, magma mephit, pech, sandling, xaren, xorn

Elemental Plane of Fire

Azer, efreeti, fire elemental, fire mephit, fire minion, fire snake, firetail, flame spirit, grue (harginn), hell hound, phantom stalker, salamander, tshala

Elemental Plane of Water

Ice mephit, grue (varrdig), marid, nereid, tanar'ri (water lord), triton, water elemental, water mephit, water weird, yugoloth (hydroloth)

Paraelemental Planes

Smoke: Djinn, efreet, smoke mephit
Magma: Dao, efreet, fire mephit, magma mephit
Ooze: Dao, marid, ooze mephit
Ice: Ice mephit, marid

Quasielemental Planes

Lightning: Djinn, lightning mephit, shocker
Radiance: Radiant mephit
Mineral: Dao, mineral mephit, pech, xaren, xorn
Steam: Mist mephit, steam mephit, marid
Vacuum: none
Ash: Ash mephit, various undead
Dust: Dune stalker, dust mephit, sandling, sandman
Salt: Salt mephit

Positive Energy Plane

Xag-ya

Negative Energy Plane

Lich, slow shadow, spectre, wight, wraith, xeg-yi, other undead

OUTER PLANES

The Abyss

Abyss ants, Abyss bat, bebilith, bodak, eyewing, fetch, fire shadow, quasit, retriever, tanar'ri, quasit

Acheron

Achaierai, baatezu armies, baku Dark Ones, imp, modron, rakshasa, rust monster, yugoloth

Arborea

Cyclops, foo creature, giants and giant animals, sphinx, titan, other beings of Greek legend

Arcadia

Deva, giant versions of normal creatures, hollyphant, t'uen-rin.

Baator

Baatezu, hellcat, hell hound, hordling, imp, larva, rakshasa, simpathetic

Beastlands

Aasimon, animal lord, baku, mortai, normal and giant animals

Bytopia

Adamantite dragon, baku, hollyphant, normal animals, treant

Carceri

Achaierai, baku Dark Ones, gehreleth, greater titan, hordling, imp, larva, mephit, nightmare, quasit, shadow fiend, tanar'ri (recruiting for the Blood War), vargouille

Elysium

Baku, foo creature, moon dog, per, phoenix, solar

Gehenna

Baatezu (exiled or hiding), baku Dark Ones, imp, quasit, tanar'ri (fugitives), vaporighu, yugoloth

Gray Waste

Baatezu armies, baku Dark Ones, diakk, gehreleth armies, hordling, larva, night hag, tanar'ri armies, yugoloth

Limbo

Githzerai, slaad (any)

Mechanus

Baku Holy Ones, einheriar, marut, modron

Mouni Celestia

Archon, deva, noctral, zoveri

Outlands and Sigil

In the Outlands a party may encounter any creature capable of planar travel. Choose any creature from the "Throughout" sections.

Pandemonium

None

Ysgard

Bariaur, hollyphant, planetar

Throughout good-aligned planes: Aasimon, einheriar, incarnate (good), marut, mediator (translator), per, spirit of the air

Throughout neutral planes: Cranium rat, foo creature, imp, incarnate (any), mediator (any), mephit, quasit, spirit of the air, tanar'ri (nabassu fledgling, succubus), yeth hound

Throughout evil planes: Baatezu armies, cranium rat, imp, incarnate (evil), larva, lich, maelephant, mephit (any), night hag, nightmare, quasit, slaad (traveller), tanar'ri (nabassu fledgling, succubus), tanar'ri armies, vargouille, yeth hound, yugoloth companies, many types of undead

PLANESCAPE™

ACCESSORY

MONSTROUS COMPENDIUM®

APPENDIX

LIS+EN UP, CU++ER...

There's lots of bashers that can plant you pretty fast, out here in the planes. And that's the only "pretty" thing about most of 'em. A blood's got to know what's what, or the results won't rise. A lot of creatures out here're just plain bad, and even the good ones can burn you if you rattle your bonebox wrong. What a cutter needs is a guide to what's out there, and if it's twice as big as the previous guide and illustrated in color, that's just a bonus. Sure, there's been other guides to planar creatures, but most're hard to find, don't scan the turf, or just don't have the straight chant. . . .

This MONSTROUS COMPENDIUM® appendix includes a broad spectrum of monsters from the Inner, Outer, Astral, and Ethereal Planes — all geared to provide hours of adventure in the PLANESCAPE™ campaign setting. Replacing the original *Outer Planes Appendix*, this new and enlarged compendium includes full-color illustrations, reintroducing many of the best multiplanar monsters from a wide variety of out-of-print sources.

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