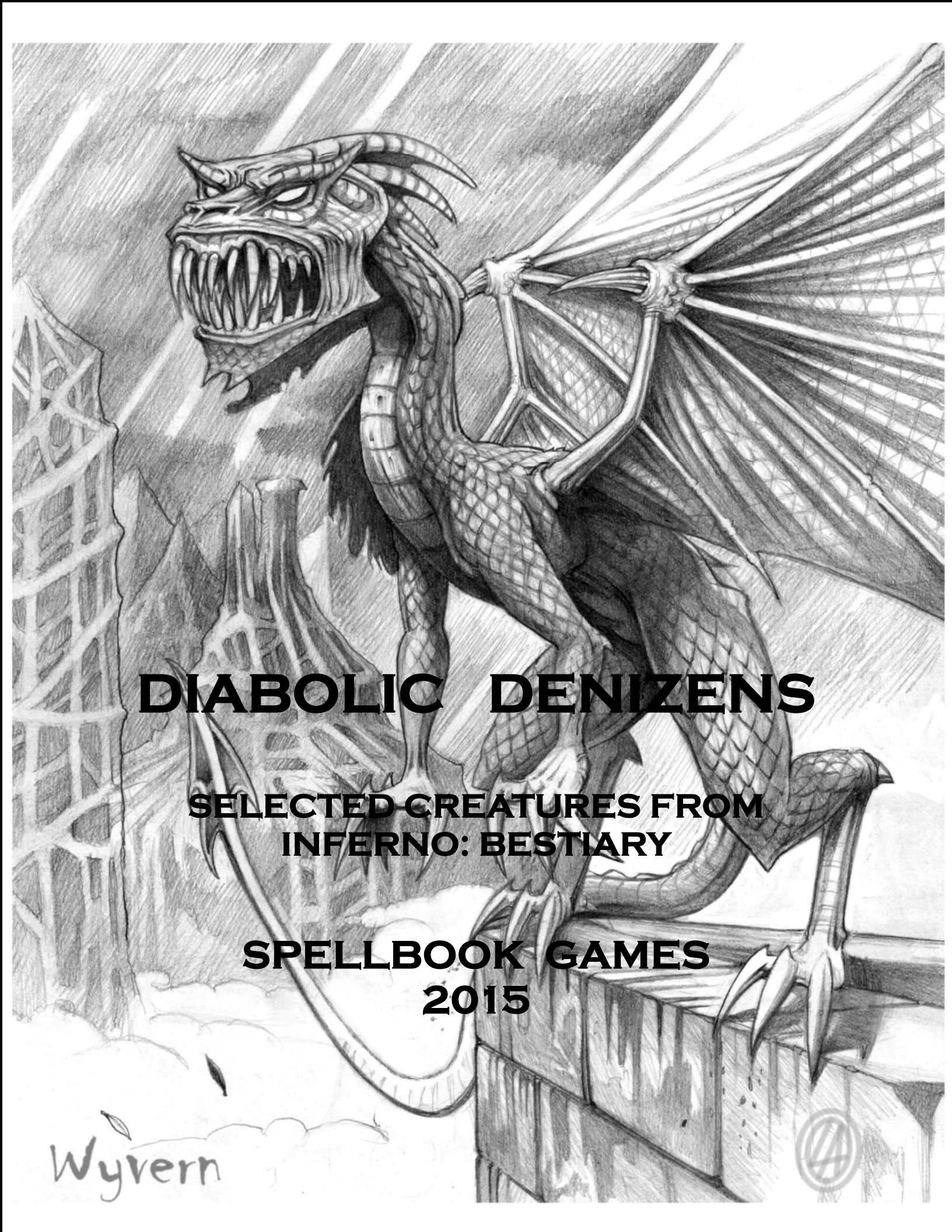




DIABOLIC DENIZENS

**SELECTED CREATURES FROM
INFERNO: BESTIARY**

**SPELLBOOK GAMES
2015**

Wyvern

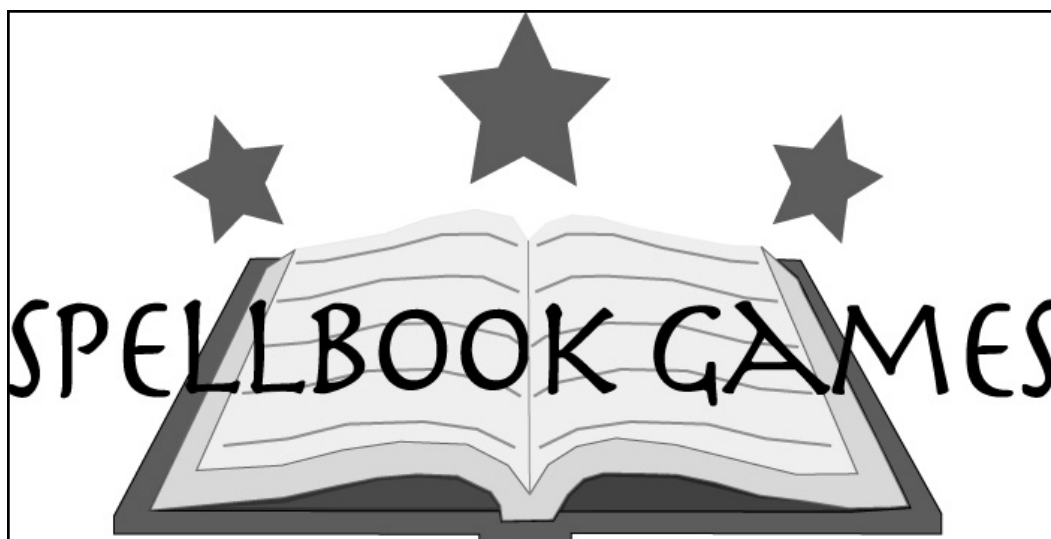


DIABOLIC DENIZENS

SELECTED CREATURES FROM INFERNO: BESTIARY

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INTRODUCTION

This product is an **excerpt** from Spellbook Games' *Inferno: Bestiary*, intended as a companion volume to Spellbook Game's *Inferno: Journey through Malebolge*. It only provides details about the Devils, Angels, and some Demons and other Creatures which occupy Inferno, and does not contain descriptions of the many other beasts, plants, and creatures that may be found in Hell. The creatures described here are the minimum necessary for a Games Master to effectively use the *Inferno: Journey through Malebolge* module/setting. A Games Master who does not have the complete version of *Inferno: Bestiary* will still have to make up some creature descriptions or substitute creatures from other sources. We recommend purchase of the complete *Bestiary*.

COMMONLY-USED ABBREVIATIONS

Adventurer Class Level – L# (e.g. Warrior L3), Armor Class – AC, Feet/Foot (measurement) – FT, Greater than or Equal to – GTET, Health Points – hp, Hit Die – HD, Less than or Equal to – LTET

CREATURE DESCRIPTIONS

Angels (All), 80 FT/round, fly 100 FT/round; *Attacks*: Punch 1d12, Strangle 2d12; *Weapons*: silver-bladed *Long Sword* GTET +3 (holy), silver *Staff* (1d12+3, extends to 15 FT), *Long Bow* (range 275 FT), 1d20+6 *War Arrows* +2 [+1 damage to evil creatures]); *Special Qualities*: *clairaudience/clairvoyance* (100 miles), does not require air; *darkness* (25 FT), *daylight* (25 FT), *detect good* (200 FT), *detect phased creatures* (100 FT), infrared vision (200 FT), low-light vision, *see invisible* (100 FT), telepathic communication with deity (infinite range), telepathic communication with deity's followers (500 FT), *teleportation* (unlimited range, plus 1500 pounds), 10/day — *create feast*, 5/day — *cure serious wounds*, 3/day — *astral gate* (from deity's Home Plane), *cure critical wounds*, *cure disease*, *neutralize poison*, *radiant beauty* (body becomes blindingly bright 5d20+10 rounds, save 1d20 GTET [32-Stamina]), *summon monster* (1d6 giant eagles, owls, or doves), 1/day — *angelic blessing* (+2 bonus to hit, AC+4, 2d100+50 rounds); AL Good; *Spells*: Variable; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *cure critical wounds potion*, *holy water* (x4). *Description*: Beautiful male or female humanoids with long hair, long oval faces, long and wide noses, muscular shoulders and torsos, slender hips, and long arms and legs, with wide feathery bird-like wings. Usually dressed in long-sleeved, knee-length tunics with light cloth vest, rope or metal chain-link belts, and sandals, often with a helm, breastplate, and carrying a shield. Angels often have bird companions.

Female Angel, 1d8 appearing, Warrior L18; hp 1d10+90; AC 55; *Weapons*: *Staff of the Heavenly Host*, *Short Bow* +3, *Arrows of Slaying* (Evil, x12); *Special Attack*: *shattering note* (5/day, hits high singing note shattering all ordinary metals of less than 1 inch thickness, range 50 FT, enchanted metals are unaffected); *Special Qualities*: Standard Angel abilities, *cure light wounds* (limit 5/person/day), *cure serious wounds* (limit 3/person/day), *daylight*, *disrupt undead*, *hypnotism*, infrared vision (150 FT), *protection from evil*, regenerates hp4/round, requires a weapon +3 to injure, resists Prayers (1d10 GTET 4), resists Spells (1d12 GTET 8), shapechange (any humanoid), speaks languages, *telepathic communication* (300 FT), unaffected by spells of mental control, *true sight* (20 FT), unaffected by soul binding or soul trapping; 10/day — *bless weapon*, *divine favor*, *remove curse*, *zone of truth*; 5/day — *dispel evil*, *invisibility* (300 rounds), *mass hold person* (HD 80, 100 FT, 1d10*150 rounds), moves between Planes (transports 3 creatures; cannot transport out of Inferno); 3/day — *geas/quest*, *heal*, *alter realities*, *time stop*; 1/day — *holy word*, *resurrection*; AL Good; *Attributes*: Agil 23, Int 20, Stam 23, Str 22, Will 28; *Possessions*: circular *Bronze Shield* +3 (blinding), *Crystal Ball* (with telepathy), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *heroism potion*, *holy water* (x5), *Prayer Beads*, *protection from evil potion* (x2), *Ring of Protection against Fire Spells*, *Truth Potion*, *Wand of Silence*; *Description*: Beautiful winged human women standing 6 FT 2 inches, with round faces surrounded by golden-blond or jet black hair always worn long and free interwoven with colored flowers, small rounded ears, blond or dark arched eyebrows over wide deep blue eyes, long upturned noses, wide mouths with lush red lips, and a tapered chin. They have narrow shoulders, a large bust, narrow hips, long thin legs ending in small feet, and short arms ending in dainty hands with long fingers. Their 5 FT span wings are made of long white eagle feathers. They wear short-sleeved, low-cut, ankle-length gowns of bright white or yellow which cling tightly to their bodies. Their voices are soft, musical, and lilting, and they often speak in rhyme. They are partial to Minstrels, Sages, Scholars, Poets, Writers, and other persons of learning, and are also known for their short tempers with pompous or foolish or stubborn persons (especially men).



Angel, Male, 1d8 appearing; Warrior L15, hp 75; AC 46; *Weapons*: Long Sword +3 (holy, flaming, cuts steel in single stroke, spell storing [fireball, 30 FT, 4d6 damage]), Silver Dagger +2 (holy); *Special Qualities*: cure light wounds (limit 5/person/day), cure serious wounds (limit 3/person/day), daylight (100 FT), detect evil, detect undead, discern lies, immune to spells of mental attack and control, immune to soul binding and trapping, infrared vision, regenerates hp4/round, resists spells (1d12 GTET 6), resists prayers (1d12 GTET 4), sees invisible (125 FT), speaks languages, telepathic communications (300 FT), true sight (60 FT); 5/day — cure serious wounds (1/person/day), dispel evil, divine favor, prayer, protect from evil, 3/day — geas/quest, alter realities, time stop, 1/day — holy word; AL Good; *Attributes*: Agil 21, Int 22, Stam 26, Str 26, Will 24; *Possessions*: Candle of Truth, Chime Opening Doors, cure blindness/deafness potion, cure light wounds potion (x3), cure moderate wounds potion (x2), cure serious wounds potion, holy water (x5), Incense of Meditation, Prayer Beads, protection from evil potion (x2), Ring of Undead Command, Wand (Magic Arrow); *Description*: Handsome winged men 6 FT 6 inches tall, with round faces, short golden-blond hair, small rounded ears, thick blond arched eyebrows over wide deep blue eyes, long upturned noses, wide mouths with thick dark red lips, and tapered chins. They have wide muscular shoulders, narrow hips, long thin legs, small feet, and long arms with wide hands. Their 5 FT span wings are made of long white eagle feathers. They appear in long-sleeved white hooded robes, an open-faced gold Helm AC+12 (resistance to sound attack), gold Breastplate AC+10 (electricity resistance), gold Shield +10 (winged), black cord belt, and black leather sandals. They have very deep and resounding voices. They are partial towards Crusaders, those Wizards specializing in teaching. Male Angels have far more patience than do Female Angels.



Use the following table to determine an Angel's levels as Warrior, Wizard, and Priest, and their hp and Armor Class.

Angelic Class	Ordinate	Superior
Archangels	W30 M20 P25 HP225 AC70	
Thrones (Order of Shinnanim)	W25 M17 P21 HP175 AC55	W28 M19 P23 HP180 AC60
Dominions (Order Chasmalim)	W20 M15 P19 HP165 AC50	W23 M18 P21 HP170 AC53
Principalities (Order Auphanim)	W18 M13 P17 HP150 AC46	W21 M16 P19 HP155 AC48
Order of Serephim	W16 M12 P15 HP140 AC43	W19 M15 P17 HP145 AC44
Order of Cherubim	W14 M11 P14 HP130 AC40	W17 M13 P16 HP135 AC41
Order of Melechize	W13 M9 P13 HP105 AC37	W16 M11 P15 HP110 AC38
Order of Arelim	W12 M8 P10 HP95 AC35	W15 M10 P12 HP100 AC36
Order of Chaiioth	W10 M7 P9 HP85 AC33	W13 M9 P11 HP90 AC34
Guardian Angel (Hashmallim)	W8 M5 P8 HP70 AC29	W11 M7 P10 HP75 AC30
Common Angel (Order Elohim)	W7 M4 P7 HP60 AC27	W10 M6 P9 HP65 AC28
Ordinary Angel (Order of Ishim)	W6 P5 HP50 AC25	W9 S4 P7 HP55 AC26

Table Key = (W Level as Warrior, (M) Level as Wizard, (P) Level as Priest, (HP) Health Points, (AC) Armor Class.

Angels of the First Choir (Orders of Ishim, Elohim & Hashmallim; Generic Abilities); hp 50 to 75; AC 25 to 30, *Weapon:* *Sword* +3 (flaming, holy, dragon slayer, demon slayer); *Special Attacks:* None; *Special Qualities:* Standard Angelic Abilities plus aura of awe (mesmerize, save 1d20 GTET [28-Will], 25 FT), call flames 25 FT, control temperature 25 Ft, detect phased creatures (100 FT), extraordinary hearing (125 FT), immune to cold, *invisibility* [Hashmallim], low-light vision, requires enchanted-blessed-cursed weapon to injure, resists spells (1d12 GTET 5), resists prayers (1d12 GTET 3), resists natural fire, see incorporeal (50 FT), *telekinesis* (50 FT, 20 pounds); 5/day — *God's Missile*, *God's Bolt*, *God's Fist*, 3/day — *neutralize poison*, summon angel (1d6 First Choir Angels); 1/day — *shapechange* (humanoid LTET 10 FT tall, 500 rounds); AL Good; Attributes: Agil14+1d10, Int 13+1d10, Stam 14+1d12, Str 12+1d12, Will 17+1d8; *Spells:* Wizard L8 and Priest L9; *Possessions:* *Crown of Flames*, *cure moderate wounds potion*, *cure serious wounds potion*, *cure critical wounds potion*, *holy water* (x4), Prayer scroll (3 Mysteries), *Shield of Walls*; *Description:* Tanned, dark-haired males, 6-7 FT tall, wearing white hooded robes and rope belts, and leather sandals; their long hair is usually worn in a ponytail. Ishimites are accompanied by **Ravens** (L2, hp10), Elohimites are accompanied by **Owls** (L4, hp13), and Hashmallites are accompanied by **Red-Tailed Hawks** (L3, hp11)

Angels of the Second Choir (Orders of Chaioth, Arelim & Melechize; Generic Abilities); hp 85 to 110; AC 33 to 38; *Weapons:* gold-bladed *Short Sword* +4 (holy), gold tipped *Spear* +2 (holy, lightning, returning, Giant slayer, armor ripping); *Special Qualities:* Standard Angelic abilities, *aura of awe* (mesmerize, save 1d20 GTET [24-Will], 25 FT), *call flame* (75 FT), *control temperature* (75 FT), *discern lies*, extraordinary hearing (300 FT), *hold person* (HD25, 35 FT, save 1d20 GTET [32-Will]), immune to cold, *invisibility*, requires weapons enchanted-blessed-cursed GTET +2 to injure, resists Spells (1d20 GTET 5), resists Prayers (1d20 GTET 4), resists natural fire, see incorporeal (125 FT), *telekinesis* (150 FT, 50 pounds); 10/day — *cure disease*, *God's Missile*, *God's Bolt*, *God's Fist*, 5/day — *aura of heroism* (2500 FT, affects deity's followers), *God's Fire*, *God's Missile Volley*, *God's Mighty Trumpet*, *God's Strike*, 3/day — *cure blindness/deafness*, *neutralize poison*, *shapechange* (humanoid LTET 15 FT tall, 50 minutes), summon angel (1d6 Second Choir Angels), 1/day — *God's Smite*, *shapechange* (mammalian animal, cats preferred, 45 minutes); AL Good; Attributes: Agil 16+1d10, Int 15+1d10, Stam 15+1d12, Str 13+1d12, Will 18+1d8; *Spells:* Wizard L7-11 and Priest L9-15; *Possessions:* *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *cure critical wounds potion*, *holy water* (x6), Prayers (5 spells), *Shield of Walls* (fire), *Crown of Command*, either *Bagpipes of War* or *Flute of Changing*. *Description:* The colors of the Chaiolth are aquamarine and gold, and they are accompanied by a **Kestrel** (L4, hp14). The colors of the Arelin are tan and ochre, and they are accompanied by a **Falcon** (L5, hp14). The colors of the Melechize are green and silver, and they are accompanied by a **Hawk** (L5, hp18).

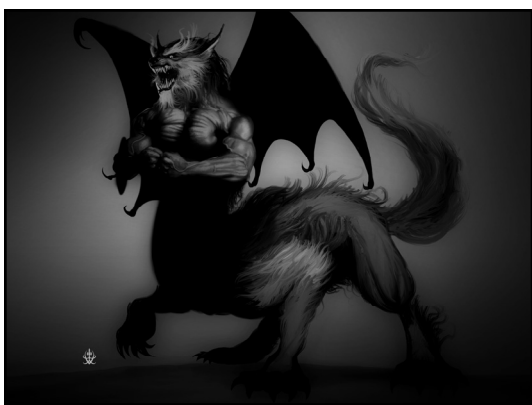
Angels of the Third Choir (Orders of Cherubim, Serephim, Auphanim; Generic Abilities); hp 130 to 155; AC 40 to 48, *Weapons:* gold *Long Sword* +5 (holy, cold blade, singing, limb cleaving); *Special Qualities:* Standard Angelic Abilities, *aura of awe* (mesmerize, 1d20 GTET [33-Will], 35 FT), become incorporeal, *call flame* (100 FT), *detect good* (500 FT), detect phased creatures (300 FT), *discern lies*, extraordinary hearing (300 FT), immune to natural heat-cold-electricity, low-light vision, requires enchanted-blessed-cursed weapons GTET +3 to injure, resists Prayers and Spells (1d12 GTET 5) *control temperature* (100 FT), *infrared vision* (500 FT), see incorporeal (150 FT), see invisible (300 FT), *telekinesis* (200 FT, 75 pounds), 15/day — *God's Missile*, *God's Bolt*, *God's Fist*, 10/day — *God's Fire*, *God's Missile Volley*, *God's Mighty Trumpet*, *God's Strike*, 5/day — *aura of heroism* (5000 FT, affects deity's followers), summon angel (1d12 Second Choir Angels or 1d20 First Choir Angels), 3/day — *aura of super-heroism* (2000 FT, affects deity's followers), summon angel (1d6 Third Choir Angels), *God's Brimstone*, *God's Smite*, 1/day — *God's Smite*; *Spell-Like Abilities:* At will — *invisibility*, *hold person* (affects HD 35, 35 FT, 1d20 GTET [35-Will]), 15/day — *cure serious wounds*, 10/day — *cure critical wounds*, *neutralize poison*, *remove disease*, 5/day — *bless*, *shapechange* (humanoid LTET 15 FT tall, 500 rounds), *remove blindness/deafness*, 3/day — *mass cure serious wounds*, *shapechange* (mammalian animal, canines preferred, 500 rounds), *stone to flesh*, 1/day — *raise the dead*, *shapechange* (avian animal, 500 rounds); AL Good; Attributes: Agil17+1d10, Int 16+1d10, Stam 16+1d12, Str 14+1d12, Will 22+1d10; *Spells:* Wizard Level 11 to 16 and Priest Level 14 to 19; *Possessions:* *cure moderate wounds potion* (x2), *cure serious wounds potion* (x3), *cure critical wounds potion* (x3), *holy water* (x6), scroll (7 spells), *Shield of Walls* (force), *Crown of the Elements*, *Trumpet of the Saints* (Summoning, Deafening, Quakes); *Description:* The colors of the Cherubs are white and pink and they are accompanied by an **Albatross**. The colors of the Seraphim are blue and gold and they are accompanied by four **Swallows**. The colors of the Auphanim are orange and silver and they are accompanied by two **Crows**.

Angels of the Fourth Choir (Orders Chasmalim & Shinnanim, Archangels; Generic Abilities); hp 165 to 225; AC 50 to 70, *Weapons:* long-handled *Mace of Doom* +7 (12 FT, holy, wounds bleed 1d6 rounds, mortal slaying – save 1d20 GTET [36-Will], intelligence 24, spell blade – Wizard L6); *Special Qualities:* Standard Angelic Abilities, *aura of awe* (mesmerize, save 1d20 GTET [37-Will], 35 FT), become incorporeal, *call flame* (200 FT), *cure light wounds*, extraordinary hearing (500 FT), immune to natural heat-cold-electricity, low-light vision, requires weapons enchanted-blessed-cursed GTET +5 to injure, resists Prayers and Spells (1d20 GTET 5), *control temperature* (200 FT), *detect good* (750 FT), detect phased creatures (500 FT), *discern lies*, *hold person* (affects HD 60, 50 FT, save 1d20 GTET [36-Will]), *infrared vision* (750 FT),

Angels of the Fourth Choir, continued... *invisibility*, see incorporeal (250 FT), see invisible (400 FT), *telekinesis* (400 FT, 100 pounds), 25/day — *God's Missile*, *God's Bolt*, *God's Fist*, 15/day — *cure serious wounds*, *God's Fire*, *God's Missile Volley*, *God's Mighty Trumpet*, *God's Strike*, *remove disease*, *remove poison*, 10/day — *cure super-critical wounds* [2d20], *remove blindness/deafness*, *shapechange* (any creature, 2 hours), *summon angel* (1d20 Second Choir or 2d20 First Choir Angels) 5/day — *aura of heroism* (2 miles, affects deity's followers), *God's Brimstone*, *God's Smite*, *summon angel* (1d8 Third Choir Angels), *stone to flesh*, *regenerate*, 3/day — *aura of super-heroism* (1 mile, affects deity's followers), *mass cure serious wounds*, *raise the dead*, *summon angel* (1d4 Fourth Choir Angels); AL Good; *Attributes*: Agil18+1d12, Int 19+1d12, Stam 18+1d12, Str 15+1d12, Will 24+1d8; *Spells*: Wizard L15 to 20 and Priest L19 to 25; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x4), *cure critical wounds potion* (x4), *holy water* (x8), Prayer scroll (7 spells), *Shield of Walls* (force), *Crown of Power and Brilliance*, *God's Trumpet*; *Description*: The colors of the Chasmalin are black and crimson and they are accompanied by **Armorpeckers**. The colors of the Shinnanim are purple and yellow and they are accompanied by **Giant Bluejays**.



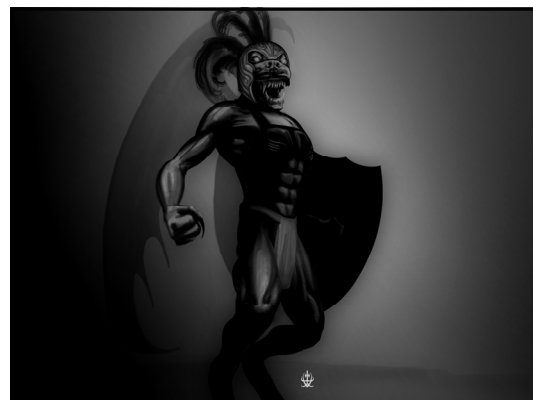
Assura (Sergeants of Paimon, blue reptile-headed warty devil), 1d4 appearing; HD12; hp 60; fly 100 FT; AC 38; *Attacks*: Claw 1d6 (x2), Knee Horn 1d3 (x2); *Weapons*: heavy *Flail* +2, *Long Spear* +1; *Special Attacks*: *water cannon* (5/day, 25 FT, 1d10 damage), *become mute* (touch, 1d100 hours, save 1d20 GTET [30-Will]); *Special Qualities*: Standard Sergeant Abilities, charm animal (50 FT, any reptile), comprehend languages (50 FT, reptilians and snakes), immune to reptile/snake venom and poisons based on reptile venom, moves through swamps without leaving a trace; AL Evil; *Attributes*: Agil 12+1d6, Int 15+1d10, Str 16+1d8, Stam 18+1d10, Will 18+1d8; *Spells*: Wizard L5. *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *protection from arrows potion*, *cure serious wound potion*, Ring of Chameleon, scroll (*dissipate magic/hold person/lightning bolt*), scroll (*confusion/cold blast/fog*), truth serum, *Salve of Slipperiness*, silver flask (infernal whisky, flask 40 GP, whisky 104 GP), curved silver *horn* (range 3 miles); *Description*: Appears as a reptilian biped 6 FT 3 inches to 6 FT 8 inches tall, with a thick torso covered in dark blue scales, two short arms ending in a clawed four-finger hand with a white palm, two short but well-muscled legs, a long triangular foot tipped with three curved talons, a horn curved upward on each knee, and a thick but tapering tail which extends 6 FT behind the body, covered by warts and many small knobs. Assura have thick necks, a flat head light blue in color, bald, two large blue eyes set into raised eye sockets at the rear of the head. Their extended rectangular snout is up to 20 inches long with 4 raised breathing holes at the end, many small fangs extending downward from the upper jaw, and 4 small dark blue vertical horns growing from behind their eyes. Typically wears leather armor dyed grey. Found leading a troop of 8 Etvaras foot soldiers.



Beng (Sergeants of Gaap, wolf-centaur devils), 1d4 appearing; HD14; hp 1d12+70; fly 80 FT, AC 37; *Attacks*: Fore-Claw 1d8+1 (x2), Charging Str+1d6 (trample); *Weapon*: silver barbed *Spear* +2, *Long Sword* +3 (unholy, wounds bleed 1d6 rounds), Darts +2 (cold, x5); *Special Attacks*: *wolf howl* (confusion and panic, 50 FT, save 1d20 GTET [36-Will]); *Special Qualities*: Standard Sergeant Abilities, charm animals (10 dogs or 6 wolves, 50 FT), comprehend languages (canines), create food and water, immune to insect venoms, jumps 8 vertical FT and 20 horizontal FT, knows true compass directions, travels through mountainous terrain without leaving tracks, 3/day — *hero's feast*; AL Evil; *Attributes*: Agil17+1d8, Int 19+1d12, Stam 22+1d12, Str 18+1d8, Will 1d6+18; *Possessions*: silver horn (heard 3 miles), *jump potion*, *Shield AC+14* (unholy), *cure moderate wounds potion* (x3), *protection from arrows potion*, *Pipes of Rat Summoning*, *Rope of Entanglement*, scroll (*area of darkness* x3); *Description*: A large composite creature with similarities to both centaurs and wolves. Beng are four-legged with the bodies and tails of wolves, the torso, arms and neck of a humanoid, and a wolf-like face, standing 6 FT to 6 FT 8 inches tall, with wide heads, tall pointed ears, thick grey brows over high rounded eye sockets and glowing red eyes, wide jowls, a short snout ending in a black nose, a wide curved mouth with many sharp teeth and four front fangs, a small chin, thick grey fur on the skull and neck, and four small vertical horns growing from their foreheads. Beng have very well developed chest and shoulder muscles and their torso is covered by a thick leathery skin; they have large grey leather bat wings, each 7 FT across. Beng have muscular legs end in oversize paws with five large finger claws. They typically wear a pale blue tunic with one dark blue stripe on each sleeve over the torso, with a pale blue cap, and carry a medium shield with blue leather cover. Found leading a troop of 8 Pruddin foot soldiers.

Cayyas (Foot Soldiers of Asmodai, brown dog-headed devils), 1d8 appearing; HD10; hp 1d12+50; fly 100 FT; AC 35; *Attacks*: Bite 1d6 (contracts disease rabies unless save 1d20 GTET [26-Stamina]), Fore Claws 1d4 (x2); *Weapons*: silver Trident (*paralyzing poison*, persists 3d12 minutes, save 1d20 GTET [28-Stamina]), gold-bladed *Daggers* +1 (speedy - 4/round, unholy, set of 2),

Cayyas, continued... Grenade (1d12 damage, 10 FT radius, x4); *Special Attacks*: impart deafness (touch, 3/day, 2d20/4 hours, save 1d20 GTET [27-Stamina]); *Special Qualities*: Standard Foot Soldier Abilities, comprehends languages (canines), resists cold magic (1d12 GTET 7), *scared cat* (100 FT, affects any feline animal), 5/day — *freezing touch* (1d8 cold damage), 1/day — *cold blast* (35 FT, 3d6+3); AL Evil; *Attributes* Agil 17+1d6, Int 8+1d4, Stam 19+1d8, Str 21+1d8, Will 1d4+14; *Possessions*: *cure light wounds potions* (x3), *cure moderate wounds potion* (x2), *cure critical wounds potion*, *camouflage potion*, scroll (*lightning bolt* x2), 3 smoke grenades; *Description*: Appears as a dog-headed humanoid standing 6 FT 6 inches tall, with light tan skin, dark brown fur on its back and head, long droopy ears, a long snout ending in a red nose, and swirling angry red eyes. Cayyas have four fingers on each hand, a short wiry tail, and their feet are dog-like. They have vestigial round wings on their shoulders covered in soft fur, and a tan spike on the top of their head. Cayyas usually wear red-colored metal breastplates, red-bronze open-face helms with red plumes, carrying black tower shields (arrow catching). They are found in troops of 1d8 led by a Freppi.



Centaur, River, 1d20 appearing; HD1d4+7; hp 1d10+44; AC 30; *Attacks*: Punch 1d4, Strangle 2d6, Kick 1d8 (x2), Trample 4d6; *Weapon*: Short Sword, Hooked Bill, *Cavalry Bow* +3 with 35 war arrows, 1d6; *Special Qualities*: walks or runs across the surface of the River of Blood as if it were solid; AL Neutral or Evil; *Attributes*: Agil 9+1d10, Int 14+1d12, Stam 15+1d10, Str 8+1d12, Will 1d8+15; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion*, *unholy water* (x2), explosive grenades (x3, 1d8, 6 FT diameter); *Description*: A composite creature with a horse's body and human torso, head and arms, standing between 7 FT 4 inches and 8 FT tall, the horse's body 9 FT long by 4½ FT at the rump, colored in shades of reddish-brown, light brown, tan, white, and grey (irregular patches of different colors), with a long brown tail. The human body is typically a lighter color such as tan or very light brown (rare black specimens). Male Centaurs wear very long hair tied in a ponytail and have dark beards. Female Centaurs have slender torsos, large busts, and long braided hair. Centaurs of both genders are partial to elaborate tattoos and gold jewelry, and generally wear loose tunics over their human portions. Troopers wear bronze breastplates (AC+12) and backplates, open bronze helms **River Centaur, continued...**(see *invisible*), and carry a small round bronze shield (*missile reflecting*). All Centaurs hate Harpies and fire upon any caught outside the forest. Found along the River of Blood.



Daityas (Officers of Ziminar), gigantic four-armed four-wing brown-fur devils), 1d4 Appearing; HD1d4+20; hp 1d20+130; fly 120 FT; AC 28; *Attacks*: Claws 1d6 (x4); *Weapons*: silver Long Swords +4 (unholy, wounds bleed 1d6 rounds, swords both held in the left arms), Stiletto +2 (poisoned, 1d6 rounds, save 1d20 GTET {29-Stamina}), Darts +2 (x5, cold blade); *Special Attacks*: *paralyze* (touch, 1d20*20 minutes, save 1d20 GTET [32-Stamina]); *Special Qualities*: Apply any attack bonus against giants against Daityas, Standard Officer abilities, deflect arrow (any missile LTET +3, 1d12 GTET 8), immune to blinding and deafening; AL Evil; *Attributes* Agil 11+1d8, Int 16+1d10, Stam 20+1d12, Str 29+1d12, Will 1d6+24; *Spells*: Wizard L11; *Possessions*: *Bracers of Blades* OR *Bracers of Webcasting*, *Amulet of Luck* +3, golden horn (8 miles), *cure light wounds potion*, *cure moderate wounds potion* (x2), *cure critical wounds potion* (x2), *health potion*, *protection from arrows potion*, *Ring of Displacement*, *Rod of Command*, scroll (*fireball* (x2)/*fire attack*/*shapechange* - elderly goat), scroll (*wall of fire*/*poisonous*

fumes/lightning bolt/reduce intelligence), *Pipes of Pain*; *Description*: A very tall, winged, four armed, humanoid, standing 10 FT to 11 FT 6 inches tall. They are well proportioned in their bodies with muscular chests and arms, dense brown fur over most of their bodies except around the head, lower arms, and lower legs, with rectangular heads, short-cut thick brown hair, small ears, straight dark brown brows over small glowing pink eyes, an extraordinarily-large sized nose (compared to their face; usually a gold nose ring is worn), large purple lips, and a square jaw with a rough brown beard. Daityas have two pairs of white feathery wings with the upper pair somewhat larger than the lower pair (each with span of 8 FT). Typically wears purple pantaloons, purple shirt with two gold sleeve stripes and carries a long purple shield (*absorbing*). Daityas command 10 diabolic squads (80 Romatyas & 10 Iblis).

Demon Class I, Minor Ice (grey-haired albino demon), 1 appearing; HD1d4+12; hp 1d12+70; fly 85 FT, swim 40 FT; AC 28; *Attacks*: Bite 1d8, Punch 1d12 (x2), Strangle 2d8; *Weapons*: Broad Sword (unholy, ice blade), Long Spear (unholy, good slayer – save 1d20 GTET [34-Will]); *Special Attacks*: *blood to ice* (4d8 damage, save 1d29 GTET [37-Stamina], incapacitates 5d20+10 rounds, 25 FT, 3/day), *cold zone* (-10°F 40 FT radius, exposed and unprotected persons suffer 1d6 damage/round), *freezing touch* (touch, 1d12+2 damage, save 1d20 GTET [28-Stamina], 5/day); *Special Qualities*: *detect good* (150 FT), detect phased creatures (120 FT), freeze liquids (25 FT), *grease* (slippery ice, 50 FT), *infrared vision* (250 FT), immune to cold magic, *levitate*, low-light vision, melds into ice (requires 2 rounds in/out), requires enchanted weapon GTET +2 to injure, *see invisible* (130 FT), suffers 1.5 times rolled damage from fire magic, ultra-violet vision, +12 to hide in snow/ice terrain, 10/day — *disperse magic*, fly, 5/day — *blizzard*, *create fog*, *protection against good*, *double vision*, 3/day — *cold blast*, *summon monster* (1d10 **Ice Bats** or **Ice Lizards**), *wall of ice*, 1/day — *stasis* (one creature, 25 FT, 24 hours, save 1d20 GTET 35-Will); AL Evil; *Attributes*: Agil 22, Int 18, Stam 28,

Class I Demon, continued...Str 27, Will 23; *Spells*: L7 Wizard; *Possessions*: *Damage Channelling Cloak*, *Amulet of Armorskin* +15, *Horn of Fog OR Pipes of Sounds*, *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *displacement potion*, *unholy water* (x6), *scroll (zone of darkness, major illusion, lightning bolt, thorn spray)*; *Description*: A humanoid figure standing 8 FT to 8 FT 6 inches tall, with a long rectangular head having three pale blue eyes, two noses, a wide thin mouth with six lower jaw fangs, grey mossy hair, a thick neck and a slender frame. The Minor Ice Demon I has pale white skin with pink mottles, blue palms and feet, and dark blue nails. It has four oblong white leather wings attached in two pairs at the shoulder, each spanning 4 FT The Minor Ice Demon wears a dark grey knee-length wool tunic with white metal belt and black sandals, and carries a small white metal circular shield.

Devils (All), *Special Qualities*: *chill touch*, *clairaudience/ clairvoyance* (100 mile radius), *comprehend languages*, *create fog*, does not require air, infrared vision, *protection from good*, *silence*, *zone of darkness*; *Description*: All devils have true forms that are generally humanoid with horns on the head, functional wings, and tails. Devils see themselves as vastly superior to mortals, and do not deign to lie. Their position within the hierarchy is very important to them. They are very strongly oriented towards doing their duty and following orders.

Devil Princes and Their Diabolic Minions (Inner Circles)

Malebolge Circle(s)	Name of Devil Prince			
	Samael (King)	Asmodia	Zimidar	Amayon
	All	9	8 (10 Sub circles)	7 & 6
Dukes	Shuquoz Amminat Iobonnus	Azazel Sitri	Adramelech Focalor	Merihen (7) Quandisa (7) Barbatos (7) Abaddon (6) Bifrons (6) Ippos (6)
Generals	Zepar Morchosias Haagent Fundinrant Elbrinelsomar	Ninurta Orias Barbas	Furfarrello (1) Cagnuzzo (2) Hiisu (3) Jutas (4) Barbariccia (5) Eligoss (6) Agares (7) Baulam (8) Alichino (9) Caleabrina (10)	Guzalu Furfir Asagg Osse
Officers	Keres	Myduforyas	Daityas	Hulden
Sergeants	Quivaras	Freppi	Iblis	Odoru
Foot Soldiers	Jinguma	Cayyas	Romatyas	Ladatajas
Blazon	Black Field with impaled head on an upright white spear	Red Field with crossed gold tridents	Purple Field with 8 gold coins arranged in a semicircle over a chalice	Yellow Field with 3 red tongues of flame over a black tree

Devil, Common (brown Cyclops demon), 1d12 appearing; HD1d3+4; hp 1d12+30; fly 75 FT; AC 32; *Attacks*: Punch 1d4; *Weapons*: Staff topped by knobbed mace, Throwing Stars, x8); *Special Attacks*: paralysis (touch, 1d20*5 minutes, save 1d20 GTET 26-Stamina] 3/day); *Special Qualities*: Generic Devil abilities, call flames (50 FT), regenerate (hp2/round), 3/day — *magic arrow volley* (4 missile, 1d10 damage each, 40 FT), 1/day — *fuzzy location* (20 rounds, opponents hit at -5); AL Evil; *Attributes* Agil 15+1d8, Int 15+1d8, Stam 19+1d6, Str 16+1d6, Will 1d6+20; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *invisibility potion*, *misdirection potion*, *Missile Targeting Gloves OR Seven League Boots*, *scroll (fireball x4)*; *Description*: Appears as thin brown-skinned, one-eyed, winged humanoid standing 7 FT 2 inches. It has a thin oval face with a high rounded eye socket, a

Common Devil, continued...single large light blue eye centered in its head, thin short and oily black hair, two small curved horns each 3 inches long, no ears, a sunken cavity where the nose should be, high cheeks, a thin slit mouth with several visible upper fangs, and a tapered chin covered with scales. It has a narrow long neck, thin shoulders, wide hips with a large gut, thin, stick-like legs and small feet. It has two small feathery wings on its shoulders which each span about 3 FT when unfolded. Its skin is dark brown on the head and shoulders and gradually becomes lighter in shade until it is tan on the feet; the skin is dry and appears to be flaking off. It is usually dressed in a light-colored short-sleeve shirt with darker thigh-length shorts.



Devil, Ordinary (orange bald-headed bat devil), 1d6 appearing; HD1d3+3; hp 1d12+26; fly 50 FT; AC 30; *Attacks*: Bite 1d3, Punch 1d4, Claws 1d4+1 (hand, x2) OR 1d6 (foot, x2); *Weapons*: spiked Club, Throwing Star x4; *Special Qualities*: *call flames* (25 FT), immune to mental attack (control, fear, sleep), regenerates HP2/round, 5/day — *magic arrow volley* (3, each 1d8 damage); AL EVIL; *Attributes*: Agil 17, Int 14, Str 18, Stam 19, Will 24; *Possessions*: cure *light wounds potion*, cure *moderate wounds potion*, *invisibility potion*, oil flask (x3), flint and steel; *Description*: A short horned and winged humanoid with red-orange skin, standing 4 FT 4 inches, with a large rectangular shiny bald head, three bright red horns on the forehead each 6 inches long, a thick round eye socket with grey flecked eyes, flat pug nose, fleshy jowls, and a wide mouth with upper and lower fangs. It has a short but wide neck, wide shoulders with thick upper chest and arm muscles, four bat-like wings each spanning 4 FT, a narrow waist with short muscular legs ending in a triangular webbed five-toed foot, and short arms ending in an oversized hand. Its skin is covered with small bumps and warts and it is typically dressed in a dark-colored kilt and leather belt with a small belt-pouch. Its preferred attack is to hover using its wings and use its foot claws to disembowel an opponent.

Devil Princes and their Diabolic Minions (Outer Circles)

Malebolge Circle(s)	Name of Devil Prince			
	Paimon	Gaap	Shaitan	Pithius
	5	4 & 3 & 2	1 & Zero	Outer Gehenna
Earls	Astaroth (A) Ahriman (A) Bebal (A) Belphegor (B) Mephistosoles (B) Abalam (B) Batinin (B)	Berith (4) Dagon (4) Procell (4) Verrim (3) Abrizxus (3) Sidragasum (3) Sommilon (2) Vaggago (2) Lerajae (2) Minos (2)	Gresil (1) Caym (1) Lemegatton (1) Culs (1) Charon (1) Aikos (0) Corsor (0) Dantalion (0)	Baraquel Moray Naberius Udu Zagan Lempo Vual
Generals	Kamdoro Irricia Lalullum Dobriham Xuwia Quah Vodar	Ophshot Morfessus Tilchattio Pavius Izophum Tooracay	Callahorius Eagabat Gamphar Ixmu Kelazzu Moristrat Ordnoreus Quawtim	Dyveres Fidgharrio Hellesfant Jeerzawl Lyvicki Nusoru Phuhorsis Raktu
Officers	Nimidoryas	Gaityas	Vackli	Tablasyin
Sergeants	Assura	Beng	Sessin	Yiblim
Foot Soldiers	Etvaras	Pruddin	Ulutu	Werdu
Blazon	Grey Field with a red castle	Pale Blue Field with a black dragon in profile	Dark Green Field with 2 white shields	Brown Field with a tan mountain over a horizontal yellow stripe

Diabolic Foot Soldiers (Standard Abilities), Special Qualities: *cause fear* (save 1d20 GTET [28-Will]), detects incorporeal creatures (range 30 FT), extraordinary hearing (75 FT), immune to poison, *infrared vision* (30 FT), *produce flame*, resists cold (1d20 GTET 16), resists heat and fire (1d20 roll GTET 9), requires enchanted or blessed weapon to damage on Prime Material Plane, *telekinesis* (25 FT range, 15 pounds); 1/day—*magic arrow volley* (20 FT, 3 arrows); *Description:* Each Devil Prince has a race of Diabolic Foot Soldiers unique to them, each having fanatical loyalty to the Prince. A squad of 10 Foot Soldiers (Troopers) is commanded by a Diabolic Sergeant.

Diabolic Sergeants (Standard Abilities), Special Qualities: *cause fear* (20 FT, save 1d20 GTET [34-Will]), *comprehend languages*, *detect good* (50 FT range), detects incorporeal creatures (range 40 FT), extraordinary hearing, *infrared vision* (60 FT), *produce flame*, *protection from spells* (1d12 GTET 10), requires enchanted or blessed weapon to damage, resists cold (1d20 GTET 7), resists heat and fire (1d20 GTET 4), *telekinesis* (60 FT, 25 pounds); 5/day – *control temperature* (55 FT), *identify lies*; 3/day – *curses*, *magic arrow volley* (35 FT, 5 arrows), *major illusion* (50 FT range, disbelieve 1d20 GTET [32-Will]); *Description:* Commands 8 Diabolic Troopers (Foot Soldiers) and is commanded by a Diabolic Officer. Each Devil Prince has a race of Diabolic Sergeants unique to them, each having fanatical loyalty to the Prince. All spells are cast as an L8 Wizard.

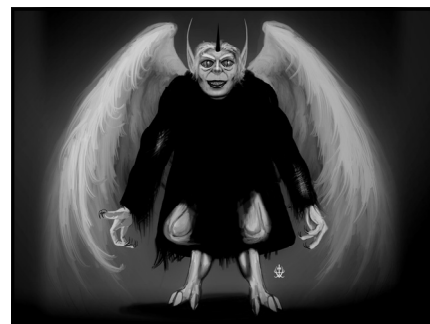
Diabolic Officers (Standard Abilities), Special Qualities: *detect good* (100 FT), detects incorporeal (50 FT), extraordinary hearing, *identify lies*, *infrared vision* (60 FT), know languages, *produce flame*, *sees invisible* (50 FT), *sees phased or displaced creatures* (40 FT), requires GTET +2 enchanted weapon to damage (+3 on Prime Material Plane), resists cold and freezing (1d20 GTET 6), resists heat and fire (1d20 GTET 2), *telekinesis* (150 FT, 33 pounds), telepathic communication to Duke or Earl (10 miles); 5/day – *control temperature* (50 FT), *fireball*, *protection from spells* (1d20 GTET 6); 3/day – *aura of fear* (30 FT, save 1d20 GTET [36-Will]), cold attack (20 FT, 2d8+2, save 1d20 GTET [32-Stamina]); *Description:* Commands 4 Diabolic Sergeants and their associated Foot Soldiers, and is commanded by a Diabolic General. Each Devil Prince has a race of unique Diabolic Officers, who are fanatically loyal to the Prince. Spells are cast as an L12 Wizard.



Devil, Pitch (hump-backed black dog-eared devil), 1d6 appearing; HD1d4+4; hp 1d12+80; swim 40 FT; AC 32 [land] 38 [airborne]; *Attacks:* Punch 1d6, Strangle 2d6; *Weapons:* long Hooked Knife (1d8, unholy), black metal Shepherd's Crook (curved barbed hooks every 6 inches 1d12+3, unholy, wounds bleed 1d4); *Special Attacks:* *pitch balls* (1d4 appear, 40 FT, 1d4 damage/ball, natural 20 roll knocks opponents weapon from hand [save 1d20 GTET [32-Agility]]); *Special Qualities:* Standard Diabolic Sergeant abilities, immune to attack by edged weapons, immune to ordinary fire, resists fire magic (1d20 GTET 4); 3/day — *fireball* (as Wizard L10, 50 FT), 1/day — *wall of fire*; AL EVIL; *Attributes:* Agil 14 (land) 19 (airborne), Int 13, Stam 22, Str 20, Will 20; *Possessions:* *cure moderate wounds potion* (x2), *cure critical wounds potion*, unholy water (x3); *Description:* Four armed, winged, black humanoids standing 4 FT 9 inches tall, with ugly oval faces with long drooping dog-like ears, two curved grey spiral horns on their forehead, a thick brooding eye ridge over glowing pink round eyes, a squat bulbous nose, thick

sneering lips with six upper fangs, a thin pointed chin with a long forked tongue. They have no necks, wide and broad shoulders with a humped back, four black leather bat's wings attached at the shoulders and hips each spanning 3 FT, a thick waist, short muscular thighs and legs ending in large five-toed feet with curved talons. Their arms are massively muscled ending in wide four-fingered hands each finger with a pointed white claw. Their skin is pocked, pitted, and covered with round button warts, and secretes a moist black liquid which is very sticky and drips off their body like black sweat. Pitch Devils are immune to both the heat and the stench of the Fifth Pit. The chief Pitch Devil is Malacoda.

Devil, Type 1A (albino dwarf devils), 1d12 appearing; HD1d3+4; hp 1d12+35; fly 75 FT; AC 28; *Attacks:* Bite HP2, Claw 1d3 (x2), Punch 1d3; *Weapons:* *Bullwhip +1*, bolt-thrower (fires 3 shots/round, 40 shots ammo, each bolt sleep-poisoned, save 1d20 GTET [26-Stamina], 1d100*10 rounds effect); *Special Attacks:* *blindness/deafness* (3/day, touch, save 1d20 GTET [25-Stamina], persists 1d20*500 rounds); *Special Qualities:* retreats from flares-fireballs-lightning-daylight spells (extreme light sensitivity), 3/day — *confusion* (50 FT), *invisibility* (150 rounds), *magic arrow volley* (1d4 arrows, 50 FT, each 1d3), *summon monster* (1d8, toothy worm); AL EVIL; *Attributes:* Agil 16, Int 17, Stam 17, Str 18, **Type** Will 20; *Possessions:* *cure light wound potion*, *cure moderate wounds potion*, oil flask (x2); *Description:* A winged albino humanoid, standing 4 FT 8 inches tall. Type 1A devils have a small round pale face with short white hair, very long pointed ears, a small forehead with a single 10-inch straight black horn, thick bushy white eyebrows, oversized elongated (cat-like) colorless eyes, a small round nose, and thin mouths with black lips and many small but sharp teeth. They have no neck, thin shoulders and a stocky body, wide hips, short legs ending in small three-toed feet, and arms out of proportion to their body (too long). Their wings are pale white hide, each spanning 3 FT. They have a three-fingered hand with 2 curved claws at the end of each finger. They are usually dressed in a knee-length garment resembling a black toga.



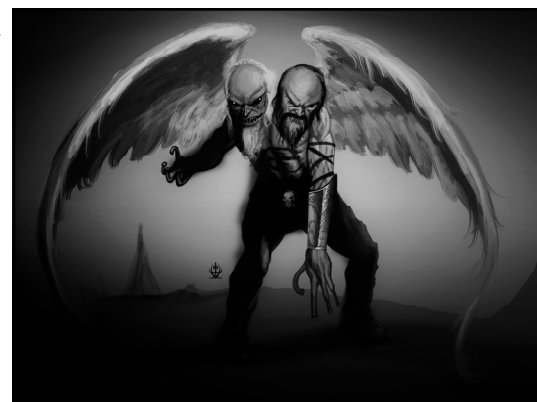
Devil, Type 1B (human-headed bat devil), 1d10 appearing; HD1d3+6; hp 1d12+35; fly 60 FT; AC 26; *Attacks*: Punch 1d3; *Weapons*: black Long Sword in black sheath on back (unholy), exploding grenades (x8, blast 8 FT, 1d12, usually dropped from airborne); *Special Attacks*: *Vampire's Bite* (1d3, disease vampiricism, save 1d20 GTET [26-Stamina]), *High Frequency Scream* (4/day, 35 FT, disrupts balance, reduces Agility 1d6 points 1d100*3 minutes, disorientation and falls unless save 1d20 GTET [29-Will]); *Special Qualities*: Standard Foot Soldier abilities, immune to spells of blindness, low-light vision, infrared vision (50 FT), *zone of darkness* (30 FT, 100 rounds, extinguishes light sources); 3/day — *cause fear* (35 FT, save 1d20 GTET [26-Will]), surrenders on roll 1 on 1d20); AL EVIL; *Attributes*: Agil 23, Int 14, Stam 18, Str 16, Will 21; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, *haste potion*; *Description*: A composite winged creature with a mostly bat-like body, 7 FT 1 inch tall, with a human chest, arms, head, and feet. The Type 1B has very long and thin bat ears, long narrow face, no eyes, a narrow slit nose, a broad mouth with thin red lips and two small upper lip fangs, and a narrow pointed chin. It has a small slender neck, small shoulders, thick torso, long muscular arms ending in wide hands, and narrow hips, with thick brown fur on its back, buttocks and upper legs. Its two wings are a dark brown leather with tan streaks along the bone supports, each spanning 5 ft; each wing has an armor class AC 14. The Type 1B wears a short-sleeved light brown leather shirt, thick leather vest, a wide-brimmed leather hat, and a grenade bandolier (usually drops grenades from the air).



Devil, Type 1C (draconic green devil), 1d8 appearing; HD1d3+7; hp 1d10+40; fly 65 FT; AC 29; *Attacks*: Punch 1d4; *Weapon*: *Bastard Sword* +2 (unholy), javelin x3 (90 FT); *Special Qualities*: an enchanted or blessed weapon is required to injure, detects mortals by smell (50 FT), excellent ordinary vision, immune to acids and spells conjuring acids, *infrared vision* (100 FT), low-light vision, suffers 50% damage from fire/lightning/electricity spells, *sees invisible* (50 FT); AL EVIL; *Attributes*: Agil 17, Int 18, Stam 21, Str 21, Will 21; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, *Rod of Snake Summoning* (27), *Ring of Telekinesis*; *Description*: A winged humanoid with the upper body of a dragon and the legs, feet, and hands of a human, standing 6 FT 10 inches tall. The Type 1C has the torso, neck and head of a green dragon with glowing brown eyes, spiked crest and leather mane running down its neck and back, wide hips, short and thick human legs with heavily muscled thighs ending in a wide 4-toed foot. Its arms are slender and reptilian but attached to the wrist is a human five-fingered hand.

The wings each span 6 FT and resemble those a dragon with 4 bone supports and dark green hide streaked with yellow. The Type 1C wears a long short-sleeve dark green tunic with buttons down the front with a black leather weapon belt, and carries a wood shield (bashing +2) covered in green leather.

Devil, Type 1D (tall two-headed bearded devil), 1d8 appearing; HD1d3+7; hp 1d10+42; fly 60 FT; AC 42; *Attacks*: Punch 1d4; *Weapons*: oversized long-handled *Mace* +3 (unholy, wounds bleed 1d4 rounds), sawtooth-bladed Dirk, smoke grenades (3d20 rounds, 12 FT radius) or exploding grenade (1d12, 6 FT radius) x3; *Special Attacks*: *death touch* (1/day, save 1d20 GTET [26-Will]), *paralyzing touch* (3/day, touch, 2d20+3 rounds, save 1d20 GTET [28-Stamina]), *poison spit* (1/day, +2 bonus, slows movement to one-quarter, 3d20+10 rounds, save 1d20 GTET [27-Stamina]); *Special Qualities*: Standard Sergeant abilities, an enchanted or blessed weapon is required to injure, evil spells are cast as caster L+1, immune to sleep-confusion-panic-mental control, *infrared vision* (50 FT), low-light vision, suffers 25% of rolled damage from fire spells, each head is disabled at hp14; 3/day — *summon monster* (1d12 **Giant Rattlesnakes**); AL EVIL; *Attributes*: Agil 16, Int 22 (left) 18 (right), Stam 20, Str 24, Will 21 (left) 25 (right); *Spells*: L8 Wizard (left) L10 Priest (right); *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *Shield* AC+14, *Ring of Spell Storing* (control person x3, magic arrow x6, spider webs, minor disintegrate, mesmerize, disperse magic x3, heat armor), *Wand* (hold person, x20); *Description*: A two-headed winged humanoid 7 FT 4 inches tall, the left head has short black hair, beady slate-grey eyes, a curved hooked nose, black moustache and beard, and a thin mouth with small upper fangs, the right head has short silver-grey hair, wide oval red eyes, a long narrow pointed nose, a wide mouth with many missing teeth, and a silver goatee beard. The Type 1D has broad shoulders and chest with thick muscles, a narrow waist and hips, thick upper leg muscles and a long leg ending in a rectangular 6-toed foot, and short arms which end in a stubby wrist with four 10-inch tentacles with sucker pads along them. Its wings are feathered and each span 5 FT. The Type 1D has a tanned complexion and golden-red skin, shirtless, wearing an open-face copper helm, copper arm protection, dark red trousers, red leather belt with a gold skull buckle, and large black leather shoes.





Devil, Type 1E (shelled snake-head devil), 1d6 appearing; HD1d2+12; hp 1d12+66; Spd 40 FT, swim 35 FT; AC 40 (shell) 31 (appendage); *Attacks*: Slash 1d4 (x appendage), Leg Spike 1d6 (x2 if airborne); *Weapons*: silver *Short Sword* (unholy, life stealing), shield spike (1d8), Heavy Mace, Long Bow with 30 war arrows; *Special Attacks*: *Devil's Bite* (1d6, injects poison on 1d12 GTET 5, save 1d20 GTET [25-Stamina], slows 12 rounds then confusion 36 rounds then paralyzes 1d12*75 minutes), *phobic touch* (3/day, touch – save 1d20 GTET [32-Will], induces permanent strong phobia/fear of snakes requiring save 1d20 GTET [28-Will] at every snake encounter); *Special Qualities*: Standard Officer abilities, *charm animals* (snakes, 100 FT), immune to cold magic, *infrared vision* (300 FT), low-light vision, poison immunity, sees invisible (75 FT), requires weapon enchanted GTET +2 to injure, 5/day — *slow person* (save 1d20 GTET [25-Will], 100 FT, 75 minutes), *summon monster* (1d6 **Pit Vipers**, 20 minutes), 3/day — *cold blast* (30 FT, 2d12+3), *meteor swarm* (zone 25 FT across, range 50 FT, 4d12), 1/day — *shapechange* (giant snake, 50 minutes); AL EVIL; *Attributes*: Agil 18 (land) 22 (swimming), Int 16, Stam 20, Str 18, Will 20; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion*, *Ring of Invisibility*, *Rod of Limb Withering*, scroll (*disperse magic* x2/*inflict moderate wounds/unholy sword/call lightning*), *Ghoul Touch Wand*; *Description*: A bipedal winged creature with a rounded circular shell, four long flexible tentacle appendages, and a snake-like horned head, standing 5 FT 10 inches. The Type 1E has a dark brown-green tapered triangular head and neck with small overlapping reptilian scales and two large curved black horns on the sides, wide circular glowing green eyes set close together in bony sockets, two slit nostrils, a wide mouth with pink teeth and two long inward-curved upper fangs. Each of its four tentacles (two each body side) are 4 FT long by 4 inches thick, covered in small dark green scales, end in three small digits, and have six red sucker pads along the underside just below the digits. Their shells are oval shaped, curved outward both to the front and back, is a glossy brown marked with bright yellow pentagonal regions. Its legs are short and stocky and end in a wide triangular webbed foot with two short white bone spikes on the upper foot. It has bat-like wings of a dull brown color with streaks of green, each spanning 3½ FT. If necessary its head and appendages can be withdrawn into its shell. It wears a wide brown leather belt around its shell with three leather pouches, and carries two round metal shields equipped with large central spikes.

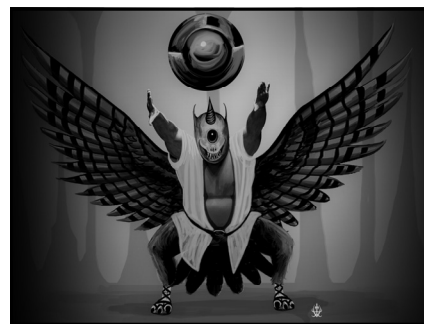
Devil, Type 2A (bird-legged owl-faced devil), 1d10 appearing; HD1d3+5; hp 1d12+36; fly 70 FT, swim 12 FT; AC 26; *Attacks*: Bite 1d3, Talons 1d3 (x2 if airborne), Horn 1d4 (gore); *Weapons*: Heavy Spiked Mace, curved Dirks x3; *Special Attacks*: *tar baby* (3/day, 50 FT, save 1d20 GTET [26-Agility] and GTET [29-Strength]/both required, immobilized/stuck for 40-Strength rounds); *Special Qualities*: Standard Foot Soldier abilities, *charm animals* (birds, 250 FT), *control winds* (100 FT), *infrared vision* (50 FT), low-light vision, 5/day — *spider webs* (50 FT), 3/day — *summon monster* (1d12, **Armorpeckers**), 1/day — *shapechange* (750 rounds, any bird form); AL EVIL; *Attributes*: Agil 21, Int 12, Stam 18, Str 16, Will 17; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x3), viAL *Evilthe Water*, *Dwarven Death Powder* (25%), garrote, rope (30 FT), mirror, oil flask (x4), hooded lantern, smoke grenade (x2); *Description*: A composite winged creature with a male humanoid upper body and feathered bird-like lower body, 5 FT 8 inches tall, with a long thin face, bald head with three large curved ivory horns, tall owl-like pointed ears, two rounded eye sockets with brown feathery brows, a thin pointed nose, and a semi-beak with a protruding mouth. Its chest is thin and sallow, the arms are short and underdeveloped, and it has light brown skin. Two brown-and-white feathery wings attach to the upper back, each spanning 5 FT. The lower body has a wide waist with thick dark brown feathers, a truncated fan-tail (somewhat like that of a male peacock), and short legs ending in a light-yellow 4-toed foot. It wears a copper open-face helm and carries a round copper shield.



Devil, Type 2B (blue-crowned bird-legged devil), 1d10 appearing; HD1d3+7; hp 1d12+42; fly 80 FT; AC 35; *Attacks*: Punch 1d4; *Weapon*: *Cutlass* +2 (unholy, wounds bleed 1d4 rounds), Heavy Staff (12 FT); *Special Qualities*: Standard Foot Soldier abilities, *infrared vision* (50 FT), low-light vision, requires an enchanted or blessed weapon to injure, resists Spells (1d12 GTET 8), 5/day — *summon monster* (1d20, **Giant Wasps**), 3/day — *invisibility* (300 rounds, *wall of ice*); AL EVIL; *Attributes*: Agil 19, Int 14, Str 17, Stam 19, Will 15; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *unholy water* (x4), *human death flower* (x3, save 1d20 GTET [36-Will]), *Ring of Regeneration* hp1/round, *Forever Flask of Cloudkill*; *Description*: A composite winged creature with a male humanoid upper body and feathered bird-like lower body, 6 FT 8 inches tall, with an egg-shaped head with wide and flat fan-shaped ears and four short straight silver horns along the top of the head, a layer of short blue feathers on the crown of the head and on the neck, a high forehead, a small horizontal bony ridge over the eyes, two small beady light blue eyes, a stick-like pointed nose, a small round mouth and a wide and flat chin. Its upper chest is muscular with long strong arms ending in a six-fingered hand with light blue feathers on the backside, with light aqua-colored skin. Its two gull-like white wings are attached to the upper back, each spanning 7 FT. The waist and legs are slender with blue feathers on the front and white feathers on the back, ending in a white 5-toed foot. It wears long-sleeved dark blue tunics (AC+16), wide black leather belts, and a wide-brimmed blue hat.



Type 2B Devil



Type 2C Devil

Devil, Type 2C (bubbled-head black-eared devil), 1d6 Appearing; HD1d3+9; hp 1d12+46; fly 50 FT, swim 15 FT; AC 38; *Attacks*: Claw 1d3 (x2 if airborne), Bite 1d6, Horn 1d6 (gore); *Weapons*: Bullwhip +1 (bird slayer, flaming), Throwing Club x4; *Special Attacks*: lightning (3/day, breathe weapon, 25 FT, 2d8); *Special Qualities*: Standard Sergeant abilities, an enchanted or blessed weapon is required to injure, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 7), resists Spells (1d12 GTET 10), *sees invisible* (50 FT), 3/day — *summon monster* (1d8, **Giant Vultures**); AL EVIL; *Attributes*: Agil 16, Int 15, Stam 25, Str 32, Will 18; *Spells*: L14 Wizard; *Possessions*: cure light wounds potion (x3), cure moderate wounds potion (x2), cure serious wounds potion, haste potion (x2), vampiricism potion, silver mirror, silver unholy symbol of Lucifer, Pipes of Cancer, seven packages pipe weed; *Description*: A composite winged creature with a humanoid upper body and feathered bird-like lower body, 6 FT 3 inches tall, with a globe-like head with tall and pointed vertical black-feathered ears and a straight black horn made up of narrowing concentric rings, thin black hair, a single large oval blue eye (without eyelid), flat and wide nose with 3 nostrils, and a slit-like mouth filled with razor-sharp teeth. Its shoulders are very wide, as are its waist, with huge chest muscles (like a Sumo wrestler), and thick muscular arms ending in a large beefy hand. Two hawk-like black-feathered wings are attached to its shoulders, each of which has a span of 6 FT. It's upper skin is a jaundiced yellow color with folds of flesh on its chest and torso. It's lower body has thick fleshy thighs covered in rough and greasy black feathers with legs that end in a black 3-toed foot, with a rudimentary tail supporting five to eight long black tail feathers. It wears an open-faced steel helm, loose-fitting knee-length yellow robe with half-sleeves, a wide brown leather belt, and brown sandals, and carries an adamantine shield (reflects spells on 1d12 GTET 7).



Devil, Type 2D (hawk-headed purple beak devil), 1d6 appearing; HD1d3+8; hp 1d10+52; fly 70 FT, swim 20 FT; AC 38; *Attacks*: Punch 1d4 Beak 1d6; *Weapon*: silver tipped Spear +3 (unholy, cleaving – avoid 1d20 GTET [32-Agility]), Heavy Mace +2 (unholy, limb crushing – avoid 1d20 GTET [30-Agility]), hooked silver Dirks x4, Short Bow +1, 30 Arrows of Slaying [10 human, 10 elf, 5 dwarf, 3 Gnome, 2 all-slayer, save 1d20 GTET [34-Will]]; *Special Attacks*: fire breath (3/day, breathe weapon, 25 FT, 2d10); *Special Qualities*: Standard Officer abilities, enchanted weapons GTET +2 are required to injure, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 7), resists Spells (1d12 GTET 10), *sees invisible* (75 FT), 5/day — *summon monster* (1d8, **Harpies of Hell**), 1/day — *mass slow* (25 FT, 2d20+8 rounds, save 1d20 GTET [33-Stamina]); AL EVIL; *Attributes*: Agil 19, Int 15, Stam 18, Str 17, Will 22; *Spells*: L15 Wizard; *Possessions*: cure moderate wounds potion (x2), cure serious wounds potion (x2), cure serious wounds potion, haste potoin, stone to flesh balm, Rod of Lightning (40

FT, 3d12+2, 29 charges), Ring of Armorskin (AC+15, +3 all saves), farseeing potion, elven death dust, scroll (unholy word/inflct serious wounds/mass inflict moderate wounds), scroll (chain lightning/flesh to stone/stop heart); *Description*: A composite winged creature with a bird's head, humanoid upper body and feathered bird-like lower body, 7 FT 2 inches tall, with a raptor's (hawk) head covered in deepening shades of red feathers, two purple bone horns each branching into three sharp tips, pale purple eyes, and a pale purple hooked beak. It's shoulders and waist are slender, with long muscular arms ending in a four-fingered hand. Two owls' wings are attached to the shoulders, covered in dark red feathers which gradually lighten to white along the lower edge, each wing spanning 6½ FT It has light tan-colored skin, slender thighs with red feathers and a five-toed pink foot. They are usually dressed in a dark leather vest (blending, disbelieve 1d20 GTET [35-Will]) with two connecting gold chains and a dark red leather kilt.

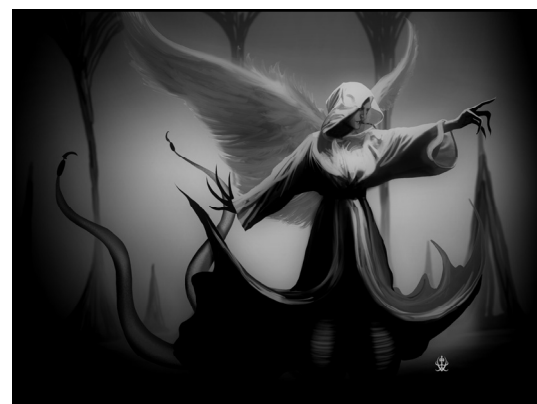
Devil, Type 2E (donkey-eared vulture devil), 1d4 appearing; HD1d3+10; hp 1d12+56; fly 65 FT, swim 20 FT; AC 37; *Attacks*: Bite 1d4, Punch 1d6, Horn 1d6 (gore); *Weapons*: bladed metal Staff +3 (unholy, undead disruption), Short Sword +2 (armor ripper, hand cleaver – avoid 1d20 GTET [28-Agility]); *Special Qualities*: Standard Officer abilities, enchanted weapon GTET +3 is required to injure, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 11), *sees displaced/phased creatures* (25 FT), *sees invisible* (75 FT), 5/day — *cone blast* (40 FT, 2d12), *summon monster* (1d4, **Wyvern**), 3/day — *mass confusion* (30 FT, 3d20+10 rounds, save 1d20 GTET [34-Will]), 1/day — *mass paralysis* (15 FT, 3d20+10 rounds, save 1d20 GTET [29-Stamina]), 1/week — *summon monster* (1d3, **Manticore**); AL EVIL; *Attributes*: Agil 19, Int 16, Stam 20, Str 18, Will 22; *Spells*: L4 Evil Priest; *Possessions*: cure moderate wounds potion (x2), cure serious wounds potion (x2), cure critical wounds potion (x2),

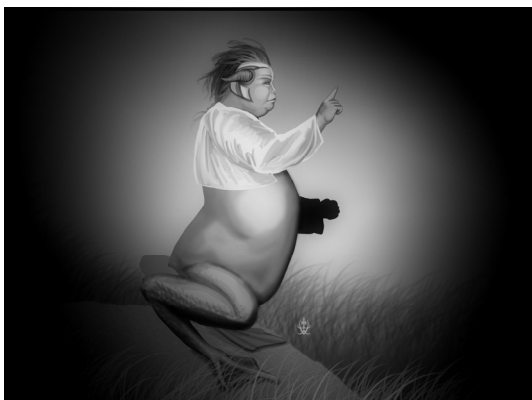
Type 2E Devil, continued...*invisibility* potion, *unholy water* (x3), Ring of Regeneration hp4/round, scroll (*fireball/hold person/confusion*), scroll (*major illusion/deafen/wall of fire*), *Horn of Stunning*, *Gnome Death potion*, *life restoring balm*, *dominate person draught*, *stoning draught*; *Description*: A composite winged creature with a humanoid upper body and feathered bird-like lower body, 7 FT 5 inches tall, having a rectangular face with a high wrinkled forehead, long thin donkey-ears covered with fine dark green feathers, an eight-inch spiral-shaped pointed horn on top of the head, pale green eyes sunken into its cheeks, a nose shaped like a pyramid, and an oval mouth filled with sharp teeth and two upper fangs. It has wide shoulders with a slender waist. Two greasy dark green vulture wings are mixed with a lighter blue pattern on the underside, each wing spanning 7 FT. It has a rounded tail which extends behind the body with a thick tuft of short blue-green tail feathers, long legs with muscular thighs covered with pine-green feathers, and a blue-green five-toed foot. Found wearing a light blue knee-length woolen tunic (protection +2) with a darker blue leather belt and leather purse, and a dark blue cape, carrying a blue metal Shield (*AC+20, arrow reflecting*).



Devil, Type 3A (hare-legged devil), 1d12 appearing; HD1d3+7; hp 1d10+40; fly 50 FT, swim 20 FT; AC 32; *Attacks*: Punch 1d4, Horns 1d6+2 (+1d6 when charging); *Weapons*: Scimitar [x2, two hand use], curved Dirk (fatal poison, 1d10, save 1d20 GTET [24-Stamina]), exploding grenade (x6, range 50 FT, explode 8 FT, 1d12); *Special Qualities*: Standard Foot Soldier abilities, extraordinary hearing (200 FT), *infrared vision* (50 FT), low-light vision, sees invisible (25 FT), resists Prayers (1d12 GTET 5, resists Spells (1d12 GTET 7), 5/day — *haste* (triple time, 1d20+8 rounds), *invisibility* (1d12+6 rounds), 3/day — *cause fear* (50 FT, 5d20 rounds, save 1d20 GTET [32-Will]), *magic arrow volley* (300 FT, 3d6); AL EVIL; *Attributes*: Agil 19, Int 17, Stam 17, Str 18, Will 22; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *invisibility potion*, rope (20 FT), spikes x6, mallet, luck amulet (non-functional), wood unholy symbol; *Description*: A winged bipedal composite creature with a male humanoid head and torso and the lower body of a large hare, 5 FT 5 inches tall, having a small square face with a slight forehead, long drooping hare-like ears, two small straight pointed brown ivory horns on the top of the head, thin brown eyebrows over dark green glowing eyes, a small round pointed nose, and a wide mouth with four prominent upper fangs. It has a small neck, slender shoulders and hips, and long thin arms ending in a small palm with six very long thin fingers each with a curved claw tip. Four small brown leathery (functional) wings are attached to the shoulders in pairs, each spanning 2 1/2 FT. Their upper legs are very wide and muscular with small lower legs and a long thin rabbit's foot. The Type 3A has thick light brown fur on its legs with white fur feet, light brown skin, and short white fur on the top of its head. It wears a brown tunic, dark brown cape (*chameleon, protection AC+8*), and leather sandals. It is a vegetarian.

Devil, Type 3B (female snake-legged devil), 1d10 appearing; HD1d3+9; hp 1d12+50; fly 60 FT, swim 25 FT; AC 36; *Attacks*: Punch 1d3, Strangle 1d8; *Weapons*: Halberd (12 FT, unholy, Wizard bane – save 1d20 GTET [30-Will]), Long Knife, Short Bow +1 (*deep slumber arrows* x30– save 1d20 GTET [32-Stamina], 2d100 minutes); *Special Attacks*: *Bite* 1d3 (poison, paralyzing in 1d8 rounds, 4d12+10 minutes, save 1d20 GTET [33-Stamina]), *Stinger* (1d6, poisoned, lethal in 2d100 rounds, save 1d20 GTET [30-Stamina]), *paralysis* (3/day, touch, 3d20 rounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Foot Soldier abilities, *charm animals* (100 FT, snakes and reptiles), extraordinary hearing (250 FT), immune to all poisons, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 7), *speak with animals* (snakes), silver/adamantium weapons are required to injure, 5/day — *summon monster* (**giant cobra**), 1/day — *shapechange* (any snake species, 750 rounds); AL EVIL; *Attributes*: Agil 16, Int 17, Stam 21, Str 20, Will 18; *Possessions*: *cure light wounds potion*, *cure moderate wounds potion* (x2), *cure serious wounds potion*, Ring of Regeneration hp1/round, Rod of Magic Arrows (volley 2d6/round, each 1d3, 40 FT), scroll (*lightning bolt x3/bar good*), scroll (*inflict critical wounds x3/capture the soul*); *Description*: A winged composite creature with the head and torso of a female humanoid and a lower body split into two snake-like segments, 7 FT to 7 FT 6 inches tall. The Type 3B has an oval face with high forehead, long brunette hair, two spiral horns which curve forward, two small pointed ears, a long thin pointed nose, and a thin slit mouth with forked tongue and two curved fangs. It has a long thin neck, wide shoulders, large bust, slender hips, and long thin arms ending in a hand of four 12-inch tentacle fingers. It has two curved leathery orange-brown wings attached at the shoulders. The lower body is made up of two individual snakes fused together 20 inches below the waist. Each body is made up of dark blue scales with even orange bands, ending in a hooked bone stinger. It has dark blue skin with scales on its upper back and on its hands, and wears a long-sleeved light blue tunic over chain mail.





Devil, Type 3C (male frog-devil), 1d8 appearing; HD1d3+9; hp 1d10+56; swim 70 FT; AC 36; *Attacks*: Punch 1d6; *Weapons*: *Short Sword* +3 (unholy, plate mail ripper), *Heavy Spiked Mace* +1 (stunning 3d20 rounds – save 1d20 GTET [32-Will], +2 damage), *Short Bow* with 25 war arrows; *Special Attacks*: *slow down* (4/day, touch, reduces movement by 50% persisting 45 minutes, save 1d20 GTET [33-Will], effects are cumulative); *Special Qualities*: Standard Sergeant abilities, becomes *invisible* in water, *create fog* (120 FT), enchanted/blessed weapon is required to injure, extraordinary hearing (150 FT), *infrared vision* (50 FT), low-light vision, resists Spells (1d12 GTET 9), their skin and meat is fatally poisonous to dwarves (1d100 minutes, save 1d20 GTET [39-Stamina]), *sees invisible* (25 FT), 3/day — *summon monster* (1d20 **giant dragonflies** OR 1d12 *giant scorpion flies*), *blizzard* (30 FT, 4d10, half damage on 1d20 GTET [28-Agility]); AL EVIL; *Attributes*: Agil 16, Int 19, Stam 23, Str 20, Will 25; *Spells*: L10 Wizard;

Possessions: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), smoke grenade x3 (20 FT), *Stone of Poison Negation*, *Wall of Water Rod*; *Description*: A winged bipedal composite creature with the head and torso of a male humanoid and a frog-like lower body, standing 4 FT 9 inches tall, having a wide and short face with black mohawk-style hair, no ears, six large round bumps on the forehead, thin arched eyebrows over oval brown eyes, wide triangular nose, and a wide toothless mouth. It has a thick and short neck, wide shoulders with a thick barrel chest, wide waist, and short thick arms with pudgy fingers, and two skin-covered black wings attached to the shoulders each spanning 3 FT It has long oversized muscular upper legs (like those of frogs) ending in a triangular webbed foot. It wears a steel cap (AC+7), long-sleeved yellow shirt, and a bronze breastplate (AC+15).

Devil, Type 3D (female white fox devil), 1d6 appearing; HD1d3+7; hp 1d12+42; fly 65 FT, swim 30 FT; AC 37; *Attacks*: Bite 1d3, Punch 1d6, Strangle 1d8; *Weapons*: silver-bladed *Spear* +3 (unholy, returning), *Dart of Hornets* x4 (1d8 **giant hornets**), *Cutlass* +1; *Special Attacks*: *despair and surrender* (30 FT, save 1d20 GTET [33-Will], affected persons throw down all weapons and surrender themselves, 2d100+100 rounds); *Special Qualities*: Standard Officer abilities, *charm animals* (100 FT, canines), *detects enemies* (200 FT), *infrared vision* (50 FT), extraordinary hearing (250 FT), low-light vision, *natural languages* (canines), resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 9), weapon enchanted GTET +2 is required to injure, 5/day — *hold person* (save 1d20 GTET [28-Will]), 3/day — *summon monster* (1d8 **Rabid Dogs**), *hurricane blast*, 1/day — *shapechange* (800 rounds, any canine species); AL EVIL; *Attributes*: Agil 24, Int 25, Stam 19, Str 19, Will 25; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion*, *potion of greater giant strength* (Str+10, 5d20+10 rounds), *unholy water* (x4), *neutralize poison potion*, *Ring of Levitation*, *Ring of Regeneration* (hp2/ round), *Deep Slumber Wand* (40 FT, 2d100 minutes, save 1d20 GTET [34-Will]), rope (30 FT), oil flask (x3), flint and steel, silver mirror, silver unholy symbol, adamantine spikes (x6), bird whistle; *Description*: A composite winged biped with a female human head, the body and tail of a white fox, and human arms, 5 FT 8 inches tall, having a thin rectangular face with a small forehead, four small straight red horns, small furred fox-like ears, long braided red hair, thick eyebrows over small circular light blue eyes, a long and thin upturned nose, high cheeks, small mouth with large canine teeth, and a small pointed chin. It has a narrow slender neck, thin shoulders and hips, muscular but small legs ending in narrow paws, and long thin arms ending in slender 6-fingered hands. The Type 3D has small bird-like wings attached to the shoulder with vertical strips of white and red fur, each spanning 3 FT It has a long bushy tail which ends in a shaped point, and thick, soft, white fur on its whole body. It wears a white woolen cloak (AC+12).



Devil, Type 3E (male polar bear devil), 1d4 appearing; HD1d3+14; hp 1d1+75; fly 45 FT, swim 25 FT; AC 35; *Attacks*: Bite 1d6+2, Claws 1d8 (x2), Claws 1d4 (feet, x2, when airborne); *Weapons*: *Mace of Entropy* +4, bladed *Gauntlet* +1 (1d6, wounds cause tetanus [save 1d20 GTET [27-Stamina] checked per wound]), *Javelins of Lightning* x2 (100 FT); *Special Attacks*: *ursine roar* (3/day, sound attack, 600 FT, damage = 600/distance, stuns 3d100 rounds [save 1d20 GTET [29-Will], deafen 6d10*3 minutes); *Special Qualities*: Standard Officer abilities, extraordinary hearing (300 FT), *infrared vision* (50 FT), low-light vision, *natural languages* (ursine [bear-like]), requires a weapon enchanted GTET +3 to injure, resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 4), senses enemies (200 FT), 5/day — *hold person* (save 1d20 GTET [33-Will], 3d10 minutes), natural attack boost (2d20 rounds, +3 damage), *wall of force*, 3/day — *move earth* (pit, 8 FT across by 10 FT deep), *shapechange* (any ursine species, 750 rounds), *summon monster* (1d12, **grizzly bear**); AL EVIL; *Attributes*: Agil 19, Int 23, Stam 27, Str

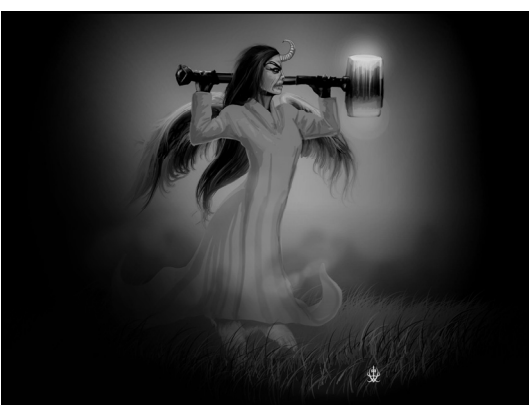
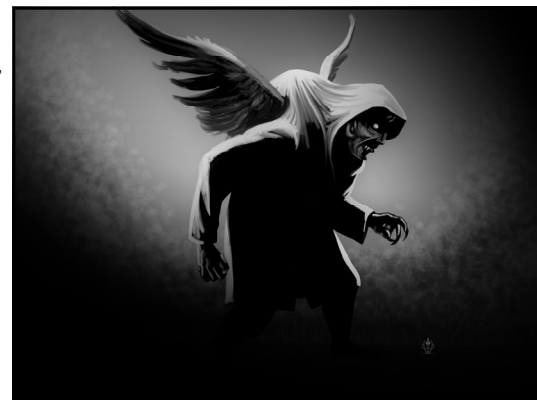
28, Will 28; *Spells*: L10 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *Splinter Staff*, *Dimension Trap Ring* (the wearer is immediately transported into a 1000 cu.FT dimensional prison), scroll (*fireball/disperse magic*)/

Type 3E Devil, continued...*dancing swords*), scroll (*poisonous fumes/reduce intelligence/song of discord*), *Pipes of Pain*;

Description: A composite winged humanoid with the head and torso of a muscular human male with the lower body of a white bear, 7 FT 2 inches tall, having an oval face with high forehead, thick long white hair, two white ivory horns which curve back over the head, small rounded bear-like ears, oval white eyes, a small pug nose, and a wide toothy mouth. Its neck is thick and short with wide shoulders and hips, and very muscular arms ending in large hands, its lower parts are thick and muscular and covered in a thick white fur ending in a wide rounded pad of foot with four clawed toes. It has bat-like white-furred wings attached to the shoulders, each spanning 6 FT. It wears a leather armor shirt, steel gauntlets with spikes on the back, and carries a large rectangular bronze Shield (AC+10, arrow reflecting, blinding).

Devil, Type 4A (orange black-horned dwarf devil), 1d12 appearing; HD1d3+9; hp 1d12+50; fly 70 FT, swim 25 FT; AC 22; *Attacks:* Bite 1d4, Punch 1d6, Claws 1d6 (x2); *Weapons:* Scimitar (unholy, cleaving, AC+10, good slayer – save 1d20 GTET [25-Will]), four-tine red metal *Pitchfork* +2 (unholy, flaming), *Throwing Star* +1 (x4, poisoned [paralysis after 1d12 rounds persists 2d20*3 minutes, save 1d20 GTET [28-Stamina]]); *Special Qualities:* Standard Foot Soldier abilities, *detects alignment* (50 FT), immune to earth magic, *infrared vision* (50 FT), low-light vision, suffers double damage from air magic, uses echo-location (200 FT), 3/day — strength burst (50 rounds, Strength+6), *stone to quicksand* (100 square FT, 10 FT deep, transformation required 3 rounds, effect 2d100+20 rounds), 1/day — *sandstorm*, *wall of stone*; AL EVIL; *Attributes:* Agil 17, Int 19, Str 29, Stam 25, Will 22; *Possessions:* *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *haste potion*, *Ring Reflecting Spells* (1d12 GTET 9), *Python Rod*;

Description: An orange-skinned winged and horned male humanoid standing 4 FT 4 inches tall, having a narrow rectangular face with a bald head, three small black spiked horns on the forehead, small pointed ears, thick bony eye ridge with no hair, glowing orange eyes, a long thin hooked nose, narrow mouth with four upper fangs, and a pointed chin. Its neck is short and thick, with very wide thick shoulders and massive hump on the back, small chest and narrow hips, short legs ending in a foot with five toes and three curved talons, and short but heavily muscled arms. Two small red-feathered wings attach to the shoulders above the hump, each spanning 2 FT. The Type 4A wears an open-face copper helm (*iron will*, *sees invisible*), copper-colored short-sleeved knee-length tunic (AC+10), and a wide black leather belt.



Devil, Type 4B (female green long-hair devil), 1d10 appearing; HD1d3+8; hp 1d10+42; fly 75 FT, swim 20 FT; AC 34; *Attacks:* Bite 1d6, Punch 1d4, Strangle 1d8; *Weapons:* two-headed *War Hammer* +1 (one head icing, one head flaming, unholy, damage +3), Scimitar +1 (unholy, wounds bleed 1d4 rounds), Blowgun with 12 sleeping darts (effect 1d10 rounds persist 2d100 minutes, save 1d20 GTET 25-Will); *Special Qualities:* Standard Foot Soldier abilities, enchanted/blessed weapon is required to injure, evil spells cast as level+1, immune to earth magic, *infrared vision* (50 FT), *know alignment* (50 FT), low-light vision, suffers double damage from air magic, uses echo-location (200 FT), 5/day — *create fog* (150 rounds, 75 FT by 100 FT by 25 FT high), *shapechange* (800 rounds, any burrowing animal form), *summon monster* (1d10 **giant snakes**, 150 rounds), 3/day — command earth creatures (50 FT, save 1d20 GTET [33-Will]), *conjure gemstones* (1d4 gemstones value 1d100*1d100 GP, disappear in 4d100+50 hours), *move earth* (pit, 6 FT across by 8 FT deep), repel flying creatures, 1/day — *animate mud golem*

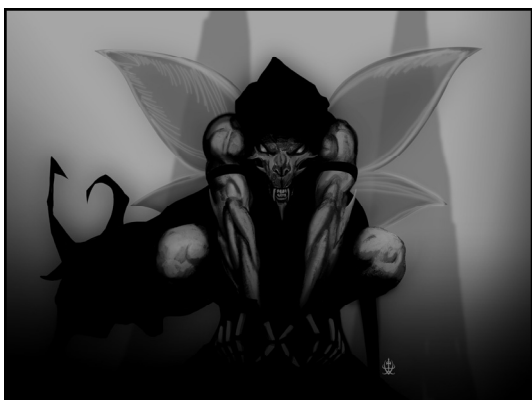
(3 rounds to create, persists 100 rounds, **golem** is L6, base AC 35, hp30, Punch 1d10); AL EVIL; *Attributes:* Agil 19, Int 17, Stam 21, Str 20, Will 23; *Spells:* L8 Evil Priest; *Possessions:* *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *Ring of Mind Shielding*, *Torc of Transport*, *Spectacles of Medusae* (1d6 : 4-6); *Description:* A green-skinned winged and horned female humanoid 4 FT 2 inches tall, having a narrow rectangular face with long thick (waist-length) hair, no ears, a single aqua-colored spiral horn on its forehead, a thin body ridge over glowing pale green eyes, a small round pug nose, wide mouth with dark red lips and two lower fangs, and a square chin. It has a short and thick neck, wide shoulders with two moderate shoulder humps, small bust, narrow waist, short legs ending in a long thin rabbit-like foot, and short but powerful arms. It has two red-and-white feathered bird-like wings on the shoulder humps, each spanning 3 FT. The Type 4B wears a long-sleeved, ankle-length brown smock worn with a multi-pocketed leather vest.

Devil, Type 4C (male rhino-faced devil), 1d8 appearing; HD1d4+10; hp 2d8+58; fly 65 FT, swim 15 FT; AC 37; *Attacks:* Bite 1d4, Punch 1d8; *Weapons:* golden *Flail* +3 (damage +2, 1d12 rounds pain [save 1d20 GTET [28-Will], affected have –2 to hit, cumulative effect]); metal *Staff* +1 (unholy); *Special Qualities:* Standard Sergeant abilities, immune to earth magic, *infrared vision* (50 FT), *knows alignment*, low-light vision, requires weapon enchanted GTET +3 to injure, suffers triple damage from air magic, 10/day — *shapechange* (500 rounds, any earth burrowing creature), 5/day — *summon monster* (1d8 **giant spitting cobra**, 200 rounds), 3/day — *blindness* (30 FT, 3d12 hours, save 1d20 GTET [32-Stamina]), *earthquake*, 1/day — *move through stone* (15 FT), *transmutation* (100 pounds earth to iron), *summon monster* (1 **earth elemental**, 150 rounds); AL EVIL; *Attributes:* Agil 19, Int 14,



Type 4C wears a long-sleeved white woolen shirt, knee-length black pants with a wide black belt, metal bracers (AC+9) and black leather gloves (*greater damage*, AC+8).

Devil, Type 4D (female busty camel-faced devil), 1d8 appearing; HD1d3+15; hp 1d12+70; fly 50 FT, swim 30 FT; AC 35; *Attacks*: Bite 1d6, Punch 1d8, Strangle 1d12, Hoof Spike 1d8 (x2, kicking); *Weapons*: double-bladed silver *War Axe* +3 (+6 versus humans, +4 damage versus humans, unholy, paralyzing 1d12 rounds – save 1d20 GTET [25-Stamina]), *Glaive* +2 (unholy, cleaving), Sling +1 (iron shot x16, 1d8, 50 FT); *Special Attacks*: *ghouldom* (3/day, touch, save 1d20 GTET [26-Stamina] AND 1d20 GTET [28-Will], both required, transforms into a mindless **ghoul**, 4d12*10 minutes); *Special Qualities*: Standard Officer Abilities, casts evil spells as level+1, *detects good* (50 FT), *detects phased creatures* (20 FT), echo-location ability (120 FT), enchanted weapon GTET +3 is required to injure, extraordinary scent ability (150 FT), immune to earth magic, *infrared vision* (50 FT), low-light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 6), *see invisible* (30 FT), sensitive to vibrations (50 FT), suffers triple damage from air magic, 10/day — *animate rope*, *earthquake*, 5/day — *blindness*, *confusion*, *entangle* (vines from dirt/stone), *hold person* (touch, 20 rounds, save 1d20 GTET [33-Will]), *shapechange* (750 rounds, any burrowing animal), *summon monster* (1d6, **giant badger** or **wolverine**, 100 rounds), *zone of darkness*, 3 day — smite (+4 melee bonus, +15 damage), *monster* (1d2 **earth elemental**, 150 rounds), 1/day — *transmutation* (250 pounds of dirt to iron or copper); AL EVIL; *Attributes*: Agil 21, Int 18, Stam 22, Str 24, Will 27; *Spells*: L14 Evil Priest; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *displacement potion*, *Ring of Spell Storing* (5 spells), *Ring of Regeneration* (hp3/round), *Rod of Human Command*, scroll (*wall of stone/fire attack/wall of fire*), scroll (*cone blast/dominate person/mesmerize*), *Wand of Fireballs* (20), gold unholy symbol, rope (30 FT), oil flask (x4), silver mirror, flint and steel, adamantine spikes x10; *Description*: A pale tan winged, female humanoid standing 10 FT to 11 FT 3 inches, having a camel's face with long snout, glowing orange eyes, two prominent black ivory upper fangs, long drooping ears, two short spiral horns on the back of the skull, and long dark brown hair. It has a female body with large bust, well developed shoulder muscles, slender waist with long leg ending in wide black ivory hooves, and long muscular arms ending in a six-fingered hand. On its back are two thick rounded dromedary humps, attached to each hump is a pair of dark brown vulture wings with red tips, each spanning 4 FT. The Type 4D wears a long-sleeved red blouse with a brown leather vest, a knee-length red-and-blue kilt, a dark red leather belt, adamantine bracers (AC+13), spikes on each hoof, and a steel cap with a wide leather brim.



Devil, Type 4E (male cloven-foot antler devil), 1d4 appearing; HD1d4+15; hp 2d8+90; fly 110 FT; AC 39; *Attacks*: Bite 1d6, Punch 1d8+1, Strangle 1d10; *Weapons*: *Cutlass* +4 (unholy, dancing, elf slayer – save 1d20 GTET [35-Will]), heavy *Mace* +2 (unholy, limb crushing), Bill hook (12 FT, 2d6+2), Short Bow and *Quiver of Endless Arrows*; *Special Attacks*: *crushing blow* (1/day, punch, -3 penalty to hit, 6d12 crushing damage), *pillar of salt* (1/day, touch, save 1d20 GTET [28-Stamina], transforms into solid salt pillar for 1d20*25 days), *hideous mushroom* (1/day, touch, save 1d20 GTET [25-Stamina], transforms to large toadstool for 400 rounds – gives off spores [50 FT, sleep effect, 200 rounds, save 1d20 GTET [33-Will]]); *Special Qualities*: Standard Officer Abilities, *detect good* (250 FT), *detect phased creatures* (120 FT), echo-location ability (125 FT), extraordinary hearing (100 FT), extraordinary scent (200 FT), immune to earth magic, *infrared vision* (50 FT), low-light vision, requires weapon enchanted GTET +4 to injure, resists Prayers (1d20 GTET 7), resists Spells (1d12 GTET 5), *see invisible* (300 FT), suffers triple damage from air magic, 10/day — *earthquake*, 5/day — *blindness*, *confusion*, *darkness*, *entangle* (grow vines, 200 rounds), *hold person* (40 rounds, touch, save 1d20 GTET [26-Will]), *move earth* (pit 8 FT across by 14 FT deep), *shapechange* (700

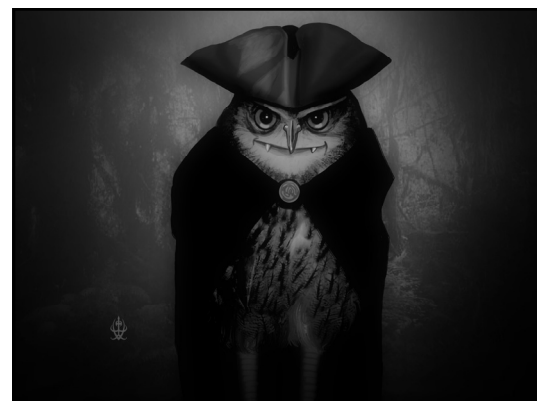
Type 4E Devil, continued...rounds, any burrowing animal), *summon monster* (1d4 **earth elementals**, 150 rounds), 3/day — *alter self* (250 rounds, stalactite or stalagmite), *bar living* (save 1d20 GTET [48-Exp Level-Stamina], instant quicksand (area 15 sq.FT by 2 FT thick, once stuck requires Str GTET 20 to move), *summon monster* (1d3 **basilisks**, 250 rounds), 1/day — *poisonous fumes*, *transmutation* (350 pounds dirt to iron/ copper/silver); AL EVIL; *Attributes*: Agil 21, Int 22, Stam 20, Str 23, Will 28; *Spells*: L14 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *haste potion*, *Ring of Regeneration* (hp4/round), *Ring of Djinn Calling*, *Magnificent Ruler's Rod*, scroll (*lesser geas/ice storm/zone of silence*), scroll (*inflict serious wounds/dispersel magic/poison*), *Wand of Unholy Blight*; *Description*: A dark green winged male humanoid standing 6 FT 8 inches to 7 FT 4 inches, having a diamond-shaped head with pale green glowing eyes, two short branching antlers, a thick nose, large circular ears, a small slit mouth with two pairs of upper fangs, and a thin jutting chin. It has a short and thick neck, broad shoulders, muscular arms ending in a wide seven-finger hand with two thumbs, a wide waist with pot-belly, and long legs ending in cloven hooves. It has pale green almost translucent gossamer insect wings (which are fully functional) attached at its shoulders, each spanning 4½ FT. Along the back of its head, along the neck, and across its entire back, haunches and legs are numerous sharp quills all dark green in color with white tips. The Type 4E wears an open face adamantine helm with black feather plume, an adamantine breastplate over a long-sleeved black shirt, leather and bladed steel gauntlets, hooded black cloak (*chameleon*, *invisibility*) and carries a circular adamantine shield (*AC+12*, *gaze reflecting*, *spell turning* [1d12 GTET 8]).



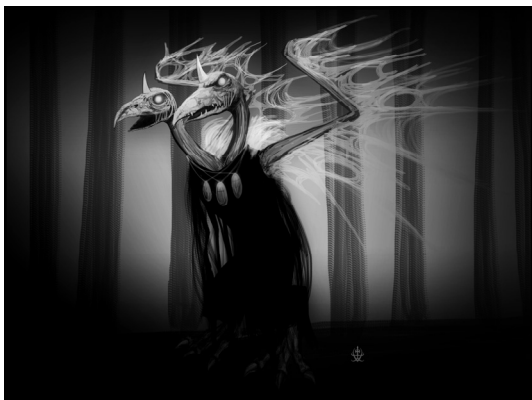
Devil, Type 5A (human-headed heron devil), 1d10 appearing; HD1d3+6; hp 1d10+32; fly 80 FT, swim 30 FT; AC 42; *Attacks*: Bite 1d3, Kick 1d4 (x2), *Horns* 1d4; *Weapons*: *Cutlass +2* (*lightning blade*), *Black Dragon's Claw*, *Trident* (fish command, +2 damage, +5 damage versus Tritons); *Special Attacks*: *Spikes* (1d6, transmit diphtheria, whooping cough, swamp fever, tetanus, rheumatic fever, or tuberculosis, save 1d20 GTET [28-Stamina]), *blood-curdling scream* (5/day, sound attack, 75 FT, paralyzes 1d100+20 rounds, save 1d20 GTET [26-Will]); *Special Qualities*: Standard Foot Soldier Abilities, *create fog*, detect good (150 FT), detect phased creatures (120 FT), extraordinary scent (150 FT), *illusory body* (illusion of any ordinary water fowl, disbelieve 1d20 GTET [29-Will]), immune to water magic, *infrared vision* (50 FT), low-light vision, reduce blunt weapon damage by 2, *see invisible* (30 FT), 3/day — *cold blast* (40 FT), *shapechange* (600 rounds, any stork, crane, or heron), *summon monster* (1d6, **giant crocodile**, 150 rounds), *wall of water*, 1/day — freeze water (50 FT by 6 inches, 3d100+100 rounds), *summon*

monster (100 rounds, **undine**); AL EVIL; *Attributes*: Agil 22 (water) 25 (airborne) 16 (land), Int 15, Stam 18, Str 20, Will 20; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *displacement potion*, *Ring of Water Breathing*, *Swarming Insects Staff*, *Pipes of the Sewers*; *Description*: A bird-like horned bipedal creature standing 7 FT 1 inch tall (resembles an infernal crane or heron), having a small round human head with pink feather strands instead of hair, small rounded ears, low forehead with two curved ivory horns mounted on the sides of the head and oriented forward, rounded eye sockets with small beady black eyes, and a triangular horn beak 10 inches long with a pointed tip. Three white ivory spikes each 6 inches long are attached to the underside of the chin. Its head is mounted on a flexible neck about 60 inches long and 6 inches thick, the neck is attached to a cigar-shaped body 4 FT long by 2 FT across, with wide red-feathered wings, each spanning 5½ FT. Attached to the underside of the body are two dark red stick legs ending in a four-toed foot (each toe has a curved talon at its end). The neck and body are covered in a thick coat of short pink feathers. Type 5A devils wear a gold medallion around their neck embossed with the image of Prince Paimon. They are found almost exclusively wading in the Styx Marsh.

Devil, Type 5B (human-headed owl-stork devil), 1d10 appearing; HD1d4+6; hp 1d12+40; fly 80 FT, swim 15 FT; AC 44; *Attacks*: Bite: 1d3, *Horns* 1d4, Kick 1d6 (1/round), Strangle 1d8, Stinger; *Weapons*: heavy *Flail +1* (unholy, dwarf slayer – save 1d20 GTET [33-Will]), silver *Long Knife* (paralyzing poison in 1d8 rounds persisting 3d100 minutes, save 1d20 GTET [25-Stamina]), *Halberd +2* (13 FT, unholy, cold blade), Long Bow with 30 *War Arrows +1*; *Special Attacks*: *stunning hoot* (5/day, sound attack, 75 FT, stuns for 200-(3*Stamina) rounds, save 1d20 GTET [25-Stamina]); *Special Qualities*: Standard Foot Soldier Abilities, detects good (350 FT), detects phased creatures (120 FT), enchanted/blessed weapon is required to injure, flies silently, immune to water magic, *infrared vision* (250 FT), low-light vision, resists air magic (1d12 GTET 7), *sees invisible* (130 FT), suffers triple damage from fire magic, telekinesis (100 FT, 25 pounds), 3/day — disperse magic (25 FT radius), *shapechange* (600 rounds, any species owl, stork, crane, or heron), *summon monster* (1d6 **giant crocodile**, 150 rounds), *summon monster* (1d10 *giant fish*, 100 rounds), 1/day — magic arrow volley (4 arrows, 40 FT, independent targeting), *wall of water*, *zone of silence* (50 FT diameter, 200 rounds); AL EVIL; *Attributes*: Agil 20 (water) 26 (airborne) 16 (land), Int 22, Stam 20, Str 18, Will 26; *Spells*: L11 Wizard; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *cure critical wounds potion*, *Ring of Mind Shielding*, scroll (*create fog/mesmerize/fireball*); *Description*: A bipedal, winged, and horned composite creature with the general body shape of an owl, human face, and the legs of a stork, 9 FT 5 inches tall. The Type 5B has

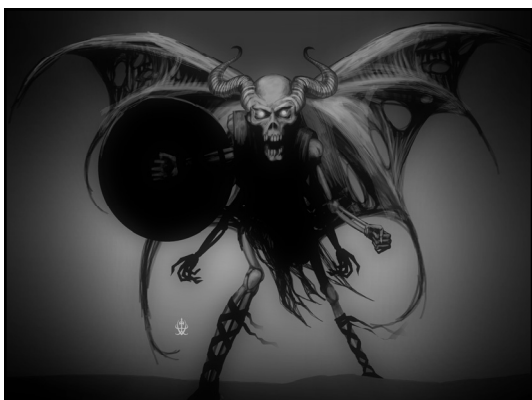


Type 5B Devil, continued...an elongated and rounded head with upright pointed ears and 2 curved brown horns set on the rear of the skull and curving forward over the top of the head, a small forehead, thick arched eye sockets with thick brown hair, a thin upturned nose, and a thin mouth with two upper fangs, and the top and back of its head are covered with short dark brown feathers. It has no neck, stocky cylindrical body covered in long dark brown feathers, and wide feathered wings, each with a mottled brown-and-white pattern, each spanning 6 FT. Attached to the underside of the body are two long stick-like legs with a spherical knee, ending in a wide webbed foot with five toes (three toes with forward-facing spikes). The body is 4 FT long and the legs are 5 FT. Found wearing adamantine chainmail, a tri-corned peaked leather hat (visualization), a dark brown hooded cloak (*chameleon*, AC+10). Type 5B devils are found almost exclusively in the Styx Marsh, and prefer to operate in darkness.



Devil, Type 5C (two-headed skeleton devil), 1d8 appearing; HD1d3+10; hp 1d12+48; fly 75 FT, swim 35 FT; AC 40; *Attacks*: Bite 1d3, Horns 1d4, Claws 1d6 (x2), Punch 1d4, Strangle 1d6; *Weapons*: *Bone Blade* +3, silver *Dirk* +1 (unholy), *Long Bow* +1 (10 *Arrows of Human Slaying*, 20 *Arrows of Sleep*, 300 FT); *Special Attacks*: *whistling duet* (5/day, sound attack, 50 FT, causes weakness [reduce Str 6 points], 2d20 minutes, save 1d20 GTET [24-Will]), *experience reduction* (touch, removes 250 XP), *self immolation* (explosion, 4d10+10 damage, 15 FT radius, 3d6+2 damage to 30 FT, must have GTET HP10 remaining); *Special Qualities*: Standard Sergeant Abilities, *detect good* (350 FT), *detect phased* creatures (200 FT), each head is disabled after hp12 damage, extraordinary hearing (150 FT), *infrared vision* (50 FT), low-light vision, non-ferrous weapon is required to injure, *produce flame*, reacts to Priests as does a Vampire, regenerates hp1/round, *see invisible* (30 FT), suffers triple damage from Holy Water, susceptible to panic and fear (save -6), unaffected by ordinary fire, 5/day — *fireball* (40 FT, 3d8), *summon*

monster (1d4 *vampires*, 200 rounds), 3/day — *shapechange* (450 rounds, skeleton, vampire or goat forms), *wall of fire*, *zone of darkness*; AL EVIL; *Attributes*: Agil 20, Int 22 (right) 12 (left), Stam 18, Str 18, Will 16 (right) 27 (left); *Spells*: L14 Wizard (right head), L12 Evil Priest (left head); *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *Ram Ring*, *Viper Rod*, scroll (*lightning bolt* x2/*meteor swarm*), scroll (*inflict serious wounds* x5), *Pipes of Haunting*, *Eyes of Charming*; *Description*: A horned, winged, two-headed skeletal creature with long thin legs, standing 7 FT 3 inches, having 2 bird skulls, each with a long curved white beak, glowing purple eyes, a single straight ivory horn attached to the forehead, and a flexible 48 inch neck. It's skeletal body resembles a vulture with bony arms attached under the wing joint, and 4-FT legs ending in a three-toed foot with large curved talons. The two wings are skeletal with a thin white gossamer material between bone supports, each spanning 4 FT. All of its bone is a bleached pink-white color. The Type 5C wears open adamantine helms with pink feathers, silver *amulets of protection* +3, leather/scale gauntlets (*shocking touch*, 1d4), carrying rectangular bronze shields (*reflecting*, *blinding*).



Devil, Type 5D (four-armed glow-eyed skeleton devil), 1d6 appearing; HD1d4+9; hp 1d10+56; fly 70 FT, swim 40 FT; AC 46; *Attacks*: Bite 1d3, Horns 1d4, Punch 1d8, Strangle 1d10; *Weapons*: gold *Scimitar* +4 (unholy, ethereal blade), silver *Scimitar* +2 (unholy, soul drinker), bladed metal *Quarterstaff* +1 (10 FT, unholy, wounds bleed 1d4 rounds); *Special Attacks*: *Claws* 1d6 (x4, cold touch 1d6, save 1d20 GTET [25-Stamina]), *baleful stare* (5/day, gaze, 30 FT, panic, avoid gaze 1d20 GTET [26-Will], save versus gaze 1d20 GTET [30-Will], persists 1d12*50 minutes), *dexterity thief* (1/day, touch, permanently reduces Agility 1d4, save 1d20 GTET [28-Stamina], additional Agility is transferred to devil for 2 hours); *Special Qualities*: Standard Sergeant Abilities, affected by Priests as a Mummy, *detect good* (350 FT), *detect phased* creatures (200 FT), enchanted/blessed weapon is required to injure, extraordinary hearing (150 FT), *infrared vision* (50 FT), low-light vision, *produce flame* (20 FT), regenerates hp2/round, *see invisible* (50 FT), susceptible to paralysis (-5 save), suffers double damage from earth magic,

unaffected by ordinary fire, 3/day — *fiery hands* (touch, 1d12+2 fire damage), *hold person* (30 FT, save 1d20 GTET [26-Stamina], 4d100 rounds), *shapechange* (600 rounds, skeleton, mummy, or giant crow form), *summon monster* (1d4, *mummies*, 150 rounds), walks through any enchanted wall; AL EVIL; *Attributes*: Agil 17, Int 16, Stam 18, Str 26, Will 29; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x4), *cure critical wounds potion* (x2), *Ring of Spell Turning*, *Ring of Air Elemental Command*, scroll (*cold spray* x5), scroll (*command monster*/*shapechange*/*zone of silence*), *Staff of Swarming Insects*, *Eyes of Doom*; *Description*: A composite skeletal creature with four arms, horns, and wings, standing 8 FT 2 inches tall, having an oversized human skull with glowing orange eyes, two straight spiral horns extending from the sides of the skull above the ears, and two spiral horns extending forward from the forehead, a long neck (twice the normal human length), doubled shoulder bones supporting 4 long skeletal arms with a reach of 5 FT, wide hips, and very long leg bones ending in a triangular seven-toed foot. It's two wings consist of many bony supports which radiate from the shoulder, covered in a thin white translucent leather; all of its bone is a glossy cream color. The Type 5D wears a sleeveless knee-length brown robe (*chameleon*, *protection* +2) with leather sandals, and carries a round adamantine shield (AC+11, *breath attack reflecting*).

Devil, Type 5E (toucan beak four-tusk skeletal devil), 1d appearing; HD1d4+10; hp 1d20+64; fly 60 FT, swim 35 FT; AC 58; *Attacks*: Bite 1d3, Beak 1d4, Tusks 1d6 (+1d12 when charging); *Weapons*: *Claymore* +4 (unholy, spell storing [3/day —disintegrate], neck cleaving), *Short Sword* +2 (unholy, Priest slayer — save 1d20 GTET [36-Will], armor ripper), *Glaive* (human slayer, save 1d20 GTET [34-Will]), *Javelin* +1 (lightning x4); *Special Attacks*: *mournful keening* (5/day, sound attack, 75 FT, cowardice 1d100+100 rounds, save 1d20 GTET [35-Will]), *fey wail* (1/day, sound attack, 30 FT, listener immediately dies, save 1d20 GTET [28-Will]); *Special Qualities*: Standard Officer Abilities, *detects good* (450 FT), *detects phased creatures* (250 FT), extraordinary hearing (200 FT), immune to ordinary fire, *infrared vision* (50 FT), low-light vision, *produce flames* (30 FT), regenerates hp3/round, resists Spells (1d20 GTET 5), suffers double damage from earth magic, *sees invisible* (80 FT), susceptible to confusion (save -6), weapons enchanted GTET +2 is required to damage, 3/day — *confuse*, *shapechange* (800 rounds, skeleton, minotaur, or giant bull form), *summon monster* (1d6, **giant boar**, 200 rounds), *summon monster* (1d4, **minotaur** with axes, 200 rounds), 1/day — *animate dead* (10 **skeletons** or **zombies**, 5000 rounds); AL EVIL; *Attributes*: Agil 19, Int 18, Stam 17, Str 19, Will 26; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *haste potion*, *Ring of Shifting* (teleportation to 40 FT, 31 charges), *Ring of Shooting Stars*, *Staff of Fire*, *Rod of Limb Withering*, scroll (*cold blast/mind fog/song of discord*), scroll (*circle of death/chain lightning/major disintegrate*), scroll (*cure critical wounds/divine power/poison*), rope (30 FT), oil flask (x8), flint and steel, silver mirror, adamantine spikes (x10); *Description*: A winged, bipedal, skeletal creature with four thick tusks standing 6 FT 9 inches tall, having a long narrow skull with glowing pale green eyes, a long pale-orange curved beak like that of a toucan, and four short curved brown ivory tusks emerging from the base of the beak curving forward. It has a short thick neck, narrow shoulders and hips, and short legs ending in a four-toed foot with each toe ending in a curved talon. Two bleached white feathery wings attach to the shoulder bone, each spanning 3 FT, all bone is a pale blue color. Each Type 5E wears a desecrated silver chain and medallion (*protection* +1, *telepathy*) around its neck, a silver helm with visor and blue plume, a silver breastplate, and carries a round silver shield (AC+12). The Type 5D is found almost exclusively in the City of Burning Tombs.

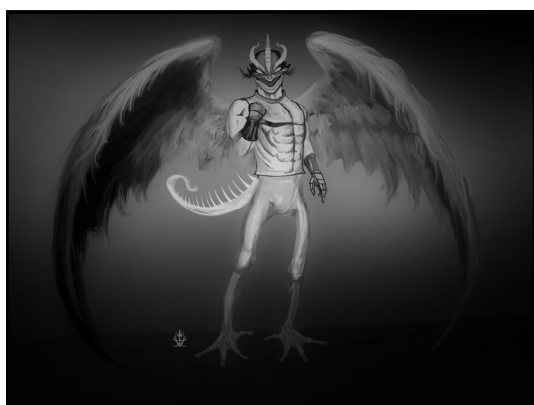
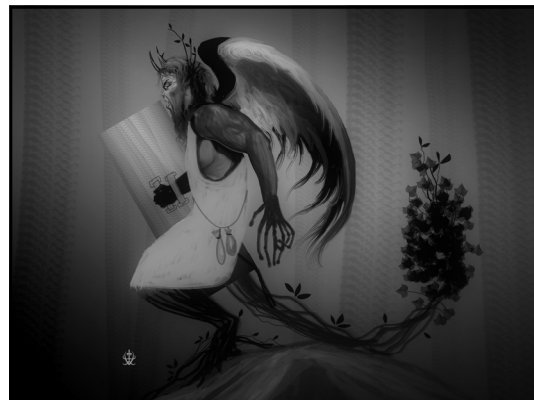


Devil, Type 6A (mule-body Centaur devil), 1d12 appearing; HD1d3+8; hp 1d12+36; fly 50 FT, swim 20 FT; AC 44; *Attacks*: Punch 1d4, Hooves 1d6 (x2, rearing), Strangle 1d6, Trample 1d10; *Weapons*: *Heavy Mace* (unholy, freezing), curved silver Dirk, *Short Lance* (1d10, unholy, magic dispersing, wounds made bleed 1d4 rounds), *Cavalry Bow* (quiver of 30 war arrows, quiver of 15 *Sleep Arrows* {save 1d20 GTET [29-Will]}), 5 Arrows of Human Slaying, 5 Arrows of Elf Slaying, 5 Arrows of Dwarf Slaying, 5 Fire Arrows); *Special Attacks*: *blood drain* (3/day, touch, immediately removes all subject's blood resulting in immediate death, save 1d20 GTET [28-Stamina]), *weakness bray* (25 FT, reduces listener's effective Str and Stam 1d4+2 points, save 1d20 GTET [30-Stamina] 1500 rounds); *Special Qualities*: Standard Foot Soldier Abilities, *detect good* (450 FT), *detect phased creatures* (200 FT), enchanted/ blessed weapon is required to injure, excellent hearing (200 FT), *infrared vision* (50 FT), low-light vision, regenerates hp1/round, runs over water, resists Spells (1d12 GTET 5, water magic GTET 9),

see invisible (50 FT), suffers double damage from cold magic, susceptible to Druid's Prayers (-4 save), 5/day — *fog cloud* (100 FT by 75 FT by 20 FT tall, 1d20*100+1500 rounds), 3/day — *poisonous fumes* (20 FT by 20 FT by 10 FT tall, 200 rounds), *shapechange* (600 rounds, black stallion, black centaur, or black Pegasus forms); AL EVIL; *Attributes*: Agil 18, Int 23, Stam 22, Str 18, Will 25; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion*, scroll (*deep slumber/disperse magic/hold person*), *Goblin-making Wand*; *Description*: A four-legged, winged, and horned, composite creature with the lower body of a mule and a humanoid upper body, 4 FT 10 inches long, standing 5 FT 5 inches tall, having an ugly wrinkled face, oval in shape, with four black corkscrew-shaped horns attached to the top of its head, oily black hair, glowing yellow eyes, an oozing pus-filled mass instead of a nose, and a slit mouth with four upper/two lower fangs. Its torso is a glossy black color, slender with long thin arms ending in a dainty six-fingered hand. Its lower body is thin and emaciated with a dark grey hide and stick-like legs ending in black hooves, with a long black bushy tail. Two large bat-like grey leather wings are attached along the entire torso from shoulder to waist, each spanning 8 FT. The Type 6A wears a short-sleeved black tunic (AC+8), and carries a large rump pack.

Devil, Type 6B (brown spiky tree devil), 1d10 appearing; HD1d4+8; hp 1d12+44; fly 25 FT; AC 34; *Attacks*: Punch 1d6, Strangle 1d10, Horns 1d4 (+1d10 if charging), Tail 1d4 (barb); *Weapons*: *Spiked Wooden Club* (damage +3), long curved Dirk (unholy, paralyzing poison, effect after 1d10 rounds persisting 1d12*15 minutes, save 1d20 GTET [25-Stamina]), long Quarterstaff, 12 FT); *Special Attacks*: *weak knees* (1/day, touch, subject immediately loses all muscular control, 150 rounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Sergeant Abilities, *detect good* (350 FT), *detect phased creatures* (200 FT), enchanted/ blessed weapons needed to injure, *infrared vision* (150 FT), low-light vision, resists Spells (1d12 GTET 6, no resistance to fire magic and suffers double damage), resists Prayers (1d12 GTET 5), *see invisible* (130 FT), *tree shape*, 5/day — *lost*, 3/day — *transport via*

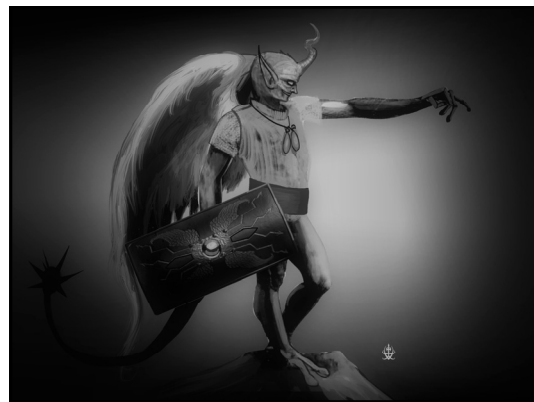
Type 6B Devil, continued...*trees, summon monster* (1d10 **giant badger** OR **giant scavenger beetles**, 200 rounds), *wall of thorns*, 1/day — *shapechange* (any natural forest animal, 750 rounds); AL EVIL; *Attributes*: Agil 14, Int 19, Stam 24, Str 28, Will 22; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *Ring of Mind Shielding*, *Python Rod*, rope (40 FT), steel manacles, bolo (x2), scroll (*call lightning/poison/sleet storm*), scroll (*disperse magic/rusting grasp/call lightning storm*), *Pipes of Mesmerizing*; *Description*: A winged and horned humanoid with heavy dark brown bark-like skin, standing 8 FT 5 inches tall, having long thin faces with thick hair which resembles a spongy green moss, two straight brown spiky horns protruding from the forehead, large white fan-shaped growths in the place of ears, arched sockets around glowing golden-brown eyes, a long thin twisted nose, a wide toothless mouth, and a sparse moss-like beard. It has a thick torso with wide shoulders and hips, long arms ending in 7-fingered hands with extraordinarily long fingers ending in thick stubby balls, and long cylindrical legs ending in a round foot with short animated tendrils around the foot. Two green-feathered wings are attached to the shoulder each spanning 6 FT. It has a long green tail resembling a thick woody vine ending in a green tuft, and its is thick and covered by vertical lines and crevices. Type 6B devils wear sleeveless knee-length vests with many pockets, and they carry a large wood shield (*AC+10, acid reflecting*).



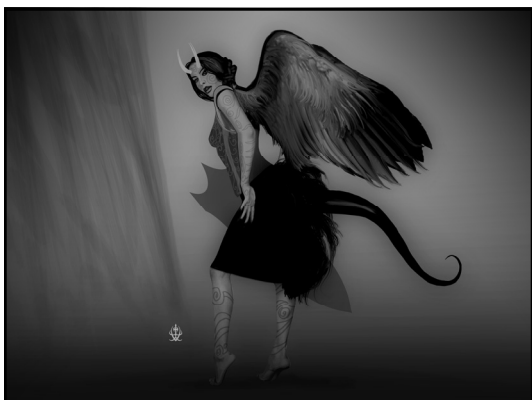
Devil, Type 6C (white tree devil), 1d8 appearing; HD1d4+9; hp 1d12+54; fly 40 FT, swim 15 FT; AC 39; *Attacks*: Punch 1d6, Kick 1d6, Strangle 1d10, Tail 1d6; *Weapons*: *Spiked Morning Star* +2 (unholy, limb crushing), Long Sword (unholy), silver *Throwing Knife* +2 (x3, unholy, flaming); *Special Attacks*: *Bite* 1d4 (disease, save 1d20 GTET [25-Stamina]), *paralyzing touch* (2/day, save 1d20 GTET [27-Stamina], 1d20*1d12 minutes); *Special Qualities*: Standard Sergeant Abilities, *detect good* (500 FT), *detect phased creatures* (250 FT), *infrared vision* (50 FT), low-light vision, weapons enchanted GTET +2 are required to injure, resists Spells (1d12 GTET 5, no resistance to fire Wizard and double damage), *see invisible* (100 FT), 5/day — *tree shape* (300 rounds), *summon monster* (1d4 **lamia** OR 1d12 **giant skunk**, 200 rounds), 3/day — *entangle* (30 FT), *ignite dry* (50 FT, mosses and tinder), *ray of weakness*, *thorn barrier*, 1/day — *zone of silence* (25 FT radius); AL EVIL; *Attributes*: Agil 15, Int 15, Stam 20, Str 23, Will 25; *Spells*: L14 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3),

cure critical wounds potion, *Ring of Spell Storing* (*lightning bolt* x6, *wall of fire* x2), *Ring of Telekinesis*, *Torc of Spell Absorption*, scroll (*crushing despair/fire trap/ice storm*), scroll (*wall of force/wall of fog*), prayer beads, silver unholy symbol; *Description*: A winged and horned humanoid with silver-white bark-like skin, standing 7 FT 10 inches tall, having blocky rectangular faces with thick shoulder-length strands of brown or green hair (often concealing a small dart or long straight pin or small knife), three spiral horns protruding from their foreheads which grow forward then curve upward, an arched eye socket around glowing hazel eyes, a thick triangular nose with mossy moustache, thin slit-like mouth with sharp brown teeth, and a square jaw. They have a wiry and slender body with muscular shoulders, thick chest, small hips, short arms ending in a six-fingered silver hand, and long legs ending in a four-lobed cruciform foot. Two silver-feathered wings are attached to their shoulders each spanning 5½ FT. It has a short raised tail made of a hard bony substance on which are fixed many silver thorns. Type 6C devils wear metal breastplates with steel gauntlets (*barriers, AC+12*). Type 6C devils often have an affinity for Dwarves and may temporarily keep them as pets.

Devil, Type 6D (brown bald tree devil), 1d6 appearing; HD1d3+15; hp 1d20+60; fly 50 FT, swim 20 FT; AC 34; *Attacks*: Punch 1d4, Strangle 1d10, Tail 1d4; *Weapons*: *Long Sword* +2 (unholy, wounds bleed 1d6 rounds), Heavy Mace (unholy), silver-tipped Spear +1 (12 FT, unholy, cold blade); *Special Attacks*: *Bite* 1d4 (wound becomes infected in 2d100 rounds, fatal in 2d10 hours, save 1d20 GTET [34-Stamina]), *dozing touch* (3/day, touch, causes 1d12*15 minutes sleep, save 1d20 GTET [26-Will]), *take root* (2/day, touch, subject immediately shapechanges to a tree, 1d20 hours, save 1d20 GTET [32-Will]); *Special Qualities*: Standard Officer Abilities, *detect good* (350 FT), *detect phased creatures* (250 FT), *infrared vision* (50 FT), low-light vision, *putrefy food and water* (50 FT), resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 9, no resistance for fire spells and suffers double damage), *see invisible* (300 FT), weapon enchanted GTET +3 required to injure, 10/day — *aura of decay* (10 rounds), 5/day — *transport by trees, tree shape*, 3/day — *flame arrow, magic arrow volley, summon monster* (200 rounds, 1d6 **Recluse Spiders** or 1d6 **Spider Wasps** or 1d4 **Purple Mold**), 1/day — *remove air, wall of wood*; AL EVIL; *Attributes*: Agil 18, Beau 13, Int 17, Spd 19, Stam 20, Str 20, Will 24, Wis 15, *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *Ring of Energy Storing*, *Rod of Aging*, scroll (*sleet storm*/



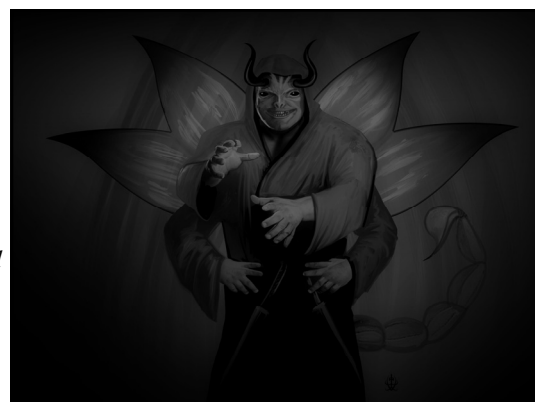
Type 6D Devil, continued...*fireball/slow*), scroll (*fear/fire attack/acid spray*), *Flute of Pleasure*, silver unholy symbol, rope (50 FT), silver manacles, leather canteen [poisoned], adamantine spikes [x10], mallet, saw of greater cutting; *Description*: A winged and horned humanoid with thick light brown skin resembling heavy tree bark with long vertical stripes and creases, 7 FT 2 inches tall, having flat oval faces with glossy reflective bald heads, a single corkscrew style horn protruding from their forehead, long pointed ears, glowing blue eyes, a thin upturned nose, thin mouth with many small teeth like pointed rods, and a rounded chin often covered with a fine light brown fuzz. It has a narrow neck, small shoulders widening into a thick chest and hips, arms which are longer than its legs, oversized fleshy hands with 4 fingers on the left hand and six fingers on the right, and a wide triangular webbed foot. Two brown leathery wings are attached to its shoulders each spanning 5 FT. It has a 5 FT slender dark brown or black tail ending in a spiked knob. Type 6D devils wear short-sleeve brown leather shirts with wide collars worn under tan vests, and a wide brown leather belt with silver clasp shaped like a Hound (*Amulet of Guardianship*) on which are hung two leather pouches, steel-and-leather gauntlets (*barriers*, AC+12), and carry a bronze tower shield (AC+10, *blinding*).



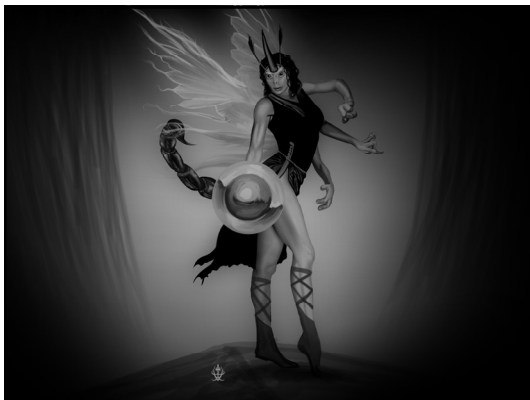
Devil, Type 6E (red female tattooed tree devil), 1d4 appearing; HD1d4+15; hp 1d12+85; Spd 75 FT, fly 35 FT, swim 25 FT; AC 55; *Attacks*: Claws 1d3 (x2), Talons 1d6 (x2, foot), Punch 1d8, Strangle 1d12, Horns 1d6 (3d6 if charging); *Weapons*: silver *Long Sword* +4 (unholy, 1d10 shock damage versus good/1d6 versus neutrals, Crit 17, limb cleaving), Throwing Star +3 (fatal poison in 1d10 rounds, save 1d20 GTET [28-Stamina] humans [25-Stamina] all other races); *Special Attacks*: *Bite* 1d4 (infected wound, fatal in 1d100/3 hours, save 1d20 GTET [28-Stamina]), *touch of confusion* (4/day, 1d12*10+100 minutes, save 1d20 GTET [28-Stamina] – dwarves are immune), *take root* (2/day, touch, shapechange to a tree, 1d100 hours, save 1d20 GTET [30-Will]); *Special Qualities*: Standard Officer Abilities, *detect good* (50 FT), *detect phased creatures* (20 FT), enchanted weapon GTET +3 required to injure, *infrared vision* (50 FT), low-light vision, *major illusion* (forest creatures), *putrefy food and drink* (50 FT), resists Prayers (1d20 GTET 5), resists Spells (1d12 GTET 3 (no resistance to fire spells and suffers

double damage), *see invisible* (30 FT), summon monster (**Giant Badger**, L8, hp55), teaches the skills of identifying edible and poisonous plants, 10/day — *summoned shield* (AC+20, 2d12 rounds), 5/day — *tree shape*, 3/day — *aura of decay* (15 rounds, 50 FT), *disperse magic*, *mass confusion*, *mass hold person*, *poison immunity* (touch, imparts immunity to plant/chemical-based poisons for 30 days), *summon monster* (200 rounds, 1d4 **Gorgons** or 1d6 **L6 Evil Priests** each with 1d6 L8 Warrior guards); AL EVIL; *Attributes*: Agil 20, Int 22, Str 20, Stam 18, Will 26; *Spells*: L12 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *unholy water* (x3), *Physic of Growth*, *Dragon Death Balm* (Blue), *Smee's Hogtie Rope*, *Ring of Shooting Stars*, *Rod of Flailing*, scroll (*song of discord/symbol of pain/symbol of sleep*), scroll (3x *poisonous fumes/chain lightning*), silver long sword *Scabbard* (unholy, breaks any consecrated or holy weapon), gold unholy symbol; *Description*: A winged and horned female humanoid with a heavy dark red skin resembling a smooth tree bark with many whirls and circular tattoos, 6 FT 7 inches tall, having a small round face with shoulder length red hair (often worn in twisted braids), two white ivory horns protruding from the forehead with each horn split into two parallel points (like a fork), thick brown eyebrows over glowing oval turquoise eyes, small pointed ears, a round button nose, and a long narrow chin. It has a long thin neck, slender shoulders, small chest and bust, narrow seductive hips, long thin legs ending in petite rectangular feet with four curved talons, and long arms ending in four-fingered hands with opposing pairs of fingers each with a short straight point on the fingernail. Black vulture's wings are attached to the shoulders each spanning 5 FT. It has a black feather tuft on its backside through which protrudes a narrow 2 FT tail. Type 6E devils dress in short-sleeve leather shirts with very low cut bodices elaborately-embroidered in green with emeralds (typical values 3d12*100 GP), green-and-black kilts, a double-wrap black leather sword belt, and they carry a diamond-shaped bronze shield (AC+12, *blinding*, *spell turning*). A small poisoned dagger is often concealed inside their shirt. They provide **Giant Badgers** or **Great Magpies** as familiars to mortals who swear personal allegiance to them.

Devil, Type 7A (dwarf four-armed scorpion tail devil), 1d12 appearing; HD1d4+9; hp 1d12+62; fly 70 FT; AC 44; *Attacks*: Punch 1d4, Horns 1d4 (3d4 if charging), Strangle 1d6; *Weapons*: curved *Dirks* +1 (x3, unholy), split-blade *Swords* +1 (curved forward/back, unholy, cold blade), short *Javelin* (x4, unholy, +4 against good/+5 against Priests, paralyzes 1d100+15 minutes, save 1d20 GTET [27-Will]); *Special Attacks*: *Stinger* (1d6 nerve venom, paralyzes after 1d12 rounds, persists 3d6*20 rounds, save 1d20 GTET [28-Stamina]), *wounding touch* (3/day, touch, inflict moderate wounds); *Special Qualities*: Standard Foot Solider Abilities, *detect good* (350 FT), *detect phased creatures* (220 FT), immune to ordinary fire, *infrared vision* (250 FT), low-light vision, moves silently and without a trace through deserts and sand, resists fire magic (1d12 GTET 10), resists Prayers (1d12 GTET 5), *see invisible* (300 FT), suffers triple damage from cold magic, 5/day — *summon monster* (200 rounds, 1d8 **Sand** or **Scarab Beetles**), 3/day — *fire attack*, *sandstorm*, 1/day — *quicksand* (10 ft across); AL EVIL; *Attributes*: Agil 20 (airborne) 16 (land), Int 14, Stam 17, Str 18, Will 20; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2),



Type 7A Devil, continued....*cure serious wounds potion* (x1), *oil of slipperiness*, *Gnome death potion*, *Lethe Water*, *potion of youth*, *unholy water* (x4), *Ring of invisibility*, *Wall of Fire Staff*, *Wand versus Demons*, *Hat of Disguise*, copper unholy symbol, rope (25 FT), iron spikes (x10), silver mirror, whetstone, leather canteen of ale; *Description*: A winged and horned four-armed humanoid with a scorpion's tail, standing 4 ft 5 inches tall, having a long oval face with no hair, a glossy finish to its head, three long feathery antennae, two curved black ivory bull's horns on the side's of its head, large ears resembling white broccoli heads, two silver compounds eyes widely spaced across the head, a circular indentation where the nose should be, and a wide toothless mouth. It has a thick neck, barrel-shaped chest, wide hips, short legs ending in a circular foot, and 2 pairs of muscular arms each ending in a six-fingered hand. Four long translucent dragonfly wings are attached to it's shoulders, each 2½ FT in length. Its skin has a tan-yellow hue with darker brown on the head and hands. Type 7A devils wear sleeveless woolen tunics in tan or light brown often with irregular mottles of darker browns, a thick hooded brown cloak (*chameleon*, AC+10), a thick brown leather belt with 2 dagger scabbards, a leather bota, a belt purse, sandals, and often a wide-brimmed brown hat.



Devil, Type 7B (female scorpion-tail black-horn devil), 1d10 appearing; HD1d3+11; hp 1d20+70; fly 60 FT; AC 38; *Attacks*: Bite 1d3, Punch 1d4, Strangle 1d8; *Weapons*: gold *Dirk* +1 (unholy, wounds bleed 1d6 rounds), *Long Spear* (12 FT, unholy, glows with yellow light 25 FT good-aligned creatures, call flames {touch}); *Special Attacks*: *Stinger* (1d6, nerve venom, paralyzes in 1d6 rounds persists 1d12*25+20 minutes, save 1d20 GTET [26-Stamina]), *wounding touch* (3/day, touch, inflict moderate wounds); *Special Qualities*: Standard Sergeant Abilities, blends into desert or sand background, *detect good* (250 FT), *detect phased creatures* (320 FT), enchanted/blessed weapon is required to injure, immune to ordinary fire and fire spells, *infrared vision* (350 FT), low-light vision, moves silently and without a trace through deserts and sand, resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 7), *see invisible* (300 FT), *shapechange* (desert tortoise), suffers double damage from cold magic, 5/day — *summon monster* (200 rounds, 1d12 **Coyotes** or **Wild Dogs**), 3/day — *disperse magic*,

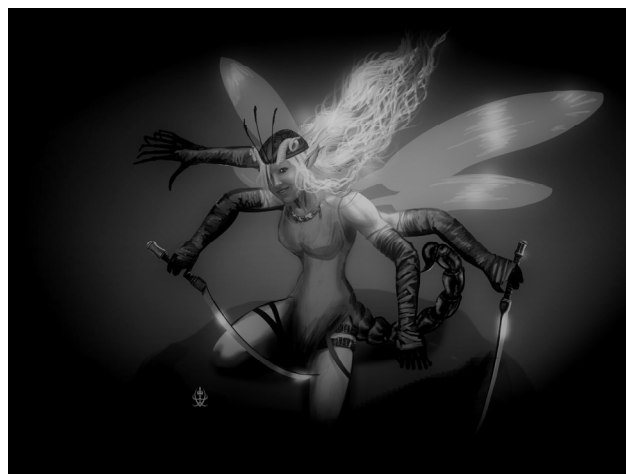
quicksand (10 FT, permanent), *sandstorm*, 1/day — *paralyzing circle* (8 FT radius, 4d12 minutes, save 1d20 GTET [33-Stamina]), *wall of earth* (1 hour); AL EVIL; *Attributes*: Agil 25 (airborne) 20 (land), Int 16, Stam 14, Str 16, Will 23; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *unholy water* (x3), napalm flask (x2, 1d12/round, burns 1d10+3 rounds), *Ring of Tirelessness*, *Ring of Regeneration* hp1/round, scroll (*fireball/confusion/ bestow curse*), bronze unholy symbol, ivory beads of prayer (no magic abilities), leather canteen of wine (poisonous to *Gnomes*); *Description*: A winged and horned four-armed female humanoid with an insect's large compound eyes and a scorpion's tail, 5 ft 9 inches tall, having a wide face with thick curly black hair resembling a springy moss, two short black feather antennae, a single straight spiked horn protruding from its forehead, small pointed red ears, small beady glowing purple eyes, a small pyramid-shaped nose, wide toothless mouth and a flat chin. It has a short thin neck, small shoulders and slightly wider hips, average bust, long slender legs with enlarged knee nodes and a thin rectangular foot, three left arms and one right arm. Its left arms are small and end in a dainty hand with three curved hook-like fingers while the right arm is centered with the left and ends in a thick six-fingered hand with long fingers and long fingernails. Thin dainty red-and-yellow butterfly wings are attached to its shoulders, each spanning 4 FT. It has dark grey skin with black on the head, hands, and lower legs. The Type 7B devil wears short-sleeve white knee-length robes (AC+16) with high-cut tan shoes, and a leather cord belt with a belt purse and a scabbard for a curved dirk, and carries a small round copper shield (AC+12, *blinding*, *unholy*).

Devil, Type 7C (wasp-waist scorpion-tail insect devil), 1d8 appearing; HD 1d4+14; hp 1d20+85; fly 50 FT; AC 52; *Attacks*: Punch 1d4, Strangle 1d6, Tendril Whip 1d3 (x3); *Weapons*: *Cutlass* +3 (unholy, flaming, dancing), war *Boomerang* (x2, +4 against good-opponents, causes 1d100 rounds of unconsciousness on natural rolls of 20), *Dart* [bandolier of 8], explosive grenades (x6, 1d12 in 8 FT radius, produces thick smoke 1d6 rounds); *Special Attacks*: *Stinger* (1d6, nerve venom, paralyzes 1d20*15+150 rounds, save 1d20 GTET [28-Stamina]), *wounding touch* (3/day, touch, inflict serious wounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Sergeant Abilities, blends into a desert or sand background, *detect good* (450 FT), *detect phased creatures* (320 FT), enchanted weapon GTET +2 required to damage, immune to ordinary fire and fire spells, *infrared vision* (500 FT), low-light vision, moves silently and without a trace through deserts and sand, *putrefy food and water* (30 FT), resists Prayers (1d12 GTET 4), resists Spells (1d12 GTET 6), *see invisible* (300 FT), suffers double damage from cold magic, 3/day — *aura of awe* (10 rounds), *disperse magic*, *quicksand* (15 FT diameter, permanent), *sandstorm*, *shapechange* (450 rounds, **chimera** or **burning cactus**), *summon monster* (100 rounds, 1d20 **giant scorpion**), 1/day — *circle of slumber* (15 FT radius, 3d100 rounds, save 1d20 GTET [30-Will]), *reduce armor* (20 FT radius, opponents AC each reduced by 1d8, 1d12*20 minutes), *summon monster* (150 rounds, **Chimera** or **Wyvern**); AL EVIL; *Attributes*: Agil 16, Int 18, Stam 19, Str 25, Will 25; *Spells*: L14 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds*

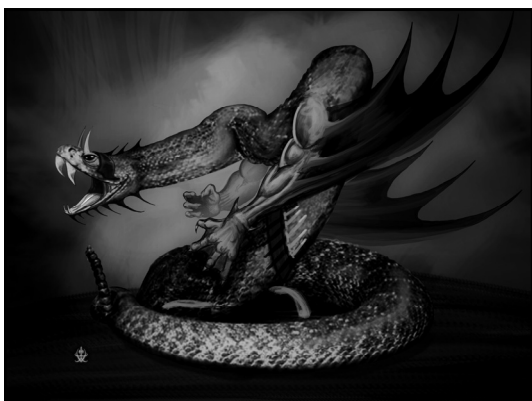


Type 7C Devils, continued...*potion, unholy water* (x4), *Ring of Regeneration* hp2/round, *Ring of Transference*, *Staff of Stinking*, gold unholy symbol, copper rope (30 FT), leather canteen of ale (poisonous to dwarves), silver mirror, flint and steel, first-aid kit; *Description*: A winged and horned humanoid with a segmented body, an insect's compound eyes, and a scorpion's tail, 6 FT 11 inches tall, having a small triangular face with a glossy flat top, three tall silver antennae and two short feathery blue antennae, four small spiky horns on the back of the head, small blue pointed ears, recessed concave eye sockets holding beady glowing blue compound eyes, three nose slits surrounded by raised bony ridges, a thin slit mouth with teeth on the upper jaw, and a narrow tapering jaw. It has a thick flexible long neck, narrow shoulders and torso, a wasp-waist, barrel-shaped lower body segment, short legs ending in a small triangular foot, and three right arms and a left arm. The right arms are rubbery and flexible and end in three snake-like tendrils; the left arm is aligned with the top of the right arms and ends in a fleshly five-fingered hand. A pair of translucent circular wings with blue veins is attached to its shoulders, each spanning 3 FT. Its head is light blue, the upper body segment and arms are mottled brown-and-blue, and the lower body segment and legs are a glossy brown. Type 7C devils wear a scale mail shirt AC+20, black leather dart bandolier, dark leather boots, and a leather pouch.

Devil, Type 7D (female four-armed scorpion-tail insect devil), 1d appearing; HD1d4+14; hp 2d12+90; fly 40 FT; AC 50; *Attacks*: Claws 1d6, Punch 1d3, Strangle 1d8, Horn 1d8 (gore, +1d10 if charging); *Weapons*: red blade *Scimitars* x2 (+3, unholy, flaming, permanently removes 1 Stamina on natural rolls of 20), two-tine Spear +1 (10 ft, unholy, flaming, wounds bleed 1d4 rounds), explosive grenade (x2, 8 FT diameter, 1d12 damage); *Special Attacks*: *Stinger* (nerve venom, paralyzes in 1d8 rounds persisting 3d12*20 minutes, save 1d20 GTET [29-Stamina]), *weapon shatter* (1/day, on natural rolls GTET 15); *Special Qualities*: Standard Officer Abilities, blends into a desert or sand background, *detect good* (500 FT), *detect phased creatures* (250 FT), enchanted weapon GTET +3 required to injure, immune to ordinary fire and fire magic, *infrared vision* (50 FT), low-light vision, moves through deserts and sand silently and without a trace, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 6), *see invisible* (30 FT), suffers double damage from cold magic, 5/day — *quicksand* (20 FT, permanent), 3/day — *aura of awe* (15 FT), *decrease Strength* (15 FT radius, reduce Strength 1d6 points, 3d10*15 minutes), *disperse magic*, *putrefy food and water* (30 FT), *sandstorm* (150 FT, 200 rounds), *shapechange* (600 rounds, desert ram or sphinx), *summon monster* (150 rounds, 1d12 **Gila Monsters** or evil **Dervishes** [L12 Warriors]), *summon monster* (200 rounds, **desert worm**); AL EVIL; *Attributes*: Agil 19, Int 20, Stam 23, Str 19, Will 28; *Spells*: L16 Wizard; *Possessions*: *cure moderate wounds potion* (x4), *cure serious wounds potion* (x2), *cure critical wounds potion* (x2), *haste potion*, *displacement potion*, *unholy water* (x5), *Ring of Efreet Calling*, *Rod of Gideon*, *Ring of Regeneration* hp3/round, oil flasks (x4) scroll (*ice storm/poisonous fumes* [x3]), scroll (*symbol of pain/major disintegration* [x2]/*bar infernal creatures*), *Spectacles of Medasae*; *Description*: A horned and winged four-armed female humanoid with a segmented body, antennae, an insect's large compound eye, a scorpion's tail, 8 FT 3 inches tall, having the face of a beautiful female elf with long honey-yellow hair, pointed ears, and small tapered chin, with three long wiry black antennae, amber-colored compound eyes and two spiral-type horns protruding from its forehead which form a S-shaped curve. Its upper body has wide shoulders, large chest and bust, glossy light yellow skin, and an extremely narrow waist. The lower body segment is long and narrow (cigar-shaped) with short legs ending in a crow's foot, with darker yellow color and irregular brown mottles on its legs. It has a pair of long delicate arms on the shoulders of the upper body segment and a thick pair of arms at the top of its lower body segment, the upper arms end in a long-fingered seven-finger hand and the lower arms end in a clawed three-fingered paw. A pair of delicate diamond-yellow wings are attached to its shoulders. Type 7D devils wear a long leather cap (AC+10), sleeveless ankle-length smock worn under a thick leather vest (AC+8) and a black leather shoe.



Devil, Type 8A (four-legged rattlesnake faced devil), 1d10 appearing; HD1d4+14; 1d12+hp 80; fly 65 FT, swim 25 FT; AC 59; *Attacks*: Claws 1d3 (x2), Punch 1d4, Strangle 1d8, Foot Barbs 1d4 (x2); *Weapons*: long-handled black *Mace* +2 (unholy, bone crushing, disintegrates plate mail on natural rolls GTET 17), *Throwing Knife* (x4, unholy, wounds bleed 1d4 rounds, returning), Blowgun, 20 blow-darts (sleeping poison, effect in 1d4 rounds persist 1d20*10 minutes, save 1d20 GTET [32-Stamina]); *Special Attacks*: *Bite* (1d4, paralyzing poison, effect 1d6 rounds persists 1d20 minutes, save 1d20 [34-Stamina]), *troll bane* (1/day, touch, turns subject to stone, permanent, save 1d20 GTET [33-Stamina]); *Special Qualities*: Standard Sergeant Abilities, *detect good* (500 FT), *detect phased creatures* (220 FT), enchanted/blessed weapon required to injure, *infrared vision* (450 FT), low-light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7), *see invisible* (300 FT), suffers double damage from fire magic, 5/day — spits acid (12 FT cone, 35 FT, 1d12), 3/day — *charm animals* (100 rounds, 35 FT, snakes, reptiles, serpents, lizards, amphibians), *cold blast* (35 FT, 3d12), *shapechange* (300 rounds, wyvern or brown dragon form), *summon monster* (150 rounds, 1d8 **Lightning**



Type 8A Devil, continued...Bugs or Whiptail Lizards); 2/day — *siren's song*; AL EVIL; *Attributes:* Agil 17, Int 18, Stam 18, Str 20, Will 22; *Possessions:* *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *physic of armorskin* (AC+10), *tonic of fatigue restoration*, *liquor of heroism*, *unholy water* (x4), oil flask (x5), *Ring of Chameleon Power*, *Viper Rod*, scroll (*dispersel magic/fireball x2/hold person*), flint and steel, rope (25 FT), adamantine spikes (x10), copper unholy symbol, leather canteen of mead (poisonous to elves – save 1d20 GTET [34-Stamina]); *Description:* A horned and winged composite creature with four tendril legs, a snake's torso and head, and two arms, 6 FT 8 inches tall, having a rattlesnake's head with two silver horns protruding upward from the forehead which then curve forward, beady glowing pale green eyes, and two curved ivory upper fangs. It has no neck or shoulders but its torso is the continuation of a rattlesnake's body and 24 inches from its top a pair of long muscular arms are attached on either side of the body each ending in a four-fingered hand. A pair of grey leather bat's wings attach to the body below the arms, each spanning 3 FT. The trunk splits at the hips would be into four appendages of equal length, two oriented forward and two oriented back, each ending in a rectangular foot with horn hooked barbs (the front feet move together then the rear feet). A 5 FT snake's tail with 10-ring yellow rattle is attached to the torso just above where the foot tentacles separate. Its back, sides, legs, and tail are covered with hard brown scales while its front is covered in many horizontal yellow plates. Type 8A devils wear an open-faced helm (*true sight*) with a wide metal brim, a leather harness on the torso for throwing knives, and leather-and-scale gloves.

Devil, Type 8B (four-legged cottonmouth devil), 1d8 appearing; HD1d4+18; hp 2d12+100; fly 40 FT, swim 35 FT; AC 56; *Attacks:* Claws 1d4 (x2), Horns 1d6 (+1d12 if charging), Foot Barbs 1d4 (x2), Punch 1d6, Strangle 1d8, Stinger 1d8; *Weapons:* bladed *Heavy Mace* +3 (unholy, ignores 20 AC points, permanently reduces armor by AC-10 on natural rolls of 19 or 20), *Heavy Flail* +1 (unholy, takes out opponent's eyes natural roll of 20, wraps opponent's neck natural roll of 19, paralyzes good opponent 3d20 rounds on rolls 16 to 18 {save 1d20 GTET [27-Stamina]}), Long Bow, quiver 30 War Arrows, quiver of 15 *Sleep Arrows*, 5 *Human Slaying Arrows*, 5 *Dwarf Slaying Arrows*; *Special Attacks:* *Bite* (1d4, nerve toxin affects breathing after 1d6 rounds, save 1d20 GTET [30-Stamina] on roll of 1 the lungs stop in 1d10 rounds [fatal], reduce Str/Stam each 1d6 for 1d20*30 minutes), *glue spit* (3/day, 15 FT, material hardens around affected character preventing movement, avoid 1d20 GTET [28-Agility], break free 1d20 GTET [27-Strength], covers eyes on natural rolls GTET 19); *Special Qualities:* Standard Sergeant Abilities, *detect good* (250 FT), *detect phased creatures* (320 FT), enchanted weapon GTET +2 required to injure, *infrared vision* (350 FT), low-light vision, resists Prayers (1d12 GTET 6), resists Spells (1d12 GTET 8, no resistance to fire magic and suffers double damage), *see invisible* (300 FT), 5/day — *greater bane* (-5 attack and save penalty, 2d20 rounds), *invisibility* (150 rounds), 3/day — *aura of awe*, *dispel magic*, *magic grenade*, *minor illusion* (100 rounds, creatures native to deserts), *shapechange* (450 rounds, **Basilisk/Brown Dragon** form [no special abilities]), *summon monster* (150 rounds, 1d10 **Whip Snakes** or **Poison Spiders**), 1/day — *summon monster* (100 rounds, **Calygreyhound**); AL EVIL; *Attributes:* Agil 19, Int 17, Stam 21, Str 19, Will 25; *Possessions:* *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *physic of mind control*, *unholy water* (x5), *Ring of Storm Control*, *Ring of Frosty Breath*, *Staff of Thunderstorms*, scroll (*bar undead/ call lightning/inflct critical wounds*), *Wand of Fireballs*, strand of prayer beads, silver unholy symbol, metal rope (30 FT), iron stakes (x10), silver mirror, leather canteen of beer (poisonous to humans), *infernal compass* (always points to Lucifer); *Description:* A horned and winged composite creature with four tendril legs, a snake's torso and head, two arms, 7 FT 3 inches tall, having the slender head of a water moccasin, white and dark green scales, two black horns protruding from the sides of its head with branches and multiple points (5 to 6 typical), thick black balls of bone surrounding glowing green eyes, two curved black fangs on the upper jaw, a long red forked tongue, and a white interior to the mouth. It has no neck or shoulders and its torso continues the body of the water moccasin, 30 inches from its top a pair of long muscular arms are attached on either side of the body each ending in a lizard's three-fingered claw. A pair of small green dragon wings attach just below the arms, each spanning 4½ FT. At the hips the trunk splits into four appendages of equal length, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (front feet move together then the rear feet). A 5 FT snake's tail ending in a smooth yellow stinger is attached to the torso just above where the foot tentacles separate. Its back, sides, legs, and tail are covered with light green snake's scales with rings of darker green down the length of its body, while its chest and underside typically has a wide white stripe down its length. Type 8B devils wear spiked open-face steel helms, close-fitting chain mail on their torso, spiked gloves, and carry round bronze shield spiked around the rim and on the front face (AC+14, *blinding*).



Devil, Type 8C (one-horn pit viper devil), 1d6 appearing; HD1d4+15; hp 1d20+105; fly 45 FT, swim 25 FT; AC 60; *Attacks:* Claws 1d6 (x4), Punch 1d8, Strangle 1d12, Horn 1d6 (+2d8 if charging), Tail Whip 1d4, Foot Barb 1d4 (x2); *Weapons:* short-handled *Whip* +3 (x2, unholy, undead disrupting, shocking), long gold *Knife* +1 (x2, unholy, wounds bleed 1d6 rounds, cold blade), metal staff, Cavalry Bow, 2 quivers each 25 war arrows plus 3 *Human Slaying Arrows* and 2 *Arrows Elf Slaying*; *Special Attacks:* *Bite* (1d6/1d12 against Priests/Crusaders/Druids, paralyzing nerve venom effect in 1d6 rounds, save 1d20 GTET [30-Stamina] with -4 modifier for divine classes, persists 3d20*10 minutes) *toxic spit* (3/day, 30 FT, 1d10, nerve toxin causes uncontrollable muscle spasms starting in 1d6 rounds for 3d20 minutes, save 1d20 GTET [28-Stamina] – fatal allergy on save roll of 1); *Special Qualities:* Standard Officer Abilities, *charm animals* (25 FT, snakes and lizards), *detect good* (350 FT), *detect phased creatures* (220 FT), enchanted weapons GTET +3 required to injure, *infrared vision* (500 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 10, no resistance against fire magic and suffers double damage), *see invisible* (30 FT), 5/day — *aura of awe*, *disperse magic*, *invisibility*,



Type 8C Devil



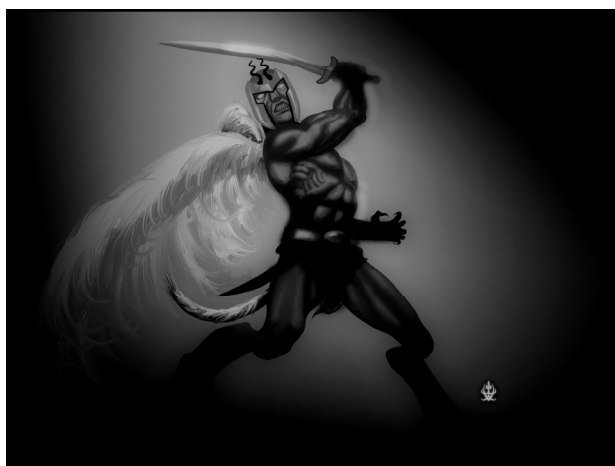
Type 8D Devil

Type 8C Devil, continued... 3/day — *cause fear*, *earthquake*, *shapechange* (500 rounds, manticores or three-headed hydra [non-regenerating]), *summon monster* (150 rounds, 1d12 **Rifle Beetles** or 1d8 evil **Dervishes** [L12 Warriors]), 2/day — *wall of stone*, 1/day — *summon monster* (1d6, **Calygreyhound**, 100 rounds); AL EVIL; *Attributes*: Agil 20, Int 16, Stam 18, Str 19, Will 26; *Spells*: L11 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *poison antidote*, *salve of animation*, *unholy water* (x6), *Ring of Regeneration* hp2/round, *Ring of Telepathy*, *Spider Torc*, scroll (*diminish intelligence/hold monster/symbol of sleep*), scroll (*wall of stone/disintegrate/symbol of persuasion*), platinum unholy symbol, metal rope (40 FT), oil flask (x4), flint and steel, steel mirror, steel spikes x6; *Description*: A horned and winged composite creature with four tendril legs, a snake's torso and head, and four arms, 8 FT 3 inches tall, having the head of a pit viper with a single pointed spiral horn protruding from the forehead, the ears of an iguana, thick balls of bone holding glowing white eyes, a long black forked tongue, and four curved silver metal fangs on the upper jaw. It has no neck or shoulders and its torso continues a viper's body. 30 inches from its top are two pair of long muscular arms, on either side of the body, each arm ending in a furry feline's paw with curved claws. Two long thin leather wings are attached between the pairs of arms, the wings being ovals 2 FT across and 5 FT long. The trunk splits into 4 appendages at the hips, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (the front feet move together then the rear feet). A 7 FT viper's tail is attached just above the legs, and splits into two parts, 26 inches from the end. The Type 8C devil wears silver chain mail on their torso, leather bands around the wrists, and a scale mail skirt around the upper legs.

Devil, Type 8D (four-legged three-tongue cobra devil), 1d4 appearing; HD1d4+19; hp 2d20+115; fly 40 FT, swim 30 FT; AC 63; *Attacks*: Paws 1d6, Foot Barbs 1d6 (x2), Strangle 1d10, Tail Whip 1d8, Horn 1d4 (gore, +1d12 if charging); *Weapons*: heavy silver *Flail* +4 (x2, unholy, +1 damage, hit reduces Will statistic 1 point for 2 hours), silver *Throwing Star* +2 (x8, half are dipped in fatal cobra venom, save 1d20 GTET [26-Stamina]), *bolo*; *Special Attacks*: *toxic bite* (1d8, fatal nerve toxin in 1d6 rounds, save 1d20 GTET [30-Stamina] – if save then paralysis in 1d4 rounds for 1d100+3d20 minutes [paralysis save 1d20 GTET [28-Stamina]]), *toxic spit* (5/day, causes to slow to one-third speed for 4d20 rounds, save 1d20 GTET [28-Stamina], if save roll is 1 then sleeps 2d100*5 minutes), *scaly touch* (2/day, touch, transforms to a non-poisonous snake for 2d12+10 hours, save 1d20 GTET [30-Will]); *Special Qualities*: Standard Officer Abilities, *charm animals* (75 FT, 100 rounds, snakes, lizards, reptiles), *detect good* (500 FT), *detect phased creatures* (420 FT), enchanted weapon GTET +3 required to injure, *infrared vision* (450 FT), low-light vision, resists Prayers (1d12 GTET 8), resists Spells (1d12 GTET 11, no resistance against fire magic and suffers double damage), *see invisible* (370 FT), 5/day — *aura of awe* (25 FT), *disperse magic*, 3/day — *shapechange* (500 rounds, adult Red Dragon or Gorgon form [no special abilities]), *summon monster* (100 rounds, **locust swarm** or 1d12 **venom serpents**), *wall of stone*, 1/day — provide resistance (touch, makes subject immune to snake and reptile venoms for 1d8*200 hours); *summon monster* (60 rounds, **adult brown dragon**); AL EVIL; *Attributes*: Agil 21, Int 17, Stam 20, Str 22, Will 28; *Spells*: L15 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *cordial of agility*, *eternal elven bread*, *unholy water* (x6), *Ring of Regeneration* hp3/round, *Ring of Efreet Calling*, *Wall of Stone Rod*, scroll (*poisonous fumes/symbol of sleep/wall of stone*), scroll (*antimagic zone/chain lightning* [x2]/*symbol of persuasion*), *Lantern of Revealing*, *Spectacles of Ken*, *Horn of Blasting*; *Description*: A horned and winged composite creature with four tendril legs, a snake's torso and head, and four arms, 7 FT 9 inches tall, having the head of a black cobra with the slender snout, forward curved ivory fangs, long red forked tongue, characteristic wide rounded skin hood, and a single horn on its forehead which splits into three points (like a trident). It has no neck or shoulders and its torso continues a cobra's body, 30 inches from its top are attached two pairs of long muscular arms, one on either side of the body, each ending in a furry ape's paw with curved claws. Wide leather bat wings are attached between the arm pairs, the wings are ovals 2 FT across and 5 FT long. The trunk splits into four appendages of equal length at the hip, two oriented forward/two oriented back, each ending in a rectangular foot with bony barbs (the front feet move together then the rear feet). A 7 FT cobra's tail is attached just above the legs, and splits into 2 parts 26 inches from the end. Type 8D devil wear long narrow gold breastplates (reflects spells on 1d12 GTET 8), steel bracers (AC+8) above their paws, and a wide leather belt with two oater belt pouches. A Type 8D Devil provides familiars (snakes or reptiles) to Wizards and Crusaders, in exchange for their personal fealty and control over the subject's soul.



Devil, Type 9A (white-furred dog-faced devil), 1d10 appearing; HD1d3+15d12; hp 2d20+90; fly 55 FT, swim 25 FT; AC 59; *Attacks*: Bite 1d4, Claws 1d6 (x2), Horn 1d6 (+2d8 if charging), Punch 1d8, Strangle 1d10; *Weapons*: *Spiked Club* +2 (unholy, +1 damage, throwing), long silver *Knife* +1 (unholy, human slayer – 1d20 GTET [32-Will]), two-tined *Spear* +2 (unholy, cold blade), Cavalry Bow, 15 War Arrows, 5 *Human-Slaying Arrows*, 3 *Dwarf-Slaying Arrows*, 2 *Gnome-Slaying Arrows*, 1 *Wizard-Slaying Arrow*; *Special Attacks*: *Bite* (1d8, paralyzing nerve toxin in 1d4 rounds, save 1d20 GTET [28-Stamina], fatal to dwarves unless save 1d20 GTET [36-Stamina], persists 3d20 minutes, fatal allergy if save roll is 1); *Special Qualities*: Standard Sergeant Abilities, *detect good* (500 FT), *detect phased creatures* (200 FT), immune to ordinary cold, *infrared vision* (500 FT), low-light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 8), *see invisible* (300 FT), suffers double damage from air magic, weapons enchanted GTET +2 required to injure, 5/day — *aura of awe*, *invisibility* (150 round), 3/day — *blizzard* (150 FT wide, 200 rounds), *cold blast*, *disperse magic*, *instant freeze* (50 FT), 1/day — *shapechange* (200 rounds, **caribou** or **wooly llama**), *summon monster* (100 rounds, 1d8 *ice lizards* or **cold crocodiles**), *wall of ice*; AL EVIL; *Attributes*: Agil 19, Int 19, Stam 28, Str 25, Will 28; *Spells*: L16 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *cordial of mental resolve*, *alertness tonic*, *salve of animation*, *unholy water* (x6), *smoke bomb* (x4, dense white smoke), *Ring of Regeneration* hp3/round, *Ring of Unsummoning*, *Wand of Armor Lessening*, scroll (*reduce intelligence/3x hold monster*), *Forest Staff*, *Pipes of Sounding*; *Description*: A horned and winged humanoid with thick white fur standing 6 FT 6 inches tall, having a flat oval face with drooping canine ears, four small white ivory spiked horns protruding from its head, small beady glowing red eyes, a flat circular nose, wide mouth with many sharp upper and lower fangs, and a long chin. It has a thick neck, wide shoulders, a thick torso, thinner hips, long slender legs ending in an oversized long rectangular foot with pads on the bottom and thick hair on the top, and well-developed and muscular arms ending in a five-fingered hand with curved talons. Two white leather bat-like wings are attached to the shoulders with several thick vertical ribs each spanning 5½ FT. It has a short stumpy tail ending in a white fur tuft. Type 9A devils wear crossed leather chest straps, a wide white leather belt with a silver clasp shaped in a ram's head (*amulet of protection* +2), a woolen kilt-like cloth hip wrap, and carries a large wooden shield (AC+12, *arrow reflecting*).



Devil, Type 9B (giant white-furred monkey-tailed devil), 1d8 appearing; D1d4+17; hp 2d20+120; fly 50 FT, swim 20 FT; AC 62; *Attacks*: Bite 1d4, Horn 1d6 (+1d12 if charging), Punch 1d6, Strangle 1d10, Foot Claw 1d6 (x2); *Weapons*: silver *Scimitar* +4 (unholy, cold blade, wounds bleed 1d6 rounds), white metal *Dirk* +2 unholy, kills creatures sensitive to cold natural roll of 20 [save 1d20 GTET [28-Stamina], 1d10 additional cold damage on rolls GTET 15, 1/day summons **Type 9A Devil** for 100 rounds), bladed metal quarterstaff, long-handled gold *Mace* +2 (10 FT, unholy, armor ripper, desecrates/ destroys enchanted/blessed weapon on rolls GTET 16, opponent unconscious 1d100/3 minutes on GTET natural 18 – save 1d20 GTET [34-Will]), *Frost Dart* (x6, 30 FT, 2d12 cold damage); *Special Attacks*: *block of ice* (2/day, touch, encases and immobilizes in ice 3d100 minutes, save 1d20 GTET [38-Stamina], break out 1d20 GTET [39-Strength]); *Special Qualities*: Standard Officer Abilities, *detect good* (500 FT), *detect phased creatures* (320 FT), enchanted weapons GTET +3 required to injure, *frost line* (1d12, 25 FT), *infrared vision* (500 FT), low-

light vision, resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7), *see invisible* (300 FT), suffers double damage from air magic, unaffected by ordinary cold, 10/day — *chilling touch*, 5/day — *aura of awe*, *disperse magic*, *ice storm*, *invisibility*, 3/day — *blizzard* (300 rounds, 225 FT across), *cold blast*, *cold protection* (touch, subject protected against cold to –60 degrees for 24 hours), *shapechange* (500 rounds, **Northern Lynx** or **Arctic Fox**), *summon monster* (100 rounds, 1d6 **Polar Bears** or 1d8 **Arctic Wolves**), *wall of ice*, 1/day — canine companion (provides a temporary companion to mortals swearing allegiance which remains for 30 days), *choke*, *instant dry*, *polar ray*; AL EVIL; *Attributes*: Agil 20 (in snow) 14 (other), Int 19, Stam 21, Str 22, Will 30 (snow) 22 (other); *Spells*: L17 Wizard; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x2), *cure critical wounds potion*, *physic of growth*, *magnetism potion*, *unholy water* (x5), *Ring of Air Elemental Calling*, *Staff of Magic Arrow Volleys* (volley 1d4+3, each 1d6, 40 FT), scroll (*blizzard/slow* [x2]/*summon monster* {**polar bear**}), scroll (*call lightning/animate dead/inflct serious wounds*), *Bastard Wand*, silver unholy symbol, metal rope (40 FT), silver mirror, iron spike [x10], mallet, steel ice axe, *infernal compass* (always points towards Lucifer); *Description*: A horned and winged humanoid with thick white fur standing 7 FT 4 inches tall, having a long rectangular face with thick grey fur on the back of the skull, two corkscrew-shaped horns protruding from the sides of its head, thick white eyebrows, oval glowing orange eyes, a small triangular nose, a slit mouth with several long grey curved upper jaw fangs, and a tapered chin. It has a long flexible neck, narrow shoulders and hips, long legs ending in a large dragon's foot, and long muscular ape-like arms ending in a seven-fingered hand with a fleshy palm and furred fingers. Two white-feathered circular

Type 9B Devil, continued....wings attach at the shoulder, each spanning 5½ FT. It has a long white monkey's tail. Type 9B devils wear a silver open-faced helm (*AC+12*), short-sleeve white or grey woolen shirts with high collars, a white leather belt with leather purse and a white scabbard with a curved dirk, and silver metal gauntlets (*AC+10*, 3/day *ice ray*).



Devil, Type 9C (bear-headed vulture-wing devil), 1d4 appearing; HD1d4+22; hp 2d20+140; fly 50 FT, swim 40 FT; AC 70; *Attacks*: Bite 1d8, Claws 1d6 (x2), Punch 1d4, Strangle 1d10, Horns 1d6 (+2d8 if charging); *Weapons*: *Mace of Smiting* +4 (unholy), long-handled double bladed blue metal *Battle Axe* +3 (unholy, completely crushes limbs natural roll of 20, freezes opponent solid on natural rolls 18 or 19 [save 1d20 GTET [36-Stamina], triple damage to cold-sensitive opponents), *Bladed Gloves* +2 (unholy, armor rending), blue metal Trident, white ice *Throwing Knife* (x5, unholy, wounds bleed 1d6 rounds, knife meltwater is poisonous [paralyzing, 5d100 rounds, save 1d20 GTET {34-Stamina}]); *Special Attacks*: *numbhucks* (5/day, touch, immediately becomes numb 3d100 rounds, affected person is unable to feel any body sensation, reduce effective Agility 1d10 points, save 1d20 GTET [35-Stamina]), *block of ice* (2/day, touch, immediately entombed in a solid pillar of ice 6 FT across by 12 FT high [stasis], 6d100+200 minutes, save 1d20 GTET [34-Stamina], break out 1d20 GTET

[36-Strength]); *Special Qualities*: Standard Officer Abilities, *charm animal* (200 FT, any natural arctic animal LTET L8), *detect good* (150 FT), *detect phased creatures* (100 FT), immune to ordinary cold, *infrared vision* (150 FT), low-light vision, *major illusion* (100 FT, polar bear or white dragon), resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 5), requires weapon enchanted GTET +4 to injure, *see invisible* (75 FT), suffers double damage from air magic, 10/day — *dispel magic*, *hurricane blast*, *wall of ice*, 5/day — *aura of awe* (50 FT, save 1d20 GTET [32-Will]), *blindness*, *summon monster* (120 rounds, 1d6 **Ice Spirits** or 1d3 **Ice Worms**), 3/day — *blizzard* (300 rounds, 300 FT across), *cold protection* (touch, subject immune to cold down to -80 degrees for 30 hours), *shapechange* (900 rounds, **Polar Bear** or **Frost Giant**), *timed magical blast*, 1/day — provides familiar (Arctic Fox or Arctic Wolf in return for swearing personal fealty); AL EVIL; *Attributes*: Agil 22, Int 20, Stam 25, Str 29, Will 29; *Spells*: L18 Wizard and L10 Evil Priest; *Possessions*: *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *haste potion*, *displacement potion*, *unholy water* (x8), oil flask (x4), *Ring of Regeneration* hp4/round, *Ring of Air Elemental Calling*, *Blizzard Rod*, *Staff of Life*, scroll (*symbol of sleep/ zone of no magic/commune with the dead/major disintegrate*), scroll (*stoning/stop heart/whirlwind*), *Spectacles of Medasae*; *Description*: A horned and winged humanoid with thick white fur, 8 FT 2 inches tall, having the head of a polar bear with glowing blue eyes and three blue ivory horns protruding from its forehead (like antelope horns), a thick neck, wide shoulders and a barrel-like torso, thick hips, short legs ending in a bear's foot, oversized shoulder muscles, long thick arms ending in a five-clawed left hand and a five-fingered fleshy right hand. Two white vulture's wings attach at the shoulder, each spanning 6½ FT. It has a bear's tail. Type 9C devils wear an open steel barrel helm with white plume, dark leather vest (*AC+9*), thick leather belt with silver buckle shaped like a walrus head (*AC+4*), the left hand wears a metal glove with silver blades, the right wears a simple white leather glove, carrying a rectangular white metal shield (*unholy*, *AC+10 spell reflecting*).

Diabolic Duke (Adramelech, Azazel, Focalor, Ippos, Merihen, Sitri, etc.), 1 appearing; HD1d10+65; hp 2d20+480; fly 125 FT; AC 85; *Weapons*: silver *Long Sword* +5 (unholy, dancing, neck cleaving), Short Bow +3 (25 sleep arrows — save 1d20 GTET [36-Will]), exploding grenade [x4, 18 FT radius, hp1d12]; *Special Attacks*: *transform alignment* (5/day touch, good to evil, effect permanent on 1d20 of 20 otherwise persists 2d20+7 weeks, save 1d20 GTET [35-Will]), *pain wrack* (5/day touch, save 1d20 GTET [32-Stamina], nerve damage 3d8+4, intense crippling pain persisting 2d20*10 rounds); *Special Qualities*: *aura of fear* (95 FT, save 1d20 GTET [36-Will]), *command Undead* (as L25 Evil Priest), *control temperature*, *detects good* (350 FT), *detects incorporeal* (200 FT), *identify lies*, immune to normal heat and cold, *infrared vision* (725 FT), *produce flame*, *putrefy foods*, requires enchanted/ blessed weapon GTET +4 to injure (+5 Prime Material Plane), resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 2), *sees invisible* (525 FT), *sees phased or displaced creatures* (375 FT), *shapechange* (any humanoid form, 600 rounds), *summon monster* (any **Devil** of same Circle), *telekinesis* (350 FT), *telepathic bond* (500 FT), telepathic communication (75 miles, any Devil), teleportation (within their Circle); 10/day — *command person* (save 1d20 GTET [34-Will]), hold person (save 1d20 GTET [36-Will]), 5/day — *aura of heroism* (3 miles, 300 rounds), *blizzard*, *cold attack*, *fireball*, *major illusion* (350 FT, disbelieve 1d20 GTET [35-Will]); 3/day — *aura of greater heroism* (1 mile, 150 rounds), *resurrection*, *summon monster* (**Mummy**, **Vampire**, **Lich** or similar); 1/day — *earthquake* (500 FT), impart experience (touch, 10,000 XP), impart knowledge (touch, any skill +4), impart temporary invulnerability (touch, 24 hours/14,400 rounds), *major disintegration* (50 FT, 750 pounds), release soul (from Circle under their command, 1d20+10 year life expectancy), *transmutation*; AL EVIL; *Attributes* Agil 16+1d10, Int 21+1d12, Stam 20+1d12, Str 20+1d8, Will 32+1d10; *Spells*: L24 Wizard and L16 Evil Priest; *Possessions*:



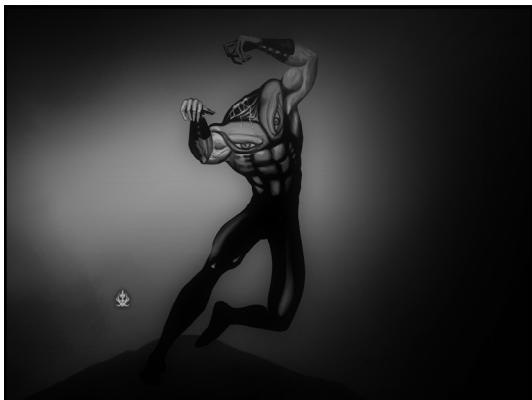
Diabolic Duke, continued...*displacement potion, Cure Serious Wounds potion (x3), Ring of Magic Arrows (22), Staff of Power (summoned), Wand of Priest Zapping, Gloves of Dexterity +6, Amulet of Mighty Fists, electrum Unholy Symbol; Description:* Appears as a beautiful male or female human, standing between 5 FT 9 inches and 6 FT 5 inches tall, with bright red hair, two vertical dark red curved horns each with a yellow stripe protruding from the sides of their head, small ears with pronounced points, thin brows over glowing red eyes, a long hooked nose, wide mouth with perfect teeth, and a small rounded chin; when male a thick moustache and small well-kept beard is typical/when female a large bust and long braided hair is typical; their skin is pink to light red with streaks of darker red on the neck and hands, red fingernails and eye lids. Their clothing is always that of highest quality nobility (as *Blending* and *Invulnerability*); as either male or female always wears a gold tiara studded with emeralds valued at least at 230,000 GP and a gold neck chain with an amulet bearing the blazon of the Prince they serve valued at least at 25,000 GP. Their voice is always soft and melodious but also strong and booming, sounding cultured and well-educated, courtly and aristocratic, with strong overtones of natural command, haughty condensation, and sarcasm. Commands 12 Diabolic Generals, and is commanded by a Prince of Devils. Is always accompanied by bodyguard of 1d5 Officers plus 1d8 Sergeants plus 1d10 Troopers (all of the same Circle).



Diabolic Earl (Astaroth, Berith, Caym, Dagon, Gresil, Procell, Sommilon, Verrim, etc.), 1 appearing; HD1d10+60; hp 2d20+420; fly 115 FT, AC 63; *Weapons:* Scimitar +4 (unholy, neck cleaving, 6 FT), silver Dirk +2 (wounds bleed 1d8 rounds); *Special Attacks:* *transform alignment* (5/day touch, good to evil, save 1d20 GTET [38-Will], effect permanent on 20 roll on 1d20 otherwise persists 2d20+7 weeks), *pain wrack* (5/day touch, save 1d20 GTET [32-Stamina], nerve damage 3d8+4, intense crippling pain persisting 2d20*10 rounds); *Special Qualities:* *aura of fear* (75 FT, save 1d20 GTET [35-Will]), *comprehend languages, control temperature* (250 FT), *detects good* (350 FT), *detects incorporeal* (275 FT), *identify lies*, immune to ordinary cold and heat and fire, *infrared vision* (500 FT), *produce flame, putrefy foodstuffs*, requires weapon GTET +4 to injure, resists Prayers (1d20 GTET 2), resists Spells (1d12 GTET 3), *sees invisible* (425 FT), *sees phased or displaced creatures* (275 FT), *shapechange* (any humanoid form, 450 rounds), *summon monster* (1d20 **Devils** of the same Circle),

telekinesis (300 FT), *telepathic bond* (mortals 500 FT, devils 75 miles), *teleport* (anywhere in Malebolge or elsewhere 150 miles); 5/day — *aura of heroism* (3 mile, 450 rounds), *cold blast, command undead* (as L28 Evil Priest), *fireball, heal, hold person* (25 FT, 1d20 GTET [32-Will]), *major illusion* (350 FT, disbelieve 1d20 GTET [33-Will]), *telepathic bond* (150 FT), *teleportation* (anywhere on home Circle or 50 miles), 3/day — *aura of greater heroism* (1 mile, 2 hours), *resurrection, summon monster* (1d20 **Mummy** or **Vampire** or equivalent) 1/day — *disintegrate* (50 FT, 500 pounds), release soul (from Circle under their command, appears fully healed with 1d20 year life expectancy), transmutation (250 pounds); AL EVIL; *Attributes:* Agil 16+1d10, Int 21+1d12, Stam 10+1d12, Str 12+1d8, Will 27+1d8; *Spells:* L23 Wizard and L16 Evil Priest; *Possessions:* *Cure Moderate Wounds potion (x2), Cure Serious Wounds potion, Lesser Restoration potion, Ring of Mental Subjugation, Rod of Subduing (38), Efreeti Bottle, Spectacles of Medusae, Bells of Dancing; Description:* Appears as a handsome male or beautiful female human or elf, standing between 5 FT 4 inches and 5 FT 9 inches tall, with bright red hair, two dark red vertical curved horns from the sides of the head, small ears, thin brows over glowing red eyes, a long hooked nose, wide mouth with perfect teeth, and a small rounded chin; short well-kept beard if male, large bust and long braided hair is typical if female; skin is tan to light brown with red fingernails and eye lids; their voice is always soft and mellow, cultured and well-educated, courtly and aristocratic, with overtones of natural command, condensation, and sarcasm. They wear priest-like robes of the highest quality and a silver tiara studded with diamonds (valued at least at 140,000 GP). Commands 12 Diabolic Generals, and is commanded by a Prince of Devils. Is always accompanied by bodyguard of 1d5 Officers plus 1d8 Sergeants plus 1d10 Troopers (all of the same Circle).

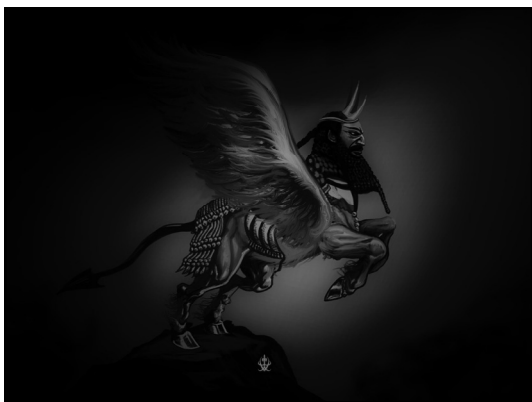
Diabolic General, 1 appearing; HD1d10+40; hp 1d20+240; fly 120 FT; AC 77; *Weapons:* Cutlass +4 (magic disrupting), Short Bow (420 FT); *Special Attacks:* *transform alignment* (3/day touch, good to evil, save 1d20 GTET [33-Will], permanent on 20 roll on 1d20 otherwise persists 1d20 weeks); *Special Qualities:* *aura of fear* (save 1d20 GTET [34-Will]), *control temperature* (150 FT), *detect good* (200 FT), *detects incorporeal* (175 FT), *identify lies*, immune to ordinary cold and heat and fire, *infrared vision* (375 FT), *produce flame, sees invisible* (375 FT), *sees phased or displaced creatures* (275 FT), requires enchanted/blessed weapon GTET +3 to injure (+4 on Prime Material Plane), resists Prayers (1d12 GTET 4), resists Spells (1d12 GTET 7), *summon monster* (1d8 **Devils** of same Circle), telepathic communication to Duke or Earl (25 mile), *telekinesis* (150 FT), *teleportation* (anywhere on home Circle or 50 miles), 5/day — *command undead* (as L22 Evil Priest), *fireball, major illusion* (250 FT), *telepathic bond* (150 FT), 3/day — *aura of heroism* (1 mile, 180 rounds), *cold blast, heal, hold person* (save 1d20 GTET [34-Will]), *shapechange* (humanoid only, 1 hour), *symbol of pain*, 1/day — *summon monster* (1d12 **Mummy** or **Vampire**); AL EVIL; *Attributes:* Agil 18+1d10, Int 19+1d12, Stam 13+1d12, Str 12+1d10, Will 26+1d8; *Spells:* L20 Wizard and L13 Evil Priest; *Possessions:* silver dirk in scabbard, *Cure Moderate Wounds potion (x2), Ring of Regeneration* hp3/round, *Wand of Inflict Critical Wounds (20), Unholy Symbol; Description:* A red-skinned humanoid 8-9 FT tall with two curved black horns, long black hair and beard, black leather wings, long black tail with curved sting at the end, with hoofed feet. They are often dressed in red silk shirts, black pants, black belt, and black boots. It is always accompanied by bodyguard of 1d4 Officers plus 1d6 Sergeants of the same Circle. Commands 20 Diabolic Officers and their associated Sergeants and Foot Soldiers, and is commanded by a Diabolic Earl or Duke.



Drones; HD 8-10; hp 1d10+40; AC 40; *Attacks:* Punch 1d10, Strangle 3d10; *Weapons:* long silver-bladed *Scimitar* +2 (unholy), Dart x2; *Special Qualities:* detects mortals (125 FT), requires a weapon enchanted GTET +2 to injure, resists earth and water magic (1d12 GTET 5), save versus Spells at +2; AL EVIL; *Attributes:* Agil 19, Int 13, Stam 22, Str 28, Will 20; *Possessions:* *cure light wounds potion* (x2), *cure moderate wounds potion*, smoke bomb x3 ; *Description:* Headless muscular male humans, each 6 FT 2 inches tall, with broad shoulders, thick and massive collar bones, and narrow hips, muscular arms, long arms ending in wide hands with long fingers, and long legs ending in narrow feet. The part of the shoulders where the neck is usually attached is recessed with a mouth-like organ for speaking. Two oval brown eyes are mounted in bony sockets in the center of the upper chest. Drones wear breechcloths, a diamond, jade and ruby-studded sash across their chests supporting a jeweled scabbard, and a pair of silver metal

bracers (*AC*+10). Primarily found carrying Plutus on the Fourth Circle of Hell.

Etvaras (Foot Soldiers of Paimon, red monkey-faced devil), 1d8 appearing; HD1d3+9; hp 1d12+58; Move: 10 FT, fly 20 FT, AC 34; *Attack:* Punch 1d8, Strangle 2d8; *Weapons:* double-bladed *War Axe* (unholy, wounds bleed 1d4 rounds, flaming), oil grenade x4; *Special Qualities:* Standard Foot Soldier abilities, immune to lightning/electricity; 3/day — double speed (15 minutes), 1/day — enlarge person (half hour), reduce person (half hour); AL Evil; *Attributes:* Agil 14+1d10, Int 14+1d6, Stam 15+1d8, Str 16+1d8, Will 1d6+17; *Possessions:* *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *protection from good potion*, scroll (*deeper darkness/call lightning/ disperse magic*), *Pipes of Hound Summoning*; *Description:* Appears as red-skinned humanoids standing 6 FT to 6 FT 8 inches tall, with rounded or chubby faces resembling a long-eared monkey with glowing blue eyes, long delicate black bats wings, and a long smooth tail with ends in a bone knob or ball. They wear a grey-colored jacket or jerkin. Typically found in troops of 8 led by an Assura.

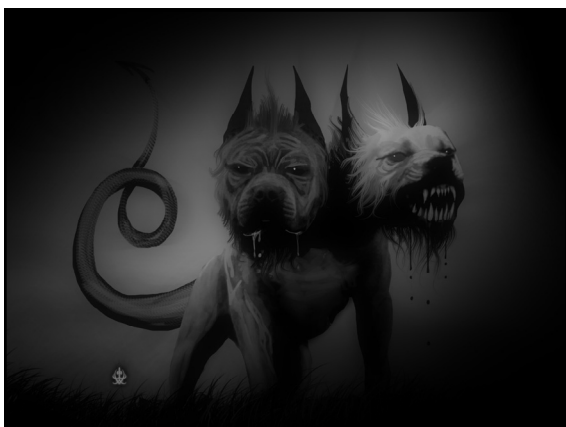


Freppi (Sergeants of Asmodai, man-headed bull devil), 1d6 appearing, HD1d6+20; hp 2d20+110; Move: 45 FT, fly 90 FT, AC 42; *Attack:* hooves 1d10 (x2), charge Str+1d10+8 (trample); *Weapons:* heavy Flail (tail, wounds bleed 1d4 rounds), breastplate Spike (1d12); *Special Attacks:* *prodigious bellow* (4/day, 3d6 damage [30 FT, save 1d20 GTET {30-Stamina}] OR 1d12 damage [31 FT to 60 FT, save 1d20 GTET {27-Stamina}], stuns at 30 FT [save 1d20 GTET {24-Stamina}, 1d10*10 rounds] OR 31 FT to 80 FT [save 1d20 GTET {25-Stamina}, 1d6*10 rounds]); *Supernatural Abilities:* Standard Sergeant abilities, moves through meadows/fields without a trace, telekinesis (30 pounds, 75 FT), 5/day — deep slumber (50 FT, 4 creatures, 2d100 minutes, save 1d20 GTET [28-Will]), 1/day — wall of fire (100 FT long by 10 FT tall by 4 FT thick, 3d8 minutes); AL Evil; *Attributes:* Agil 10+1d8, Int 15+1d8, Stam 18+1d10, Str 22+1d10, Will 1d6+25; *Spells:* L7 Wizard; *Possessions:* curved silver *horn* (range 3 miles), scroll (*bar good* x2), *cure moderate wounds potion* (x3), *cure serious wounds potion*,

cure critical wounds potion, *Snake Staff*, *Horseshoes of the Zepher* (wearing), *Magic Bag*, *Pipe of Cancer*, *Sky Hook*; *Description:* A large human-headed winged bull, standing 6 FT tall at the shoulder, up to 12 FT long, with long rectangular face, braided and coiled black hair (often held in place with a gold circlet or band), a long and tapered black beard (typically laced with gold cord), dark black brows over large glowing turquoise eyes, a large square jaw, thin brown lips around fine teeth with 2 prominent fore-fangs, high and red cheeks, small ears, and 4 vertical copper horns growing from their foreheads. Freppi have small wings like those of eagles and long black tails which become a heavy 6-ended flail at its tip. They have long muscular legs ending in steel hooves. Freppi are usually colored copper-bronze and typically wear a red surcoat (*AC*+13) on their back with crossed tridents and a steel breastplate with a large protruding spike. Freppi are found leading troops of 8 Cayyas.

Gaityas (Officer of Gaap), 1d10 appearing, HD1d4+14; hp 2d12+92; Move: 50 FT, fly 85 FT; AC65; *Weapons:* *Long Sword* +2 (unholy, +1d4 damage versus Good, cold blade), *Long Bow*, *Arrows of Paralysis* (x16, persist 3d100*5 minutes, save 1d20 GTET [34-Stamina]), explosive grenades x3 (1d8 damage, 8 FT radius); *Special Attacks:* *aging* (touch, 3/day, adds 1d20+5 years to persons physical age, save 1d20 GTET [38-Stamina]), *blanch* (touch, 1d6 damage, reduces save versus mental attack/fear by -6 for 3d100 hours {save 1d20 GTET [36-Will]}), *diminish senses* (touch, 4/day, diminishes sight and hearing by 25% per touch for 1d20*150 rounds, save 1d20 GTET [33-Stamina]), *rob Strength* (touch, 1/day, transfers 1d8 points Strength from

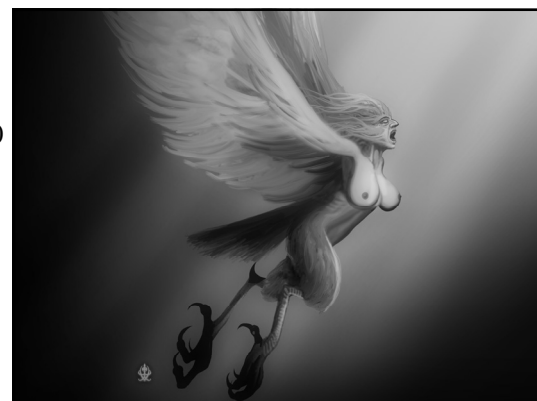
Gaiytas, continued...victim to Gaiytas for 1d100*10 rounds, save 1d20 GTET [36-Will]); *Special Abilities*: Standard Officer abilities, immune to special attacks of undead, immune to spells affecting sight, passes through walls (20 FT thickness), 3/day — aura of heroism (half-mile, 4 hr/day); AL Evil; *Attributes*: Agil 15+1d6, Int 15+1d10, Str 13+1d6, Stam 14+1d6, Will 22+1d8; *Spells*: L14 Evil Priest; *Possessions*: *Ring of Command*; *Wand of Aging* (40); *curved gold horn* (range 8 miles), *cure light wounds potion*, *Physic of Telepathy*, *Physic of Wisdom*, *Salve of Wakening*, *Physic of Lycanthropy* (rat), *cure moderate wounds potion* (x3), *cure serious wounds potion*, *cure critical wounds potion*, *resist flame/fire potion*, *Ring AC+16*, *Ring of Regeneration* hp3/round; *Description*: Appears as small gnarled old men with tiny red shoulder wings (span about 26 inches, attached to each shoulder by a thick stalk, each wing fully functional), between 5 FT 2 inches and 5 FT 8 inches tall with thick wrinkled skin which seems to hang on their thin frames (as if malnourished), with somewhat oversized bald heads, large rounded ears, a high forehead, thin white brows over large brown eyes which are sunken in to the skull, narrow cheeks, a small pointed chin with just a hint of a white beard, and a wide toothless mouth. Found wearing an open-face silver helm, pale blue cape with gold lining (AC+10), a blue leather belt with purse, blue leather riding gloves, carrying an octagonal silver shield. Gaiytas command 10 squads (80 Pruddin & 10 Beng).



Garm, 1d10 appearing; HD1d4+9; hp 2d12+50; Move: 75 FT (3/day 120 FT/round for 1d20 rounds), swim 38 FT; AC 49; *Attack*: Bite 1d12+4 (x2), Claw 1d10+1 (front, x2), Trample 3d8; *Weapons*: neck chain (1d12); *Special Qualities*: extraordinary hearing (200 FT), extraordinary scent tracking ability, immune to normal and magical cold; infrared vision (200 FT), see ethereal/incorporeal (25 FT), see invisible (125 FT), suffers one-tenth damage from fire magic; AL Evil; *Attributes*: Agil 19, Int 15, Stam 25, Str 26, Will 21; *Description*: A two-headed red-colored pit bull dog with black eyes and black paws, standing 6 FT high at the shoulders, 8½ FT high at the ears, and a 7 FT long body, with large protruding fangs on their lower jaws, and a thick stiff and wiry pelt which scratches like sandpaper. Each head wears an adamantine collar from which hangs an 8 FT length of chain.

Guard, Noble Castle, 1d4 appearing; HD Variable; hp 1d12+40; Move: 50 FT, swim 25 FT; AC 34; *Attack*: Punch 1d4, Strangle 1d8; *Weapons*: *Long Sword +Variable* (holy, glow with yellow light, absorbs air magic, natural roll 20 causes 1d12 rounds panic [no save]), *Spear +1* (holy), Long Bow, 20 war arrows/10 *Arrows of Slaying* – towers only); *Special Qualities*: detect evil (50 FT), immune to sleep/confusion/stunning, infrared vision (50 FT), low-light vision, see invisible (30 FT); 3/day — haste (150 rounds); AL Good; *Attributes*: Agil 23, Int 17, Stam 18, Str 20, Will 18; *Possessions*: *cure light wounds potion* (x3), *cure moderate wounds potion*, *cure critical wounds potion*, *holy water* (x4), *silver whistle* (hound summoning), *Ring of Minor Spell Storing* (*magic arrow*, x12), *Ring of Regeneration* hp2/round (walls 4 to 7 only), *Splinter Staff* (walls 1 to 5), *Staff of Cold Rays* (35 FT, 2d8+2, walls 6 and 7), *Dust of Illusion*, *Horn of Fog* (walls 4 to 7); *Description*: Muscular young man in their early 20's, standing 6 FT to 6 FT 4 inches tall, with short black hair, thin black eyebrows, either blue or brown eyes, long hooked noses, high tanned cheeks, wide mouths and strong square chins. They have wide shoulders, wide hips, long legs ending in large feet, and long arms with wide hands. The guards are dressed in silver helms with purple plumes, white long-sleeved shirts under silver breast and back plates, steel gauntlets, white long pants under steel thigh and shin covers, leather shoes, and carry round silver shields (*ordinary missile deflecting*). When a guard is killed their body and equipment immediately become smoke. Found at the Noble Castle, First Circle of Hell.

Harpies of Hell, 1d8 appearing; HD1d4+68; hp 1d12+32; Move: 25 FT, fly FT.; AC 28 [ground]/34 [airborne]; *Attack*: Punch 1d6, Strangle 1d8; *Weapons*: *Short Sword +2* (unholy, poisoned 1d12 GTET 5, paralysis 1d8 rounds lasting 2d100 minutes, save 1d20 GTET [32-Stamina]), single blade Axe, Dirk, *Short Bow +1*, 30 arrows; *Special Attacks*: *diseased talons* (1d6, x2, disease after 2d10*half hour persisting 1d20 days, fatal 1d20 roll of 1, save 1d20 GTET [32-Stamina]); *Special Qualities*: afraid of canines (save 1d20 GTET [30-Will]), extraordinary hearing (400 FT), immune to plant-based poison, low light vision, -4 save penalty versus chemical poisons; AL Evil; *Attributes*: Agil 11 (land) 18 (airborne), Int 16, Stam 14, Str 17, Will 14; *Spells*: Shamans L6 Priest (1d20 GTET 19); *Possessions*: *cure light wounds potion* (1d3), *cure serious wounds potion*, *unholy water* (x2), oil flask (x8), torch (x2), flint and steel, *Mind Shielding Ring* (shaman only), *Ring of*



Harpies of Hell, continued...*Invisibility* (1d12 roll 12), *Wand of Enemy Detection*, *Horn of Fog* (1d12 GTET 7), Missile Targeting Bracers (+3 to hit, 1d12 GTET 6). *Description*: A composite creature with the lower body of a giant vulture and the upper body of an ugly deformed woman, 5½ FT tall by 5 FT long with a 6 FT wingspan. The bird part is typically ash-grey with black spots on the tail feathers and black claws; the human part has long, ugly, straw-colored hair which is greasy and unkempt; crooked pointed noses, light yellow colored eyes, curved beak-like mouths with crooked teeth, thick necks, and large busts. Harpies wear a leather bust support, hooded red woolen cloak, a red leather belt around their middle with a belt pouch or purse and a red cap. Harpies have a distinct sour odor about them detectable at 200 FT. There is one Shaman for every 50 Harpies. The Harpies are ruled by a Grand Matriarch who resides on Circle 6. Harpies are slow fliers with extraordinary flying endurance and altitude. They are very mercantile and greedy, and are very good at using money. Harpies are immune to the poisons of the trees on Circle 6. Found in the Wood of Suicides on the Sixth Circle of Hell.

Hell Cattle, 2d12 appearing; HD1d3+7; hp 2d12+41; Move: 75 FT (125 FT for 100 rounds/day, 1/day); AC 30; *Attack*: bite 1d3, tusk 1d4 (x2), trample 1d8 (+1d8 when charging), tail (per heavy flail); *Special Attacks*: *slime tongue* (touch, hp1, deposits red slime – numbs in 1d20 rounds then slows to half-speed 1d20 rounds, then paralyzes for 3d20 rounds [save 1d20 GTET [30-Stamina] checked per round], then begins to convert skin to slime at hp1/10 rounds, requires cure slime/cure mold), *electrical breath* (breath weapon, 5/day, 15 FT, 1d12 damage); *Special Qualities*: extraordinary scent (100 FT), immune to ordinary/enchanted electrical damage (including spells), immune to plant-based poisons, extraordinary hearing (250 FT), infrared vision (30 FT), resists fire magic (1d12 GTET 4), suffers additional one-third damage from cold magic; AL None; *Attributes*: Agil 22, Int 5, Stam 20, Str 24, Will 11; *Description*: A four-footed bovine with small red wings and red tusks, standing 5 FT tall and 8 FT long, with an oversized head, long oval ears with red lining protruding horizontally from the upper skull, four pairs of short white curves horns protruding vertically from the top of the skull (one behind the other), a thick bone socket surrounding glowing brown eyes, an elongated and narrow snout ending in a pink nose pad (typically with a thick silver ring). Its mouth is narrow, filled with many sharp teeth with prominent front incisors, and two curved white tusks are attached at the back of the skull sweeping forward horizontally (the tips are about 8 inches from each side of the skull and protrude forward about 10 inches). Hell Cattle have a long frog-like tongue covered with a sticky red slime. Its back and flanks are covered with a thick rubbery hide in a mottled white and red pattern, the tail is 20 inches long ending in a six-part flail, its legs are skinny and skeletal and end in copper hooves. Hell Cattle stampede on roll of 1 on 1d10 and always stampede when canines or felines are present, and each group will always be lead by a bull HD+4/hp+20. Their hide is valued at 2+1d8 GP, horns are valued by Alchemists at 30+1d10 GP, tusks are valued at 20+1d6 GP each, and hooves valued at 12+1d10 SP each. Each carcass produces 600+5d100 pounds of poor quality meat valued 1 CP/pound. Cattle with nose rings are individually owned by a particular named devils and the owner's blazon or crest is engraved on the ring (each ring is valued at 40+1d20 SP; continued possession of such a ring is an evil act unless exorcized; the owner tracks their silver ring).

Hell Mammoth, 1d3 appearing, HD1d4+13; hp 2d20+130; Move: 60 FT; AC 306; *Attack*: Kick 1d8 (x2), Tusk 1d10+2 (x2), Trample 3d6 (+3d10 when charging); *Special Attacks*: *gas breath* (breath weapon, 3/day/head, poison gas, gas cloud persists 1d8 rounds, 1d6 damage/round exposure to gas, save 1d20 GTET [26-Stamina], 10 round delay between uses), *tundra bellow* (1/day/head, 50 FT, 1d12 damage, deafens 1d20*15 minutes – save 1d20 GTET [30-Stamina], opponents knocked to ground – save 1d20 GTET [28-Agility]); *Special Qualities*: berserks (1d10 roll 10 - 1 additional attack/round, damage +4, attack at -2, 1d20 rounds), extraordinary hearing (500 FT on prairie), immune to ordinary heat/cold, low light vision, moves without tracks; AL None; *Attributes*: Agil 17, Int 5, Stam 24, Will 13, Str 28; *Description*: Appears as a large four-legged elephantine creature with two heads (each with 3 tusks) and a long barbed tail, standing between 8-9 FT at their back and up to 14 FT long, each head has large floppy rounded and curved ears, two small knobby black straight horns on its forehead, a thick black brow over glowing purple eyes, an 8 FT long flexible trunk ending in three finger appendages, wide jowls, a large flat mouth filled with sharp teeth and a thick but flexible neck. Its body has thick covering of coarse hair black on the top and dark red on the flanks, the tail is 10 FT long by 2 inches thick with pointed bone crosspieces spaced every 4-5 inches, its legs are short and 20 inches thick, attached on the underside of the body. The Hell Mammoth has a distinctive sweet-sour odor detectable at 100 FT (the nose is desensitized after 30 rounds). It is known for its distinctive call of "oh-oh-eeeeeee-ahhhhh" heard one and one-quarter mile away. A complete hide is valued at 84+2d12 GP, each tusk valued at 27+1d6 GP, and each carcass produces 800+[1d12 *1d100] pounds of poor quality meat valued 1 CP/3 pounds of meat, and 120+3d20 ounces of blood valued at 90 GP/pound. The mammoth immediately attacks any rodent, may be trained and ridden by evil persons [requiring 1 year of training]. The Hell Mammoth is often found in family groups of 1d10 including 1d4 juveniles, often found in and around geyser pools and hot mud pools.

Hell Owl, 1d6 appearing, HD1d3+5; hp 1d8+30; Move: 15 FT, fly 100 FT; AC 35; *Attack*: Bite 1d3, Tusk 1d6; *Special Attacks*: *diseased talons* (airborne, 1d3, x2, tetanus, save 1d20 GTET [25-Stamina]), *owl's cry* (100 FT, panic 1d20*10 rounds, save 1d20 GTET [27-Will]), *flame breath* (breath weapon, 5/day, 1d10 damage, 10 FT, 10 rounds delay between uses); *Special Qualities*: cannot be heard flying beyond 30 FT, extraordinary hearing (2 miles), immune to normal/enchanted fire (including magic), infrared vision (500 FT), low light vision; AL Evil; *Attributes*: Agil 25, Int 8, Stam 21, Str 27, Will 14; *Descriptions*: A large square-headed black owl standing 40-50 inches tall, each wing with a 5 FT span, the head has two tall pointed ears with a yellow lining, a bushy light yellow brow over large circular segmented (compound) silver eyes, a long yellow beak with a pointed downward hook at the end, twp short curved white tusks, and broad cheeks. The torso is barrel-like and broad with a thick layer of oily feathers particularly on the front breast and a short wiry black tail protrudes from the owl's back. The feet have four toes each with curved red-orange talon. A carcass produces 4d100 feathers valued at 0.1 CP/feather, each tusk valued at 50+1d12 SP, and 12+2d12 ounces of blood

Hell Owl, continued....valued at 2 SP/ounce. The Hell Owl has a distinctive call which sounds like the scream of a tortured man followed by a short shrill cackling sound (heard half mile). The Hell Owl has great flying strength, carrying away small creatures (e.g. *Gnomes* or gnomes) to be killed and eaten later. The owl establishes nests in large protected trees or small caves (at least 50 FT high). Often found in flights of 1d6 mated pairs (whose nests are nearby each other).

Hell Rat, 2d8 appearing; HD1d3+2; hp 1d6+18; Move: 45 FT, swim 24 FT; AC 28; *Attack*: Bite 1d3, Claw 1d3 (x2), Gore 1d6; *Special Attacks*: *diseased bite* (1d3 damage, disease in 1d12*half hour, save 1d20 GTET [28-Stamina], 1d6 disease - *tetanus*, *dysentery*, *black plague*, *botulism*, *cholera*, *whooping cough*), *tail knob* (1d4 damage, partial blindness - permanently destroys 1 eye on natural roll 20 on 1d20, reduces Agil 1d3 points), *flame breath* (breath weapon, 3/day, 10 FT, 1d12 damage); AL Evil; *Attributes*: Agil 22, Int 16, Stam 14, Str 11, Will 13; *Description*: A four-legged rodent 50 inches long by 16 inches wide by 10 inches tall on its humped back, with a slender and pointed face with a rounded nose and glowing red eyes, two small pointed ears, four small front fangs and two tapered and sharp curved tusks. The Hell Rat has a dark red fur covered with a noxious-smelling oil, a long slender bare skin tail tipped by a knobbed bone ball, and sharp sharp talons on each toe. One carcass produces one-quarter gallon of a sticky oil which has a value to Alchemists of 46 GP per gallon. The tusks are valued at 2d12 SP each.

Hell Skunk, 1d4 appearing, HD1d3+4; hp 1d10+32; Move: 35 FT; AC 30; *Attack*: Claws 1d6 (x2), Tusk 1d4 (x2); *Special Attacks*: *rabid bite* (1d6, rabies, save 1d20 GTET [29-Stamina]), *musk spray* (8/day, 35 FT, 1d12 effect, immediate incapacitation 1d10*15 minutes, 1d4 acid damage/round, panics opponents 1d10 rounds {save 1d20 GTET [26-Will]}), the strong musk odor persists 1d100*4 hours), *flame breath* (4/day, 15 FT, 1d12 damage, 10 round delay between uses); *Special Qualities*: extraordinary hearing (300 FT), extraordinary scent tracker (to 60 houtd), infrared vision (300 FT), resists fire magic (1d12 GTET 5), resists Prayers (1d12 GTET 7); AL Evil; *Attributes*: Agil 15, Int 11, Stam 17, Str 10, Will 10; *Description*: A four-legged creature with four small tusks, thick glossy coat and long wavy tail, standing 4 FT tall up to 6 FT long, with a small and tapered head with short pointed ears, a low forehead with bushy black brows over glowing orange eyes, small pointed snout ending in a small red nose ball, large jaw, and large mouth filled with many sharp teeth and prominent front incisors. A row of four forward facing 10-inch pointed tusks attach under the chin, the body is low and round with thick glossy black fur and a bright red strip running from the back of the head to the tip of the tail. The tail is long, wide, and very flexible with a wave-like motion to it (raising straight up before an attack). Its legs are small with large six-toed feet each with curved black talons. A pelt is valued at 25+1d10 GP (after treatment for smell), tusks are valued at 10+1d6 GP each, talons are valued at 10+1d8 SP each, and musk glands (with contents) are valued at 80+1d10 GP each by Alchemists.

Hornet, Glowing, 3d8 appearing; HD1d2+1; hp 1d8+19; Move: 12 FT, fly 80 FT; AC 27; *Attack*: Bite 3 damage, Claws 1d4 (x6, airborne), Stinger 1d10; *Special Qualities*: infrared vision (50 FT), limited teleportation (100 FT); AL None; *Attributes*: Agil 28 [airborne] 15 [grounded], Int 9, Stam 20, Str 16, Will 9; *Description*: A six-legged, two-winged giant insect with a two-part segmented body, 2½ FT long with a two FT wingspan. A thin flexible 14 inch barbed stinger is on the rear body segment, and each of the Hornet's feet has a curved claw. Hornets have yellow or light brown hide with clear or translucent wings and irregular black markings on the tail section; the Hornet's stinger is a glossy black as are its feet and claws. In darkness, the hornets glow with a yellow light.



Hound, Infernal, 1d12 appearing outdoors, 2d20 in underground den; HD1d4+10, hp 1d12+48; Move: 70 FT; AC 33; *Attack*: Bite 1d12, Claw Attack 1d8 (x2, forepaws); *Special Attacks*: *fire breath* (2d8, 15 FT, once/4 rounds); *Special Qualities*: blunt weapons do 1 point damage, enchanted/blessed weapons are required to injure, detect good (150 FT), heals hp1 for every hp5 fire damage, immune to poisons, infrared vision (150 FT), low light vision, never leaves tracks, regenerates hp3 every 5 rounds, see invisible (100 FT), suffers 1.5 times damage from cold magic, walks across lava or fire without affect, 3/day — smoke screen (dark black smoke, 20x30x40 ft, persisting 10d10+100 rounds); AL Evil; *Attributes*: Agil 19, Int 17, Stam 16, Str 18, Will 18; *Description*: A four-legged wolf-like creature 6 FT long, standing 3½ FT at the shoulders, with glossy red five-toed claws, with long pointed ears, arched eyebrows, bright red eyes, and a black beard under its chin, large curved glossy black upper and lower fangs. Its hide is flaming red with a long thick black tail. Speaks Infernal Cant and Common.

Hound, Infernal, Alpha Male; HD15, hp 75; Move: 70 FT; AC 1d8+32; *Attack*: Bite 1d12+3 OR Claw Attack 1d8+2 (x2, forepaws); *Special Attacks*: *fire breath* (2d10, 25 FT, once/3 rounds); *Special Qualities*: blunt weapons do hp1, detect good (250 FT), enchanted/blessed weapons GTET +2 are required to injure, heals hp3 for every 5 points of fire magic, immune to poisons, infrared vision (250 FT), low light vision, never leaves tracks, regenerates hp6 every 4 rounds, see invisible (150 FT), suffers 1.5 times damage from spells of cold, walks across lava or fire without affect, 5/day — smoke screen (dark black smoke, 30x30x40 ft, persisting 12d10+100 rounds), 1/day — summon monster (1d4 **Type 6A Devils**); AL Evil; *Attributes*: Agil 20, Int 19, Stam 19, Str 18, Will 20; *Description*: A four-legged wolf-like creature 8 FT long, standing 4½ FT at the shoulders, with glossy red five-toed

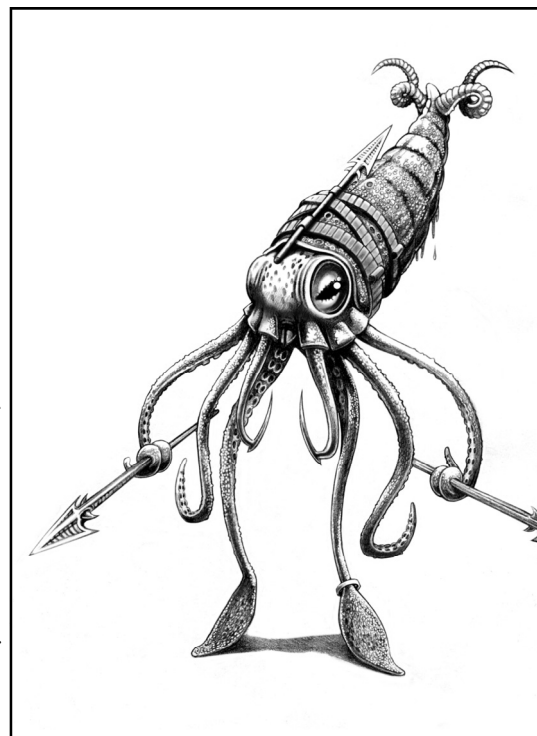
Alpha Male Infernal Hound, continued...claws, with long pointed ears, arched eyebrows, bright purple eyes, and a black beard under its chin, large curved glossy black upper and lower fangs. Its hide is flaming red with a long thick black tail. They speak Infernal Cant and Common.



Huldin (Officers of Amayon), 1d4 Appearing; HD1d4+14; hp 2d10+100; Move: 40 FT, fly 50 FT; AC 39; *Attack*: Bite 1d3, Claws 1d4; *Weapons*: gold *Long Sword* +2 (unholy, neck cleaving), gold *Heavy Mace* +1 (undead slayer, save 1d20 GTET [37-Will]); *Special Attacks*: inflict moderate wounds (touch, 5/day); *Special Qualities*: Standard Officer abilities, controls undead (50 FT, 20 skeletons, zombies, or ghouls), immune to death magic, infrared vision (200 FT), low light vision, magic arrow (30 FT, 1d6), passes through dirt (6 FT), resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 5), 10/day — cure/infect moderate wounds (touch), 5/day — animate dead (1 skeleton-zombie for every hp20, 2 hours), summon monster (1d20 skeleton or zombie), 3/day — wither limb (touch, save 1d20 GTET [33-Stamina]), 1/day — slay living (touch, save 1d20 GTET [32-Will]); AL Evil; *Attributes*: Agil 17+1d10, Int 15+1d8, Stam 22+1d12, Str 13+1d8; *Spells*: L18 Wizard; *Possessions*: round bronze *Shield* AC+15, great leaping potion, cure moderate wounds potion (x3), cure serious wounds potion (x2), Wall of Force Ring, Scepter of Greed, Rod of Minor Levitation, scroll (greater

illusion/wall of ice/greater disperse magic/diminish intelligence), scroll (cure moderate wounds/ fire attack/zone of silence/summon monster [insect swarm]), Pin of Lethe; *Description*: Appears as a tall black winged skeleton standing 7 FT to 7 FT 6 inches tall. Huldin have a glossy, waxed and reflective look to them, with small skulls relative to their bodies housing glowing green eyes, three black curved horns on the back of the skull, eight fingers on each oversized hand, six toes on each foot, skeletal (but functional) wings each spanning 6 FT over which are stretched a glossy black leather with a white dot at the center. Huldin wear a yellow cape with gold trim (*chameleon*, AC+13). They command 10 squads (80 Ladatajas & 10 Oduru).

Iblis (Sergeants of Ziminar), 1d6 Appearing; HD1d4+18; hp 2d20+110; Move/Fly: 50 FT; AC 55 (shell)/32 (body); *Attack*: Tentacle Squeeze 1d6 (x #tentacles, attach on rolls GTET 16 with hp8 squeezing damage/round while attached, break contact 1d20 GTET [34-Strength]), Tentacle Stingers 1d6+2 (x #tentacles), Beak 1d6+1; *Weapons*: Spears x3 carried on a shell harness (wounds bleed 1d6 rounds, cold blade), light Crossbow, 10 bolts, 10 bolts (*Human Slaying*); *Special Attacks*: amnesia touch (touch, 4/day, 1d8*20 rounds, affected person suffers complete loss of memory, save 1d20 GTET [28-Will]), disease touch (touch, 1/day, afflicted leprosy — numbs sense of touch, reduces Agil/Beau each 5 points, save 1d20 GTET [33-Stamina]); *Special Qualities*: Standard Sergeant abilities, immune to water magic, infrared vision (200 FT), ink spray (30 FT), low light vision, remains underwater without breathing 3 hours, resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 7), 10/day — putrefy food and water; AL Evil; *Attributes*: Agil 8+1d6, Int 14+1d12, Stam 15+1d10, Str 18+1d10, Will 1d6+24; *Possessions*: ruby-tipped metal Rod (value 4500 GP), curved silver horn (range 3 miles), cure light wounds potion (x4), scroll (bar good x3), cure moderate wounds potion (x2), cure critical wounds potion, Ring of Near Teleportation (range 100 FT, 42 charges), Ring of Spell Storing (lightning bolt, x10), Magic Arrow Wand, Amulet of Mighty Fists, Harp of Charming; *Description*: A squid-like creature with eight tentacles, a curved three-part horn beak, two spiral horns, and two large glowing purple eyes protruding from a long tubular shell. The Iblis stands between 4 FT 8 inches and 5 FT 8 inches tall on two flexible tentacles growing through holes in the underside of the shell and which end in a rounded fleshy pads; the shell is about 5 FT long, 30 inches in diameter at the large end, 6 inches in diameter at the tapered end with an upward curve, made up of a series of rough bony rings of a dark grey material which overlap in the tapering direction. The Iblis has four tentacles each 5 FT long with suckers along the underside, two tentacles each about 3 FT long with suckers on the underside, and two tentacles each 18 inches long with suckers on the underside ending in a sharp hooked stinger. Its beak is 14 inches long, 10 inches in diameter at the base and 4 inches across at the tip. Its eyes are 8 inches in diameter and can be covered by a translucent double set of eyelids. The head and tentacles are a dark purple with light blue spots in the head region and a white underside on the tentacles, the horns are a pearl-white spiral which are 20 inches long and 8 inches in diameter at the base, attached at a forward angle to the top-front of the shell. Iblis command troops of 8 Romatayas.



Infernal Locusts, 1d20+8 appearing; HD1d3+2; hp 1d8+12; Move: 15 FT, fly 60 FT; AC 28; *Attack*: Kick 1d2 (per leg when airborne); *Special Attacks*: rabid bite (1d2, rabies in 2d6 days, save 1d20 GTET [30-Stamina]), tail stinger (1d5, poison, paralysis in



Jinuma



Keres

Infernal Locusts, continued... 1d6*10 rounds lasting 3d12*60 rounds, save 1d20 GTET [33-Stamina], venom allergy causes immediate death), double attack (when flying attacks two persons on even-numbered rounds); *Special Qualities*: sees invisible (85 FT); AL None; *Attributes*: Agil 19, Int 5, Stam 11, Str 9, Will 9; *Description*: A winged, four-legged composite creature 40 inches long by 26 inches tall, having a human face with two small red horns and two large fangs, the body of a brown horse with steel hooves, feathered wings (brown and white) each with a 24-inch span, and a 4 FT scorpion's tail. Despite the human face, the locust is unintelligent.

Jinguma (Foot Soldiers of Samael), 1d10 Appearing; HD1d4+18; hp 2d12+98; Move: 50 FT, fly 70 FT; AC 42; *Attack*: Claws 1d6+1; *Weapons*: silver *Scimitar* +3 (unholy, human slayer – save 1d20 GTET [33-Stamina], 5/day electric shock 2d8), *Scythe* +1 (unholy, mighty cleaving), smoke bomb x4, Throwing Stars x4 (poisoned, save 1d20 GTET [26-Stamina]); *Special Qualities*: Standard Foot Soldier abilities; detect incorporeal 125 FT, detect good 250 FT, immune to poisons derived from plants, infrared vision 300 FT, low light vision, resists Prayers (1d12 GTET 4), resists Spells (1d12 GTET 6), 5/day – shapechanging (**boar**, 30 minutes); AL Evil; *Attributes*: Agil 14+1d8, Int 13+1d8, Stam 18+1d10, Str 15+1d10, Will 1d6+24; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, *cure critical wounds potion*, *unholy water* x5, *Spell Marbles* (fireball x4, lightning x2, blizzard); *Description*: Black-skinned humanoids between 7 FT and 7 FT 4 inches tall, with long thin heads, long pointed ears, thick black hair reaching below their shoulders (twisted into elaborate braids clasped in silver or gold pins), circular yellow eyes, thin peg-like noses sticking straight out from their face, white lips and several small fangs. Jinguma have four fingers and two thumbs on each hand and each finger has a curved white claw. They wear a gold open-face helm (true sight), an elaborate black tunic with gold trim and gold buttons and held with a wide gold belt (AC+10, chameleon, 150 GP), and carry a diamond-shaped gold shield (reflects spells to caster 1d12 roll GTET 7). They are found in troops of 8 led by a Quivaras.

Keres (Officers of Samael), 1d4 appearing; HD1d6+19; hp 2d12+150; Move: 65 FT, fly 90 FT; AC 68; *Attack*: Claw 1d10, Tail 1d8 (whipping); *Weapons*: *Long Sword* +4 (unholy, great cleaving, spell blade – fireball 5/day), *Mace of Smiting* +3, *Assassin's Dagger* +2; *Special Attacks*: *wisdom transfer* (touch, 3/day, reduces victims Will 1d6 points for 1d20+4 days and Keres temporarily adds the wisdom points, save 1d20 GTET [36-Will]), *immolate* (touch, 1/day, 3d20 rounds of unquenchable fire at 1d12/round, save 1d20 GTET [38-Stamina]), *fire grapple* (1d8/round fire damage on contact during grapple); *Special Qualities*: Standard Officer abilities, immune fire magic, resists Prayers (1d12 GTET 2), resists Spells (1d12 GTET 4), suffers additional one-third damage from cold magic, 3/day — paralyzing aura (35 FT, 3d20 rounds, save 1d20 GTET [34-Will]), Ring of Fire (15 FT radius, 2d20 rounds), 1/day — fireball volley (75 FT, 5 simultaneous fireballs over 90 degree arc, each 2d8 damage); AL Evil; *Attributes*: Agil 19+1d10, Int 17+1d10, Stam 17+1d10, Str 19+1d8, Will 1d6+26; *Spells*: L21 Wizard and L1d3+6 Evil Priest; *Possessions*: curved platinum horn (range 10 miles), *Charm versus the Power Deus*, *Never-Cleaving Helm*, large steel *Shield* AC+14 (ordinary missile reflecting), *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion* (x2), *Ring of Spell Storing* (choke x6, fireball x4, dominate person x2), *Rod of Command*, *Wand of Disperse Magic*, *Lantern of True Sight*, *Siren's Lute*; *Description*: A winged humanoid standing 7 FT 2 inches to 8 FT tall, with wings each spanning 7 FT, generally an orange-red color everywhere on their muscular bodies with dark red hands, feet, and leathery wings, and small tongues of flame which continually flicker across their bodies. Keres have a rectangular head which is somewhat indistinct because of the flames which surround it - from within the flames can be seen one large dark red eye, a large mouth filled with dark red teeth and two prominent incisors (fangs), and two dark red curved horns which reach up from the top of its head. They have a yellow whip-like tail up to 6 FT long. They wear tight black

Keres, continued....pants held by a wide black leather belt (with a glossy and reflective surface) and a large gold belt buckle in the image of Lucifer with diamond eyes [valued at 550 GP but with a strong evil aura]. Keres command 10 squads (80 Jinguma & 10 Quivaras).

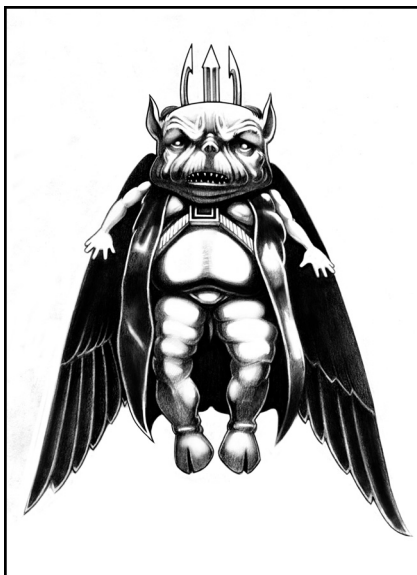


Ladatajas (Foot Soldiers of Amayon), 1d10 Appearing; HD1d3+7; hp 1d12+50; Move: 50 FT, fly 70 FT, swim 35 FT; AC 45; *Attack*: Bite 1d8, Claw 1d6 (x2); *Weapons*: heavy iron *Mace* +1, Long Bow, 30 war arrows; *Special Attacks*: *saurian roar* (sound attack, 1/day, 15 FT – fall to ground unless save 1d20 GTET [36-Will], 30 FT – confusion save 1d20 GTET [33-Will], all current spells in effect are negated); *Special Qualities*: Standard Foot Soldier abilities, immune to snake or reptile venom, immune to reptile venom-based poisons, infrared vision 200 FT, low light vision, resists spells of sleep (1d12 GTET 4), resists cold magic (1d12 GTET 3), resists water magic (1d12 GTET 7), speak with animals (snakes and reptiles), telekinesis (100 FT, 50 pounds), 3/day — walk on water (2000 FT); AL Evil; *Attributes*: Agil 12+1d8, Int 13+1d10, Stam 16+1d10, Str 12+1d8, Will 24+1d8, *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *heroism potion*, *haste potion*, oil grenades (x4), throwing knives (x4), *Waken Balm*, *Salve of Animation*; *Description*: Bipedal reptiles with dark green scales and vertical yellow stripes on their backs, standing 5 FT 8 inches to 6 FT 3 inches tall, with faces like those of carnivorous dinosaurs with four vertical horns and glowing green eyes. Ladatajas have wide bat-like wings each spanning 9 FT, thick and rounded upper thigh muscles and a large four-toed foot. They wear yellow leather armor and carry round yellow shields with a painted red flame. They are found in a troop of 8 led by an Odoru.

Mummy Lord, HD1d4+18; hp 60+1d12; Move: 40 FT; AC 53; *Attack*: Punch 1d12, Strangle 2d8; *Weapons*: heavy *Mace* +3 (silver, unholy, flaming), Shepherd's Crook (1d12, tripping), *Sling* +1 (*Bullets of Paralysis* x12, save 1d20 GTET [35-Stamina], 1d20*10 minutes, 100 FT); *Special Attacks*: *rotting touch* (touch, leprosy and a rotting skin infection, save 1d20 GTET [38-Stamina], a toe/finger permanently falls off [1d6 additional damage] starting on feet 2 days after contact then one/4 days thereafter, curative spells fail on 1d20 rolls GTET 9); *Special Qualities*: blends into a desert environment, command monster (50 FT, 100 HD lesser undead, 250 rounds), immune to natural flames/electricity/lightning, resists fire magic (1d12 GTET 5), telepathic communication (100 FT), 10/day — summon monster (1d12 **giant beetles**, 250 rounds), 5/day — summon monster (1d12 **zombies**, 250 rounds), 3/day — summon monster (1d6 ordinary **Mummies**, 500 rounds), 1/day — shapechange (equivalent **weight of sand**, 500 rounds); AL Evil; *Attributes*: Agil 18, Int 20, Str 25, Stam 22, Will 28; *Spells*: L8 Wizard and L10 Evil Priest; *Possessions*: *invisibility oil*, *unholy water* (x4), oil flask (x3), flint-and-steel, scroll (*flesh-to-stone balm/repulsion/choke*), gold necklace and scarab (AC+12), *Ring of Shapechanging* (20, 50 FT, pillar of sand); *Description*: White or tan cloth-wrapped humanoid mummies standing between 5 FT 8 inches and 6 FT tall, with a large rounded head, glowing purple eyes, and an elongated pointed chin. Their hips are wrapped in a red or yellow kilt with black leather belt and pouch. They wield a shepherd's crook staff and heavy mace and carry a round wooden shield (*ordinary missile reflecting*).

Myduforyas (Officers of Asmodai), 1d4 appearing; HD1d6+20; hp 3d21+130; Move: 50 FT, fly 75 FT; AC 61; *Attack*: Bite 1d12, Claw 1d8 (x2); *Weapons*: silver double-bladed *Battle Axe* +3 (unholy, wounds bleed 1d6 rounds, arm cleaving), *Whip of the Silkspinner* OR *Lunar Scythe*; *Special Attacks*: *spasm* (touch, 1/day, causes uncontrollable muscle spasms for 3d8*10 rounds, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Officer abilities, immune Prayers, infrared vision 200 FT, low light vision, resists Spells (1d12 GTET 3), 5/day — compel truth (touch, save 1d20 GTET [38-Will]), hailstorm (35 FT wide area of effect, 3d6 damage), 3/day — remove air (25 FT), wind push (outward winds push all mobile creatures back by [40-Strength]*2 FT); AL Evil; *Attributes*: Agil 18+1d10, Int 18+1d8, Stam 16+1d10, Str 16+1d10, Will 28+1d10; *Spells*: L16 Wizard and L6 Evil Priest; *Possessions*: rope (20 FT), canteen, curved golden *horn* (range 8 miles), *Rod of Mage Zap*, *Rod of Armor Lessening*, *Ring of Spell Storing* (dominate person, x10), *Charm against Air Magic*, *cure light wounds potion* (x3), silver *Charm Deflecting Arrows*, *potion*, *cure serious wounds potion* (x3), *cure critical wounds potion* (x2); *Description*: Winged bipeds 7 FT 8 inches to 8 FT 3 inches tall, they are gaunt and thin with blue-green skin, a pronounced rib cage, very long legs for their body with thick and stringy leg muscles ending in a small three-toed foot, with thick upper arms divided at a complex elbow joint to support two separate forearms which each end in a three-fingered hand. They have a pronounced bony ridge along their spine raised by at least 4 inches from their backs, a skinny neck supporting a head resembling an elongated cyclinder with a bald domed top, two small ears, three glowing green eyes set in knobby sockets spaced equally around the head, a small triangular nose, sunken cheeks, and a tapered chin (no mouth). Myduforyas have light-green colored bat-wings each spanning 5 FT. Wears red pantaloons and red hide boots, and gold *Ring Mail* (*armor of channeling*) over a pink shirt. Myduforyas command 10 squads [80 Cayyas & 10 Freppi].

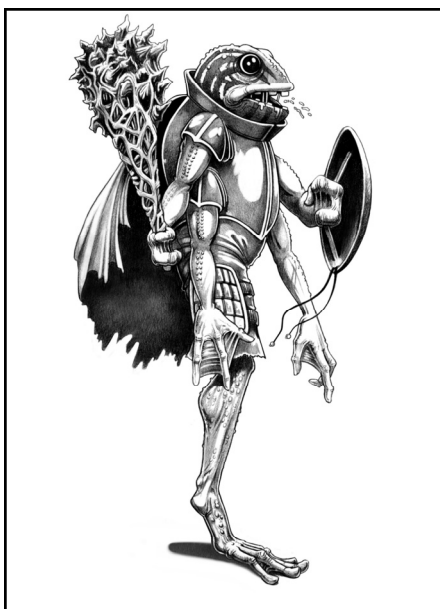




Nimidoryas (Officers of Paimon), 1d8 appearing; HD1d6+18; hp 2d20+105; Move: 55 FT, fly 70 FT; AC 48; *Attack*: Charge 1d12 (trample); *Weapons*: black *Trident* +2 (paralysis 2d20 rounds, save 1d20 GTET [25-Stamina]), Throwing Star x6, smoke grenade x3; *Special Attacks*: *heaviness* (touch, 1/day, doubles the victim's effective weight, save 1d20 GTET [34-Stamina], 3d20*10 minutes), *stasis* (touch, 1/day, stasis for 3d20+10 days, save 1d20 GTET [35-Will]); *Special Qualities*: Standard Officer abilities, control temperature (50 FT), freezes water (30 FT), infrared vision 200 FT, low light vision, resists Prayers (1d12 GTET 3), resists Spells (1d12 GTET 5), suffers one-quarter damage from cold magic; 5/day — summon monster (**giant boar**), 3/day — summon monster (**undine**), 1/day — cold ray volley (5 rays spaced over 90 degree arc, 70 FT, each ray 2d8), ice tomb (encase in ice, 4d12 cold damage, break out 1d20 GTET [36-Strength]; AL Evil; *Attributes*: Agil 13+1d6, Int 18+1d10, Stam 16+1d6, Str 14+1d6, Will 1d8+27; *Spells*: L14 Wizard and L8 Evil Priest; *Possessions*: curved golden *horn* (range 8 miles), Ring of Spell Storing (*cold blast* x10, *blizzard* x4), *Spectacles of Medasae*, Ring of Priest Biting, leather *Gauntlets of Barriers*, *cure light wounds potion* (x3), *cure moderate wounds potion* (x3), *cure serious wounds potion*, *Rod of Goblin-Making*, *Pipes of Rat Charming and Calling*, *Elemental Gem*; *Description*: A grossly fat winged humanoid standing 5 FT 2 inches to 5 FT 10 inches tall. Nimidoryas have thick rounded bodies, small arms ending in child-sized hands, short legs ending in cloven hooves, a short bare curled tail, rounded faces with a light cover of short brown hair, triangular sow-like

ears, fat hanging jowls, a short rounded nose, a small mouth full of sharp teeth, a sparse brown brow over bright yellow eyes with drooping eyelids, and a triple-chin. Nimidoryas have pink swallow wings each spanning 4 FT, pale pink faces and arms, and light tan torsos and legs with brass hooves. They dress in a dark grey toga (AC+12) woven throughout with gold threads. Ninidoryas command 10 squads [8 Etvaras & 10 Assura].

Odoru (Sergeants of Amayon), 1d6 Appearing; HD1d6+17; hp 1d20+1d12+100; Move: 45 FT, fly 65 FT; AC 44; *Attack*: Tail 1d6, Spike 1d10, Trample 2d8; *Special Attacks*: *poisoned bite* (HP1, paralysis in 2d12*half hour followed by death another 1d12*10 minutes, save 1d20 GTET [28-Stamina]), *terror touch* (1/day, save 1d20 roll GTET [30-Will], victim sees their worst fear — creating madness for 4d8 days, save 1d20 GTET [34-Will] or permanent on roll of 1); *Special Qualities*: Standard Sergeant abilities, detect good 100 FT, detect mortals 200 FT, infrared vision 250 FT, low light vision, spider climb, telekinesis (50 FT, 30 pounds), 3/day — summon monster (1d6 **incorporeal spiders**), 1/day — blindness (20 FT across centered up to 75 FT, persists 1d20+5 days, save 1d20 GTET [26-Stamina]); AL Evil; *Attributes*: Agil 15+1d6, Int 13+1d1, Stam 20+1d12, Str 13+1d8, Will 1d6+25; *Spells*: L10 Evil Priest; *Possessions*: curved silver *horn* (range 3 miles), *invisibility potion*, *cure moderate wounds potion* (x3), *cure serious wounds potion* (x3), *cure critical wounds potion*, *Staff of Lycanthropy*, *Sticky Oil Potion*, *Charm of Armor* AC+15, *Forever Flask of Poisons*; *Description*: A human-headed, four-legged spider, 5 FT at the head, 6 FT across, and 8-10FT long. Odoru have globe-like heads mounted on a flexible neck up to 15" long which are chalk-white in color, large oval eyes with large black pupils, a long nose which divides into two parallel parts midway along its length, thick red lips, no brows on heavy eye ridges, short dark red hair, with 4 thick red vertical horns growing from their foreheads. Odoru have two segmented jointed tails attached to their backside ending in a supple muscular tendril (resembling a scorpion tail without the stinger) and an attached eye stalk for a small black eye, a bony breastplate on their front with three bony spikes each 16 inches long by 5 inches wide at the base. Odoru are colored black on their spider bodies except for a red hour-glass figure on their backs, red tails, and a red "sock" on each leg. They wear a yellow surcoat (AC+12) with a red flame insignia. Odoru command a troop of 8 Ladatajas.



Pruddin (Foot Soldiers of Gaap), 1d10 appearing; HD1d3+7; hp 1d10+38; Move: 25 FT, fly 50 FT, swim 60 FT; AC 36; *Attack*: Bite 1d6, Tongue 1d4, Claw 1d8 (x2); *Weapons*: *Spiked Club* +1, Short Bow, 30 war arrows; *Special Qualities*: Standard Foot Soldier abilities, controls molds and slimes (50 FT), infrared vision (200 FT), low light vision, moves through swamps and bogs noiselessly and without a trace, immune to the venoms of salt-water creatures and poison made from such venom, resists lightning/electricity (1d12 GTET 6), remains under water without breathing 1 hour; 5/day — poisonous fumes 75 FT, 3/day — spiderweb net (slimy net 12 FT across, range 30 FT); AL Evil; *Attributes*: Agil 12+1d6, Int 13+1d8, Stam 16+1d8, Str 17+1d8, Will 1d6+22; *Possessions*: *cure light*

Pruddin, continued... *wounds potion* (x2), *cure moderate wounds potion* (x2), vial poison (x3), vial *unholy water*; *Description*: A frog-headed humanoid 5 FT 6 inches to 6 FT tall, with four arms ending in three webbed fingers, a slimy light-green colored skin, a squat head squat rounded head with rounded thick black eye sockets, stubby ears, and a wide toothed mouth. Pruddin have long thick thighs and a wide webbed foot. Pruddin are typically dressed in pale blue leather armor with a blue leather covered wood shield. Found in troops of 8 led by a Beng.



Quivaras (Sergeants of Samael), 1d6 appearing; HD1d6+22; hp 2d2+140; Move: 35 FT, fly 55 FT; AC 64; *Attack*: Horns 1d12 (gore), Bite 4 damage, Claw 1d6 (upper, x2); *Weapons*: *Scythe* +3 (limb cleaving), *Javelin* +2 x4 (unholy, poisoned on 1d12 GTET 8 – save 1d20 GTET [35-Stamina]), silver *Dirk* (unholy, wounds bleed 1d6 rounds); *Special Attacks*: *poisoned claw* (1d3, lower x2, poison mimics heat stroke, after 1 hour fatal due to high body temperature and fever for next 1d12+5 hours – save 1d20 GTET [28-Stamina] checked every hour); *Special Qualities*: Standard Sergeant abilities, extraordinary hearing 200 FT, fly (30 FT altitude), immune to mental control-subjugation-compulsion, infrared vision 200 FT, low light vision, moves through sand (8 FT thick); 3/day — *mezmerize* (10 FT, 1d20*10 minutes plus post-hypnotic suggestion and trigger persists 1d20 days, save 1d20 GTET [33-Will]), 1/day — *mass illusion* (30 FT, 3d10*10 minutes, save 1d20 GTET [29-Will]), *mass mesmerize* (30 FT, 1d10*10 minutes, save 1d20 GTET [34-Will]); AL Evil; *Attributes*: Agil 12+1d6, Int 17+1d8, Stam 15+1d12, Str 18+1d10, Will 25+1d8; *Possessions*: curved silver *horn* (range 3 miles), scroll (*bar good* x2), *cure moderate wounds potion* (x4), *cure serious wounds potion* (x2), *cure critical wounds potion*, *invisibility potion*, scroll (*deep slumber/hold person/lightning bolt*), scroll (*magic grenade x4/mass hold person/blindness*), *Magic Arrow Wand*, *Sandstorm Dust*; *Description*: A human-headed snake with four arms and four reptilian legs, 8-9 FT tall, up to 12 FT long. Quivaras have bald rounded heads with sagging red cheeks, double chin, thick white brows over glowing yellow eyes, long upturned nose (often over a thick white

handlebar moustache), wide ears (usually with silver earrings), four thick white vertical horns growing from the forehead, and a single yellow lidded eye mounted in a thick brow-less socket in the center of the back of their head. Quivaras have upper and lower pairs of highly flexible arms which can reach behind as well as in front, ending in seven-fingered hands with 6-inch long nails on each finger (the nail material is very strong and hard and is often filed to a dangerous point). Quivaras have small overlapping scales colored along its length in thick horizontal bands (yellow, blue, green, red, orange, purple), the legs are short but with massive muscles four clawed toes on each massive foot, with a tapered rattlesnake tail at least 24 inches long and 4 inches in diameter. They typically wear a black surcoat (AC+14) blazoned with a white skull and a black cape with a silver border. Quivara lead 8 Jinguma.

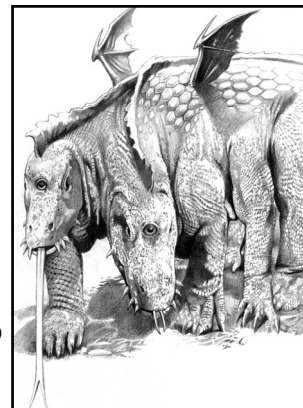
Romatyas (Foot Soldiers of Zimidar), 1d12 appearing; HD1d4+14; hp 2d12+66; Move: 40 FT, fly 50 FT; AC 53; *Attack*: Bite 1d6, Claw 1d10+1 (x2); *Weapons*: *Short Sword* (unholy, cold blade), heavy *Morning Star* +2 (2d8); *Special Attacks*: *fowl cackle* (sound attack, 3/day, save 1d20 GTET [26-Will], affected creatures slow to one-quarter movement, 1d20+4 rounds); *Special Qualities*: Standard Foot Soldier abilities, detect good 100 FT, infrared vision 300 FT, low light vision, resists fire/electricity magic (1d12 GTET 5), 10/day — *evil awe* (20 FT, save 1d20 GTET [32-Will]), 5/day — *control winds* (50 FT), limited teleportation (50 FT), symbol of persuasion (30 FT, save 1d20 GTET [32-Will]), 3/day — symbol of fear; AL Evil; *Attributes*: Agil 15+1d6, Int 14+1d8, Stam 13+1d6, Str 11+1d6, Will 18+1d6, *Spells*: L4 Evil Priests; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion* (x2), *berserker's potion*, *Immovable Rod*, *Bracers* (AC+10), *Spectles of Far Seeing*; *Description*: A bird-like biped creature standing 7 FT 8 inches to 8 FT tall. Romatyas have feathered parrot-like blue faces with long curved beaks, a feather crest, wide ears, and glowing orange eyes, dark blue feathered wings which fold up against their backs and two long and supple arms ending in four-talon claws, and three-toed clawed feet. They typically wear pocketed kilts with a purple background, black and red stripes, and a gold border, and carry an oval shield (AC+8, *Prayer reflecting 1d20 GTET 6*) with a purple cover blazoned with eight gold circles. Romatyas are found in troops of 8 led by an Iblis.



Seraphim, Lesser, 1d3 appearing; HD1d6+10; hp 1d20+60; Move: 70 FT, fly 90 FT, swim 40 FT; AC 61; *Attack*: Punch 1d10, Strangle 1d12; *Weapons*: *God's Flail* +4 (10 straps tipped with silver barbs each 1d6, disarms evil opponent on rolls 15-17, pulls evil opponent to ground on rolls 18-20, paralyzing strike {save 1d20 GTET [35-Stamina]} 6/day, undead LTET hp20 destroyed by single stoke, wielder AC+12, only usable by good alignment), Golden Torch (4x damage to cold creatures), 15 FT Gold Spear; *Special Attacks*: *petrify evil* (3/day, touch, save 1d20 GTET [28-Will], 2d100+3d20 minutes); *Special Qualities*: *comprehend languages*, destroys hp250 undead/day, *detect evil* (500 FT), detect phased creatures (120 FT), enchanted weapons GTET +2 required to injure, *infrared vision* (350 FT), *invisibility*, low-light vision, reflects ordinary missile fire, *see invisible* (100 FT), telepathic communication (200 FT), unaffected by air/water magic, 5/day — *Wall of Fire*, zone of *darkness* (50 FT), zone of *silence* (50 FT), 3/day — *Fireball* (50 FT range, 2d8+3), *Wall of Force*, 1/day — *paralyze* (50 FT radius, save 1d20 GTET [30-Stamina]); AL Good; *Attributes*: Agil 23, Int 21, Stam 25, Str 26, Will 26; *Spells*: L15 Priest and L8 Wizard; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *cure critical wounds potion*, *holy water* (x6), scroll (*kill person/magicless zone/chain Lightning*), scroll

Lesser Seraphim, continued...(knockout/cold blast), *Lion's Shield*, *Ring of Reperation* (hp2/round); *Description*: Winged, classically handsome young human men with shoulder-length black hair, standing 6 FT 3 inches tall, having big bony rectangular faces, high foreheads, wide pointed ears, thick eye ridges with dark black eyebrows over pale green eyes, a short triangular nose, high and square cheeks with a tanned complexion, small rectangular mouth with wide thick dark red lips, and a square jaw. They have short and thick necks, wide shoulders, a well-developed and muscular chest, small waists with larger hips, long muscular legs ending in over-sized feet, and slender arms ending in average-sized hands, with feathered sea-green wings 6½ FT across by 4 FT wide. They dress in a short- sleeved ankle-length dark green robe (AC+15) with silver trim and around the collar, a white rope belt, dark brown leather sandals, and a white skull cap (*true seeing*, AC+10).

Serpents, Great, of Purgatorio, 1d8 appearing; HD1d6+22; hp 5d20+335; Move: 130 FT (4/day sprints 175 FT for 3d12 rounds), swim 100 FT; AC 82; *Attack*: Bite 3d10, Claw 1d12+4 (x2), Tail 1d12+1 (blinds one eye 1d100*half hour minutes), Trample 6d12, Constrict (4d12); *Special Attacks*: *bite venom* (paralyzes heart in 1d10 rounds, save 1d20 GTET [34-Stamina]), *deafening howl* (1/day, 250 FT, 1d12*half hour, save 1d20 GTET [37-Stamina]), *wailing howl* (3/day, paralyzed by fear, 2500 FT, save 1d20 GTET [36-Will]); *Special Qualities*: chameleon skin, enchanted weapon GTET +3 required to injure, extraordinary scent tracking (1800 FT), immune to mineral-based poisons, regenerate hp5/round, resists Prayers (1d12 GTET 7), resists Spells (1d12 GTET 4), suffers half indicated damage from fire magic, suffers double indicated damage from water magic, suffers one-quarter damage from acids; 3/day — *summon monster* (1d8 **gila monster** or 1d4 **komodo dragon**, half hour); AL Neutral; *Attributes*: Agil 26, Int 15, Stam 25, Str 36, Will 30; *Description*: A two-headed, six-legged reptile between 18 FT and 39 FT (15+3d8) long with three whip-like tails each an additional 3d6 FT long, ending in a hard bony knob. Each head is triangular in shape narrowing toward its scaly muzzle with three eyes in sockets on top of its head, a wide mouth with six curved upper jaw fangs, and a raised leather crest running from the top of the head along its neck. It has hard octagonal scales occurring in a variety of colors (darker shades in front and lighter shades on haunches and tails). Its legs are short, heavily muscled, and end in a wide diamond-shaped foot with five metallic talons. They have small vestigial leather wings unable to support flight. They are very flexible and wrap around prey like constricting snakes. Found on the prairies surrounding the mountain of Purgatorio.



Sessin (Sergeants of Shaitan), 1d8 appearing; HD1d4+12; hp 1d20+57; Move: 70 FT, swim 30 FT; AC 55; *Attack*: Claw 1d8, Tail 1d6, Horn 1d10 (gore); *Weapons*: Heavy Mace (soul stealer on 1d20 of 20), *Short Sword* +2 (unholy, flaming), Short Bow, 30 war arrows; *Special Attacks*: *rabid bite* (1d3, transmits fatal rabies in 1d10+4 days, save 1d20 GTET [28-Stamina]), *dominate person* (touch, 1/day, save 1d20 GTET [29-Will], victim becomes a highly devoted and loyal servant for 2d8+4 days, on save roll of 1 the effect is permanent, affected persons become neutral or evil); *Special Qualities*: Standard Sergeant abilities, *charm animal* (all canines, 50 FT), *comprehend languages* (all canines), detect good 200 FT, detect incorporeal creatures 100 FT, immune to fungus-based poisons, infrared vision 200 FT, **Sessin, continued...**FT, low level vision, moves through forest noiselessly and without a trace; 3/day — *aura of heroism* (1000 FT, 1d12*10 minutes), *summon monster* (1d6 **Werewolves**); AL Evil; *Attributes*: Agil 16+1d8, Int 14+1d10, Stam 12+1d8, Str 12+1d6, Will 25+1d8; *Possessions*: curved silver horn (range 3 miles), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *haste potion*, *invisibility potion*; *Description*: An oversized human-headed hound 4 FT 6 inches high at the shoulder, 6 FT at the head, up to 6 FT long. Sessin have short stubby arms ending in a three-fingered claw, their head is narrow and long with a pointed snout with round purple nose, a wide mouth filled with large teeth and several prominent front canine teeth (fangs). Sessin have tall pointed ears which stand straight, two rounded eye ridges covering glowing blue eyes, a thick mane of long hair running down

the center of their backs, four thick vertical horns on their foreheads, and long whip-like tails ending in a barbed ball of bone which can grasp objects. Sessin are colored orange-red with darker red stripes on their rear flanks, and legs becoming progressively darker until their paws are black. They wear a green leather hat and a green surcoat (*chameleon*, AC+12) with a white border. Sessin command a troop of 8 Ulutu.

Soul, Circle Zero, 1d12 appearing; HD1d4+4; hp 1d8+26; Move: 62 FT; AC 35; *Attack*: Punch 1d6; *Special Attacks*: *cold touch* (10/day, 1d12); *Special Qualities*: attracts giant insects (100 FT), find the path, infrared vision (250 FT), know true direction, low-light vision, move without trace, piercing weapons inflict hp1/hit, suffers double damage from silvered weapons; AL Neutral; *Attributes*: Agil 18, Int 7, Stam 26, Str 18, Will 17; *Description*: Naked androgynous humanoid figures between 5 FT 4 inches and 5 FT 8 inches tall, with glowing green eyes, pale grey skin, unkempt long black hair on their heads, short arms, and long legs with long wide feet. The souls are continually running at high speed. In darkness, the soul glows with yellow-green phosphorescence. The souls focus on the flag set before them and are generally mindless, but attack persons getting between them and their flag. The body of a killed soul disappears in grey smoke then reforms in four days.

Soul, Dammed, 2d20 appearing; HD1d3+2; hp 1d6+15; Move: 35 FT; AC 25; *Attack*: Bite 1 damage, Punch 1d3, Strangle 1d6; *Weapons*: rocks; *Special Attacks*: *mob* (pulls down opponents through sheer numbers); *Special Qualities*: immune to chemical poisons, low-light vision, regenerates hp1/round, retains knowledge of their mortal lives and crimes, ultraviolet vision; AL Evil; *Attributes*: Agil 14, Int 13, Str 14, Stam 16, Will 14; *Description*: Pale humanoids of virtually any size and race (all races except elves), their faces are gaunt and stretched and they perpetually have a vacant stare and an expression of severe pain and sorrow. Their skins are an ashen grey with black fingers and toes. They are completely hairless. They wear torn white burial shrouds and have bare feet. Any killed Souls reform where they are killed in 1d6+3 hours.

Soul, Good, 1d8 appearing; HD1d3+5; hp 1d6+28; Move: 45 FT; AC 32; *Attack*: Bite 1d6, Claws 1d8 (each); *Weapons*: rocks; *Special Attacks*: *chilling touch* (2d8); *Special Qualities*: detect good 200 FT, detect mortal life 300 FT, low-light vision, resists Prayers (1d12 GTET 10), resists spirit magic (1d12 GTET 4); AL Good; *Attributes*: Agil 19, Int 14, Stam 22, Str 16, Will 18; *Description*: A naked androgynous humanoid figure standing between 5 FT 7 inches and 6 FT tall, with an oval face with glowing blue eyes, a healthy tanned gold-brown skin, small rounded ears, clean and glossy black hair on their heads, short arms, and long legs with long wide feet, glowing in darkness with a blue-green phosphorescence. These are the souls of good-aligned persons who died with a preponderance of good but whose souls were taken or stolen by devils before they could reach the Divine Plane. Good souls typically retain much of their memories from life but no other abilities.

Soul, Screaming, 1d6 appearing; HD1d4+5; hp 1d10+40; Move: fly 40 FT; AC 46; *Attack*: Bite 1d12+4; *Special Attacks*: *draining touch* (1d6 cold damage plus drains 1 experience level on rolls GTET 15; on second touch is also slowed to 50% move for 5d10 minutes), *sleep ray* +2 (1 per 8 rounds, range 30 FT, treat as missile, save 1d20 GTET [26-Will], persists 1d100*10 minutes), *mind scream* (1 per 500 rounds, 50 FT radius, hp3d8 plus mesmerize 1d20 rounds – save 1d20 GTET [32-Will]), *Priest Hold* (touch, affected Priest unable to perform Prayers for 50-Will rounds, save 1d20 GTET [35-Will]); *Special Qualities*: detects life forces (300 FT), detect phased creatures (120 FT), immune to electricity/ lightning magic, not injured by enchanted weapons; AL Evil; *Attributes*: Agil 15, Int 10, Stam 18, Str 13, Will 19; *Description*: A 3 FT diameter incorporeal sphere of pulsating white light, whose only discernable feature is a large toothed mouth in the center of their sphere. Screaming Souls float about in random directions but attempt to interpose themselves between opponents and the treasures that are being guarded. They attack mindlessly but may exhibit remarkable coordination when in groups.

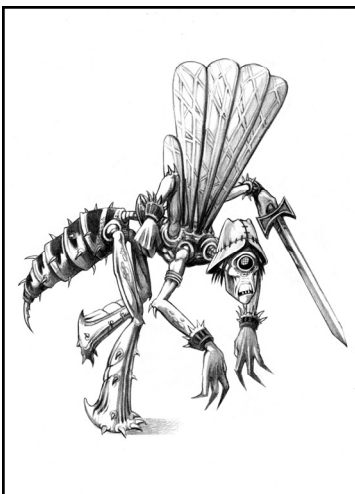
Tablasyin (Officers of Pithius), 1d6 appearing; HD1d4+11; hp 1d20+75; Move: 25 FT, fly 80 FT; AC 47; *Attack*: Bite 1d4, Talons 1d6 (x2, airborne); *Weapons*: *Short Sword* +2 (unholy, armor puncturing), jagged Dirk (dagger of venom, poison lethal 1d12 rounds, save 1d20 GTET [33-Stamina]); *Special Attacks*: *sound blast* (2/day, 40 FT, damage 1d12 at 20 FT, 1d10 at 30 FT, 1d8 at 40 FT), *drunk's touch* (3/day, inebriated 10d10+45 minutes, followed by an incapacitating headache for 1d20*20 minutes, save 1d20 GTET [32-Stamina]); *Special Qualities*: Standard Officer abilities, detects good 200 FT, detects mortal life 400 FT, immune to chemical-based poisons, infrared vision 200 FT, limited light vision, very susceptible to drunkenness (from alcohol), 10/day — *inflict moderate wounds*, 5/day — *lightning bolt* (75 FT, 1d12 damage), 1/day — *create food* (20 pounds/day, fruits, berries, or nuts), *greater command* (30 FT, save 1d20 GTET [28-Will], affected persons throw down weapons and surrender), *greater heroism*, *wall of force*; AL Evil; *Attributes*: Agil 12+1d4 [land]/16+1d8[airborne], Int 22+1d10, Stam 17+1d10, Str 14+1d6, Will 24+1d6; *Possessions*: *Gloves of Weapon Proficiency*, *Awesome Helm*, *Crystal Ball* (1d12 GTET 5), *Ivory Necklace of Slavery*, curved gold horn (range 8 miles), *cure light wounds potion* (x3), *cure moderate wounds potion* (x2), *cure serious wounds potion*, *heroism potion*, scroll (*confusion/major illusion*), scroll (*summon fog/inflict serious wounds*), Pipes of Haunting; *Description*: Appears as a feathered and winged biped with small arms, standing 5 FT to 5 FT 8 inches tall, with tall and rounded heads, high straight pointed ears on the side (like owls), a brown-and-white feathered forehead from which grows a single white spiral horn, two wide orange eyes with transparent eyelids set into rings of white feathers, a small hooked breathing appendage set below the eyes, soft brown (skin) cheeks with prominent bones, thin light tan or brown lips surrounding a wide mouth filled with many teeth, a small curved chin, a feathered neck, and a brown feather plume down the back of the head. Tablasyin have large owl-like wings each spanning 5 FT, white on the underside and brown on top, with a small hand at each wingtip, also two stubby arms attached to the front chest region ending in six-fingered hands (each hand with one long nail or talon on the middle finger). Tablasyin have human torsos, waist and upper legs with tan skin and light hair, but their lower legs resemble those of raptor birds, ending in a four-toed claw. It wears a brown tunic (AC+12) blazoned with a horizontal yellow strip across the shoulders. Tablasyin command 10 squads (80 Werdu & 10 Yiblim).



Tree, Wood of Errors, 1d3 appearing; HD1d4+10; hp 1d8+66; Move: 18 FT; AC 45; *Attack*: Kick 1d12, Punch 2d10, Strangle 2d8 [1d6 limbs], Throw to Ground (from 2d12+22 FT height); *Special Qualities*: blunt weapons inflict one-quarter rolled damage, helms resist strangulation, movement sensing (30 FT), plate mail resists constriction, resists fire (1d12 GTET 4), resists plant-control magic (1d12 GTET 4), resists Prayers (1d12 GTET 5), resists Spells (1d12 GTET 7); AL Evil; *Attributes*: Agil 16, Int 10, Str 24, Stam 32, Will 22; *Description*: A slender tree with smooth silver-grey bark, standing 50-100 FT tall, with at least ten major branches and many smaller or minor ones. There are no leaves on the tree.

Typhonic Spirit, 1d8 appearing; HD1d4+19; hp 1d20+108; Move: 70 FT, fly 80 FT; AC 56; *Attack*: Punch 1d10; *Weapons*: *Short Sword* +3 (3d/day electric shock 2d8), *Javelin* +2 (undead slayer, save 1d20 GTET [33-Will], +12 damage versus Priests), any weapon used by a Spirit is at +1; *Special Attacks*: *Cloud Balls* +2 (softball-sized balls of compressed black cloud material, missile 75 FT range, 3d6 electrical damage; 1 round required to form, GTET 3 rounds between uses); *Special Qualities*: immune to lightning/electricity/ordinary cold/cold magic, *infrared vision* (50 FT), low-light vision, *see invisible* (230 FT), self haste (20 rounds move/attack double rate, must move at normal rate GTET 20 rounds before hasting again); 5/day — *call lightning*, 3/day — *control weather*, *shapechange* (whirlwind, half hour, 3d12 ramming damage, AC40), 1/day — *chain lightning*, *summon monster* (1d6 additional Typhonic Spirits); AL Neutral; *Attributes*: Agil 22, Int 17, Stam 18, Str 18, Will 28; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*; *Description*: Translucent male humanoids standing between 6 FT 2 inches and 6 FT 6 inches tall, with long drawn hairless faces, long narrow noses, flashing yellow eyes, and small circular mouths. Their bodies are slender and delicate with almost no thickness, a wreath of small black clouds circle around their heads like a circlet or an angry crown. Typhonic Spirits are dressed in short-sleeved, knee-length silver tunics and white sandals. These are neutral-aligned creatures from the Elemental Plane of Air compelled to serve Minos for a century. One hundred Typhonic Spirits form the Honor Guard of the Goddess of the Air.

Ulutu (Foot Soldiers of Shaitan), 1d10 appearing; HD1d3+6; hp 1d8+32; Move: 40 FT, fly 60 FT; AC 42; *Attack*: Punch 1d8; *Weapons*: oversized Spiked Club, *Boar Spear* +1 (damage +3); *Special Attacks*: *stinking cloud* (cone 30 FT long by 15 FT wide, stinking oil/musk adheres to everything, incapacitating retching 4d10 minutes, save 1d20 GTET [27-Stamina]); *Special Qualities*: Standard Foot Soldier abilities, detect good 250 FT, detect mortal 500 FT, limited light vision, ultraviolet vision, 3/day — *dense fog* (50 FT, 3d10+5 minutes); AL Evil; *Attributes*: Agil 12+1d6, Int 13+1d4, Stam 16+1d10, Str 13+1d6, Will 26+1d8; *Possessions*: *cure light wounds potion* (x2), *cure moderate wounds potion*, *invisibility potion*, *levitate potion*, oil flask (x3), garrote, common whistle, whetstone, sling. *Description*: Pale white humanoids 5 FT 4 to 5 FT 8 inches tall with large heads of dark brown hair, drooping ear lobes, hooked noses, thick bushy brows, glowing red eyes and two curved red horns. Ulutu have shiny skins with brown stripes along their flanks and legs and their legs end in rounded cleft hooves. They are found wearing a black loin cloth, green tunic (AC+12), green knee-high boots, and a wide black belt with silver buckle in the shape of a shield (value 75 SP), and carry a long tapered shield (AC+9, 1d10 damage) with a blank white cover. Ulutu are found in troops of 8 commanded by a Sessin.



Vackli (Officers of Shaitan), 1d4 appearing; HD1d6+13; hp 1d20+1d12+75; Move: 55 FT, fly 75 FT; AC 60; *Attack*: Bite 1d10, Claw 1d8 (airborne); *Weapons*: *Long Sword* +2 (unholy, wounds bleed 1d6 rounds), silver *Cutlass* +1 (unholy, limb cleaver, armor ripper), light Crossbow, 30 bolts (*Hornet Bolt*); *Special Attacks*: *paralyzing stinger* (hp1d8+2, 2d8*45 minutes, save 1d20 GTET [28-Stamina), save rolls 1-2 death in 2d8 minutes from allergy); *Special Qualities*: Standard Officer abilities, detect good 300 FT, detect mortal life 500 FT, immune to insect/spider venoms or venom-based poisons, *infrared vision* 250 FT, ultraviolet vision 500 FT; 10/day — *major illusion*, 5/day — *greater invisibility* (half hour), *summon monster* (4d8 **giant wasps**), 3/day — *aura of heroism*, *haste* (3d12 rounds), 1/day — *summon monster* (1d3 **Vackli**); AL Evil; *Attributes*: Agil 10+1d6 (land) 15+1d8 (airborne), Int 12+1d6, Stam 9+1d8, Str 10+1d6, Will 26+1d8; *Possessions*: *Elemental Armor* (air), *Wand of Priest Zap*, *Ring of Spell Storing* (fireball x10, greater fireball x5, wall of fire x3), curved gold horn (range 8 miles), *cure moderate wounds potion* (x3), *cure serious woundsn potion* (x3), *cure critical wounds potion*, *haste potion*, *Ring of Regeneration* (hp3/round), scroll (*cold blast/diminish intelligence/mind fog*) scroll (*unholy sword/rusting grasp/call lightning storm*); *Description*: A composite creature with humanoid and wasp-like attributes, between 6 FT 10 inches and 7 FT 4 inches tall. Vackli have a segmented body with an upper cylinder connected to a tapered elongated bottom cylinder by a narrow waist, a narrow neck, a prominent barbed

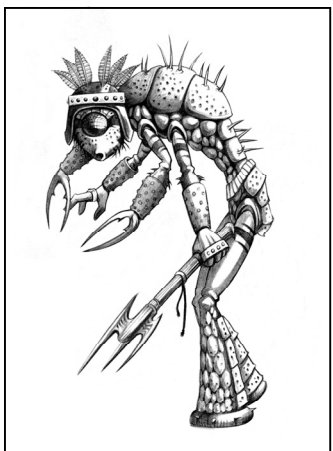
stinger, and three pairs of translucent oval wings (like those of a dragonfly; the upper body accounts for about one-third of the length and the lower portion about two-thirds). Vackli have a narrow head with small ear flaps, a high forehead covered in coarse yellow hair with three black feathery antennae, a single multi-faceted copper eye with translucent eyelid, a lip-less thin slit mouth with only a few teeth, a small jaw and sunken cheeks, two pairs of long and thin arms which attach to the upper body segment ending in a four-fingered hand of curved hooks, two long muscled legs attached at the top of the lower body segment and ending in wide circular feet. Vackli are a sickly pale yellow or yellow-green color with black stripes on the back of the head and on the back of the upper body section, and black arms and legs. They wear thick glossy green bracelets on each wrist (each AC+10) and a green hat (derby, top hat, etc.). Vackli command 10 squads (80 Ulutu & 10 Sessin).

Vampire Lord, 1 appearing; HD1d4+19; hp 3d20+135; Move: 65 FT, fly 85 FT; AC 64; *Attack*: Bite 1d8, Punch 1d12+1d6, Strangle 2d10; *Weapons*: *Rapier* or *Cutlass* +2 (unholy), *Quarterstaff*, *Dart* +2 (poisoned, paralysis after 1d10 rounds persisting 4d10 minutes, save 1d20 GTET [30-Stamina]); *Special Attacks*: *injurious touch* (1d8 damage plus age 15 years plus reduce 8d100 XP, save 1d20 GTET [34-Will]), *hideous gaze* (charmed/dominated, 50 FT, save 1d20 GTET [35-Will], lasts 6d6 hours, +5 save if



Vampire Lord, continued...eyes are averted but -4 to hit), *diseased bite* (bite carries *vampiricism*, affected persons develop red eyes/pale complexion, save 1d20 GTET [36-Stamina]); *Special Qualities*: cannot approach fresh garlic closer than 5 FT, command monster (wolves, dogs, bats, rats, 250 FT), detect good (500 FT), does not have a mirror reflection or cast a shadow, extraordinary hearing (500 FT), immune to chemical/plant-based poisons, immune to alcohol (drunk), immune to ordinary fire (burning), *infrared vision* (1000 FT), low-light vision, resists fire magic (1d12 GTET 5), resists earth magic (1d12 GTET 9), speaks to animals (wolves, dogs, bats, rats), *summon monster* (1d4 **wolves**, 1d6 **dogs**, 1d12 **bats**, 2d20 **rats**, 15 minutes; GTET 5 rounds between summons), suffers double damage from water magic; 3/day — *fly* (half hour, 125 FT/round), *shapechange* (**bat, grey wolf, dog, black cat, black rat, fog cloud**, 750 rounds), 1/day — invisibility (half hour); AL Evil; *Attributes*: Agil 1d12+14, Int 1d10+15, Str 2d8+15, Stam 2d8+6, Will 1d8+20; *Spells*: L1d4+12 Wizard; *Possessions*: unholy symbol, caltrops, silver dirk, *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), unholy water (x4), scroll (*disperse magic/poisonous fumes/bar good*); *Description*: A statuesque humanoid male/female 5 FT 9 inches to 6 FT 6 inches tall, having a variety of facial features but always with dark red hair, vivid red lips, a copper or silver eye color,

copper-tinted skin, and silver finger/toe nails. They always wear well made elegant clothes, always of black or other dark color and often lined or trimmed in red, and gloves (except to attack); many males wear beards or goatees. A Vampire Lord must spend GTET 6 hours/day in their coffin. They are dispelled at zero hp, not killed, reforming in 1d8 days, unless, an ash or beech wood stake is put through their heart, they are exposed GTET 5 rounds to natural sunlight (not spells), or their coffin is destroyed or hallowed. They can only cross flowing water by flying or in their coffin. They can only enter a dwelling after gaining the freely-given permission of an occupant. They require GTET 3 ounces humanoid blood/week. Vampire Lords are the sworn enemies of Lycanthropes, particularly Werewolves. They pride themselves on their culture, artistic talents, mental accomplishments (writing, composing, etc.), gamesmanship, ability to scheme, and their swordsmanship.



Werdu (Foot Soldiers of Pithius), 1d10 appearing; HD1d3+5; hp 1d20+37; Move: 35 FT, fly 75 FT; AC 46; *Attack*: Pincer 1d6 (x2); *Weapons*: heavy War Hammer, explosive grenade (1d12, 6 FT, x4), Short Bow, 30 War Arrows; *Special Qualities*: Standard Foot Soldier abilities, 3/day — *virtual images* (3d12 rounds), 1/day — *insect plague, poisonous fumes* (center 60 FT, radius 25 FT, 4d10 rounds, save 1d20 GTET [27-Will]); AL Evil; *Attributes*: Agil 14+1d6, Int 8+1d6, Stam 12+1d4, Str 11+1d6, Will 23+1d4; *Possessions*: *cure light wounds potion, cure moderate wounds potion, haste potion*, oil flask (x2), flash powder, flint & steel, rope (25 FT), bolo; *Description*: Appears as four-armed bipedal insects 5 FT 4 inches to 5 FT 10 inches tall, with rounded heads topped by six feathery antennae, a single large sparkling-silver compound eye, rounded mouth, and two pairs of arms. Werdu have slimy light brown skin on their arms and front and upper legs, and a harder shell-like covering on their necks, backs, buttocks, and lower legs. They have pincers on their upper set of arms and a five-fingered hand on the lower left arm and a three-fingered-hand on the lower right arm. Their legs end in a wide fleshy pad of a foot. Werdu wear brown studded leather armor and a *Helm of All-Seeing*. They are found in troops of 8 led by a Yiblim.

Worm, Toothy, HD1d4+5; hp 1d12+60; Bite 1d10, Spines 1d6 (each); *Special Attacks*: *fetid breath* (6 FT, save 1d20 GTET [26-Will], incapacitated and overcome by retching), *bite carries disease* (gangrene, save 1d20 GTET [32-Stamina]); *Special Qualities*: *infrared vision* (150 FT), low-light vision, tunnels through soil at 9 ft/round; AL None; *Attributes*: Agil 15, Int 7, Str 12, Stam 24, Will 10; *Description*: A sickly purple-green worm, 14-20 FT long, up to 44 inches thick, circular mouth on its front end filled with small yellow teeth, six sharp black spikes or spines on its front upper surface, three small 4-inch eye stalks, rough/bumpy hide coated with in foul-smelling oils.

Wyvern, Black, 1d4 appearing; HD1d4+10; hp 1d20+105; Move: 50 FT, fly 120 FT, swim 30 FT; AC 35 (ground) 48 (airborne); *Attack*: Bite 1d12, Claw 1d8+1 (x2, ground), Claw 1d10 (x4, airborne), Tail 1d8; *Special Attacks*: *tail venom* (fatal poison after 1d20*5 minutes, immediate debilitating cramps, save 1d20 GTET [32-Stamina] if allergy [38-Stamina]); *Special Qualities*: good scent detection (250 FT, detects invisible by scent 50 FT), digs 10 cubic FT/round, extraordinary sight (1500 FT), extraordinary hearing (500 FT), hides against a swamp or marsh background, *infrared vision* (250 FT), low light vision (750 FT), regenerate hp2/round, unaffected by reptile or snake venoms or poisons based on reptile venom, 1/day — *summon monster* (1d20 **Giant Bats**, half hour); AL Neutral; *Attributes*: Agil 16 (ground) 22 (airborne), Int 9, Stam 25, Str 24, Will 16; *Description*: A four-legged winged reptile with thick snake-like body up to 20 FT long and 6 FT across, hard glossy and shiny black scales on its back, chest, and flanks with a tough grey hide on its underside whose texture resembles sandpaper. Its large head has a prominent extended snout with protruding black upper and lower fangs, oversized glowing pale violet eyes set into large thick bony eye sockets, a spiked crest around the back of its head and a leathery mane running down its neck and upper back. Its



Black Wyvern, continued....wings look like those of a large bat, each spanning 14 FT. It has three five-inch white claws on each foot each razor sharp. It has a thin, tapered, tail with a leathery crest or flap running down it to a horn tip shaped like a large arrowhead 7 inches across at the base, 12 inches long, ending at a sharp point. They are generally active during daylight, are very aggressive and easily provoked, and tend toward associating with evil creatures.

Yiblim (Sergeants of Pithius), 1d6 appearing; HD1d4+5; hp 1d20+32; Move: 30 FT, fly 40 FT, swim 20 FT; AC 40; *Attack*: Crush (grapple, 1d8), Punch 1d6; *Weapons*: *Spear +1* (unholy, 12 FT), oversized Club, throwing rocks or boulders, *Throwing Stars +1* (40 FT); *Special Attacks*: 3/day — *rot armor* (touch, permanently reduces AC by 1d8); *Special Qualities*: *berserk* on rolls GTET 15 on 1d20, detects good 100 FT, detects mortals 200 FT, infrared vision 100 FT, limited light vision, moves through jungle/rainforest terrain silently and without a trace; 3/day — *aura of heroism* (100 FT), chameleon ability (15 minutes, disbelieve 1d20 GTET [32-Will]), *limited teleportation* (75 FT); AL Evil; *Attributes*: Agil 17+1d8, Int 9+1d8, Stam 18+1d8, Str 22+1d10, Will 23+1d6; *Possessions*: curved silver *horn* (range 3 miles), *cure light wounds potion*, *cure moderate wounds potion* (x2), *cure serious wounds potion* (x2), *invisibility potion*, smoke bomb (30 FT, burns 1d12+4, x2), small drum, *Splinter Staff*, platinum *Ring of Summoning* (1d8 *Ancient Silverbacks*, 20 minutes, 40 charges), *Description*: A human-headed biped (ape) 6 FT to 6 FT 6 inches tall, with wide chests, thick chest and arm muscles, and thin waists. Yiblim have large oval head with long black hair and a thick black beard, a short and wide nose, thin grey brows over narrow eye slits with glowing orange eyes, small oval eyes, 4 vertical orange horns, oversized human hands and large feet with four small toes. They have a thick dark brown fur everywhere except their hands and feet and head. They typically wear a long brown tunic (AC+15), and a wide brown leather belt with a gold buckle shaped as a spider, steel cap, steel-and-leather gauntlets, and carry a large steel shield (*reflects air magic 1d12 GTET 4*). Yiblim lead a troop of 8 Werdu.



Zoybim, Minor Devil, 2d6 appearing; HD1d4+3; hp 1d12+20; Move: 35 FT, fly 50 FT; AC 30; *Attack*: Bite 1d2, Claw 1d3 (x2); *Weapons*: adamantite *Dagger +1*, *Dagger of Wounds* (bleed 1d6 rounds, sleep poison – save 1d20 GTET [28-Stamina]); *Special Qualities*: Standard Foot Soldier abilities, true sight, x-ray vision (6 inches of wood or 3 inches of stone or 1 inch of metal), 5/day — *call fog*, 3/day — *wall of stone*, 1/day — *visual replay* (creates a visual recreation of 100 rounds of a scene witnessed by the devil [a memory-based hologram]); AL Evil; *Attributes*: Agil 18+1d10, Int 21+1d8, Stam 10+1d6, Str 8+1d6, Will 14+1d8; *Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, field first aid kit, bronze spyglass (10 power), oil flask (x2), lamp, fling & steel, *Ring of Telekinesis*, *Ring of Telepathy*, *Viper Rod*; *Description*: A six-legged bat-like creature with a feline head and a forked tail. Zoybim have leathery black scalloped wings each spanning 4 FT, rounded heads with short pointed ears, small eye sockets holding glowing gold eyes, a short snout with thick gold whiskers, a small jaw with many sharp teeth, and a single vertical gold horn grows from their forehead. They have streamlined bodies up to 32 FT long a small Asail@ on their back and four-toed claws. Zoybim are mostly orange with darker brown stripes on their backs and faces. They always attempt to flee any conflict to deliver a detailed report to their infernal superiors; they often act as clerks and in other positions requiring mental abilities but not leadership skills.



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