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of
Orcus



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Demons and the Planes

In Labyrinth Lord

By Daniel Proctor

Introduction

Labyrinth Lord and other Basic Edition games have an alignment system that only accounts for law, chaos, and neutrality. One might view this apparent simplification as just that, a way to make alignment less detailed. However, this article takes the premise that the major powers, and thus the planes, in *Labyrinth Lord* are centered on the struggle of law versus chaos. In this philosophical scheme, concepts of good and evil are essentially incidental to the furthering of law or chaos.

This article presents a brief outline of a proposed scheme for the planes of existence. This topic could be addressed more completely in a later article, but it is presented briefly here simply to provide context for the discussion of demons.

This material should be viewed as optional to all *Labyrinth Lord* games, and if it does not fit the Labyrinth Lord's milieu, the options presented here should be ignored or simply mined for ideas.

The Planes Revisited

The following is a quick outline of the planes of existence. Note that should characters travel to other planes, the Labyrinth Lord may rule that physical and magical laws are different, so that die modifiers may apply to activities or some magic spells or items may not function, or function in a different way.

Material Plane

The Material Plane is the plane most campaign worlds are on. There are an infinite number of material planes, each of which may be wildly or subtly different from one another, and each one may operate under different magical or physical laws. Each material plane consists of its own universe, with the planet the characters are from, a sun, a solar system, and so on.

Transitive Planes

These three planes are used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Astral Plane: The Astral Plane is the space between the planes. It is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Ethereal Plane: The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

Plane of Shadow: The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly. This plane is also coterminous to other planes.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the Material Plane.

Inner Planes

These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

Elemental Plane of Air: The Elemental Plane of Air is an empty plane, consisting of sky above and sky below.

The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

Elemental Plane of Earth: The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into

nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

Elemental Plane of Fire: Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, ever shifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

Elemental Plane of Water: The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

Negative Energy Plane: To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

Positive Energy Plane: The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

Outer Planes

The deities live on the Outer Planes, as do creatures such as demons. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether

that final rest takes the form of calm introspection or eternal damnation.

Plane of Order: The Plane of Order is a realm where Law rules eternally and completely. All gods aligned with Law reside here. This plane is alien to beings from the Material Plane. It is an infinite universe of complete order, where time, if it exists at all, is static. Order is achieved to such perfection that nothing decays or fails from wear or age. Any being that physically enters this place is trapped like a fly in amber. The gods of Law sometimes reside in small pockets of reality that mimic processes on the Material Plane, much like a separate Demiplane within the Plane of Order.

Plane of Balance: The Plane of Balance resembles a typical Material Plane in many ways. In the Plane of Balance, all forces act to equally oppose one another. Even magical and physical laws are balanced, such that most magic functions, as do most technologies from other worlds. Despite its balance in all things, the Plane of Balance is no "heaven." Just as powers are balanced here, so are diseases, wars, and other unpleasant phenomenon. Balance is an unfeeling force that seeks only that neither Law nor Chaos ever tips the balance. Freedom from suffering or other undesirable afflictions is not guaranteed in this place, since these things, and their absence, must always exist simultaneously to maintain balance. Gods of Neutrality call this plane home, where they typical rule a portion of this infinitely sized plane.

Plane of Chaos: The Plane of Chaos is known by many names, such as the abyss or Hell. The Plane of Chaos is composed of an infinite number of levels, each stacked on top of the next, and each consisting of an infinite universe unto itself. Every imaginable possibility exists in these universes. One may appear as a virtual paradise, but for some deadly and twisted characteristic, and others are complete vortexes of destruction. The infinite worlds within the Plane of Chaos are often referred to as Demon Worlds, because it is from these worlds that all demons originate. Gods of Chaos call these worlds home, as do other powerful Demon Lords who may rule entire Demon Worlds.

Plane of Beasts: The Plane of Beasts is the home of all beast lords, or powers that represent the equivalent of deities for animals and monsters. Like the Plane of Chaos, there are an infinite number of universes (Beast Realms) within this plane, and each may be very different from one another. They include worlds of all terrain types, and have no particular allegiance to Law, Neutrality, or Chaos, as any of these forces may be found in Beast Realms.

Demiplanes

This category covers all extradimensional spaces that function like planes but have measurable size and limited

access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. Any demiplane could have the characteristics of any other plane. Demiplanes can be found "floating" freely within the Astral or Ethereal planes.



Demons

Demons come from any of the infinite Demon Worlds of the Planes of Chaos. Since the forces of Law, Neutrality, and Chaos are the primary ethical forces, it is inappropriate in *Labyrinth Lord* to create any meaningful distinction between Demons and Devils, as is the case in OSRIC and other First Edition compatible games that include concepts of good and evil within the alignment system.

Demons are presented here as an additional creature type that can add variety to the available monsters in a labyrinth. Since demon specimens range in power from very weak to very powerful, demons may be inserted into adventures at low levels of play. How they reach the Material Plane is at the discretion of the Labyrinth Lord. They may be present from summoning, or because of a planar portal that existed in the past. One need not feel compelled to explain their presence, and they can be incorporated into the dangers of a labyrinth as one would any monsters. The latter style of play might be best if the milieu embraces the idea that there is a battle between Law and Chaos, and the Material Plane is caught in the center.

Demon Orders

Demons are divided into the following four orders: *Lower Order*, *Standard Order*, *Higher Order*, and *Demon Lords*. These categories correspond to each demon's approximate power level. Keep in mind that there is no true and binding "rank" among demons. Demons are chaotic creatures who rule by intimidation and force, so these demon orders are artificial to some extent. However, some generalities can be made.

Lower Order

These demons are the least powerful of all, ranging from 1-4 HD. Many may be unintelligent or only as intelligent as animals, although some may be cunning killers. These demons are the most common of all, and often fill the same niches on Demon Worlds as animals fill on the Material Plane. Intelligent demons of the Lower Order will most often be enslaved by their betters.

Standard Order

This class of demons is more dangerous to adventurers, and specimens are always intelligent. They have a HD range of 5-8. They are often used as soldiers in demon armies, or as messengers for chaotic gods or Demon Lords.

Higher Order

These demons are some of the most powerful, second only to the Demon Lords, and have 9-12 HD. They will generally hold high leadership roles in demon armies, or serve chaotic gods and Demon Lords as important emissaries. Demon Lords are particularly wary of this order, because they may compete for power.

Demon Lords

Demon Lords are the highest of the demon orders. They differ from the others in that all Demon Lords are unique specimens. Whereas the other orders may have "species" of demons within them, no two Demon Lords are alike, either in appearance or abilities. Depending on their power, they may have from 100-200 hp and are treated as 21+ HD monsters. The Demon Lords constantly war with one another over domination of Demon Worlds, and other worlds, including the Material Planes. Entire Material Planes may be ruled by Demon Lords, or they may be the sites of devastating battles for Demon Lords in their hunger for domination.

Demon Lords crave power for themselves, but may serve chaotic gods. When this is the case, a chaotic god will generally only employ a few Demon Lords, who constantly fight for godly favor by any means, from subtle machinations to assassination and war. Entire worlds might be devastated in a war between Demon Lords who simply want to be favored by their chaotic god.

Demon Encounters

Labyrinth demon encounters should follow the same guidelines as any other monster encounter. Demons should have HD equal to the labyrinth level they are found on. In general, all Lower Order demons will have a Number Encountered of 2d4, Standard Order of 1d6, and Higher Order of 1d3. This number should be adjusted up or down when placing demons of lower HD on lower labyrinth levels, or of higher HD on higher labyrinth levels, respectively. This number may also be adjusted relative to the power level of the demons. For instance, demons with powerful abilities but low HD might be found in fewer number.

Demon Abilities

All demons have some abilities or immunities in common. Note that demons of more advanced orders will have the abilities of the preceding order. All demons have the following common abilities:

- Infravision (90')*
- Half damage from cold-based attacks*
- Half damage from electrical-based attacks*
- Half damage from fire-based attacks (all)*
- Telepathy (allows all languages to be understood)*

Note that all demon spell-like abilities function at the minimum class level required to use the similar spell, or as the demon's HD in levels, whichever is higher.

Lower Order Abilities

Demons of the Lower Order will have one spell-like ability per 2 hit die. For example, a Lower Order demon with 3 HD will have 1 spell-like ability. These abilities are usable two times per day and can be used as the sole attack in one round, unless otherwise noted. These abilities are innate, and are not subject to being disrupted as the casting of a spell could be. Abilities may be rolled or chosen from the table below:

Lower Order Abilities	
Roll 1d10	Ability
1	Cause Light Wounds
2	Climbing (as potion, 1 turn duration)
3	Darkness (as cleric)
4	Detect Magic (if demon is intelligent)
5	Fear
6	Know Alignment (if demon is intelligent)
7	Paralyze (as wand, 1 time per day)
8	Silence 15' Radius
9	Sleep (1 time per day)
10	Shield

In general, Lower Order demons should only have one physical attack per round, unless they are 3 HD or higher. These attacks will be with natural weaponry (as determined later) or by weapon if the demon is intelligent.

Standard Order Abilities

Demons of the Standard Order will have all of the abilities of demons from the Lower Order, and up to 1 additional Lower Order spell-like ability at 6 HD, for a maximum of 3 total Lower Order Abilities. In addition, Standard Order demons with 6 or more HD may only be dealt damage with magical weapons that are +1 or better. However, they are susceptible to damage from ordinary weapons made of pure iron. Standard Order demons receive additional Standard Order spell-like abilities, 1 at 6 HD and 2 at 8 HD. These abilities are usable two times per day, unless otherwise noted. Roll or choose from the following table:

Standard Order Abilities	
Roll 1d12	Ability
1	Animate Dead
2	Cause Disease (1 time per day)
3	Cause Serious Wounds
4	Dimension Door
5	Dispel Magic
6	ESP (always active)
7	Hold Person
8	Fly
9	Levitate
10	Mirror Image
11	Fire Ball
12	Invisibility

Higher Order Abilities

All Higher Order demons receive the abilities of previous orders, in addition to the following spell-like powers read *magic*, *read languages*, and *gate* (see spell description later). Note that all spell-like abilities for Higher Order demons are available for use once each round. Demons of this order receive one Higher Order ability at 9 HD and 11 HD. Roll or choose on the following table:

Higher Order Abilities	
Roll 1d10	Ability
1	Anti-Magic Shell
2	Cause Fear (as the wand)
3	Curse
4	Detect Invisible
5	Polymorph Self
6	Telekinesis
7	Illusion (as wand)
8	Phase Door
9	Project Image
10	Symbol (conflict, fear, or pain)

Demon Lord Abilities

Demon Lords are very powerful, and should be crafted and planned as individual special encounters. They may have all of the abilities of previous demon orders, and two or more additional powerful abilities. These might mimic

any spell of the highest level, or magic items such as the ability to *wither* (as the staff) or *command humans* (as the ring).

Demon Lords may also be able to summon creatures as if through a *gate*. These creatures will be in some way connected to the demon's nature, so a Demon Lord of the undead might summon undead, while a demon lord favoring reptilian creatures might summon giant lizards, snakes, or other similar creatures. Typically the number of creatures summoned is determined by their HD: 1 HD, 4d12; 2 HD, 4d8; 3 HD, 4d6; 4+, 4d4; 6+, 3d4; 7+, 2d4.



Demon Appearance

Demons need not be humanoid, especially Lower Order demons. The appearances of demons may be decided by the Labyrinth Lord. The tables below can be used for random determination of appearance, or as inspiration.

General Body Form			
Roll d12	Lower Order	Roll d12	All Other Orders
1-4	Asymmetrical or Other	1-2	Asymmetrical or Other
5	Centauroid	3	Centauroid
6-8	Humanoid	4-10	Humanoid
9-12	Quadruped	11-12	Quadruped

Asymmetrical or Other Body Forms	
Roll 1d8	Type
1	Giant Amoeba
2	Humanoid Mass (various protruding body parts, human or animal)
3	No skeleton, creature slithers; roll on Head Type table for general body form.
4	Conical, roll for appendages normally
5	Viscous slime body
6	Worm-like
7	Plant-like
8	Fungoid, (d6: 1-3, humanoid; 4-6 quadruped)

Centauroid* Body Forms	
Roll 2d8	Type
2	Bird
3	Canine
4	Centipede
5	Cow
6	Crocodile
7	Feline
8	Goat
9	Horse
10	Pig
11	Rat
12	Scorpion
13	Slug
14	Snake
15	Spider
16	Worm

*These body forms may or may not have a human upper body. Torsos, head types, and arm types may be rolled for on tables here.

Humanoid Body Forms	
Roll 2d8	Type
2	Ape
3	Baboon
4	Bat
5	Bear
6	Bird
7	Bull or Cow
8	Canine
9	Elk
10	Feline
11	Human
12	Insect
13	Lizard
14	Pig
15	Rat
16	Unique (monster type or other grotesque)

Quadruped Body Forms

Roll 2d8	Type
2	Ape
3	Bear
4	Bird
5	Bull or Cow
6	Canine
7	Elk
8	Feline
9	Human
10	Insect
11	Lizard
12	Pig
13	Rat
14	Snake
15	Spider
16	Unique (monster type or other grotesque)

Other Body Parts

If mixed and matched body parts are desired, roll on the various tables above for different head, arm and leg types. Roll on the table below for additional optional details. Some discretion will be needed, as some details may not match body types.

Other Details

Roll 2d8	Type
2	Unusual pigmentation
3	Hairless
4	Scaled
5	Slimy
6	Eyeless
7	Extra eyes
8	Spiked tail (deals 1d6 damage)
9	Claws (d6: 1-2, 1d4 DG; 3-4, 1d6 DG; 5-6, 1d8 DG)
10	Horns (d6: 1-3, 1d4 DG; 4-6, 1d6 DG)
11	Wings (bat-like or bird-like, MV 180' (60'))
12	Poisonous bite (save versus poison or die)
13	Two heads (surprised only on 1)
14	Four arms
15	Pungent odor
16	Tentacles (in addition to arms)

Demon Examples

The following demon examples were rolled randomly. There is one example demon for each demon category.

Lizard Worm (Lower Order Demon)

No. Enc.:	2d4 (2d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	7
Hit Dice:	2
Attacks:	1
Damage:	1d6
Save:	F1
Morale:	10
Hoard Class:	None

These green worm-like demons have the heads of lizards, but no arms or legs. They may inch along rather quickly, and attack with a bite for 1d6 damage. One time per day they may affect victims with the equivalent of a sleep spell. Lizard worms frequently dwell in labyrinths, where they feed on any creatures they can. They make nests of silky strands, and when encountered in their lairs there may be 2d6 large translucent soft-shelled eggs.

Scavenger Rat (Standard Order Demon)

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	5
Hit Dice:	6
Attacks:	3 (claw, claw, bite)
Damage:	1d4/1d4/1d6
Save:	F1
Morale:	9
Hoard Class:	XX

These treacherous demons have a centauroid body form, with the lower body and head of a rat, and the torso and arms of a human. Their fur is maroon, and they have an extra set of eyes above the first set. They attack with two claws and a bite each round, or may use one of the following spell like abilities once in a round: *detect magic* (2 times per day), *darkness* (15' radius, 2 times per day), *paralyze* (as wand, 2 times per day), and *dispel magic* (2 times per day). These demons are only affected by weapons of +1 or better.

Scavenger rats frequently dwell in ruins and deep labyrinth levels, where they seek wealth and wait in ambush for explorers.

Demonic Mass (Higher Order Demon)

No. Enc.:	1d3 (1d3)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	4
Hit Dice:	11
Attacks:	1d4+1 bites
Damage:	1d6 per bite
Save:	F11
Morale:	9
Hoard Class:	XIX

A demonic mass is a 15' diameter mass of flesh with various human and baboon body parts protruding from it. It may see in 360 degrees due to its multiple eyes and heads, and may move slowly on unsteady limbs of various types and proportions. Each demonic mass will have 1d4+1 baboon heads that are capable of biting for 1d6 hp damage per round. These demons are only affected by weapons of +1 or better. Demonic masses are evil creatures that delight in torture, and when on the material plane are often found commanding goblinoid races in strongholds deep underground.

A demonic mass has the following spell-like abilities it may use once each round: *read magic*, *read languages*, *gate*, *fear* (2 times per day), *paralyze* (as wand, 1 time per day), *silence 15' radius* (2 times per day), *hold person* (2 times per day), *telekinesis*, and *illusion* (as wand). A demonic mass also has the ability of *ESP*, which is always active.

Azazel (Demon Lord of Beasts)

No. Enc.:	Unique
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	4
Hit Dice:	135 hp
Attacks:	3 or special
Damage:	1d8/1d8/1d10 or 4d8
+ paralyze	
Save:	F21
Morale:	11
Hoard Class:	XX, XXI

The Demon Lord Azazel has the torso and legs of a bipedal goat, with bat-like wings, bear-like arms, and the head of a wolf. He rules a layer of the plane of chaos that is an infinite wilderness, populated by hundreds of races of man-beasts that are constantly at war, spilling each other's blood in a cannibalistic fever.

Azazel may *howl* once every three rounds. The sound is terrifying, and anyone listening must succeed in a save versus spells with a -3 penalty or suffer 4d8 hp damage and be *paralyzed* for 1d4 turns. Azazel may attack with two claws and a bite each round, or may use any of the

following spell-like abilities: *read magic*, *read languages*, *gate*, *know alignment*, *fear*, *shield*, *levitate*, *mirror image*, *curse*, and *phase door*. Azazel may only be harmed by +2 or better weapons.

Once per day, Azazel may summon 4d4 dire wolves and command them to attack opponents.

New Spell

The following new spell may be added to the list of available spells. It is relevant to campaigns in which demons have been introduced.

Gate

Level:	9 magic-user, 7 cleric
Duration:	see below
Range:	30'

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the *gate*. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the *gate*. Gods will most likely send representatives rather than come through a *gate* personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The Labyrinth Lord must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.



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