

# CREATURE CATALOG



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# BABAU (Demon)

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**Medium-Size Outsider (Chaotic, Evil)**

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft

**AC:** 23 (+2 Dex, +11 natural)

**Attacks:** Longsword +15/+10 melee; or longspear +10 ranged; or 2 claws +15 melee, horn +13 melee

**Damage:** Longsword 1d8+7; or longspear 1d8+7; or claw 1d6+7, horn 1d6+3

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, enfeeblement gaze, sneak attack, summon demons

**Special Qualities:** Damage reduction 20/+2, SR 21, weapon immunity, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +9, Ref +8, Will +10

**Abilities:** Str 24, Dex 15, Con 17, Int 18, Wis 18, Cha 14

**Skills:** Climb +15, Concentration +14, Hide +11, Knowledge (any one) +14, Listen +23, Move Silently +11, Search +12, Sense Motive +12, Spellcraft +15, Spot +23

**Feats:** Cleave, Multiattack, Power Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-12 HD (Medium-size); 13-24 HD (Large)

The babau is called the 1-horned horror or ebony death. Babau are hated by vroock, hezrou, and glabrezu. They are particularly fond of the flesh of Nalfeshnee and are thus both despised and feared by the latter.

These horrid creatures look much like great skeletons covered with dark, form-fitting leather. They have a great horn protruding from the back of their skulls. Babau typically have long, wicked claws covered with dirt, blood, and decaying flesh.

## COMBAT

Babau prefer to attack with weapons in combat. If unarmed they will fight with claws and their horn.

**Spell-Like Abilities:** At will—*change self*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fear*, *fly*, *heat metal*, *magic circle against good*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

**Enfeeblement Gaze (Su):** Affected as if by *ray of enfeeblement* cast by a 12th-level sorcerer, 20 feet; Will save (DC 16).

**Sneak Attack (Ex):** Babaus can sneak attack an opponent any time it is unaware or loses its Dexterity bonus to AC. The spriggan deals +5d6 points of damage when using this ability.

**Weapon Immunity (Ex):** Because of the slime covering the babau's body, it takes only half damage from piercing and slashing weapons.

**Summon Demons (Sp):** Once per day a babau can attempt to summon 3d10 dretches or another babau with a 35% chance of success.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Babaus can communicate with any creature within 100 feet that has a language.

**Skills:** Babau receive a +8 racial bonus to Listen and Spot checks.

The Babau first appeared in the 1e MM II (Gary Gygax, 1983).

# BAPHOMET (Demon Lord)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 35d8+245 (402 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 50 ft

**AC:** 37 (-1 size, +4 Dex, +24 natural)

**Attacks:** Bite +48 melee, butt +46 melee, Huge +4 *halberd* +50 melee; or Huge +4 *halberd* +52/+47/+42/+37/+32/+27 melee

**Damage:** Bite 1d8+13, butt 1d8+6, Huge +4 *halberd* 2d8+10; or Huge +4 *halberd* 2d8+17

**Face/Reach:** 5 ft by 5 ft/10 ft (15 ft with halberd)

**Special Attacks:** Spell-like abilities, spells, armor damage, breath weapon, roar, summon demons, summon minotaurs

**Special Qualities:** Damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 120 ft

**Saves:** Fort +26, Ref +23, Will +25

**Abilities:** Str 36, Dex 18, Con 24, Int 22, Wis 22, Cha 20

**Skills:** Bluff +40, Climb +48, Concentration +42, Diplomacy +40, Intimidate +40, Knowledge (Abyssal politics) +41, Knowledge (arcana) +41, Knowledge (planes) +41, Listen +53, Move Silently +39, Search +41, Sense Motive +41, Spellcraft +41, Spot +41

**Feats:** Cleave, Combat Casting, Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite, butt, halberd)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-8 minotaurs)

**Challenge Rating:** 36

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

Baphomet is the lord of minotaurs. He is hated by Yeenoghu, and the two are warring against each other.

Baphomet appears as a 12-foot tall bullheaded ogre, with large curving horns. His body is covered with black hair and his hands and feet are broad and thick with stubby fingers and toes. His tail is bovine.

## COMBAT

Baphomet attacks using his bite, butting with his head, and his Huge +4 *halberd*.

**Spell-Like Abilities:** At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *passwall*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 3/day—*maze*, *shapechange*, and *wall of stone*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Spells:** Baphomet casts arcane spells as a 20th-level sorcerer (save DC 15 + spell level) and divine spells as a 20th-level cleric (save DC 16 + spell level). He has access to the domains of Chaos, Evil, and War.

**Armor Damage (Ex):** Baphomet's halberd can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6: A roll of 1-4 affects the armor and a roll of 5-6 affects the shield.

Make a grapple check whenever Baphomet hits with his halberd

attack, adding to an opponent's roll any magical bonus for the armor or shield. If Baphomet wins, the affected armor or shield is torn away and destroyed.

**Breath Weapon (Su):** Line of unholy water, 5 feet wide, 5 feet high, and 10 feet long, 10d6 points of damage to outsiders of any good alignment, once per 1d4 rounds (but no more than six times per day), Reflex save half (DC 34).

**Roar (Su):** Three times per day, 30-foot radius, Will save (DC 24) or flee in fear for 6 rounds.

**Summon Demons (Sp):** Three times per day Baphomet can automatically summon one balor or nalfeshnee, or 1d3 mariliths.

**Summon Minotaurs (Sp):** Once per day Baphomet can automatically summon 2d4 minotaurs.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Baphomet can communicate telepathically with any creature within 100 feet that has a language.

**Skills:** Baphomet receives a +12 racial bonus on Listen checks.

Baphomet first appeared in module S4 (Gary Gygax, 1982).

# BAR-LGURA (Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft, climb 30 ft

**AC:** 20 (+1 Dex, +9 natural)

**Attacks:** 2 claws +9 melee, bite +4 melee

**Damage:** Claw 1d4+3, bite 1d6+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, summon demons

**Special Qualities:** Damage reduction 10/silver, SR 17, chameleon, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +7, Ref +6, Will +6

**Abilities:** Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 10

**Skills:** Climb +17, Concentration +8, Hide +7, Move Silently +7, Listen +17, Search +6, Sense Motive +7, Spot +17

**Feats:** Alertness, Dodge, Spring Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Gang (2-5) or pack (6-11)

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 7-12 HD (Medium-size); 13-18 HD (Large)

The Bar-Igura or leaping demon, is similar to an orangutan except for its gruesome visage and tusks. Its hands and feet have six digits with exceptionally long claws. Its fur is reddish-brown and its claws are yellowish-gray.

Bar-Igura communicate using telepathy.

## COMBAT

The bar-Igura attacks with its claws and bite in combat. The favored tactic is to assault a foe from ambush, leaping to the attack when their prey comes within range.

**Spell-Like Abilities:** At will—*darkness*, *desecrate*, *detect good*, *detect thoughts*, *entangle*, *fear*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 2/day—*change self*, *invisibility*, and *spectral hand*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 10 + spell level).

**Chameleon (Ex):** As a free action, the bar-Igura can change its coloration to match that of its surroundings. This grants it a +12 racial bonus on Hide checks.

**Summon Demons (Sp):** Once per day a bar-Igura can attempt to summon 1d6 additional bar-Iguras with a 35% chance of success.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Bar-Iguras can communicate with any creature within 100 feet that has a language.

**Skills:** Bar-Iguras receive a +8 racial bonus to Listen and Spot checks.

**Feats:** Bar-Iguras gain Spring Attack as a bonus feat.

The Bar-Igura first appeared in module S4 (Gary Gygax, 1982).



# CHASME (Demon)

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## Large Outsider (Chaotic, Evil)

**Hit Dice:** 7d8+21 (52 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft, climb 20 ft, fly 60 ft (good)

**AC:** 22 (-1 size, +2 Dex, +11 natural)

**Attacks:** 2 claws +10 melee, bite +8 melee

**Damage:** Claw 2d4+4, bite 1d8+2

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, wounding, drone, fear aura, summon demons

**Special Qualities:** Damage reduction 20/+2, SR 19, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +8, Ref +7, Will +6

**Abilities:** Str 18, Dex 15, Con 17, Int 12, Wis 12, Cha 12

**Skills:** Climb +19, Concentration +10, Hide +5, Listen +16, Move Silently +9, Search +8, Sense Motive +8, Spellcraft +8, Spot +16

**Feats:** Multiattack, Power Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-4), or squad (5-6)

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 8-12 HD (Large); 13-21 HD (Huge)

The chasme, also known as the fly demon, hates most all other types of demons, especially vroock, hezrou, rutterkin, and dretches, though they avoid fighting with other demons unless the chasme has the advantage.

The chasme appears as 7-foot long giant fly with a roughly humanoid head. The head is human with saucer eyes and is topped with a backswept bristled mane. Two humanoid arms protrude from the front of its body. Its wings are blue-black, and the coarse hair covering its fly-like body is black. The mouth is tiny, but the nose is long and sharp.

A chasme can walk on walls and ceilings as a normal fly can.

## COMBAT

The chasme attacks using its spell-like abilities and claws and bite in combat. It will attempt to drain blood from any sleeping victim, though not at the expense of turning its back on any remaining foes.

**Spell-Like Abilities:** At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

**Wounding (Ex):** Claw—a successful melee attack opens a wound that bleeds for 1 point of damage per round thereafter in addition to normal damage the claw deals. Multiple wounds from a claw result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

**Sleep Drone (Su):** A chasme can buzz and drone, as a free action. Those within 30 feet that hear it must succeed at a Will save (DC 16) or fall into a comatose sleep for 2d4 hours. A sleeping creature can be awakened by vigorous stimuli.



A creature that makes its save is immune to the droning effect of that chasme for one day.

**Fear Aura (Su):** As a free action, 30-foot radius to anyone viewing the chasme, Will save (DC 16) negates, as a *fear* spell cast by an 8th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that chasme for 24 hours. Other demons are immune to the aura.

**Summon Demons (Sp):** Once per day a chasme can attempt to summon 2d8 dretches or another chasme with a 35% chance of success.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Chasmes can communicate with any creature within 100 feet that has a language.

**Skills:** Chasmes receive a +8 racial bonus on Listen and Spot checks.

The Chasme first appeared in module S4 (Gary Gygax, 1982).

# DEMOGORGON (Demon Prince)

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**Huge Outsider (Chaotic, Evil)**

**Hit Dice:** 66d8+924 (1221 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** 42 (-2 size, +6 Dex, +28 natural)

**Attacks:** 2 tentacles +79 melee, tail lash +77 melee, 2 bites +77 melee

**Damage:** Tentacle 2d6+14 and disease, tail lash 2d6+7 and energy drain, bite 2d6+7

**Face/Reach:** 10 ft by 10 ft/15 ft

**Special Attacks:** Spell-like abilities, spells, psionics, disease, energy drain, summon demons, gaze attacks

**Special Qualities:** Damage reduction 40/+4, SR 34, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +49, Ref +41, Will +47

**Abilities:** Str 38, Dex 22, Con 38, Int 34, Wis 34, Cha 34

**Skills:** Balance +72, Bluff +78, Climb +80, Concentration +80,

Diplomacy +78, Escape Artist +72, Gather Information +78, Heal +78,

Intimidate +78, Knowledge (Abyssal politics) +78, Knowledge (arcana)

+78, Knowledge (planes) +78, Knowledge (religion) +78, Listen +78,

Move Silently +72, Scry +78, Search +78, Sense Motive +78, Spellcraft

+78, Spot +78

**Feats:** Ambidexterity, Blind-Fight, Combat Casting, Cleave, Dodge,

Great Cleave, Improved Disarm, Improved Initiative, Improved Trip,

Mobility, Multiattack, Power Attack, Spring Attack, Sunder, Weapon

Focus (bite, tentacle, tail)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1-2 balors plus 1-4 glabrezu)

**Challenge Rating:** 45

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

It is contended by some that this demon prince is supreme. His hatred for Orcus is immense and unending, followed closely by his hatred for Graz'tz.

Demogorgon appears as an 18-foot tall reptilian-humanoid. He has two heads that bear the visages of baboons. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. In place of arms, he has two huge tentacles.

## COMBAT

Demogorgon attacks first using his gaze weapons and should any survive the onslaught, he will utilize his tentacles, tail, and bites. He uses his spells and spell-like abilities liberally in combat, and should the combat go against him, he will summon demons to cover his escape.

**Spell-Like Abilities:** At will- *blasphemy*, *charm monster*, *charm person*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *fear*, *greater dispelling*, *polymorph self*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of ice*; 1/day— *feblemind*, *power word* (any). These abilities are as the spells cast by

a 20th-level sorcerer (save DC 22 + spell level).

**Spells:** Demogorgon casts arcane spells as a 20th-level sorcerer (save DC 22 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Evil, Trickery, and War.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

**Disease (Su):** Supernatural disease—tentacle attack, Fortitude save (DC 57), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, this continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease page 74 in the *DMG*).

**Energy Drain (Su):** Living creatures hit by Demogorgon's tail lash receive two negative levels. The Fortitude save to remove a negative level has a DC of 57.

**Gaze Attacks (Su):** Each of Demogorgon's head's can emit one gaze effect each round; hypnotism and insanity. If he focuses both gazes on one foe, he can *dominate* his opponent.

Each gaze effect resembles a spell cast by a 20th-level sorcerer. All gazes have a range of 50 feet and a save DC of 57.

*Hypnotism:* Left head; the target must succeed at a Will save or be affected as though by the spell.

*Insanity:* Right head; the target must succeed at a Will save or be affected as though by the spell.

*Domination:* Both heads combined; the target must succeed at a Will save or be affected as though by the spell.

**Summon Demons (Sp):** Three times per day Demogorgon can automatically summon 1d2 balors, 1d3 nalfeshnees or glabrezu, or 1d4 mariliths.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Demogorgon can communicate telepathically with any creature within 100 feet that has a language.

Demogorgon first appeared in the *Monster Manual* (Gary Gygax, 1977).

# FRAZ-URB'LUU (Demon Prince)

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**Huge Outsider (Chaotic, Evil)**

**Hit Dice:** 77d8+924 (1270 hp)

**Initiative:** +9 (+5 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 50 ft (average)

**AC:** 35 (-2 size, +5 Dex, +22 natural)

**Attacks:** 2 slams +94 melee, bite +92 melee, tail slash +92 melee

**Damage:** Slam 2d6+19, bite 2d6+9, tail slash 2d4+9

**Face/Reach:** 10 ft by 10 ft/15 ft

**Special Attacks:** Spell-like abilities, spells, psionics, improved grab, tear, summon demons, summon prince or lord

**Special Qualities:** Damage reduction 35/+4, SR 30, immunities, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +52, Ref +45, Will +53

**Abilities:** Str 48, Dex 20, Con 34, Int 36, Wis 36, Cha 39

**Skills:** Balance +82, Bluff +91, Concentration +89, Diplomacy +91, Gather Information +91, Intimidate +91, Intuit Direction +90, Jump +96, Knowledge (Abyssal politics) +90, Knowledge (arcana) +90, Knowledge (planes) +90, Knowledge (history) +90, Knowledge (geography) +90, Knowledge (religion) +90, Listen +90, Move Silently +82, Scry +90, Search +90, Sense Motive +90, Spellcraft +90, Spot +90

**Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Empower Spell, Extend Spell, Great Cleave, Improved Critical (slam, bite, tail), Improved Initiative, Improved Unarmed Attack, Multiattack, Power Attack, Quicken Spell, Spell Penetration, Stunning Fist, Weapon Focus (slam, bite, tail)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-4 nalfeshnees or 1-2 balors)

**Challenge Rating:** 45

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

Fraz-Urb 'Luu dwells on an abyssal plane that seems totally flat and featureless. The dreary place is actually alive to the demon's wishes, and shapes itself accordingly into hills, caves, etc. From the experiences of two individuals who have been there and returned, the horrible place is not only depressing and sickening, but magic items there lose their dweomer. Therefore, it seems almost certain that any magic treasure Fraz-Urb 'Luu possesses (save for artifacts and relics) will be spoiled.

For several centuries Fraz-Urb 'Luu was trapped under Castle Greyhawk in a stone prison. Many adventurers unwary enough to converse with him were destroyed forever. Eventually two powerful individuals, a wizard and a cleric, were duped into performing a series of heroic deeds that set him free. As their just rewards, the demon prince transported them to his abyssal lair where they still serve as his slaves.

Fraz-Urb 'Luu is looking for his staff, a powerful artifact which is said to combine the powers of several staves and rods. The dreaded artifact was stolen from him while he was imprisoned, and even the other demon princes do not desire its recovery.

Fraz-Urb 'Luu appears as a hulking, 18-foot tall humanoid. His body is covered in short, coarse, blue hair. His feet are broad and splayed,

and his hands are large and stubby. His visage is beautiful, but cruel, and the mouth is huge and fanged. Large, ragged ears jut from the central portion of the skull to beyond the domed, rather pointed, head. He has pale gray skin and two vast wings of dull black project from his back. His tail is hairless, from a gray base to a pale blue tip.

## COMBAT

Fraz-Urb 'Luu will pummel and bite a foe in combat, or use his tail to slash an opponent or entwine an opponent while he bites and pummels him.

One of his favorite tactics, after a group of would-be-slayers has been worn down, is to summon another demon prince to deal with them.

Fraz-Urb 'Luu will teleport away when the prince or lord arrives.

**Spell-Like Abilities:** At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *hypnotic pattern*, *mislead*, *polymorph self*, *polymorph other*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*plane shift*, *power word blind*, and *prismatic spray*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

**Spells:** Fraz-Urb 'Luu casts arcane spells as a 20th-level sorcerer (save DC 24 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and Trickery.

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dimensional anchor*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

**Improved Grab (Ex):** To use this ability, Fraz-Urb 'Luu must hit an opponent with a slam attack or his tail attack. If he gets a hold he tears the flesh.

**Tear (Ex):** Fraz-Urb 'Luu automatically hits a held opponent with all his melee attacks each round he maintains the hold.

**Summon Demons (Sp):** Three times per day Fraz-Urb 'Luu can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

**Summon Prince or Lord (Sp):** Once per day Fraz-Urb 'Luu can attempt to deceive another demon prince or lord into believing that he or she has been summoned by the party (so long as the party and Fraz-Urb 'Luu are on the same plane) with a 70% of success. If the deception succeeds, the summoned demon prince (lord) or princess (lady) appears believing to have been summoned by those opposing Fraz-Urb 'Luu.

**Immunities (Ex):** Fraz-Urb 'Luu is immune to all mind-influencing effects and detection spells and effects.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Fraz-Urb 'Luu can communicate telepathically with any creature within 100 feet that has a language.

Fraz-Urb 'Luu first appeared in module S4 (Gary Gygax, 1982).

# GRAZ'ZT (Demon Prince)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 62d8+620 (899 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 49 (-1 size, +6 Dex, +29 natural, +5 shield); 44 (without shield)

**Attacks:** Large +5 *vorpal bastard sword* +79/+74/+69/+64/+59/+54 melee; or Large +5 *vorpal bastard sword* +79/+74/+69/+64/+59/+54 melee and +3 *guisarme* +74 melee

**Damage:** Large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid; or Large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid and +3 *guisarme* 2d4+9

**Face/Reach:** 5 ft by 5 ft/10 ft (15 ft with *guisarme*)

**Special Attacks:** Spell-like abilities, spells, psionics, fear aura, summon demons

**Special Qualities:** Damage reduction 40/+4, SR 30, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +43, Ref +39, Will +44

**Abilities:** Str 34, Dex 22, Con 30, Int 32, Wis 32, Cha 40

**Skills:** Bluff +77, Concentration +72, Diplomacy +77, Escape Artist +68, Gather Information +77, Hide +64, Heal +73, Intimidate +77, Knowledge (Abyssal politics) +73, Knowledge (arcana) +73, Knowledge (planes) +73, Knowledge (religion) +73, Listen +73, Move Silently +68, Scry +73, Search +73, Sense Motive +73, Spellcraft +73, Spot +73

**Feats:** Ambidexterity, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (*bastard sword*), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Two-Weapon Fighting, Weapon Focus (*bastard sword*), Whirlwind Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-4 lamias plus 2-4 succubi or mariliths)

**Challenge Rating:** 42

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

One of the most powerful demon rulers in the Abyss is Lord Graz'zt, dedicated foe of both Demogorgon (q.v.) and Orcus (q.v.). The never-ending war between Graz'zt and the other demon lords rages across the Abyss showing no mercy to those that get in its way.

Graz'zt is one of the handsomest of the demon lords, at least by human standards. He appears as a large, 9-foot tall humanoid with black skin and green glowing eyes. His slanted eyes and pointed ears are merely indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

## COMBAT

Graz'zt attacks using his spells, spell-like abilities and *bastard sword*. On occasion he has been known to forego the use of his shield and wield two weapons, his *bastard sword* and a *guisarme* (that he wields one-handed).

**Spell-Like Abilities:** At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic*

*missile, mirror image, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire; 1/day—disintegrate, fire storm, polymorph any object, and trap the soul.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

**Spells:** Graz'zt casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and War.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

**Fear Aura (Su):** 60 feet; Will save (DC 51) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Graz'zt's fear aura for one day.

**Summon Demons (Sp):** Three times per day Graz'zt can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Graz'zt can communicate telepathically with any creature within 100 feet that has a language.

Graz'zt first appeared in module S4 (Gary Gygax, 1982).

# JUIBLEX (The Faceless Lord)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 29d8+319 (449 hp)

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 10 ft

**AC:** 36 (-1 size, +27 natural)

**Attacks:** Slam +39 melee

**Damage:** Slam 2d6+15 and 1d6 acid

**Face/Reach:** 5 ft by 20 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, acid, slime spittle, summon demons

**Special Qualities:** Amorphous, damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +27, Ref +16, Will +24

**Abilities:** Str 30, Dex 10, Con 32, Int 26, Wis 26, Cha 21

**Skills:** Climb +39, Concentration +40, Diplomacy +34, Gather Information +34, Intimidate +34, Intuit Direction +37, Knowledge (Abyssal politics) +37, Knowledge (arcana) +37, Knowledge (planes) +37, Listen +37, Move Silently +29, Scry +37, Search +37, Sense Motive +37, Spellcraft +37, Spot +37

**Feats:** Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-8 ochre jellies, 1-4 gray oozes, and 1-4 black puddings)

**Challenge Rating:** 37

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

There is no question that this is the most disgusting and loathsome of all demons. Juiblex is foul and nauseating in the extreme, reclusive and resentful of intrusion by any form of normal creature. He surrounds his person with oozes of all kinds. It is said by some that all such creatures are his spawn and find their way to the Material Plane by oozing through the cracks of the earth from the depths of the Abyss.

Juiblex has no set form. He takes the form of a 9-foot tall column of ooze, striated in disgusting blackish greens, foul browns and yellows, and sickly translucent grays. From this mass protrude several glaring red eyes. Juiblex can spread himself into a vast pool of slime or rise in a towering column of disgusting ordure 12 or more feet in height.

## COMBAT

Juiblex's dripping form can lash forward in melee to cause terrible damage—both from the force of his blow and the caustic properties of his noisome secretions.

**Spell-Like Abilities:** At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Spells:** Juiblex casts arcane spells as a 20th-level sorcerer (save DC



15 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Water.

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Acid (Ex):** Juiblex secretes an acid that dissolves only flesh. Any melee hit deals acid damage, in addition to normal slam damage.

**Slime Spittle (Su):** Once per minute, 20 foot line of slime; Fortitude save (DC 35) or 1d6 points of acid damage and 1d6 points of temporary Constitution damage per round. On the first round the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime.

Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness, but not that of wood. The slime does not harm stone.

A metal or wooden weapon that touches the slime dissolves immediately unless it makes a successful Reflex save (DC 35).

**Amorphous (Ex):** Juiblex is not subject to critical hits, and having no clear front or back, cannot be flanked.

**Summon Demons (Sp):** Three times per day, Juiblex can automatically summon one balor, or two nalfeshnee or glabrezu, or 1d6 hezrous.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Juiblex can communicate telepathically with any creature within 100 feet that has a language.

Juiblex first appeared in the 1e MM (Gary Gygax, 1977).

# KAKKUU (Spider Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft, climb 20 ft

**AC:** 18 (+2 Dex, +6 natural)

**Attacks:** Bite +6 melee

**Damage:** Bite 1d6+1 and poison

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, poison, web, summon demons

**Special Qualities:** Damage reduction 10/silver, SR 8, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +5, Ref +6, Will +4

**Abilities:** Str 12, Dex 15, Con 13, Int 4, Wis 11, Cha 11

**Skills:** Climb +7, Hide +15, Listen +6, Move Silently +7, Spot +6

**Feats:** Weapon Finesse (bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Pack (2-5), swarm (6-11), or mob (10-20)

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 5-7 HD (Medium-size); 8-12 HD (Large)

The kakkuu are the weakest and least intelligent of the spider-demons. They are very animalistic and behave much like ordinary giant spiders. Most other spider-demons use the kakkuu to do their bidding.

They appear as 5-foot long spiders with bloated bodies and mangy, filthy wolf heads. They communicate with each other using a series of snarls, barks, and growls, or telepathy.

## COMBAT

A favorite tactic of a kakkuu is to lie in wait on a ledge or outcropping waiting for its foe to pass underneath. When its opponent comes into range, it drops a sticky strand of webbing attempting to catch the creature and reel it in where it can bite and inject its poison.

**Spell-Like Abilities:** At will—*darkness*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 4th-level sorcerer (save DC 10 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Strength.

**Web (Ex):** Eight times per day a kakkuu shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 13, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The kakkuu can perform one of the following special tactics with its webs once per round.

**Sticky Glob:** A kakkuu can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the kakkuu reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the kakkuu and one creature of the same size.

**Summon Demons (Sp):** Once per day a kakkuu can attempt to summon 1d8 kakkuu with a 35% chance of success.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Kakkuu can communicate telepathically with creatures within 100 feet that speak Abyssal.

**Skills:** The kakkuu's coloration gives it a +8 racial bonus to Hide checks.

The Kakkuu Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

# KOSTCHTCHIE (Demon Lord)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 32d8+256 (400 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft

**AC:** 34 (+1 Dex, +23 natural)

**Attacks:** Large two-handed +4 *warhammer* +49/+44/+39/+34/+29/+24  
melee

**Damage:** Large two-handed +4 *warhammer* 2d6+22

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, spells, psionics, stun, summon  
demons

**Special Qualities:** Damage reduction 30/+3, SR 26, demon qualities,  
telepathy, darkvision 60 ft

**Saves:** Fort +26, Ref +19, Will +26

**Abilities:** Str 35, Dex 13, Con 27, Int 26, Wis 26, Cha 23

**Skills:** Bluff +38, Concentration +40, Diplomacy +38, Escape Artist +33,  
Gather Information +38, Intimidate +38, Intuit Direction +40, Knowledge  
(Abyssal Politics) +40, Knowledge (arcana) +40, Knowledge (planes)  
+40, Listen +40, Move Silently +33, Search +40, Sense Motive +40,  
Spellcraft +40, Spot +40

**Feats:** Blind-Fight, Cleave, Combat Casting, Expertise, Great Cleave,  
Improved Critical (*warhammer*), Improved Disarm, Power Attack,  
Weapon Focus (*warhammer*)

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**Climate/Terrain:** Any land and underground

**Organization:** Troupe (two Huge 18 HD leucrottas or two Huge 18 HD  
winter wolves) or squad (2-4 frost giants and one Huge ancient 30 HD  
white dragon that serves as his steed)

**Challenge Rating:** 36

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

Kostchtchie is a powerful demon lord, so evil, that he is even hated by those of his own kind.

He appears as a 7-foot humanoid with short, bandy legs. He is relatively slow (compared to other demon lords). His head is a flat oval with slitted eyes and gross features. His torso and arms bulge with muscles. His skin is pale yellow and hairless save for eyebrows.

## COMBAT

Kostchtchie fights with his *warhammer* in battle.

**Spell-Like Abilities:** At will—*bestow curse*, *blasphemy*, *command*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *magic circle against good*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 1/day—*harm* and *poison*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

**Spells:** Kostchtchie casts arcane spells as a 20th-level sorcerer (save DC 16 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Destruction.

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper*

*darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

**Stun (Su):** Any creature hit by Kostchtchie's warhammer must make a Fortitude save (DC 20) or be stunned for 1d3 rounds.

**Summon Demons (Sp):** Three times per day Kostchtchie can automatically summon one balor or nalfeshnee, or 1d4 babau demons (q.v.).

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Kostchtchie can communicate telepathically with any creature within 100 feet that has a language.

Kostchtchie first appeared in module S4 (Gary Gygax, 1982).

# LOLTH (Demon Queen of Spiders)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 46d8+540 (746 hp)

**Initiative:** +13 (+9 Dex, +4 Improved Initiative)

**Speed:** 50 ft, climb 30 ft

**AC:** 48 (-1 size, +9 Dex, +30 natural)

**Attacks:** Bite +59 melee

**Damage:** Bite 1d8+19 and poison

**Face/Reach:** 5 ft by 10 ft/5 ft

**Special Attacks:** Spell-like abilities, spells, psionics, web, poison, summon demons, summon spiders

**Special Qualities:** Damage reduction 30/+3, SR 32, susceptibility to holy water, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +37, Ref +34, Will +38

**Abilities:** Str 36, Dex 28, Con 34, Int 32, Wis 36, Cha 40

**Skills:**

Bluff +61, Climb +67, Concentration +58, Diplomacy +61, Escape Artist +55, Gather Information +61, Intimidate +61, Jump +59, Knowledge (Abyssal politics) +57, Knowledge (arcana) +57, Knowledge (planes) +57, Knowledge (religion) +57, Listen +61, Move Silently +55, Scry +57, Search +57, Sense Motive +59, Spellcraft +57, Spot +61

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**Feats:** Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Great Cleave, Improved Initiative, Maximize Spell, Mobility, Power Attack, Weapon Focus (bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe

**Challenge Rating:** 42

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

Loth is a very powerful and feared demoness. Her Abyssal lairs are collectively and rightfully known as the Demonweb pits. She usually takes the form of a large, 9-foot long black widow spider, though she enjoys appearing as an exquisitely beautiful female drow. Little is known about her aims, and only the fact that the drow worship of Loth causes her to assume form on the Material Plane permits compilation of any substantial information whatsoever.

## COMBAT

Loth attacks using her bite and spell-like abilities in combat. If she is confronted in drow form she will use her spells, before assuming her true form; that of a giant black widow spider.

**Spell-Like Abilities:** At will—*blasphemy, confusion, deeper darkness, desecrate, detect good, detect law, dispel magic, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, and unholy blight*; 3/day—*heal* (self only) and *shapechange*; 1/day—*word of chaos*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

**Spells:** Loth casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 +

spell level). She has access to the domains of Chaos, Evil, Destruction, and Trickery.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

**Web (Ex):** Lolth can shoot webs from her abdomen at a range of 30 feet. This attack resembles the *web* spell with the following exceptions: the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 45, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

In addition, the webs are coated with an acidic poison that deals 1d6 points of damage per round of contact.

**Poison (Ex):** Bite, Fortitude save (DC 45); initial damage 3d6 temporary Constitution, secondary damage 3d6 temporary Constitution.

**Summon Demons (Sp):** Three times per day Lolth can automatically summon 1d4 vrocks or hezrous, or 1d3 glabrezus.

**Summon Spiders (Sp):** Three times per day Lolth can automatically summon 2d4 Medium-size, 1d6 Large, 1d4 Huge, or 1d2 phase spiders.

**Susceptibility to Holy Water (Ex):** Lolth is especially vulnerable to holy water, taking 3d6 points of damage from a direct hit, and 3 points of damage from a splash.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20

**Telepathy (Su):** Lolth can communicate with any creature within 100 feet that has a language.

Lolth first appeared in module D3 (Gary Gygax, 1980).

# LYCOSIDILITH (Spider Demon)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 10d8+30 (75 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft, climb 20 ft

**AC:** 24 (+1 Dex, +13 natural)

**Attacks:** Bite +16 melee, 2 morningstars +13 melee; or 2 claws +15 melee, bite +13 melee; or composite shortbow +10 ranged

**Damage:** Bite 1d6+5 and poison and continuous wounding, morningstar 1d8+2; or claw 1d4+5, bite 1d6+2 and poison and continuous wounding; or composite shortbow 1d6+5

**Face/Reach:** 5 ft by 10 ft/5 ft

**Special Attacks:** Spell-like abilities, poison, continuous wounding, web, summon demons

**Special Qualities:** Damage reduction 20/+2, SR 21, see invisible, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +10, Ref +8, Will +8

**Abilities:** Str 21, Dex 13, Con 16, Int 15, Wis 13, Cha 12

**Skills:** Climb +23, Concentration +13, Hide +19, Jump +15, Knowledge (any one) +12, Listen +11, Move Silently +11, Search +12, Sense Motive +11, Spot +11

**Feats:** Ambidexterity, Blind-Fight, Multiattack, Two-Weapon Fighting, Weapon Focus (bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Pair or pack (2-5)

**Challenge Rating:** 13

**Treasure:** Standard coins; double goods; standard items

**Alignment:** Always chaotic evil

**Advancement:** 11-14 HD (Large); 15-30 HD (Huge)

These are the personal guards and escorts of the Queen of Chaos. They are often employed as ambassadors and for other missions that require subtlety and tact.

The lycosidilith appears as an 8-foot long, hairless spider with the head of a wolf. The wolf's head is furry, but backed with bony plates. The lycosidilith is usually green or blue overall, with yellow, black, or orange spots or rings.

## COMBAT

As masters of ambush, the lycosidilith freely use their abilities of *darkness* and *invisibility*. They frequently use their *polymorph self* ability to appear as harmless creatures, attempting to gain surprise on a foe.

The lycosidilith attacks using its claws and bite, or weapons and bite.

**Spell-Like Abilities:** At will—*alter self*, *darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility*, *mirror image*, *polymorph self*, and *unholy blight*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 18); initial and secondary damage 2d6 temporary Strength.

**Continuous Wounding (Ex):** A creature bitten by a lycosidilith loses 1 hit point per day per bite as the wound festers into a putrid, tissue destroying sore. The hit point loss can be stopped by casting *neutralize poison*. The lost hit points cannot be cured normally or magically until



*neutralize poison* has been cast to stop the loss.

**Web (Ex):** Eight times per day a lycosidilith shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 18, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The lycosidilith can perform one of the following special tactics with its webs once per round.

**Entangle:** Cone, 50 feet, as the *entangle* spell cast by a 10th-level sorcerer.

**Sticky Glob:** A lycosidilith can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the lycosidilith reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the lycosidilith and one creature of the same size.

**Fear Glob:** A lycosidilith can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 18) or flee in terror for 1d6 rounds.

**Glitterdust:** A lycosidilith can fire cone of thread, 40 feet long, affects any in the area as by the *glitterdust* spell cast by a 6th-level sorcerer (save DC 18).

**See Invisible (Su):** A lycosidilith can continuously see invisible creatures as the spell cast by a 10th-level sorcerer.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Lycosidilith can communicate telepathically with any creature within 100 feet that has a language.

**Summon Demons (Sp):** Once per day a lycosidilith can attempt to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1d2 lycosidiliths with a 50% chance of success.

**Skills:** The lycosidilith's coloration gives it a +8 racial bonus to Hide checks.

**Feats:** The lycosidilith gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

The Lycosidilith Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

# MANES (Demon)

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## Small Outsider (Chaotic, Evil)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +0

**Speed:** 20 ft

**AC:** 12 (+1 size, +1 natural)

**Attacks:** 2 claws +2 melee, bite +0 melee; or mace +2 melee

**Damage:** Claw 1d4, bite 1d4; or mace 1d8

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Acid cloud

**Special Qualities:** Damage reduction 5/silver, SR 5, mindless, reformation, demon qualities, darkvision 60 ft

**Saves:** Fort +2, Ref +0, Will +0

**Abilities:** Str 10, Dex 10, Con 10, Int 4, Wis 4, Cha 6

**Skills:** Spot +1

**Feats:** Multiattack

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**Climate/Terrain:** Any land and underground

**Organization:** Swarm (6-15), mob (10-40), or horde (50-100)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 2-3 HD (Small)

When an evil creature dies it goes to the layers of the Abyss where it becomes a manes. Particularly evil creatures are confined to the tiers of flames of Gehenna. Manes are sometimes hunted, slain, and eaten by demon lords and princes.

Manes appear as 3-foot tall humanoids with pale white skin. Their eyes are white and constantly ooze a thick yellowish liquid. Its hands end in razor-sharp claws and its teeth are long and sharp. Its hair is sparse and is black in color.

## COMBAT

Manes attack with their claws and bite or with a mace. Most of the time they forgo their weapon attacks to use their natural attacks.

**Acid Cloud (Ex):** When slain, a manes dissipates in a noxious cloud of acidic vapor. Those within 10 feet must succeed at a Fortitude save (DC 10) or take 1d6 points of acid damage.

**Mindless (Ex):** Immune to mind-influencing effects.

**Reformation (Su):** When slain, a manes is not truly dead. It will reform at full strength in one day. Demon lords, princes, and other creatures of equal power can permanently slay a manes by devouring its physical body.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

The Manes first appeared in the 1e MM (Gary Gygax, 1977).

# MISKA (The Wolf Spider) (Demon)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** *Current:* 24d8+168 (138 hp)  
*Full Essence:* 24d8+168 (276 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 50 ft, climb 30 ft

**AC:** 31 (-1 size, +2 Dex, +20 natural)

**Attacks:** *Current:* 4 slams +30 melee, 2 bites +28 melee; or +3 scimitar of speed +33/+33 melee, +5 scimitar of disintegration +33 melee, 2 +3 morningstars +31 melee, 2 bites +28 melee  
*Full Essence:* 4 slams +37 melee, 2 bites +35 melee; or +3 scimitar of speed +40/+40 melee, +5 scimitar of disintegration +40 melee, 2 +3 morningstars +38 melee, 2 bites +35 melee

**Damage:** *Current:* Slam 1d8+10, bite 1d8+3 and poison; or +3 scimitar of speed 1d6+10, +5 scimitar of disintegration 1d6+6, +3 morningstar 1d8+6, bite 1d8+3 and poison

*Full Essence:* Slam 1d8+14, bite 1d8+3 1d8+7 and poison; or +3 scimitar of speed 1d6+17, +5 scimitar of disintegration 1d6+12, +3 morningstar 1d8+10, bite 1d8+7 and poison

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, summon demons, poison, web, acidic blood

**Special Qualities:** Damage reduction 30/+3, SR 28, freedom of movement, demon qualities, telepathy, sound imitation, regeneration 10, darkvision 120 ft

**Saves:** Fort +21, Ref +16, Will +18

**Abilities:** Str 25 (39)\*, Dex 15, Con 25, Int 10 (20)\*, Wis 18, Cha 20

**Skills:** Bluff +20, Climb +27 (+38)\*, Concentration +34, Diplomacy +32, Gather Information +24, Intimidate +29, Knowledge (arcana) +27 (+32)\*, Knowledge (planes) +27 (+32)\*, Knowledge (religion) +27 (+32)\*, Listen +24, Move Silently +17, Search +20 (+25)\*, Sense Motive +24, Spellcraft +15 (+20)\*, Spot +24

**Feats:** Blind-Fight, Cleave, Great Cleave, Improved Initiative, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 37

**Treasure:** None plus +3 scimitar of speed, +5 scimitar of disintegration, and two +3 morningstars

**Alignment:** Always chaotic evil

**Advancement:** —

\* Part of Miska's essence is stored in the *Rod of Seven Parts*. He can transfer his essence back to his body if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's true resurrection* power is used on him. If successful, he gains the ability scores, skills, hit points, and attack and damage bonuses listed.

The *Rod* will fly 10d10x100 feet away from Miska once his essence is drawn from it.

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati (Wind Dukes) pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the

multiverse.

Miska appears as an enormous half-human half-wolf spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as night. His spider body is blue-black, like a knife blade discolored by flame, and marked with bands of gray, silver, and blue. His arms are as white as bleached ivory.

## COMBAT

Miska is a very deadly opponent in combat. He uses all of his powers to their fullest. His favorite method is physically assaulting his opponent with his vast array of weaponry.

Miska wields a +3 *scimitar of speed*, two +3 *morningstars*, and a +5 *scimitar* that disintegrates any lawful creature it touches. While he attacks with his weapons, his wolf heads will bite an opponent.

**Spell-Like Abilities:** At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol (any)*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 3/day—*slow*, *shapechange*; 1/day—*implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 29); initial damage 2d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

**Acidic Blood (Ex):** When Miska is struck by a piercing or slashing weapon for 10 points of damage or more, the attacker must succeed at a Reflex save (DC 29) or die from the poisonous blood that sprays from the wound. Even if save is successful, the attacker suffers 2d6 points of damage from the caustic properties of the ichor.

**Web (Ex):** Every 1d4 rounds Miska can shoot webs from his abdomen. This attack is like a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the web is 29, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

**Freedom of Movement (Ex):** Miska cannot be trapped in webs of any kind, magical or normal.

**Sound Imitation (Ex):** Miska can mimic any sound or voice. Will save (DC 27) to detect.

**Summon Demons (Sp):** Twice per day Miska can automatically summon 1d2 *bebiliths*, two *balors*, two *mariliths*, or two *glabrezus*.

**Regeneration (Ex):** While the *Rod* exists Miska cannot be slain, even by a *miracle* or *wish*. As long as the *Rod of Seven Parts* exists, no form of attack does normal damage to him. Miska regenerates even if slain with death magic or *disintegrated*. These attack forms merely reduce him to –10 hit points. He is immune to effects that produce incurable or bleeding wounds, such as a *sword of wounding*, mummy rot, or a clay golem's wound ability.

If slain, his weapons disappear, and he reforms (with his weapons) in 1d10 minutes.

Lost limbs regrow in 1d6 minutes. Miska can reattach severed limbs immediately by holding it to the stump.

If Miska regains his essence, he may be slain as any other demon,

though the would-be slayers must contend with his increased powers.

**Scimitar of Disintegration:** Any lawful creature struck by this scimitar must succeed at a Fortitude save (DC 19) or be destroyed as if by a *disintegrate* spell.

**Scimitar of Speed:** Miska gains one extra attack at his full attack bonus with this weapon each round.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Miska can communicate telepathically with any creature within 100 feet that has a language.

## NOTES ON MISKA

Miska is currently trapped in a prison on the plane of Pandemonium. Once reunited with the *Rod of Seven Parts*, the bubble of Law that binds him will weaken enough for him to break free, and take his place as general of the armies of Chaos.

Miska was first mentioned in the 1e DMG (Gary Gygax, 1979) and was fully detailed in the *Rod of Seven Parts* boxed set (Skip Williams, 1996).

# NABASSU (Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 7d8+14 (46 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 30 ft, fly 40 ft (average)

**AC:** 23 (+1 Dex, +12 natural)

**Attacks:** 2 claws +11 melee, bite +9 melee

**Damage:** 2 claws 1d4+4, bite 1d6+2

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, feed, paralysis aura, summon ghosts

**Special Qualities:** Damage reduction 10/+1, ethereal jaunt, SR 21, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +7, Ref +6, Will +7

**Abilities:** Str 19, Dex 13, Con 14, Int 14, Wis 14, Cha 13

**Skills:** Climb +11, Escape Artist +9, Hide +9, Intimidate +10, Jump +11, Knowledge (arcana) +7, Listen +8, Move Silently +7, Search +8, Spot +8

**Feats:** Improved Initiative, Multiattack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 8-14 HD (Medium-size); 15-21 HD (Large)

Nabassu are foul creatures that live portions of their lives on the Material Plane. These monsters are spawned in the Abyss, but travel to the Material Plane to devour living flesh while they mature.

At first sight a nabassu is unmistakably a demon. It stands about 7 feet tall and resembles a gargoyle at first glance. It is gaunt with tightly corded muscles. A nabassu has great claws on its hands and feet. Its skin is leathery. Its eyes gleam a steel-gray and its mouth is lined with sharp fangs.

## COMBAT

Nabassu attack using claw and bite. This is their preferred method as they enjoy watching their foes die a slow and very painful death.

**Spell-Like Abilities:** At will—*deeper darkness*; 1/day—*death gaze* (functions as *finger of death*). A nabassu that gains 10+ HD can also use the following: 1/day—*energy drain*, *silence*, and *vampiric touch*. These abilities are as the spells cast by a 12th-level sorcerer (DC 11 + spell level).

**Feed (Su):** When a nabassu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a nabassu consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

**Paralysis Aura (Su):** As a free action, a nabassu can create an aura of paralysis in a 10-foot radius. It is otherwise identical with *ghoul touch* cast by a 12th-level sorcerer (save DC 13). If the save is successful, that creature cannot be affected again by that nabassu's paralysis aura

for one day. Other demons are immune to the aura.

**Ethereal Jaunt (Su):** Twice per day a nabassu can shift from the Ethereal to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. The ability is otherwise identical with *ethereal jaunt* cast by a 12th-level sorcerer.

**Summon Ghasts (Sp):** Once per day a nabassu can automatically summon 1d6 ghasts.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20

**Telepathy (Su):** Nabassu can communicate with any creature within 100 feet that has a language.

The Nabassu first appeared in the 1e MM II (Gary Gygax, 1983).

# ORCUS (Demon Prince)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 75d8+1125 (1462 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (average)

**AC:** 41 (-1 size, +6 Dex, +26 natural)

**Attacks:** 2 slams +92 melee, tail sting +90 melee; or *Wand of Orcus* +92/+87/+82/+77/+72/+67, tail sting +90 melee

**Damage:** Slam 2d6+17, tail sting 2d4+8 and poison; or *Wand of Orcus* 1d8+17 and death

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, fear aura, poison, summon demons, summon undead

**Special Qualities:** Damage reduction 40/+4, SR 30, demon qualities, telepathy, speak with dead, darkvision 60 ft

**Saves:** Fort +54, Ref +45, Will +51

**Abilities:** Str 45, Dex 23, Con 40, Int 34, Wis 34, Cha 36

**Skills:** Bluff +88, Climb +92, Concentration +90, Diplomacy +88, Disguise +88, Escape Artist +81, Gather Information +88, Heal +87, Intimidate +88, Knowledge (Abyssal politics) +87, Knowledge (arcana) +87, Knowledge (planes) +87, Knowledge (undead) +87, Listen +89, Move Silently +81, Scry +87, Search +87, Sense Motive +87, Spellcraft +87, Spot +89

**Feats:** Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Extend Spell, Great Cleave, Improved Critical (*Wand of Orcus*), Improved Initiative, Maximize Spell, Multiattack, Mobility, Power Attack, Silent Spell, Spring Attack, Sunder, Weapon Focus (slam, *Wand of Orcus*)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1-2 mariliths plus 4-20 zombies or shadows)

**Challenge Rating:** 45

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —



Orcus is one of the strongest and most powerful of all demon lords. He fights a never-ending war that spans the many layers of the Abyss with the forces of Graz'zt. Orcus is known as the Prince of the Undead, for it is said in secret that he alone invented the first undead that walked the worlds.

Orcus appears as a grossly fat demon some 15 feet tall. His gray body is covered with goatish hair, and his head is goat-like, although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat-like wings sprout from his back, and his



long snaky tail is tipped with a razor sharp poisonous tip.

## COMBAT

Orcus prefers to melee with his fists. If pressed, he will use his spells and spell-like abilities. He wields his Wand whenever possible. If combat is going against him, he will summon demons and undead to cover his escape.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm monster, charm person, deeper darkness, desecrate, detect good, detect law, detect thoughts, dispel magic, fear, greater dispelling, lightning bolt, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire*; 1/day—*feeblemind*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Spells:** Orcus casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Death, Evil, and War.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Fear Aura (Su):** 60 feet; Will save (DC 62) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Orcus' fear aura for one day.

**Poison (Ex.):** Tail sting, Fortitude save (DC 62); initial damage 3d6 temporary Constitution, secondary damage death.

**Wand of Orcus:** Obsidian rod topped with a humanoid skull. Any creature of less than 40 HD that touches it (or is touched by it) must succeed at a Fortitude save (DC 40) or die immediately. Creatures slain by this power cannot be raised or resurrected by any means short of a god's magic. Orcus can suppress this power, and has been known to do so, when he lets the *Wand* pass into the Material Plane into the hands of one of his followers. In addition, the *Wand* also has the following powers.

- At will—*detect good, detect thoughts*
- 1/day—*animate dead, destruction, speak with dead, unhallow*
- 3/day—*magic circle against good*
- Can use *summon monsters* or *summon nature's ally* to summon undead of equal HD.

The wielder of the *Wand* suffers the following side effects (these do not apply to Orcus or any creature over 40 HD).

- Death stench in a 10-foot radius around wielder (no real harm, other than stinking).
- Each time a power is used, wielder must make a Will save (DC 20) or gain 1 negative level. There is no DC to remove the negative level. Negative levels automatically vanish at the rate of one per day when the wielder gets rid of the *Wand*.

**Speak with Dead (Su):** Orcus can, at will, speak with dead (as the spell of the name).

**Summon Demons (Sp):** Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

**Summon Undead (Sp):** As their prince, Orcus can, three times per

day, automatically summon 4d8 skeletons or zombies, 3d6 ghouls, ghastrs, or shadows, 2d4 wights, spectres, or wraiths.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Orcus can communicate telepathically with any creature within 100 feet that has a language.

Orcus first appeared in the 1e MM (Gary Gygax, 1977).

# PAZUZU (Demon Prince)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 51d8+459 (688 hp)

**Initiative:** +11 (+7 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (perfect)

**AC:** 46 (+7 Dex, +29 natural)

**Attacks:** +4 *greatsword* +68/+63/+58/+53/+48/+43 melee; or 2 claws +64 melee

**Damage:** +4 *greatsword* 2d6+16; or claw 1d8+12

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, spells, psionics, breath weapon, summon demons, summon aid, dominate aerial creatures

**Special Qualities:** Damage reduction 30/+3, SR 32, plane shift, fast healing 5, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +36, Ref +34, Will +36

**Abilities:** Str 34, Dex 25, Con 28, Int 29, Wis 29, Cha 29

**Skills:** Bluff +60, Climb +63, Concentration +60, Diplomacy +60, Escape Artist +58, Gather Information +60, Intimidate +60, Intuit Direction +60, Knowledge (arcana) +60, Knowledge (planes) +60, Listen +60, Move Silently +58, Scry +60, Search +60, Sense Motive +60, Spellcraft +60, Spot +60

**Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (claws, greatsword)

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**Climate/Terrain:** Any land

**Organization:** Solitary or troupe (3-6 balors)

**Challenge Rating:** 41

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

Pazuzu, Prince of the Lower Aerial Kingdoms, is unlike all other lords of the Abyss in that he rules the skies above all the layers, at least to some extent. He differs from the others in several other ways as well. He does not compete for rulership on any plane or place, for he considers himself above competition. Instead, he treats all those with power on the lower planes equally (if not actually regarding them as equals). He is known to be on amicable terms with the mighty daemons and the dukes of Hell.

Pazuzu can appear as any creature (using his *shapechange* ability), although he usually takes the form of either a human or some creature of the air. In his true form, he appears as a 7-foot tall humanoid with four great wings jutting from his back. Although he is handsome, his features betray a great evil, and his eyes glow red. He has a noble brow and large head, a solid muscular body, and taloned, avian feet.

## COMBAT

Pazuzu relies on his spells and spell-like abilities in combat rather than his sword or claws. If engaged in melee, he will usually summon his demon allies to his aid and retreat to attack from afar.

In general, Pazuzu prefers to play with and torment opponents rather than use radical attack forms, except in life or death situations.

**Spell-Like Abilities:** At will—*blasphemy*, *control weather*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *flesh to stone*,

*greater dispelling, lightning bolt, pyrotechnics, read magic, shapechange, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of stone; 1/day—wish.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Spells:** Pazuzu casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 20th-level cleric (save DC 19 + spell level). He has access to the domains of Chaos, Evil, and Air.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Breath Weapon (Su):** Each breath weapon's effect resembles a spell cast by a 20th-level sorcerer. Each breath weapon is a cone 100 feet long, has a save DC of 44, and each is usable once per day.

*Creeping Doom:* This works like the spell of the same name.

*Insect Plague:* This works like the spell of the same name.

*Corrosive Gas:* The target must succeed at a Reflex save or take 24d6 points of acid damage.

**Summon Demons (Sp):** Three times per day, Pazuzu can automatically summon 2d4 succubi.

**Summon Aid (Sp):** Three times per day, Pazuzu can automatically summon 3d4 harpies, 1d4 perytons, or 1d6 gargoyles with a 50% chance of success.

**Dominate Aerial Creatures (Ex):** Pazuzu has a natural power of domination over all evil aerial creatures. Those of 5 Hit Dice or less will obey his every command if he is within sight of them.

**Plane Shift (Sp):** Pazuzu can enter any of the Lower Planes, the Astral Plane, or the Material Plane. This ability transports Pazuzu only; he cannot take others with him. It is otherwise similar to the spell of the same name.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Pazuzu can communicate telepathically with any creature within 100 feet that has a language.

Pazuzu first appeared in the 1e MM II (Gary Gygax, 1983).

# PHISARAZU (Spider Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 9d8+27 (67 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft, climb 20 ft

**AC:** 23 (+2 Dex, +11 natural)

**Attacks:** Bite +11 melee, 2 morningstars +8 melee; or 2 claws +10 melee, bite +8 melee; or 2 hand crossbows +7 ranged

**Damage:** Bite 1d6+1 and poison, morningstar 1d8; or claw 1d4+1, bite 1d6 and poison; or hand crossbow 1d4

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, poison, web, summon demons

**Special Qualities:** Damage reduction 20/+2, SR 18, see invisible, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +9, Ref +8, Will +7

**Abilities:** Str 12, Dex 15, Con 16, Int 12, Wis 13, Cha 12

**Skills:** Climb +18, Concentration +12, Hide +19, Jump +10, Listen +10, Move Silently +11, Search +10, Sense Motive +10, Spot +10

**Feats:** Ambidexterity, Blind-Fight, Multiattack, Two-Weapon Fighting, Weapon Focus (bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Pair or pack (2-5)

**Challenge Rating:** 12

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 10-16 HD (Medium-size); 17-27 HD (Large)

Phisarazu resent anything less loathsome than themselves, which is just about everything. They delight in torturing creatures that are weaker or less intelligent than they. Very few creatures in the planes see the phisarazu as anything more than enemies or potential victims.

The phisarazu appears as a 7-foot long, hairy spider with the head of a wolf. Two pale humanoid arms sprout from the base of the neck, and a line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's abdomen. Its coat is mostly black with a green or blue tint.

## COMBAT

Phisarazu are cunning and merciless; they love a good ambush and freely use their powers of *darkness* and *invisibility*. They attack with weapons and a bite, or claws and a bite.

**Spell-Like Abilities:** At will—*alter self*, *darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility*, *mirror image*, and *unholy blight*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 17); initial and secondary damage 2d4 temporary Strength.

**Web (Ex):** Eight times per day a phisarazu shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 17, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The phisarazu can perform one of the following special tactics with its

webs once per round.

**Entangle:** Cone, 30 feet, as the *entangle* spell cast by a 9th-level sorcerer.

**Sticky Glob:** A phisarazu can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the phisarazu reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the phisarazu and one creature of the same size.

**Fear Glob:** A phisarazu can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 17) or flee in terror for 1d6 rounds.

**Glitterdust:** A phisarazu can fire a cone of thread, 20 feet long, affects all creatures in the area as the *glitterdust* spell cast by a 6th-level sorcerer (save DC 17).

**See Invisible (Su):** A phisarazu can continuously see invisible creatures as the spell cast by a 9th-level sorcerer.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Phisarazu can communicate telepathically with any creature within 100 feet that has a language.

**Summon Demons (Sp):** Once per day a phisarazu can attempt to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu with a 50% chance of success.

**Skills:** The phisarazu's coloration gives it a +8 racial bonus to Hide checks.

**Feats:** The phisarazu gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

The Phisarazu Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

# THE QUEEN OF CHAOS

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**Huge Outsider (Chaotic, Evil)**

**Hit Dice:** 46d8+552 (759 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 20 ft

**AC:** 31 (-2 size, +1 Dex, +22 natural)

**Attacks:** +5 *chaotic trident* +59 melee, 2 tentacle slaps +52 melee, bite +52 melee

**Damage:** +5 *chaotic trident* 1d8+14 and 2d6 chaotic damage to lawful creatures, tentacle 2d4+4, bite 2d6+4

**Face/Reach:** 10 ft by 20 ft/10 ft (60 ft with primary tentacles)

**Special Attacks:** Spell-like abilities, spells, improved grab, constrict, crush, noxious cloud, chaos gate, summon demons

**Special Qualities:** Damage reduction 30/+3, SR 30, regeneration 10, demon qualities, telepathy, empathic link, darkvision 60 ft

**Saves:** Fort +37, Ref +26, Will +36

**Abilities:** Str 29, Dex 13, Con 34, Int 32, Wis 32, Cha 32

**Skills:** Balance +46, Bluff +60, Concentration +61, Diplomacy +60, Gather Information +60, Intimidate +60, Intuit Direction +60, Knowledge (arcana) +60, Knowledge (planes) +60, Knowledge (*Rod of Seven Parts*) +60, Knowledge (religion) +60, Listen +60, Move Silently +50, Scry +60, Search +60, Sense Motive +56, Spellcraft +60, Spot +60

**Feats:** Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (trident, tentacle, bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-4 lycosidilith spider-demons and 1 raklupis spider-demon)

**Challenge Rating:** 42

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

The Queen of Chaos is a native of Limbo and rules the Steaming Fen. Her main goal and primary objective is to retrieve the *Rod of Seven Parts* and use it to heal Miska and resume the War of Law and Chaos.

Her lower body is a mass of squid-like tentacles, mauve in color; a beak lies hidden among her lower tentacles. The tentacles are always shiny with slime, and a twisted network of red and purple veins can be seen through her skin. Her upper body is humanoid, female, and grossly fat with bluish skin. Her eyes and hair are dark green and hangs in drooping curls. She stands about 25 feet tall.

## COMBAT

The Queen attacks with her spell-like abilities and her trident, both as a ranged weapon and in melee. If she grabs an opponent with her tentacles, she will pass it to her lower tentacles where she can deal bite damage as well, with the beak hidden amongst them.

**Spell-Like Abilities:** At will—*blasphemy, chain lightning, clairvoyance/clairaudience, deeper darkness, desecrate, detect good, detect law, detect magic, fear, greater dispelling, major image, magic circle against law, magic missile, mass charm, pyrotechnics, read magic, see invisible, slow, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self*

only), *unhallow*, *unholy aura*, *unholy blight*, and *ventriloquism*; 3/day—*polymorph any object*; 1/day—*circle of death*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

**Spells:** The Queen can cast divine spells from the Chaos domain as a 20th-level cleric (save DC 21 + spell level).

**Improved Grab (Ex):** To use this ability, the Queen must hit an opponent with a tentacle attack. If she gets a hold, she can constrict.

**Constrict (Ex):** The Queen deals 2d4+9 points of damage with a successful grapple check against Large or smaller creatures. She may pass a trapped creature to the tentacles on her lower body in order to free up her primary tentacles. This is a free action. A foe still takes constriction damage each round regardless of which tentacle holds it.

An attack with a +3 or greater slashing weapon that deals at least 15 points of damage severs a tentacle (AC 25).

**Tear (Ex):** A beak hidden among her tentacles automatically bites a trapped opponent for 2d6+4 points of damage each round.

**Noxious Cloud (Su):** Affected as by *deeper darkness* and *stinking cloud*, cone, 30 feet, every hour; Fortitude save (DC 35).

**Crush (Ex):** The Queen may place a constricted opponent under her massive lower body as a standard action. A trapped opponent takes 2d6+9 points of crushing damage per round. A creature may escape by making an Escape Artist check or Strength check with a DC of 29.

**Empathic Link (Su):** The Queen has a sixth sense concerning the *Rod of Seven Parts* and can sense its precise location when a creature begins assembling the pieces or when the wielder uses one of the *Rod's* powers. This ability is not inhibited by distance or plane, though she can only detect the *Rod* if it is on Limbo, the Material Plane, or the current plane in which she is traveling.

**Chaos Gate (Su):** Three times per hour, when the Queen detects the *Rod* being used, she can create a *gate* within 30 feet of her. The other end opens on Limbo or the Material Plane 30-120 feet away from the current wielder of the *Rod*. For each piece of the *Rod* that has been assembled, subtract 10 feet from the distance the gate appears in front of the wielder. Through this gate, the Queen will send a pack or troupe of spider-demons to slay the wielder and retrieve the *Rod*.

Any creature, save the Queen, a demon, or a creature native to Limbo, that steps through the gate (on either side) has a 25% chance of being swept to a random outer plane of existence.

Objects and magical effects cannot pass through the chaos gate unless worn or carried.

**Summon Demons (Sp):** Three times per day the Queen can automatically summon 1d3 raklupis spider-demons, 1d6 lycosidilith or phisarazu spider-demons, or 2d4 spithriku spider-demons, or 2d8 kakkuu spider-demons.

**Chaotic Trident:** Her trident deals +2d6 points of chaotic damage to any lawful creature it hits. Any lawful creature touching it gains one negative level, so long as the trident is in hand.

The Queen, if she hurls this weapon, can retrieve it as a free action using the rope attached to it (the other end is attached to her wrist). The rope (hardness 5, 20 hp) is 75% resistant to magical fire and 100% resistant to normal fire.

**Regeneration (Ex):** The Queen of Chaos takes normal damage from holy and blessed weapons of at least +3 enchantment.

If she loses a tentacle or body part, the lost portion regrows in 4d12 hours.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire,



and acid resistance 20.

**Telepathy (Su):** The Queen of Chaos can communicate telepathically with any creature within 100 feet that has a language.

The Queen of Chaos was first mentioned in the *Dungeon Master's Guide* (Gary Gygax, 1979) and was fully detailed in the *Rod of Seven Parts* boxed set (Skip Williams, 1996).

# RAKLUPIS (Spider Demon)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 12d8+36 (90 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft, climb 20 ft

**AC:** 26 (+1 Dex, +15 natural)

**Attacks:** Bite +19 melee, 2 morningstars +16 melee; or 2 claws +18 melee, bite +16 melee; or composite shortbow +12 ranged

**Damage:** Bite 1d6+8 and poison and improved continuous wounding, morningstar 1d8+4; or claw 1d4+8, bite 1d6+4 and poison and improved continuous wounding; or composite shortbow 1d6+8

**Face/Reach:** 5 ft by 10 ft/5 ft

**Special Attacks:** Spell-like abilities, poison, improved continuous wounding, haunting chant, web, summon demons

**Special Qualities:** Damage reduction 30/+3, SR 24, see invisible, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +11, Ref +9, Will +11

**Abilities:** Str 27, Dex 13, Con 16, Int 18, Wis 16, Cha 16

**Skills:** Climb +28, Concentration +15, Diplomacy +15, Hide +22, Jump +20, Knowledge (any two) +16, Listen +15, Move Silently +13, Search +16, Sense Motive +15, Spot +15

**Feats:** Ambidexterity, Blind-Fight, Multiattack, Power Attack, Two-Weapon Fighting, Weapon Focus (bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 15

**Treasure:** Standard coins; double goods; standard items

**Alignment:** Always chaotic evil

**Advancement:** 13-17 HD (Large); 18-36 HD (Huge)

The raklupis serve the Queen of Chaos as her generals and advisors. Two stand in for Miska the Wolf-Spider in his absence. About a dozen or so are scattered throughout the planes searching for the *Rod of Seven Parts*.

The raklupis appears as a 10-foot long, sleek, spider with a hard, smooth shell covering its abdomen and back. The creature's wolf head is covered with fur, and a triple row of sharp looking spines runs down the back of the neck to the spider body. The fur is black or gray, and the shell and spines can be almost any color and are always vividly marked with swirls, bands or spots of contrasting colors. Two humanoid arms jut from the base of the wolf neck. The arms are covered in tufts of dark hair.

## COMBAT

Raklupis readily employ all manner of weapons in combat, favoring the morningstar or flail above others. They, like their cousins, are masters of ambush, and will usually begin combat by hurling a glob of venom at their foes.

**Spell-Like Abilities:** At will—*alter self*, *darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility*, *mirror image*, *shapechange*, and *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 19); initial and secondary

damage 2d6 temporary Strength.

**Improved Continuous Wounding (Ex):** A creature bitten by a raklupis loses 1 hit point per hour per bite as the wound festers into a putrid, tissue destroying sore. The hit point loss can be stopped by casting *neutralize poison*. The lost hit points cannot be cured normally or magically until *neutralize poison* has been cast to stop the loss.

**Haunting Chant (Su):** 3/day—all within 30 feet are affected as by *mass charm* cast by a 12th-level sorcerer (save DC 21).

**Web (Ex):** Eight times per day a raklupis shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 19, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The raklupis can perform one of the following special tactics with its webs once per round.

*Entangle:* Cone, 30 feet, as the *entangle* spell cast by a 12th-level sorcerer.

*Sticky Glob:* A raklupis can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the raklupis reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the raklupis and one creature of the same size.

*Fear Glob:* A raklupis can fire a small glob of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 19) or flee in terror for 1d6 rounds.

*Glitterdust:* A raklupis can fire cone of thread, 60 feet long, affects any in the area as by the *glitterdust* spell cast by a 6th-level sorcerer (save DC 19).

*Blindness/Deafness Glob:* Glob of poison filled webbing, 30-foot range, bursts in a 20-foot radius. Those that fail a Fortitude save (DC 19) are affected as by *blindness* and *deafness* for 1d6 rounds.

**See Invisible (Su):** A raklupis can continuously see invisible creatures as the spell cast by a 12th-level sorcerer.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Raklupis can communicate telepathically with any creature within 100 feet that has a language.

**Summon Demons (Sp):** Once per day a raklupis can attempt to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1d2 lycosidiliths or raklupis with a 50% chance of success.

**Skills:** The raklupis' coloration gives it a +8 racial bonus to Hide checks.

**Feats:** The raklupis gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

The Raklupis Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

# RUTTERKIN (Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 30 ft

**AC:** 20 (+10 natural)

**Attacks:** 2 claws +5 melee; or snap-tongs +5 melee; or guisarme +5 melee; or longsword +5 melee; or triple-dagger +4 ranged

**Damage:** Claw 1d4+1; or snap-tongs 2d4+1; or guisarme 2d4+1; or longsword 1d8+1; or triple dagger 1d4+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, snap-tongs, summon demons

**Special Qualities:** Darkvision 60 ft, damage reduction 5/silver, demon qualities, telepathy, SR 6

**Saves:** Fort +4, Ref +4, Will +5

**Abilities:** Str 12, Dex 11, Con 11, Int 10, Wis 12, Cha 11

**Skills:** Hide +6, Listen +9, Move Silently +6, Search +6, Spot +9

**Feats:** Alertness, Improved Initiative

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**Climate/Terrain:** Any land or underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 7-10 HD (Medium-size); 11-12 HD (Large)

The rutterkin wander the planes of the Abyss, outcasts in their own deranged society. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with respect to the dretch, a lone vrock, or a single hezrou.

Rutterkin are humanoid and resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

## COMBAT

The preferred method of attack is with one or more weapons, particularly the snap-tongs. A rutterkin can also attack with its two misshapen claws. This method of attack is not favored by the rutterkin because their malformed bodies are subject to pain if they strike someone.

**Spell-Like Abilities:** At will—*darkness*, *desecrate*, *fear*, *fly*, *scare*, and *telekinesis*; 3/day—*invisibility* (self only). These are as the spells cast by a 5th-level sorcerer (save DC 10 + spell level).

**Snap-Tongs:** Large exotic weapon. It deals 1d10 points of bludgeoning damage, threatens on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent foe. A wielder that hits an opponent of at least small size, but no larger than Large size, attempts to start a grapple as a free action without provoking an attack of opportunity.

If the wielder gets a hold, the snap-tongs grab the opponent and deal 1d10 points of damage each round the hold is maintained.

**Triple Dagger:** Tiny exotic weapon, it is a three-bladed dagger. Deals 1d4 points of damage, threatens on a 19-20, and deals double damage on a critical hit. It can be used to disarm an opponent. Wielder gains a +3 attack bonus to opposed attack roll when attempting to disarm an

opponent. This bonus applies to the opposed roll to keep from being disarmed if the wielder fails to disarm his opponent.

Not normally thrown, the rutterkin have developed a sling-like device that they use to fire a triple dagger. It has a range increment of 10 ft.

**Summon Demon (Sp):** Once per day a rutterkin can attempt to summon 1d6 dretches or another rutterkin with a 35% chance of success.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20

**Telepathy (Su):** Rutterkin can communicate with any creature within 100 feet that has a language.

The Rutterkin first appeared in module S4 (Gary Gygax, 1982).

# SHADOW DEMON

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## Medium-Size Outsider (Chaotic, Evil) (Incorporeal)

**Hit Dice:** 7d8+21 (52 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** Fly 30 ft (perfect)

**AC:** 16 (+2 Dex, +4 deflection)

**Attacks:** Incorporeal touch +9 melee, incorporeal bite +4 melee

**Damage:** Incorporeal touch 1d6, incorporeal bite 1d8

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, malevolence

**Special Qualities:** Shadow blend, incorporeal, darkvision 60 ft, immunities, resistances, sunlight powerlessness

**Saves:** Fort +8, Ref +7, Will +6

**Abilities:** Str –, Dex 15, Con 17, Int 14, Wis 13, Cha 16

**Skills:** Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8

**Feats:** Dodge, Improved Initiative

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 8-11 HD (Medium-size); 12-21 HD (Large)

The shadow demon is the essence of a demon imprisoned in the form of a shadow. Sages and scholars contend that a shadow demon is formed from a manes demon (q.v.), though the high intelligence of the shadow demon seems to put this theory in doubt. A shadow demon is not undead and therefore cannot be turned.

## COMBAT

A shadow demon physically attacks by leaping at its opponent and attacking with its claws and bite. Otherwise it uses its spell-like abilities and malevolence.

**Spell-like Abilities:** 1/day—*darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

**Malevolence (Su):** Once per day, a shadow demon can merge its body with a creature on the Prime Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

**Shadow Blend (Su):** During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell does not negate this ability. A *daylight* spell, however, will.

**Resistances (Ex):** Cold, fire and acid resistance 20.

**Incorporeal:** Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Immunities (Ex):** Immune to poison and electricity.

**Sunlight Powerlessness (Su):** Shadow demons are utterly

powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only partial actions.

The Shadow Demon first appeared in the 1e FF (1981).

# SPITHRIKU (Spider Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 7d8+14 (45 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft, climb 20 ft

**AC:** 20 (+2 Dex, +8 natural)

**Attacks:** Bite +9 melee

**Damage:** Bite 1d6+1 and poison

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, poison, web, summon demons

**Special Qualities:** Damage reduction 10/+1, SR 12, see invisible, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +6, Ref +7, Will +5

**Abilities:** Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 11

**Skills:** Climb +11, Hide +10, Jump +11, Listen +10, Move Silently +9, Search +8, Sense Motive +9, Spot +10

**Feats:** Blind-Fight, Weapon Finesse (bite)

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**Climate/Terrain:** Any land and underground

**Organization:** Pack (2-5) or swarm (6-11)

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 8-10 HD (Medium-size); 11-21 HD (Large)

While the kakkuu form the rank and file of the Queen of Chaos' army, the spithriku serve as her primary servants and messengers.

The spithriku looks like a larger, meaner version of the Kakkuu (q.v.), which it really is. They appear as 6-foot long spiders with the head of a wolf. Two long pedipalps grow from the base of the wolf neck. These cannot be used to manipulate objects, but aid the spithriku when using its senses.

## COMBAT

The spithriku usually begins combat using its *darkness* spell-like ability. Then it and its brethren will *teleport* to surround a foe. If faced with physically stronger adversaries, the spithriku will use its *teleport* ability to stay out of melee range and flank its opponents.?

**Spell-Like Abilities:** At will—*darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 15); initial and secondary damage 1d6 temporary Strength.

**Web (Ex):** Eight times per day a spithriku shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 15, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The spithriku can perform one of the following special tactics with its webs once per round.

**Entangle:** Cone, 30 feet, as the *entangle* spell cast by a 7th-level sorcerer.

**Sticky Glob:** A spithriku can create an adhesive glob of silk about the



size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the spithriku reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the spithriku and one creature of the same size.

**Fear Glob:** A spithriku can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 15) or flee in terror for 1d6 rounds.

**See Invisible (Su):** A spithriku can continuously see invisible creatures as the spell cast by a 7th-level sorcerer.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Spithriku can communicate telepathically with any creature within 100 feet that has a language.

**Summon Demons (Sp):** Once per day a spithriku can attempt to summon 2d8 kakkuu or 1d4 spithriku with a 35% chance of success.

**Skills:** The spithriku's coloration gives it a +8 racial bonus to Hide checks.

The Spithriku Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

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# YEENOGHU (Demon Prince)

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**Large Outsider (Chaotic, Evil)**

**Hit Dice:** 45d8+450 (652 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 40 (-1 size, +6 Dex, +25 natural)

**Attacks:** +4 *heavy flail*

+60/+55/+50/+45/+40/+35 *melee*

**Damage:** +4 *heavy flail* 1d10+15 plus *confusion* or *paralysis*

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, summon demons, summon gnolls, summon ghouls

**Special Qualities:** Damage reduction 30/+3, SR 29, demon qualities, telepathy, darkvision 60 ft

**Saves:** Fort +34, Ref +30, Will +32

**Abilities:** Str 32, Dex 22, Con 30, Int 26, Wis 26, Cha 30

**Skills:** Bluff +55, Climb +56, Concentration +55, Diplomacy +55, Gather Information +55, Intimidate +55, Knowledge (Abyssal politics) +53, Knowledge (arcana) +53, Knowledge (planes) +53, Listen +53, Move Silently +51, Scry +53, Search +53, Sense Motive +53, Spellcraft +53, Spot +53

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (*heavy flail*), Whirlwind Attack



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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (6-20 gnolls or 2-8 ghouls)

**Challenge Rating:** 40

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** —

Amongst the ranks of the demon princes, Yeenoghu is one of the most powerful and most feared. He dwells in a great mansion the size of a large city. It rolls across the barren salt-waste of his layers, pulled by slaves and controlled by gnolls.

Yeenoghu resembles a human in general form, but only at first glance. His head is that of a hyena, his chest is canine in form, his hands are paw-like, and his feet are pawed. Yeenoghu is thin to the point of being skeletal, and his only body hair is a mangy crest of putrid yellow from his head to his mid-back. Yeenoghu's skin is a dead gray in color, and it is smooth. His eyes are lambent amber and large.

## COMBAT

Yeenoghu attacks with his flail and spell-like abilities in combat.

**Spell-Like Abilities:** At will—*blasphemy*, *comprehend languages*,

*deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, hold person, invisibility, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire; 3/day—magic missile; 1/day—fire storm.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

**Spells:** Yeenoghu casts arcane spells as a 20th-level sorcerer (save DC 20 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Trickery.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

**Heavy Flail:** A creature struck by the flail will be affected by the following. Each is as the spell cast by a 20th-level sorcerer and has a save DC of 20.

*Confusion (Su):* Will save or be affected as though by the spell.

*Paralysis (Su):* Fortitude save or be paralyzed for 2d8 rounds.

**Summon Demons (Sp):** Three times per day Yeenoghu can automatically summon one balor, nalfeshnee, or 1d3 mariliths.

**Summon Gnolls (Sp):** Three times per day, as the Prince of Gnolls, Yeenoghu can summon 5d12 gnolls.

**Summon Ghouls (Sp):** Twice per day Yeenoghu can automatically summon 3d6 ghouls.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.

**Telepathy (Su):** Yeenoghu can communicate telepathically with any creature within 100 feet that has a language.

Yeenoghu first appeared in the 1e MM (Gary Gygax, 1977).

# ALASTOR “the Grim” (Executioner of Hell)

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**Huge Outsider (Evil, Lawful)**

**Hit Dice:** 39d8+390 (565 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 34 (-2 size, +1 Dex, +25 natural)

**Attacks:** *Huge +4 vorpal battleaxe* +56/+51/+46/+41/+36 melee; or 2 claws +51 melee, 2 wings +49 melee, bite +49 melee, tail slap +49 melee

**Damage:** *Huge +4 vorpal battleaxe* 2d8+18; or claw 2d4+14, wing 1d6+7, bite 2d8+7 and poison plus disease, tail slap 2d6+7

**Face/Reach:** 10 ft by 10 ft/15 ft

**Special Attacks:** Spell-like abilities, fear aura, improved grab, constrict 2d6+21, summon devils

**Special Qualities:** Damage reduction 30/+3, SR 30, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft

**Saves:** Fort +31, Ref +22, Will +30

**Abilities:** Str 39, Dex 13, Con 30, Int 28, Wis 28, Cha 24

**Skills:** Bluff +47, Climb +44, Concentration +52, Diplomacy +49, Disguise +42, Gather Information +51, Hide +29, Intimidate +49, Jump +54, Knowledge (arcana) +51, Knowledge (planes) +51, Listen +53, Move Silently +37, Search +49, Sense Motive +44, Spellcraft +44, Spot +53

**Feats:** Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Multiattack, Power Attack, Weapon Focus (battleaxe)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (3-6 pit fiends)

**Challenge Rating:** 23

**Treasure:** Standard coins; double goods; standard items

**Alignment:** Always lawful evil

**Advancement:** —

Alastor the Grim, the greatest pit fiend of all, serves Asmodeus as Hell's executioner. It is said that if the Hell's were swept away and Asmodeus could choose but one devil as a companion, that it would be neither consort nor lieutenant, but Alastor the Grim.

Alastor appears as a normal pit fiend standing about 16 feet tall. His body is scarred and his wings are broken. Alastor never speaks.

## COMBAT

Alastor attacks with his *huge +4 vorpal battleaxe* and his spell-like abilities in combat.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, and wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

**Fear Aura (Su):** As a free action, Alastor can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 39). If the save is successful, that creature cannot be affected again by Alastor's fear aura for one day.

**Poison (Ex):** Bite, Fortitude save (DC 39); initial damage 2d6 temporary Constitution, secondary damage death.

**Disease (Su):** Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 39) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

**Improved Grab (Ex):** To use this ability, Alastor must hit a Large or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

**Constrict (Ex):** Alastor deals 2d6+21 points of damage with a successful grapple check against Large or smaller creatures.

**Summon Devils (Sp):** Three times per day Alastor can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, cornugons, or pit fiends.

**Regeneration (Ex):** Alastor takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Alastor can communicate telepathically with any creature within 100 feet that has a language.

Alastor was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

# AMNIZU (Baatezu)

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## Medium-Size Outsider

**Hit Dice:** 9d8+9 (49 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft, fly 40 ft (average)

**AC:** 21 (+1 Dex, +10 natural)

**Attacks:** 2 claws +10 melee

**Damage:** Claw 1d4+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, forget, summon devils

**Special Qualities:** Damage reduction 20/+2, SR 21, devil qualities

**Saves:** Fort +7, Ref +7, Will +8

**Abilities:** Str 13, Dex 13, Con 13, Int 15, Wis 15, Cha 15

**Skills:** Climb +10, Concentration +10, Diplomacy +11, Hide +10,

Knowledge (planes) +11, Listen +13, Move Silently +10, Search +11,

Sense Motive +11, Spot +13

**Feats:** Alertness, Dodge, Power Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary, team (2-5), or troupe (1-2 amnizu, 2-5 erinyes)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** 10-21 HD (Medium-size)

Amnizu, better known as Styx devils, are found throughout Stygia (the fifth plane of Hell). They are the guardians of the River Styx and serve as generals in Hell's armies, commanding 20 companies of erinyes and abishai.

The amnizu appears as a 4-foot tall, gruesome humanoid. Its head is long and ovoid and devoid completely of hair. Its legs and arms are short and stumpy. Its hands end in sharp claws. Its mouth is filled with razor-sharp teeth.

## COMBAT

The amnizu attacks using its spell-like abilities, claws, and forget ability in combat.

**Spell-Like Abilities:** At will—*animate dead*, *charm person*, *desecrate*, *doom*, *fireball*, *hold person*, *major image*, *produce flame*, *pyrotechnics*, *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*imprisonment*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

**Forget (Su):** By making a melee touch attack, an amnizu causes the target to forget one whole day's worth of memories if the creature fails a Will save (DC 15). This does not negate any mind-affecting spells the victim is currently affected by (*charm*, *suggestion*, for instance), but causes the victim to forget the being that placed such magic on them in the first place.

Lost memories can be restored by the casting of *heal*, *lesser restoration*, *greater restoration*, *miracle*, or *wish*.

**Summon Devils (Sp):** Once per day an amnizu can attempt to summon 2d10 lemures with a 50% chance of success or 1d8 erinyes with a 35% chance of success.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Amnizu can communicate telepathically with any creature within 100 feet that has a language.

The Amnizu (Styx Devil) first appeared in 1e FF (1981).

# ASMODEUS (Arch-Devil)

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**Large Outsider (Evil, Lawful)****Hit Dice:** 66d8+858 (1155 hp)**Initiative:** +11 (+7 Dex, +4 Improved Initiative)**Speed:** 40 ft, fly 60 ft (good)**AC:** 43 (-1 size, +7 Dex, +27 natural)**Attacks:** *Ruby Rod* +86/+81/+76/+71/+66/+61 melee; or slam +81 melee**Damage:** *Ruby Rod* 1d10+21 and *serious wounds*; or slam 1d6+16**Face/Reach:** 5 ft by 5 ft/10 ft**Special Attacks:** Spell-like abilities, spells, psionics, gaze attacks, *Ruby Rod of Asmodeus*, summon devils**Special Qualities:** Damage reduction 40/+4, SR 33, regeneration 30, devil qualities, see in darkness, telepathy**Saves:** Fort +48, Ref +42, Will +47**Abilities:** Str 42, Dex 24, Con 36, Int 34, Wis 34, Cha 42**Skills:** Bluff +82, Concentration +79, Diplomacy +82, Disguise +82, Gather Information +82, Heal +78, Jump +82, Knowledge (arcana) +78, Knowledge (Hell's politics) +78, Knowledge (history) +78, Knowledge (nobility) +78, Knowledge (planes) +78, Knowledge (religion) +78, Listen +78, Move Silently +73, Search +78, Sense Motive +78, Scry +78, Spellcraft +78, Spot +78**Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility, Power Attack, Silent Spell, Sunder

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**Climate/Terrain:** Any land and underground**Organization:** Solitary or troupe (2-5 pit fiends)**Challenge Rating:** 44**Treasure:** Double standard**Alignment:** Always lawful evil**Advancement:** —

Asmodeus, the Overlord of Hell, rules the dukes and arch-devils by might and wit. Of all the arch-devils he is the most cunning and artful. His mighty palace rests upon the floor of the lowest rift in Nessus, Hell's ninth, and bottommost plane.

Asmodeus appears as a very handsome human standing about 13 feet tall. His hair is black, as is his goatee; his eyes burn red. Small horns jut from his forehead.

## COMBAT

Asmodeus will attack first using his gaze weapon, then his spells and spell-like abilities, followed up by his *Ruby Rod*. If things go against him (not likely) or he becomes bored with combat, he will summon other devils to finish the combat, while he attends to business elsewhere.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *hold monster*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *mass charm*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, *wall of ice*, and *wish*; 1/day—*greater restoration*,



*meteor swarm* (any), *shapechange* and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

**Spells:** Asmodeus casts arcane spells as a 20th-level sorcerer (save DC 26 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Evil, Knowledge, Law, and Strength.

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dimensional anchor*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

**Gaze Attacks (Su):** Asmodeus has three different gaze weapons. He may use one each round. Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. The save DC for each gaze attack is 59.

*Chill:* This functions as the *slow* spell, Will negates.

*Fear:* This functions as the *fear* spell, Will negates.

*Fear and Weakness:* This causes an opponent to be affected by a *fear* spell and a *ray of enfeeblement*, Fortitude negates.

**Ruby Rod of Asmodeus:** Asmodeus carries a glowing ruby rod that has the following powers.

?? Acts as a *rod of absorption* (Rods, *rod of absorption*, page 196 in the *DMG*).

?? Functions as a +5 *greatclub*.

?? Any creature touched is affected as if by *inflict serious wounds* as cast by a 20th-level cleric (3d8+15 points of damage).

?? Once per round, it may fire a ray of acid (24d4 points of acid damage), frost (12d6 points of cold damage), or lightning (24d8 points of electrical damage) to a range of 60 feet; Reflex save (DC 20) for half. Each may be used a total of three times per day.

**Summon Devils (Sp):** Three times per day Asmodeus can automatically summon 1d2 cornugons or gelugons, or 1d4 pit fiends.

**Regeneration (Ex):** Asmodeus takes normal damage from holy and blessed weapons of at least +4 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Asmodeus can communicate telepathically with any creature within 100 feet that has a language.

Asmodeus first appeared in the 1e MM (Gary Gygax, 1977).

# BAALBERITH (Duke of Hell)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 35d8+280 (437 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (average)

**AC:** 33 (-1 size, +2 Dex, +22 natural)

**Attacks:** +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

**Damage:** +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +27, Ref +21, Will +24

**Abilities:** Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 22

**Skills:** Bluff +41, Climb +43, Concentration +43, Diplomacy +41, Disguise +31, Gather Information +38, Hide +33, Intimidate +36, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

**Feats:** Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 pit fiends)

**Challenge Rating:** 20

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

The great pit fiend Baalberith acts as the Major Domo of Asmodeus' palace in Nessus. He leads a small detail of eight pit fiends that safeguard the Keeper of the Records, Adramalech, at the behest of Asmodeus. Neither Adramalech nor Baalberith are pleased with this arrangement, as there is no love lost between them. Both keep their true feelings hidden, however, for fear of repercussion by the Overlord of Hell.

Baalberith appears as a normal pit fiend.

## COMBAT

Baalberith attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Fear Aura (Su):** As a free action, Baalberith can create an aura of

fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Baalberith's fear aura for one day.

**Poison (Ex):** Bite, Fortitude save (DC 33); initial damage 1d6 temporary Constitution, secondary damage death.

**Disease (Su):** Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

**Improved Grab (Ex):** To use this ability, Baalberith must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

**Constrict (Ex):** Baalberith deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Summon Devils (Sp):** Three times per day Baalberith can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, or cornugons, or one pit fiend.

**Regeneration (Ex):** Baalberith takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Baalberith can communicate telepathically with any creature within 100 feet that has a language.

Baalberith was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

# BAALZEBUL (Arch-Devil)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 55d8+715 (962 hp)

**Initiative:** +11 (+7 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (good)

**AC:** 41 (-1 size, +7 Dex, +25 natural)

**Attacks:** 2 slams +59 melee, bite +54 melee

**Damage:** Slam 1d8+15, bite 1d8+7

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, fear and weakness gaze, summon devils

**Special Qualities:** Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy

**Saves:** Fort +42, Ref +26, Will +41

**Abilities:** Str 40, Dex 24, Con 36, Int 34, Wis 34, Cha 36

**Skills:** Balance +62, Bluff +68, Concentration +68, Diplomacy +68, Disguise +68, Escape Artist +62, Gather Information +68, Heal +67, Intimidate +68, Knowledge (arcana) +67, Knowledge (Hell's politics) +67, Knowledge (planes) +67, Knowledge (religion) +67, Listen +68, Move Silently +62, Scry +55, Search +67, Sense Motive +68, Spellcraft +67, Spot +55

**Feats:** Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Power Attack, Silent Spell

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 cornugons)

**Challenge Rating:** 40

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

The sixth and seventh planes of Hell, Malbolge and Maladomini, are ruled by Baalzebul, "Lord of the Flies". He is an arch-devil of great power, second only to Asmodeus.

Maladomini is a black stone plane filled with stinking vapors, fire pits, and huge caves and caverns. On this plane will be found the huge fortress of Baalzebul.

Baalzebul appears as a 12-foot tall humanoid with a large, long head. Two huge fly-like eyes dominate the head. His mouth is filled with razor sharp teeth. Two large horns jut from the sides of his head.

## COMBAT

Baalzebul attacks with his slam and bite, as well as his spells and spell-like abilities. He will open combat with his gaze attack.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, hold monster, improved invisibility, magic circle against good, major image, mass charm, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire, and wish*; 1/day—*greater restoration, meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as

the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Spells:** Baalzebul casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and Trickery.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dispel good, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Fear and Weakness Gaze (Su):** 30 feet; Fortitude save (DC 50) or flee in fear for 2d6 rounds and be affected as by a *ray of enfeeblement* spell as cast by a 20th-level sorcerer.

**Summon Devils (Sp):** Three times per day Baalzebul can automatically summon 1d6 cornugons or 1d2 pit fiends.

**Regeneration (Ex):** Baalzebul takes normal damage from holy and blessed weapons of at least +4 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Baalzebul can communicate telepathically with any creature within 100 feet that has a language.?

Baalzebul first appeared in the 1e MM (Gary Gygax, 1977).

# BAALZEPHON (Duke of Hell)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 35d8+280 (437 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (average)

**AC:** 33 (-1 size, +2 Dex, +22 natural)

**Attacks:** +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

**Damage:** +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +27, Ref +21, Will +24

**Abilities:** Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 20

**Skills:** Bluff +40, Climb +43, Concentration +43, Diplomacy +40, Disguise +30, Gather Information +37, Hide +33, Intimidate +35, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

**Feats:** Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 erinyes, and 6-10 barbazus)

**Challenge Rating:** 20

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

The great pit fiend Baalzephon is the Prime Minister of Dis, leading the vassals and armies of Dispater. He is almost always found in Dispater's palace or at the right-hand of the arch-devil himself.

Baalzephon appears as a normal pit fiend.

## COMBAT

Great Baalzephon attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Fear Aura (Su):** As a free action, Baalzephon can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Baalzephon's fear aura for one day.

**Poison (Ex):** Bite, Fortitude save (DC 33); initial damage 1d6

temporary Constitution, secondary damage death.

**Disease (Su):** Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

**Improved Grab (Ex):** To use this ability, Baalzephon must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

**Constrict (Ex):** Baalzephon deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Summon Devils (Sp):** Three times per day Baalzephon can automatically summon three lemures, osyluths, or barbazu, two erinyes, hamatulas, or cornugons, or one pit fiend.

**Regeneration (Ex):** Baalzephon takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Baalzephon can communicate telepathically with any creature within 100 feet that has a language.

Baalzephon was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

# BAEL (Duke of Hell)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 35d8+280 (437 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 40 (-1 size, +3 Dex, +8 chain mail, +23 natural)

**Attacks:** +3 *telescoping morningstar* +43/+38/+33/+28/+23 melee

**Damage:** +3 *telescoping morningstar* 1d8+11

**Face/Reach:** 5 ft by 5 ft/10 ft (15-20 ft with +3 *telescoping morning star*)

**Special Attacks:** Spell-like abilities, psionics, fear aura, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +27, Ref +22, Will +28

**Abilities:** Str 27, Dex 17, Con 26, Int 28, Wis 28, Cha 24

**Skills:** Bluff +42, Climb +43, Concentration +43, Diplomacy +42, Escape Artist +38, Intimidate +42, Knowledge (arcana) +44, Knowledge (engineering) +44, Knowledge (planes) +44, Knowledge (nobility) +44, Listen +44, Move Silently +38, Scry +44, Search +44, Sense Motive +44, Spellcraft +44, Spot +44

**Feats:** Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (morningstar), Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 cornugons and 4-8 hamatulas)

**Challenge Rating:** 21

**Treasure:** Standard plus +3 *chainmail* and +3 *telescoping morningstar*

**Alignment:** Always lawful evil

**Advancement:** By character class

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Bael is vassal to Mammon, commanding 66 companies of hamatulas in his master's service.

Bael appears as an 8-foot tall golden skinned humanoid. He wears battered bronze-colored +3 *chainmail* armor. His bovine head features large round eyes, a long broad nose, and protruding ears. He has forward curling horns.

## COMBAT

Bael attacks with his +3 *telescoping morningstar* and his spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *inflict serious wounds*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wind walk*; 2/day—*shapchange*; 1/day—*meteor swarm* (any), *symbol* (any), and *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

**Fear Aura (Su):** As a free action, Bael can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be



affected by Bael's fear aura for one day.

**Summon Devils (Sp):** Three times per day, Bael can automatically summon three lemures, hamatulas, or barbazu, or two erinyes, osyluths or cornugons, or one pit fiend.

**Regeneration (Ex):** Bael takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Telescoping Morningstar:** As a standard +3 *morningstar*, but handle can extend and retract from 4-8 feet in length as a free action.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Bael can communicate telepathically with any creature within 100 feet that has a language.

Bael first appeared in *Dragon #75* (Gary Gygax, 1983).

# BELIAL (Arch-Devil)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 51d8+510 (739 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft, 60 ft (good)

**AC:** 39 (-1 size, +6 Dex, +24 natural)

**Attacks:** Huge +5 *Military fork of pain* +67/+62/+57/+52/+47/+42 melee

**Damage:** Huge +5 *Military fork of pain* 2d6+16 and pain

**Face/Reach:** 5 ft by 5 ft/10 ft (15 ft with fork)

**Special Attacks:** Spell-like abilities, spells, psionics, fear gaze, summon devils

**Special Qualities:** Damage reduction 30/+3, SR 31, regeneration 25, devil qualities, see in darkness, telepathy

**Saves:** Fort +37, Ref +33, Will +37

**Abilities:** Str 32, Dex 22, Con 30, Int 30, Wis 30, Cha 36

**Skills:** Balance +57, Bluff +64, Concentration +61, Diplomacy +64, Gather Information +64, Heal +61, Intimidate +61, Knowledge (arcana) +61, Knowledge (Hell's politics) +61, Knowledge (planes) +61, Knowledge (religion) +61, Listen +61, Move Silently +57, Scry +61, Search +61, Sense Motive +61, Spellcraft +61, Spot +651

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (military fork), Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (military fork), Whirlwind Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (Belial plus 2-3 pit fiends)

**Challenge Rating:** 38

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

Great Belial rules Phlegethos, Hell's fourth plane from his citadel located in the volcanic city of Abriymoch. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. Belial must guard against the machinations of Mammon, so he does not have freedom to act.

Belial appears as a 10-foot tall handsome humanoid with blue-black skin. His eyes are slanted and red. Belial has no wings.

## COMBAT

Belial prefers to use his military fork in combat as well as his spells and spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, wall of fire, and wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Spells:** Belial casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Evil, Law, and War.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

**Fear Gaze (Su):** 30 feet; Will save (DC 45) or flee in fear for 2d6 rounds.

**Summon Devils (Sp):** Three times per day Belial can automatically summon 1d6 osyluths, 1d4 barbazu, or 1d2 hamatula or pit fiends.

**Regeneration (Ex):** Belial takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Military Fork of Pain:** Huge Martial weapon, reach, 2d6 points of piercing damage, x3 crit (Belial scores a critical hit on a roll of 19-20 due to the Improved Critical feat). Any creature struck must succeed at a Fortitude save (DC 22) or be affected as if by a *symbol of pain* cast by a 20th-level sorcerer.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Belial can communicate telepathically with any creature within 100 feet that has a language.?

Belial first appeared in the 1e MM II (Gary Gygax, 1983).

# CAARCRINOLAAS (Duke of Hell)

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## Medium-Size Outsider (Evil, Lawful)

**Hit Dice:** 34d8+340 (493 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 40 ft, 60 ft (good)

**AC:** 41 (+3 Dex, +8 chainmail, +20 natural)

**Attacks:** +3 *scythe* +46/+41/+36/+31/+26 melee; or horn +42 melee

**Damage:** +3 *scythe* 2d4+11; or horn 1d6+8

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, psionics, fear, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +29, Ref +22, Will +28

**Abilities:** Str 27, Dex 17, Con 31, Int 26, Wis 28, Cha 28

**Skills:** Bluff +35, Climb +30, Concentration +47, Diplomacy +46, Disguise +39, Gather Information +35, Intimidate +43, Knowledge (arcana) +45, Knowledge (planes) +39, Knowledge (religion) +28, Listen +39, Move Silently +38, Scry +40, Search +31, Sense Motive +36, Spellcraft +43, Spot +39

**Feats:** Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical, Improved Initiative, Power Attack, Sunder, Weapon Focus (*scythe*)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1 pit fiend, 2-5 barbazu, and 4-7 hamatulas)

**Challenge Rating:** 19

**Treasure:** Standard plus +3 *chainmail* and +3 *scythe*

**Alignment:** Always lawful evil

**Advancement:** By character class

Caarcrinolaas is a duke in the service of Mammon. He leads 36 companies of hamatulas into combat. He is indifferent to the ambitions of others, preferring to follow orders and wait for any opportunity that comes along to better himself. Let others risk their necks in intrigues; Caarcrinolaas will sit and watch patiently.

Caarcrinolaas appears as a gray-brown furred humanoid with a dog's head and yellow eyes. He has scarlet bat-like wings and upright, scarlet horns. His hooves are black and his forked tail is scarlet. In the center of his brow is a third horn. Taller than the other two, it stands straight up, and Caarcrinolaas can use it in combat, though he rarely, if ever, does. He wears +3 *chainmail*.

## COMBAT

In combat, Caarcrinolaas attacks with his +3 *scythe*. He wears an iron collar that protects him from any form of decapitation.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fire shield*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wish*; 2/day—*flesh to stone*; 1/day—*circle of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Fear (Su):** Touch; Will save (DC 37) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Caarcrinolaas' fear touch for one day.

**Summon Devils (Sp):** Three times per day, Caarcrinolaas can automatically summon 3 lemures, hamatulas, barbazu, or 2 erinyes, osyluths, or cornugons, or one pit fiend.

**Regeneration (Ex):** Caarcrinolaas takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Caarcrinolaas can communicate telepathically with any creature within 100 feet that has a language.

Caarcrinolaas first appeared in *Dragon* #75 (Ed Greenwood, July 1983).

# DISPATER (Arch-Devil)

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**Medium-Size Outsider (Evil, Lawful)**

**Hit Dice:** 48d8+528 (744 hp)

**Initiative:** +9 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 38 (+6 Dex, +22 natural)

**Attacks:** *Staff of Dis* +61/+56/+51/+46/+41/+36 melee; or claw +56  
melee

**Damage:** *Staff of Dis* 2d6+12; or claw 1d6+8

**Face/Reach:** 5 ft by 5 ft/5 ft (10 ft with staff)

**Special Attacks:** Spell-like abilities, spells, psionics, gaze attacks, summon devils, *Staff of Dis*

**Special Qualities:** Damage reduction 30/+3, SR 31, regeneration 20, devil qualities, see in darkness, telepathy

**Saves:** Fort +37, Ref +31, Will +35

**Abilities:** Str 26, Dex 22, Con 32, Int 28, Wis 28, Cha 28

**Skills:** Bluff +57, Concentration +59, Diplomacy +57, Disguise +57, Intimidate +57, Intuit Direction +57, Knowledge (arcana) +57, Knowledge (Hell's politics) +57, Knowledge (planes) +57, Knowledge (religion) +57, Listen +57, Move Silently +54, Scry +57, Search +57, Sense Motive +57, Spellcraft +57, Spot +57

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 erinyes and 3-18 Medium-size zombies)

**Challenge Rating:** 39

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

Dispater is the ruler of Dis, Hell's second plane. His capitol is the iron city of Dis, named for the entire plane. The iron city is filled with zombies, erinyes, and a sprinkling of hamatula.

Dispater is evilly handsome, appearing as a 7-foot tall humanoid with baldhead and goatee; only his small horns, tail, and cloven left hoof betray his true identity.

## COMBAT

Dispater attacks using his staff, spells and spell-like abilities in combat.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, restoration, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire*, and *wish*, 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Spells:** Dispater casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 20th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, and Magic.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Gaze Attacks (Su):** Dispater has two gaze weapons. He may use one once per round.

Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. The save DC for each gaze attack is 43.

*Chill:* This functions as the *slow* spell, Will negates.

*Fear:* This functions as the *fear* spell, Will negates.

**Summon Devils (Sp):** Three times per day Dispater can automatically summon 1d4 erinyes, 1d3 hamatula, or 1d2 pit fiends.

**Regeneration (Ex):** Dispater takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Staff of Dis:** Large bludgeoning weapon, as a +4 *staff*, deals 2d6+4 points of damage per hit. It possesses all the abilities of a *rod of rulership* (*Rod of Rulership*, page 198 in the *DMG*).

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Dispater can communicate telepathically with any creature within 100 feet that has a language.?

Dispater first appeared in the 1e MM (Gary Gygax, 1977).

# FOCALOR (Duke of Hell)

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## Medium-Size Outsider (Evil, Lawful)

**Hit Dice:** 40d8+440 (620 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (good)

**AC:** 35 (+3 Dex, +22 natural)

**Attacks:** Slam +48/+43/+38/+33/+28 melee; or +3 staff  
+51/+46/+41/+36/+31 melee

**Damage:** Slam 1d6+7; or +3 staff 1d6+10

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, psionics, breath weapon, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft

**Saves:** Fort +33, Ref +25, Will +31

**Abilities:** Str 25, Dex 17, Con 33, Int 28, Wis 28, Cha 28

**Skills:** Bluff +44, Climb +42, Concentration +51, Diplomacy +37, Disguise +48, Gather Information +40, Intimidate +40, Knowledge (arcana) +49, Knowledge (engineering) +37, Knowledge (planes) +41, Knowledge (religion) +35, Listen +41, Move Silently +37, Scry +49, Search +39, Sense Motive +39, Spellcraft +49, Spot +40, Swim +49

**Feats:** Blind-Fighting, Cleave, Combat Casting, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Sunder, Weapon Focus (slam, staff)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazu)

**Challenge Rating:** 22

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** By character class

Focalor acts as seneschal to Mammon and wields much of the real power in Minauros. He is a master strategist and carefully watches over Mammon's palace as well as Glasya (Mammon's consort and Asmodeus' daughter).

Many in the Hells believe Mammon would be easy prey were it not for his dukes and the care of Focalor. Many arch-devils have tested Focalor's loyalty in the past and come away disappointed, as he is unshakable in his dedication to Mammon.

Focalor appears human—a thin, bearded, and middle-aged sage with power and heavy concerns—until he unfurls his feathered wings from his flowing robes or reveals his brown cloven hooves. He wears an iron gauntlet on his right hand as his badge of office.

## COMBAT

Focalor attacks using his spell-like abilities or his staff and fists. If the battle is going against him, he will gate in a troupe of barbazu or hamatula and flee. If Glasya is present and in trouble, Focalor will protect her at all costs, including that of his own life.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, control weather, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, lightning bolt, magic circle against good, major image, produce flame,*



*passwall, polymorph self, pyrotechnics, see invisibility, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, water breathing, and wish, 2/day—bestow curse and blink; 1/day—blindness/deafness, meteor swarm (any) and symbol (any).* These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Psionics (Sp):** At will—*astral projection, deeper darkness, detect evil, detect law, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Breath Weapon (Su):** Line of fear, 5 feet wide, 5 feet high, and 30 feet long, once per round; Will save (DC 31) or affected as *fear* cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected by Focalor's fear breath weapon for one day.

**Summon Devils (Sp):** Three times per day, Focalor can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

**Regeneration (Ex):** Focalor takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Focalor can communicate telepathically with any creature within 100 feet that has a language.

Focalor first appeared in *Dragon #75* (Ed Greenwood, July 1983).

# GERYON (Arch-Devil)

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## Huge Outsider (Evil, Lawful)

**Hit Dice:** 44d8+484 (682 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 20 ft, fly 50 ft (average)

**AC:** 33 (-2 size, +2 Dex, +23 natural)

**Attacks:** 2 slams +58 melee, tail sting +57 melee

**Damage:** Slam 2d6+16, tail sting 2d4+8 and poison

**Face/Reach:** 10 ft by 30 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, poison, fear gaze, improved grab, tear, bull's horn, summon devils

**Special Qualities:** Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy

**Saves:** Fort +35, Ref +26, Will +31

**Abilities:** Str 42, Dex 14, Con 32, Int 24, Wis 24, Cha 32

**Skills:** Bluff +55, Concentration +55, Diplomacy +55, Heal +51, Intimidate +55, Knowledge (arcana) +51, Knowledge (Hell's politics) +51, Knowledge (planes) +51, Knowledge (religion) +51, Listen +51, Scry +51, Search +51, Sense Motive +51, Spellcraft +51, Spot +51

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (tail sting), Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (tail sting)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 osyluths)

**Challenge Rating:** 38

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

Geryon is the ruler of Stygia, Hell's fifth plane. Geryon dwells in a great fortress in the city of Tantilin in the very middle of the plane, and seldom ventures forth.

He appears as a 10-foot tall snake-humanoid. His upper torso is that of a handsome man with dark hair and eyes, while his lower torso is that of a huge, 30-foot long, snake. Huge, black bat-like wings protrude from his back. His tail ends in a razor-sharp stinger.

## COMBAT

Geryon attacks with his massive fists and poisonous tail in combat. One of his favorite tactics is to grab an opponent and sting it to death with his tail.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*, 1/day—*mass charm*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

**Spells:** Geryon casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 17 + spell level). He has access to the domains of Evil, Law, and Strength.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, and levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Fear Gaze (Su):** Gaze, 30 feet; Will save (DC 43) or flee in fear for 2d6 rounds.

**Improved Grab (Ex):** To use this ability, Geryon must hit with a claw attack. If he gets a hold he can sting with his tail.

**Tear (Ex):** Geryon automatically hits a held opponent of up to Large size with all his melee attacks each round he maintains the hold.

**Poison (Ex):** Tail sting, Fortitude save (DC 43); initial and secondary damage 2d6 points of temporary Constitution damage.

**Summon Devils (Sp):** Three times per day Geryon can automatically summon 1d3 osyluths or barbazu, or 1d2 hamtula or pit fiends.

**Regeneration (Ex):** Geryon takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Bulls Horn:** Geryon carries a great horn which he can blow as a full round action. The horn summons 5d4 6 HD minotaurs. It may be blown thrice per week.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Geryon can communicate telepathically with any creature within 100 feet that has a language.?

Geryon first appeared in the 1e MM (Gary Gygax, 1977).

# GLASYA (Princess of Hell)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 23d8+161 (264 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (good)

**AC:** 34 (-1 size, +3 Dex, +22 natural)

**Attacks:** +3 *short sword of venom* +31/+26/+21/+16/+11 melee

**Damage:** +3 *short sword of venom* 1d6+8 and poison

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, psionics, fear, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 27, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +20, Ref +16, Will +21

**Abilities:** Str 21, Dex 17, Con 24, Int 26, Wis 26, Cha 32

**Skills:** Bluff +34, Climb +28, Concentration +30, Diplomacy +34, Disguise +34, Gather Information +34, Intimidate +34, Knowledge (arcana) +31, Knowledge (Hell's politics) +31, Knowledge (planes) +31, Listen +31, Move Silently +26, Scry +31, Sense Motive +31, Spellcraft +31, Spot +31

**Feats:** Ability Focus (fear), Blind-Fight, Combat Casting, Dodge, Empower Spell, Improved Initiative, Maximize Spell, Mobility, Weapon Focus (shortsword)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazu)

**Challenge Rating:** 18

**Treasure:** Standard plus +3 *short sword of venom*

**Alignment:** Always lawful evil

**Advancement:** By character class

As consort to Mammon, Glasya is one of the more powerful and influential female devils. Glasya is the daughter of Asmodeus, the Overlord of the Hells.

Glasya appears as a very beautiful female standing about 9 feet tall. She has copper-colored skin, small horns, and black bat-like wings.

## COMBAT

Glasya very rarely enters combat, but when pressed, she will attack using her short sword or spell-like abilities. Given the chance she will *teleport* away, but not before summoning other devils to deal with the interlopers.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *unhallow*, 1/day—*finger of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *detect evil*, *detect law*, *dispel good*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

**Fear (Su):** By speaking, 30-foot radius, Will save (DC 34) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that

creature cannot be affected again by Glasya's fear aura for one day.

**Summon Devils (Sp):** Three times per day Glasya can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

**Regeneration (Ex):** Glasya takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Short Sword of Venom:** Functions as a *dagger of venom*.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Glasya can communicate telepathically with any creature within 100 feet that has a language.

Glasya first appeared in *Dragon #75* (Gary Gygax, 1983).

# MAMMON (Arch-Devil)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 46d8+552 (759 hp)

**Initiative:** +9 (+5 Dex, +4 Improved Initiative)

**Speed:** 20 ft, fly 50 ft (average)

**AC:** 37 (-1 size, +5 Dex, +23 natural)

**Attacks:** Huge +5 *Unholy fauchard-fork of wounding* +59/+54/+49/+44/+39/+34 melee; or 2 slams +53 melee, bite +51 melee

**Damage:** Huge +5 *Unholy fauchard-fork of wounding* 2d8+13; or Slam 1d8+8, bite 2d8+4

**Face/Reach:** 5 ft by 5 ft/10 ft (15 ft with fauchard-fork)

**Special Attacks:** Spell-like abilities, spells, fear gaze, summon demons

**Special Qualities:** Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy

**Saves:** Fort +37, Ref +30, Will +35

**Abilities:** Str 27, Dex 20, Con 34, Int 30, Wis 30, Cha 28

**Skills:** Balance +51, Bluff +55, Concentration +58, Diplomacy +55, Gather Information +55, Intimidate +55, Jump +53, Knowledge (arcana) +56, Knowledge (Hell's politics) +56, Knowledge (planes) +56, Knowledge (religion) +56, Listen +56, Move Silently +51, Scry +56, Search +56, Sense Motive +56, Spellcraft +56, Spot +56

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (fauchard-fork), Improved Initiative, Mobility, Multiattack, Power Attack, Sunder, Weapon Focus (fauchard-fork)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (18 HD Huge nightmare, 5-12 hellhounds)

**Challenge Rating:** 35

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

From the black stone city of Minauros (named after the plane), Mammon rules Hell's third plane. Mammon and Dispater are supposed allies and purportedly support Mephistopheles, but neither has ever failed to obey Asmodeus. Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash sprays from volcanoes and cover the plane.

Mammon is red-gold in color and his scaled wings gleam like rubies. His form is bloated and soft looking. His head is bald and his eyes are black with red pupils. A large toothy maw dominates his head. Small horns jut from the top of his head.

## COMBAT

Mammon attacks with his fauchard-fork in battle as well as his spells and spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire*, and *wish*; 1/day—*meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells

cast by a 20th-level sorcerer (save DC 19 + spell level).

**Spells:** Mammon casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Evil, Law, and Trickery.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Fear Gaze (Su):** Gaze, 30 feet; Will save (DC 43) or flee in fear for 2d6 rounds.

**Summon Devils (Sp):** Three times per day Mammon can automatically summon 1d4 hamatula or barbazus, or 1d2 pit fiends.

**Regeneration (Ex):** Mammon takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Unholy Fauchard-Fork of Wounding:** Huge Martial weapon, reach, 2d8 piercing damage, x3 crit (Mammon scores a critical hit on a roll of 19-20 due to his Improved Critical feat); acts as a weapon of wounding and an unholy weapon (Unholy, Wounding, page 187 in the *DMG*).

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Mammon can communicate telepathically with any creature within 100 feet that has a language.?

Mammon first appeared in the 1e MM II (Gary Gygax, 1983).

# MELCHON (Duke of Hell)

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## Medium-Size Outsider (Evil, Lawful)

**Hit Dice:** 33d8+363 (511 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 33 (+3 Dex, +20 natural)

**Attacks:** Greataxe +41/+36/+31/+26/+21 melee; or tail sting +40 melee

**Damage:** Greataxe 1d12+7; or tail sting 2d4+7

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, psionics, fear aura, corrupt water, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +28, Ref +21, Will +27

**Abilities:** Str 25, Dex 17, Con 31, Int 26, Wis 28, Cha 28

**Skills:** Bluff +34, Climb +37, Concentration +46, Diplomacy +45,

Disguise +29, Gather Information +39, Heal +34, Intimidate +34,

Knowledge (arcana) +44, Knowledge (planes) +33, Knowledge

(religion) +33, Listen +39, Move Silently +28, Scry +34, Search +38,

Sense Motive +34, Spellcraft +34, Spot +38

**Feats:** Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (greataxe), Improved Initiative, Power Attack, Sunder, Weapon Focus (greataxe)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1 pit fiend, 2-5 barbazus, and 7-12 erinyes)

**Challenge Rating:** 19

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** By character class

Melchon is a duke in the service of Mammon, on whose behalf he leads 18 companies of erinyes in battle. A devil most jealous of his stronger fellows, Melchon is something of a malcontent in Minauros, and would welcome any setback to Bael or Focalor. He keeps his true feelings well hidden concerning such things.

Melchon stands 6 feet tall and appears as a red skinned humanoid with upturned, bull-like horns; black, curling brows and beard. His hooves are black and he has large crimson wings.

## COMBAT

Melchon disdains the use of magical weapons and uses his greataxe in battle as well as his spell-like abilities. Melchon is fond of poison and uses poisons equal to Deathblade poison (Poison, page 80 in the *Dungeon Master's Guide*).

Both his greataxe and tail will already be envenomed (90% chance) when he enters combat.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow*, and *wish*; 2/day—*fireball*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells



cast by a 20th-level sorcerer (save DC 19 + spell level).

**Psionics (Sp):** At will—*astral projection*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Fear Aura (Su):** As a free action, 30-foot radius, Will save (DC 35) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Melchon's fear aura for one day.

**Corrupt Water (Ex):** Touch transforms up to 66 gallons of water into a deadly poison equal to Deathblade poison.

Holy water is unaffected by this ability. Magical waters or potions receive a save (DC 36) to avoid corruption. A potion's save is equal to 2+one-half its caster level.

**Summon Devils (Sp):** Three times per day, Melchon can automatically summon 3 lemures, erinyes, or barbazu, or 2 osyluths, hamatulas, or cornugons, or one pit fiend.

**Regeneration (Ex):** Melchon takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Melchon can communicate telepathically with any creature within 100 feet that has a language.

Melchon first appeared in *Dragon #75* (Ed Greenwood, July 1983).

# MEPHISTOPHELES (Arch-Devil)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 62d8+682 (961 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (good)

**AC:** 41 (-1 size, +6 Dex, +26 natural)

**Attacks:** Large +5 *vorpal pitchfork* +80/+75/+70/+65/+60/+55 melee; or 2 claws +74 melee

**Damage:** Large +5 *vorpal pitchfork* 2d6+18 and 2d6 electrical, fire, or cold; or claw 1d8+13

**Face/Reach:** 5 ft by 5 ft/10 ft (15 ft with pitchfork)

**Special Attacks:** Spell-like abilities, spells, psionics, fear gaze, summon devils

**Special Qualities:** Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy

**Saves:** Fort +45, Ref +39, Will +45

**Abilities:** Str 36, Dex 22, Con 32, Int 34, Wis 34, Cha 36

**Skills:** Balance +68, Bluff +75, Concentration +73, Diplomacy +75, Disguise +75, Escape Artist +68, Gather Information +75, Heal +74, Intimidate +75, Knowledge (arcana) +74, Knowledge (Hell's politics) +74, Knowledge (planes) +74, Knowledge (religion) +74, Listen +74, Move Silently +68, Scry +74, Search +74, Sense Motive +74, Spellcraft +74, Spot +74

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (pitchfork), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (pitchfork), Whirlwind Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 gelugons)

**Challenge Rating:** 40

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

The eighth plane of Hell, Caina, is ruled by Mephistopheles. His main aim is to wrest the seventh plane from Baalzebul and with the strength gained, challenge Asmodeus for the overlordship of the hells.

His great iron citadel sits in the icy mountains of the frozen plane. The eighth plane is a plane of frozen marshes and steaming slime pits.

Mephistopheles appears as a great blue-black humanoid about 8 feet tall. He has very handsome features with black scales. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils. His normal speech is a whispering wind.

## COMBAT

Mephistopheles attacks using his fear gaze, followed by his spells and spell-like abilities. If engaged in melee combat, he will use his +5 *pitchfork*, rarely relying on his talons.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, cone of cold, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, ice storm, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50)

pounds of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*, 1/day—*mass charm*, *meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Spells:** Mephistopheles casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and War.

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Fear Gaze (Su):** 30 feet; Will save (DC 54) or flee in fear for 2d6 rounds.

**Summon Devils (Sp):** Three times per day Mephistopheles can automatically summon 1d6 gelugons or 1d2 pit fiends.

**Regeneration (Ex):** Mephistopheles takes normal damage from holy and blessed weapons of at least +4 enchantment.

**Vorpal Pitchfork:** +5 *vorpal pitchfork*, treat as a trident (Mephistopheles scores a critical hit on a roll of 19-20 due to his Improved Critical feat); deals 2d6 points of damage and 2d6 points of cold, electrical, or fire damage (Mephistopheles chooses the type of additional damage each time he hits with his trident). It also has the vorpal weapon special qualities (Vorpal, page 187 in the *Dungeon Master's Guide*).

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Mephistopheles can communicate telepathically with any creature within 100 feet that has a language.?

Mephistopheles first appeared in *Dragon* 75 (Gary Gygax, 1982).

# MOLOCH (Arch-Devil)

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**Large Outsider (Evil, Lawful)**

**Hit Dice:** 42d8+462 (651 hp)

**Initiative:** +10 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 38 (-1 size, +6 Dex, +23 natural)

**Attacks:** 2 claws +48 melee, bite +46 melee; or Medium-size +5 6-tailed shocking whip +52/+47/+42/+37/+32/+27 ranged

**Damage:** Claw 1d6+7, bite 1d8+3; or Medium-size +5 6-tailed shocking whip 2d6+12 and 2d6 electrical

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, breath weapon, improved grab, summon devils

**Special Qualities:** Damage reduction 30/+3, SR 29, regeneration 20, devil qualities, see in darkness, telepathy

**Saves:** Fort +34, Ref +29, Will +31

**Abilities:** Str 25, Dex 22, Con 32, Int 26, Wis 26, Cha 27

**Skills:** Bluff +50, Concentration +53, Diplomacy +50, Disguise +50, Intimidate +50, Knowledge (arcana) +50, Knowledge (Hell's politics) +50, Knowledge (planes) +50, Knowledge (religion) +50, Listen +50, Move Silently +48, Scry +50, Search +50, Sense Motive +50, Spellcraft +50, Spot +50

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Multiattack, Power Attack, Sunder

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1-4 cornugons)

**Challenge Rating:** 33

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

Moloch is a grand duke, viceroy of Baalzebul, and the lord of Malbolge, Hell's sixth plane. Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between the two, much to Moloch's detriment and Mephistopheles' delight.

Moloch is a great, square-bodied creature standing around 14 feet tall. He has red-orange skin, short thick arms and legs, and huge square hands and feet. His feet and head are horned. His head is huge with slanting eyes and gaping mouth.

## COMBAT

Moloch attacks with either a claw/claw/bite routine or his weapon and spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *burning hands*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *fire charm*, *fly*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*, 1/day— *flame strike*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

**Spells:** Moloch casts arcane spells as a 20th-level sorcerer (save DC 18 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Evil, Law, and Strength.

**Psionics (Sp):** At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

**Breath Weapon (Su):** 30 feet, cone, once per round; Will save (DC 42) or flee in fear for 2d6 rounds.

**Improved Grab (Ex):** To use this ability, Moloch must hit a Large or smaller creature with a claw attack.

**Tear (Ex.):** Moloch automatically hits a held opponent with his claws and bite attack each round he maintains the hold.

**Summon Devils (Sp):** Three times per day Moloch can automatically summon 1d4 cornugons or 1d2 pit fiends.

**Regeneration (Ex):** Moloch takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Medium-Size 6-Tailed Shocking Whip:** Medium-size +5 ranged weapon, 2d6+5 points of subdual damage and 2d6 points of electrical damage.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Moloch can communicate telepathically with any creature within 100 feet that has a language.?

Moloch first appeared in Dragon 75 (Gary Gygax, 1982).

# ZIMMIMAR (Duke of Hell)

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## Large Outsider (Evil, Lawful)

**Hit Dice:** 35d8+280 (437 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 40 ft, fly 60 ft (average)

**AC:** 33 (-1 size, +2 Dex, +22 natural)

**Attacks:** +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

**Damage:** +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

**Special Qualities:** Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

**Saves:** Fort +27, Ref +21, Will +24

**Abilities:** Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 20

**Skills:** Bluff +40, Climb +43, Concentration +43, Diplomacy +40, Disguise +30, Gather Information +37, Hide +33, Intimidate +35, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

**Feats:** Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1-2 pit fiends, 2-5 hamatulas, and 6-10 osyluths)

**Challenge Rating:** 20

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** By character class

The great pit fiend Zimmimar leads 6 companies of osyluths in the service of Mammon. He serves as “protector” of Mammon’s palace on Minauros, and is thus almost always found there, or in the company of Mammon himself. Zimmimar does not like nor trust Bael or Focalor, though he keeps his suspicions to himself.

Zimmimar appears as a normal pit fiend.

## COMBAT

Great Zimmimar attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

**Spell-Like Abilities:** At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

**Fear Aura (Su):** As a free action, Zimmimar can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-

level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Zimmimar's fear aura for one day.

**Poison (Ex):** Bite, Fortitude save (DC 33); initial damage 1d6 temporary Constitution, secondary damage death.

**Disease (Su):** Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

**Improved Grab (Ex):** To use this ability, Zimmimar must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

**Constrict (Ex):** Zimmimar deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Summon Devils (Sp):** Three times per day Zimmimar can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, or cornugons, or one pit fiend.

**Regeneration (Ex):** Zimmimar takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Zimmimar can communicate telepathically with any creature within 100 feet that has a language.

Zimmimar was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

# APPARITION

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## Medium-Size Undead (Incorporeal)

**Hit Dice:** 8d12 (52 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** 15 (+2 Dex, +3 deflection)

**Attacks:** Incorporeal touch +6 melee

**Damage:** Incorporeal touch 1d4

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Suggestion strangle, create spawn

**Special Qualities:** Undead, detect living, incorporeal, turn resistance +2, unnatural aura, sunlight powerlessness

**Saves:** Fort +2, Ref +3, Will +7

**Abilities:** Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16

**Skills:** Hide +13, Listen +12, Search +11, Spot +12

**Feats:** Alertness, Blind-Fight, Improved Initiative

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-24 HD (Medium-size)

An apparition appears as a translucent skeletal humanoid dressed in rags. Its eyes glow with a pale crimson flame.

## COMBAT

The apparition attacks by fear alone. By implanting a suggestion in a victim's mind, it attempts to actually scare the life out of him. If overpowered or if it fails in its attempt to slay a living creature it will flee.

**Suggestion Strangle (Su):** An apparition attacks by implanting a *suggestion* in the victim's mind convincing the target it is being strangled by the apparition. The target must succeed at a Will save (DC 17) to disbelieve the suggestion. On a failed save, the victim must immediately succeed at a Fortitude save (DC 15) or die from fright. If the Fortitude save is made, the victim acts as if affected by a *fear* spell for 1d4 rounds.

If the target succeeds at the Will save, it cannot be affected by that apparition's suggestion strangle for one day.

A creature protected by a *magic circle from evil* or *protection from evil* cannot be affected by the apparition's *suggestion strangle*.

**Detect Living (Su):** An apparition can sense living creatures up to 100 feet away.

**Create Spawn (Su):** A creature slain by an apparition will rise in 1d4 hours as an apparition. Spawn are not commanded by or under the control of the apparition who created them. They possess none of the abilities they had in life.

**Incorporeal:** Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Unnatural Aura (Su):** Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so;



they remain panicked as long as they are within that range.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Apparitions have darkvision with a range of 60 feet.

**Sunlight Powerlessness (Ex):** Apparitions are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An apparition caught in sunlight cannot attack and can take only partial action.

The Apparition first appeared in the 1e FF (1981).

# BANSHEE

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## Medium-Size Undead (Incorporeal)

**Hit Dice:** 7d12 (45 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** 17 (+3 Dex, +4 deflection)

**Attacks:** Incorporeal touch +6 melee

**Damage:** Incorporeal touch 1d8

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Fear aura, wail

**Special Qualities:** Detect living, immunities, incorporeal, SR 20, turn resistance +4, undead, unnatural aura, vulnerability

**Saves:** Fort +2, Ref +5, Will +8

**Abilities:** Str –, Dex 17, Con –, Int 16, Wis 16, Cha 18

**Skills:** Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15

**Feats:** Ability Focus (wail), Alertness, Blind-Fight, Improved Initiative

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 8-21 HD (Medium-size)

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The banshee is the undead spirit of an evil female elf. Banshees hate the living and seek to destroy whomever they meet.

A banshee appears much as she did in life, though her form is now translucent. Her hair is unkempt and her eyes burn with a fiery hatred like none have ever seen.

## COMBAT

A banshee's primary attack is her wail. If a creature survives the wailing attack, the banshee will retreat to her lair. She will return the next night until all creatures are dead or have left her territory. The banshee will not attack creatures that are powerful enough to withstand her wail. Lesser creatures will be dispersed via the wail or her claw attack.

**Fear Aura (Su):** Anyone viewing a banshee must make a Will save (DC 16) or flee in terror for 1d6+4 rounds. Whether or not the save is successful, the creature is immune to the fear aura of that banshee for one day.

**Wail (Su):** 1/day at night only; 30-foot radius; Will save (DC 17) or die.

**Detect Living (Su):** The banshee can sense all living creatures up to 5 miles away.

**Unnatural Aura (Su):** Both wild and domesticated animals can sense the unnatural presence of a banshee at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Incorporeal:** Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can



pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Banshees have darkvision with a range of 60 feet.

**Immunities:** Banshees are immune to cold and electricity-based attacks.

**Vulnerability (Ex):** A *dispel evil* deals 1d6 points of damage per caster level (maximum 10d6).

The Banshee first appeared in the 1e MM (Gary Gygax, 1977).

# BOG MUMMY

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## Medium-Size Undead

**Hit Dice:** 8d12+3 (55 hp)

**Initiative:** +3 (-1 Dex, +4 Improved Initiative)

**Speed:** 20 ft

**AC:** 17 (-1 Dex, +8 natural)

**Attacks:** Slam +7 melee

**Damage:** Slam 1d6+4 and bog rot

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Despair, bog rot, create spawn

**Special Qualities:** Undead, resistant to blows, marsh move, damage reduction 5/+1, fire resistance 20, cold vulnerability

**Saves:** Fort +2, Ref +1, Will +8

**Abilities:** Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15

**Skills:** Hide +9, Listen +10, Move Silently +9, Spot +10

**Feats:** Alertness, Improved Initiative, Toughness

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**Climate/Terrain:** Any marsh

**Organization:** Solitary, wardens (2-4), or guardians (6-10)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-16 HD (Medium-size); 17-24 HD (Large)

Wherever a spark of unlife or negative energy touches a corpse naturally preserved by swamp mud, the result is a bog mummy. Bog mummies are always found roaming the place where they arose, and very rarely venture from it.

In the Great Swamp, the Witch of the Fens, Thingizzard, provides the spark of negative energy needed to create bog mummies.

A bog mummy appears as a withered, desiccated husk, covered in mud and wearing whatever apparel it had on at the time of death (though its clothes are now tattered and filthy).

## COMBAT

In battle, a bog mummy attacks with its fists, attempting smash any living creature it encounters.

**Despair (Su):** At the mere sight of a bog mummy, the viewer must succeed at a Will save (DC 16) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

**Bog Rot (Su):** Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary from Strength, Dexterity, Constitution, or Charisma (determine randomly using 1d4), secondary damage 1d6 temporary from the same ability score. Creatures afflicted with bog rot do not heal naturally and gain one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

**Create Spawn (Su):** Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (*raise dead* is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until its death. They do not possess any of the abilities they

had in life.

**Resistant to Blows (Ex):** Physical attacks deal only half damage to bog mummies. Apply this effect before damage reduction.

**Marsh Move (Ex):** Bog mummies suffer no movement penalties for moving in marshes or mud.

**Cold Vulnerability (Ex):** A bog mummy takes double damage from cold attacks unless a save allows for half damage. A successful save halves the damage and a failure doubles it.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Bog mummies have darkvision with a range of 60 feet.

## **GREAT SWAMP BOG MUMMY**

Bog mummies from the Great swamp carry a particularly virulent form of bog rot. The information below replaces the information above (for the Great Swamp version of the bog mummy). A character slain by this disease rises as a Great Swamp bog mummy (see the create spawn ability above).

**Great Swamp Bog Rot (Su):** Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 hour; damage 1d2 temporary from Strength, Dexterity, Constitution, or Charisma (determine randomly using 1d4), secondary damage 1d2 temporary from the same ability score. Creatures afflicted with Great Swamp bog rot do not heal naturally and gain one-half benefit from magical healing. Unlike normal diseases, Great Swamp bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

The Bog Mummy first appeared in *Dragon* 283 (Pengelly and Walton, 1997), but this version is taken from *Return to White Plume Mountain* (Cordell, 1999).

# COFFER CORPSE

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## Medium-Size Undead

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 20 ft

**AC:** 12 (+2 natural)

**Attacks:** 2 claws +4 melee

**Damage:** Claw 1d4+4 and death grip

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Improved grab, death grip

**Special Qualities:** Undead, damage reduction 10/+1, illusory death, weapon immunity, turn resistance +2

**Saves:** Fort +0, Ref +0, Will +3

**Abilities:** Str 18, Dex 11, Con –, Int 6, Wis 11, Cha 10

**Skills:** Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5

**Feats:** Improved Initiative

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 3-4 (Medium-size); 5-6 HD (Large)

The coffer corpse is an undead creature formed as the result of an incomplete death ritual. They are most often found in stranded funeral barges or in the area where the ritual was never completed. They hate life, and will attack any living creature that disturbs them.

A coffer corpse appears much as it did in life. Its clothes hang in shreds and its skin is dry, brittle, and drawn tightly over its bones. Its hands end in sharp claws with long nails.

## COMBAT

A coffer corpse attacks using its claws. It will attempt to grab a foe around the throat and will not release its grip until either it or its victim is dead.

**Improved Grab (Ex):** To use this ability, the coffer corpse must hit an opponent of up to Large size with both claw attacks. If it gets a hold, it uses its death grip.

**Death Grip (Ex):** A coffer corpse deals 1d4+4 points of damage per round with a successful grapple check against a Large or smaller creature. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

A creature caught can hold its breath for a number of rounds equal to its Constitution score. After this time, the character must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by 1 for each previous success. If the victim runs out of breath, she falls unconscious (0 hp), and begins taking suffocation damage. (See page 88 of the *DMG*).

**Illusory Death (Ex):** In any round a coffer corpse is struck for 6 or more points of damage by a single non-magical weapon, it will slump to the ground as if dead. If it has fastened its death grip on a victim, the victim falls as well, unless a successful Reflex save (DC 12) is made.

Even if the save is made, the coffer corpse does not release its grip but, rather, slumps against its opponent's body.

On its next turn the coffer corpse rises again as if through reanimation. Any creature viewing this must succeed at a Will save (DC 10) or become panicked for 2d4 rounds.

**Weapon Immunity (Ex):** A coffer corpse takes half damage from all piercing and slashing weapons.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. A coffer corpse has darkvision with a range of 60 feet.

The Coffier Corpse first appeared in the 1e FF (1981).

# CRYPT THING

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## Medium-Size Undead

**Hit Dice:** 6d12 (39 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** 17 (+2 Dex, +5 natural)

**Attacks:** Claw +4 melee

**Damage:** Claw 1d6+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Teleport other

**Special Qualities:** Undead, darkvision 60 ft, damage reduction 10/+1, turn resistance +4

**Saves:** Fort +2, Ref +4, Will +7

**Abilities:** Str 12, Dex 14, Con –, Int 12, Wis 14, Cha 15

**Skills:** Bluff +8, Intimidate +7, Listen +12, Move Silently +8, Search +6, Sense Motive +9, Spot +13

**Feats:** Alertness, Improved Initiative

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**Climate/Terrain:** Any underground

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 7-13 HD (Medium-size); 14-18 HD (Large)

Crypt things are undead creatures that are found guarding tombs, graves, corpses, and crypts.

A crypt thing appears as a skeleton wearing a brown or black hooded robe. Its eyes appear as small, red pinpoints of light. If left undisturbed the crypt thing will not attack.

A crypt thing, despite its undead status, can speak Common.

## COMBAT

A crypt thing will avoid combat if possible by using its teleport other ability. If any creature succeeds at its Will save, the crypt thing will attack with its claws.

**Teleport Other (Sp):** All creatures within a 50-foot range that fail a Will save (DC 17) are teleported in a random direction (roll 1d4; 1-north, 2-south, 3-east, 4-west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its save. A teleported creature never arrives in solid material and will arrive in the closest open space available, if the target spot is solid; however, victims need not arrive at floor level.

A creature that succeeds at its save is unaffected by that crypt thing's teleport other ability for one day.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Crypt things have darkvision with a range of 60 feet.

The Crypt Thing first appeared in the 1e FF (1981). According to an article by Don Turnbull in Dragon #55, the Crypt Thing was never intended to be an undead creature, though somehow it evolved into that over the years.



## Variant Crypt Thing

There exists, in some parts of the world (and maybe only truly in legend) a variant of the crypt thing. This variant has all the same abilities and powers as a normal crypt thing with the following changes.

The variant does not possess the Teleport Other ability. Instead it possesses an ability known as Cloak Other.

**Cloak Other (Sp):** All creatures within a 50-foot range that fail a Will save (DC 17) are simultaneously *paralyzed* and turned *invisible*. Those affected will remain so for 2d4 days before the effects wear off.

A creature that succeeds at its save is unaffected by the crypt thing's cloak other ability for one day.

## Create Crypt Thing

Necromancy [Evil]

**Level:** Clr 7, Death 8, Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 hour

**Range:** Close (25 ft. +5 ft./2 levels)

**Target:** One corpse

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You may create a crypt thing with this spell. This spell must be cast in the tomb, grave, or corpse that the crypt thing is assigned to protect.

A crypt thing can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so no oozes, worms, or the like). If a crypt thing is made from a corpse, the flesh falls from the bones. The statistics for the crypt thing depend on its size; they do not depend on what abilities the creature may have had while alive. Only one crypt thing is created with this spell and it will remain in the tomb where it was created until destroyed.

*Material Component (for Crypt Thing):* A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. Once animated into a crypt thing, the gem is destroyed.

# DEMILICH

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## Tiny Undead

**Hit Dice:** 8d12 (52 hp)

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 0 ft (see text)

**AC:** 26 (+2 size, +14 natural)

**Attacks:** See text

**Damage:** See text

**Face/Reach:** 2 1/2 ft by 2 1/2 ft/0 ft

**Special Attacks:** Animate dust, howl, trap the soul, curse

**Special Qualities:** Undead, spell immunity, turning immunity, weapon immunities, discern powerful creature, rejuvenation, susceptibility

**Saves:** Fort +5, Ref -2, Will +15

**Abilities:** Str -, Dex 1, Con -, Int 20, Wis 23, Cha 20

**Skills:** Knowledge (any two) +16, Listen +17, Sense Motive +16, Spot +17

**Feats:** Ability Focus (trap the soul), Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

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**Climate/Terrain:** Any underground

**Organization:** Solitary

**Challenge Rating:** 15

**Treasure:** Double Standard

**Alignment:** Any evil

**Advancement:** 9-24 HD (Tiny)

The demilich (the name is a misnomer, for it is not a lesser form of a lich, but the waning soul of a lich, centuries old) appears as nothing more than a human (or humanoid skull), dust, and a few bones.

Closer inspection of the skull reveals 1d4+4 gems set in the skull's eye sockets and in place of its teeth.

## COMBAT

When the lair of the demilich is first entered, the dust around the skull swirls and rises into the air and forms a vaguely humanoid shape.

When a creature touches the skull of the demilich, it rises 6 feet into the air and begins its attack sequence.

It will use its howl ability, directed at the most powerful creature present and then drains the soul of the most powerful creature, storing its soul in one of the gems in the skull. If the most powerful creature is affected by the howl, then the next most powerful creature is the target of the soul drain.

Afterwards, the demilich is sated, and sinks down. If disturbed again, it will repeat its attacks as above. This process repeats as long as the skull is intact and continues to be molested.

If all the gems are filled, the demilich resorts to its howl ability and curse ability.

**Animate Dust (Ex):** As a free action, the demilich can animate its crumbled remains as a wraith-like shape. The wraith will dissipate in 3 rounds if left unmolested. If attacked, it attacks as a 5 HD wraith (see Wraith, page 185 in the *MM*).

The wraith is immune to all forms of attack (though it will feign damage by wavering and falling back) and cannot be turned. Once the wraith has taken a total of 52 points of damage, it dissipates and reforms on the next round as a 10 HD wraith. The 10 HD wraith can be

attacked and damaged. It cannot be turned however.

If the demilich is destroyed, the wraith is destroyed as well. Left undisturbed the wraith loses 1 hit point per day. At zero hit points, it dissipates.

**Howl (Su):** Once per round, 20-foot radius, Fortitude save (DC 19) negates; Irrevocably slain on a failed save. Short of a god's magic, a *true resurrection* or *miracle* cast by a 20th-level cleric or a *wish* cast by a 20th-level wizard or sorcerer is the only magic that can raise a creature slain in this manner.

**Trap the Soul (Su):** Once per round, 60-feet, as *trap the soul* cast by a 20th-level. No save to avoid. Spell resistance is likewise ineffective.

The soul is drawn into one of the gems contained in the skull. The victim's body immediately crumbles to dust.

If the skull is destroyed, each trapped soul receives a Fortitude save (DC 15). Those that fail the save are irrecoverable, devoured by the demilich. A successful save means the creature's soul is still present in the gem. The soul can be freed by crushing the gem, though a material body (clone, simulacrum) must be present and within 30 feet of the gem when it is crushed. A soul released when no receptacle is present is lost forever.

**Curse (Su):** Once per round (and only when all gems are filled), the demilich can unleash a powerful curse—such as, always hit in combat by any attacking opponent, never succeed at a successful saving throw, never gain XP from creatures slain or treasure gained, or something equally as powerful. The curse can be removed with a *remove curse*, but the victim loses 1 point of Charisma permanently when the curse is removed.

**Discern Powerful Creature (Su):** The demilich can automatically detect the most powerful creature (from a group) when two or more creatures move within 100 feet of it as a free action.

**Rejuvenation (Su):** When destroyed, the skull fragments and any other remaining pieces must be immersed in holy water, followed by the casting of a *dispel magic*, or the creature will reform at full strength in 1d10 days.

**Spell Immunity (Ex):** The only spells that can affect a demilich are *desecrate* (forces the skull to sink down without howling or draining a soul), *dispel evil* (deals 1d4+4 points of damage), *hallow* or *halt undead* (forces skull to sink without howling or draining a soul), *shatter* (deals 3d6 points of damage), *power word kill* (destroys it if cast by an astral or ethereal caster), and *holy word* (deals 5d6 points of damage).

**Weapon Immunities (Ex):** The demilich is immune to all weapon attacks save for the following, which deal normal damage: A barbarian, fighter, or ranger wielding a *vorpal* weapon or weapon of +5 or greater enchantment; a paladin with a *vorpal* weapon or weapon of +4 or greater enchantment.

Any other creature wielding a weapon with a +4 or greater or a *disruption* weapon can deal 1 point of damage per successful attack. Note the demilich is immune to the *disruption* power of the weapon.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

# HUECUVA

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## Medium-Size Undead

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** 17 (+2 Dex, +5 natural)

**Attacks:** Claw +2 melee

**Damage:** Claw 1d4+1 and disease

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Disease

**Special Qualities:** Undead, change self, damage reduction 10/+1, turn resistance +2

**Saves:** Fort +1, Ref +2, Will +4

**Abilities:** Str 12, Dex 14, Con –, Int 4, Wis 12, Cha 10

**Skills:** Hide +6, Listen +5, Spot +5

**Feats:** Improved Initiative

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-4), or pack (5-10)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 3-6 HD (Medium-size)

Huecuva are the undead spirits of clerics who were unfaithful to their faith and turned to evil before death. As punishment, their god condemned them to roam the earth as an undead creature.

Huecuva resemble robed skeletons and are often mistaken for such creatures.

## COMBAT

A huecuva attacks with its claws, raking and slashing at its opponents. It will attack relentlessly until either it or its opponent is dead.

If confronted by a cleric (or a cleric attempts to turn or rebuke a huecuva and fails) a huecuva will direct all attacks at the cleric (and those defending him) until either the cleric or huecuva is slain. The huecuva will ignore all other opponents around it if it encounters a cleric.

**Disease (Su):** Filth Fever—claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (see Disease, page 74 in the *Dungeon Master's Guide*).

**Change Self (Sp):** 3/day—as the spell cast by a 10th-level sorcerer.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Huecuva have darkvision with a range of 60 feet.

The Huecuva first appeared in the 1e FF (1981).

# SKUZ

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## Medium-Size Undead

**Hit Dice:** 11d12+3 (74 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 5 ft, swim 40 ft

**AC:** 20 (+2 Dex, +8 natural)

**Attacks:** 2 slams +12 melee

**Damage:** Slam 1d8+6 plus energy drain

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Energy drain, spell-like abilities, create spawn

**Special Qualities:** Undead, damage reduction 15/+2, SR 16, alter self, blindsight, resistances, vulnerabilities, turn resistance +2, unnatural aura

**Saves:** Fort +3, Ref +5, Will +10

**Abilities:** Str 22, Dex 14, Con —, Int 16, Wis 16, Cha 14

**Skills:** Concentration +13, Hide +12, Listen +12, Move Silently +12, Search +12, Swim +24

**Feats:** Alertness, Dodge, Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (slam)

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**Climate/Terrain:** Warm and temperate aquatic

**Organization:** Solitary or pack (2-5)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 12-22 HD (Medium-size); 23-33 HD (Large)

Skuz are ooze-like undead creatures found in stagnant ponds and lakes. Its natural form is that of a slimy green coating on the water, similar to algae. When prey comes near, it rises from the water and appears as an amorphous column of slime.

## COMBAT

A skuz attacks by lashing out with a slimy pseudopod formed from its semi-liquid body. When a humanoid victim is sufficiently weakened in this way, the skuz pulls it into the water and attempts to drown it.

**Energy Drain (Su):** Living creatures hit by a skuz's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 17.

**Create Spawn (Su):** Any humanoid drowned by a skuz becomes a skuz in 1d4 rounds. Humanoids who are killed by a skuz, but not drowned, do not become skuz. Spawn are not obligated to remain with their creator, but often do just to increase the hunting capability of the skuz in the area. However, if a pond or lake becomes too crowded, some opt to leave, crawling to another body of water.

**Spell-like abilities:** 2/day—*animate dead*, *suggestion*, and *transmute rock to mud*. These abilities are as the spells cast by an 11th-level sorcerer (save DC 12 + spell level).

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Alter Self (Su):** At will, a skuz can alter its form to appear as any humanoid or other form, most often appearing as a human child. It uses this tactic to appear to be drowning in order to lure prey to its death. This ability otherwise duplicates the spell of the same name.

**Blindsight (Ex):** As an ooze-like creature, the skuz has no visual organs, but its whole body acts as a sensory organ, allowing it to perceive its environment to a range of 60 feet.

**Resistances (Ex):** Skuz are immune to all fire effects. Because of its malleable body, it takes only half damage from edged weapons.

**Vulnerabilities (Ex):** The *lower water* version of the *control water* spell deals 2d10 points of damage to a skuz, and *raise dead* instantly kills it. They do not leave their pond or lake if turned, but they attempt to avoid the offending cleric.

**Unnatural Aura (Su):** Both wild and domesticated animals can sense the unnatural presence of a skuz, even from within a body of water, at a distance of 20 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

The Skuz first appeared in MC11, *Forgotten Realms Monstrous Compendium Appendix II* (1991, David "Zeb" Cook)

# SLOW SHADOW

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## Medium-Size Undead (Incorporeal)

**Hit Dice:** 4d12 (26 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft

**AC:** 14 (+2 Dex, +2 deflection bonus)

**Attacks:** Incorporeal touch +4 melee

**Damage:** Incorporeal touch 1d4

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Slow, create spawn

**Special Qualities:** Undead, detect living, immunities, vulnerability, incorporeal

**Saves:** Fort +1, Ref +3, Will +4

**Abilities:** Str –, Dex 14, Con –, Int 7, Wis 10, Cha 15

**Skills:** Hide +9, Listen +7, Move Silently +8, Spot +7

**Feats:** Dodge

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**Climate/Terrain:** Any land and underground

**Organization:** Gang (2-5) or swarm (4-16)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (Medium-size); 9-12 HD (Large)

Slow shadows are akin to normal shadows, and like their brethren are creatures of living darkness. Like many other incorporeal undead, they exist primarily on the Negative Energy Plane.

Slow shadows appear as pitch-black amorphous blobs of darkness. They are difficult to see in dark or gloomy areas but stand out in brightly illuminated places.

## COMBAT

Slow shadows hide in dark recesses, waiting for living prey to pass by, before springing out to attack. They attach themselves to their victims and attack using their incorporeal touch. Multiple slow shadows may attach to a single opponent, thereby accumulating the cold damage dealt, but not the *slow* effect.

**Slow (Su):** A slow shadow attaches itself to a creature using its incorporeal touch attack without provoking an attack of opportunity. A creature touched takes 1d4 points of cold damage per round and is affected as if by the *slow* spell (Will save DC 15 to negate the *slow* effects). Even if the save is successful, the opponent must make another save next round or be affected by the slowing effect for each round the slow shadow remains attached.

An attached creature can break free of a slow shadow by succeeding at a Fortitude save (DC 14).

**Create Spawn (Su):** Any humanoid slain by a slow shadow becomes a slow shadow under control of its killer within 1d100 rounds. If *remove curse* is cast on the body before the elapsed time, the creature will not rise as a slow shadow.

**Detect Living (Su):** Slow shadows automatically sense living creatures within a 100-foot radius.

**Immunities (Ex):** Slow shadows are immune to cold and lightning effects.

**Vulnerability:** A *haste* spell causes slow shadows to act as if turned

by a cleric equal to the caster's level (treat the caster as a cleric of equal level and make a turning check; page 139 in the *Player's Handbook*). If the *haste* spell is cast after the first slow shadow successfully attaches itself to its opponent, the *haste* spell has no effect.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability drain, energy drain, or death from massive damage. Slow shadows have darkvision with a range of 60 feet.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.



# UNDEAD BEAST

	<b>Stahnk</b> <b>Huge Undead</b>	<b>Gholor</b> <b>Huge Undead</b>	<b>Anhkolox</b> <b>Huge Undead</b>
<b>Hit Dice:</b>	12d12 (78 hp)	12d12 (78 hp)	12d12 (78 hp)
<b>Initiative:</b>	-2 (Dex)	-2 (Dex)	-2 (Dex)
<b>Speed:</b>	20 ft	0 ft	20 ft
<b>AC:</b>	14 (-2 size, -2 Dex, +6 natural)	14 (-2 size, -2 Dex, +6 natural)	14 (-2 size, -2 Dex, +6 natural)
<b>Attacks:</b>	2 claws +15 melee, bite +10 melee	2 claws +15 melee, bite +10 melee	2 claws +15 melee, bite +10 melee
<b>Damage:</b>	Claw 2d4+9, bite 2d6+4	Claw 2d4+9, bite 2d6+4 and 1d8 acid	Claw 2d4+10, bite 2d6+5 (plus 1d8 acid if a gholor)
<b>Face/Reach:</b>	10 ft by 20 ft/10 ft	10 ft by 20 ft/10 ft	10 ft by 20 ft/10 ft
<b>Special Attacks:</b>	Fling, trample, ensnare	Lure prey, acid	As per stahnk or gholor, heat, breath weapon
<b>Special Qualities:</b>	Immunities, undead	Immunities, undead	Immunities, undead
<b>Saves:</b>	Fort +4, Ref +2, Will +8	Fort +4, Ref +2, Will +8	Fort +4, Ref +2, Will +8
<b>Abilities:</b>	Str 28, Dex 7, Con —, Int 1, Wis 10, Cha 10	Str 28, Dex 7, Con —, Int 1, Wis 10, Cha 14	Str 28, Dex 7, Con —, Int 1, Wis 10, Cha 10
<b>Skills:</b>	Listen +11, Spot +12	Listen +11, Spot +12	Listen +11, Spot +12
<b>Feats:</b>	Alertness, Cleave, Power Attack	Alertness, Cleave, Power Attack	Alertness, Cleave, Power Attack

**Climate/Terrain:** Any land, aquatic, and underground

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 13-36 HD (Huge)

The undead beast is a mindless killer of unknown origin, compelled to destroy the living.

**Immunities (Ex):** Undead beasts are immune to fire. Because they lack flesh or internal organs they suffer no damage from slashing or piercing weapons.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Undead beasts have darkvision with a range of 60 feet.

## Stahnk

The size of a small dragon, the stahnk's bones protrude from rotting flesh. It has a great horned head, and its ribs are bare and barbed, forming a nasty cage it walks on all fours, but it can rear on its hind legs balancing with its stubby tail to bring its powerful forearms to bear.

The stahnk dwells in the most desolate regions of the world. It is almost always found alone having long ago destroyed all other creatures in its immediate environment. Each stahnk claims an area of no more than a few acres as its domain. A stahnk never leaves its domain, and it kills all living creatures that trespass. Since stahnks destroy the bodies of their victims but leave the possessions untouched, they tend to accumulate sizeable treasure caches.

### **Combat**

The stahnk assaults anything that moves attacking with its razor-sharp claws and horned head.

**Fling (Ex):** Any victim struck by a claw must make a Reflex save (DC 25) or be flung 30 feet and take 3d6 points of damage when it contacts a solid surface.

**Trample (Ex):** A stahnk can trample Medium-size or smaller opponents for 3d8 points of damage. Opponents who do not make attacks of opportunity against the stahnk can attempt a Reflex save (DC 25) to halve the damage. A stahnk that has successfully trampled an opponent may also ensnare them.

**Ensnare (Ex):** A trampled opponent must make a Reflex save (DC 25) or be ensnared in the beast's rib cage. Ensnared opponents take 1d4 points of damage from the barbs each round in which the stahnk moves.

An ensnared opponent can break free from the rib cage with a successful Strength or Escape Artist check (DC 25), or if the beast loses 50% of its hit points. A stahnk that has already lost half of its hit points cannot ensnare victims. Opponents ensnared in the rib cage can continue to attack the beast, but they do so with a -2 penalty to both attack and damage rolls.

### **Gholor**

The gholor, also known as the feaster, is an undead beast with no hind legs or rib cage. It resembles a huge, bony serpent with two large forelimbs tipped in bony hooks. Gholors live at the bottom of deep funnel-like depressions located in deserts on ocean floors, or in similarly desolate areas. They cannot move from their funnels.

### **Combat**

A gholor attacks with two 20-foot-long bony hooked arms and its sharp teeth.

**Lure Prey (Su):** Gholors radiate a magical pull within a 1d10-mile radius of their funnels causing all victims in the area to feel a desire to travel to the funnel. For every hour a being is within this radius it must roll a Will save (DC 18) or continue to move toward the funnel at its normal movement rate. When a victim reaches the funnel, it begins to slip inside. At the edge of the funnel, the victim is allowed another Will save to break free from the lure. If it fails this second save, it slips to the center and into the arms of the waiting gholor in three rounds.

**Acid (Su):** Its jaws secrete acid, causing an additional 1d8 points of add damage with each successful bite.

### **Anhkolox**

About 10% of all undead beasts have enchanted bones that glow green. Such undead beasts are called anhkolox.

### **Combat**

**Heat (Su):** The touch of an ankhloox deals 1 point of heat damage. If the beast is touched with any inflammable object, such as a wooden staff, the object bursts into flames unless it makes a Reflex save (DC 16).

**Breath Weapon (Su):** Ice-cold green fire, 10-foot cone; damage 2d4

points of damage and throbbing bones (-2 on all attacks, skills, and saves for 1d6+2 minutes), Reflex negates DC 16. The throbbing bones effects can be negated through the casting of *dispel magic*, *greater restoration*, *miracle*, or *wish*.

### **Aquatic Variants**

Aquatic undead beasts have a swim speed of 20 feet, and a Swim skill of +17.

## CHIMERA, Undead

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The undead chimera has the same stats as its living cousin (Chimera, page 35 in the *MM*) with the following exceptions and additions.

- ?? Type changes to Undead
- ?? Hit Dice type changes to d12
- ?? Immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects. Not subject to critical hits, subdual damage, ability damage, or death from massive damage.
- ?? Has no Constitution score. Therefore, the undead chimera is immune to any effect requiring a Fortitude save.
- ?? Does not have low-light vision.
- ?? Can be turned or rebuked by clerics. Turn resistance is +4.
- ?? Breath weapon from dragon head is always cone of cold.
- ?? CR 8 for undead chimera

The Undead Chimera first appeared in module X11 (1986, Stephen Bourne).

# ARCANALOTH

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## Medium-Size Outsider (Evil)

**Hit Dice:** 12d8+36 (90 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 20 (+2 Dex, +8 natural)

**Attacks:** 2 claws +14 melee, bite +9 melee

**Damage:** Claw 1d4+2 and baneful blow, bite 2d6+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, baneful blow, summon yugoloth

**Special Qualities:** Damage reduction 25/+3, SR 22, yugoloth qualities, telepathy

**Saves:** Fort +11, Ref +10, Will +12

**Abilities:** Str 14, Dex 14, Con 17, Int 18, Wis 18, Cha 19

**Skills:** Bluff +19, Concentration +15, Diplomacy +16, Knowledge (the planes) +16, Listen +16, Move Silently +14, Scry +19, Search +16, Sense Motive +19, Spellcraft +19, Spot +16

**Feats:** Dodge, Improved Initiative, Maximize Spell, Mobility

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 16

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 13-25 HD (Medium-size); 26-36 HD (Large)

Arcanaloths are the most civilized of the yugoloths, as well as being the most powerful. They rule small baronies scattered across the Lower Planes from their red-iron forts.

The Arcanaloth appears as a robed human with the head of a fanged jackal or war dog. Ivory white horns jut from the top of its head.

## COMBAT

Arcanaloths avoid melee if possible. They prefer to use their spell-like abilities to engage foes. If the battle goes against the arcanaloth, it will attempt to summon additional yugoloths to its aid.

**Spell-Like Abilities:** At will—*deeper darkness*, *desecrate*, *fear*, *fly*, *heat metal*, *invisibility*, *magic missile*, *see invisibility*, *shapechange*, and *telekinesis*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

At will, an arcanaloth can use *teleport without error* (self plus 50 pounds of objects only) as the spell cast by a 13th-level sorcerer.

Arcanaloths can replicate spells as 12th-level sorcerers (save DC 14 + spell level).

**Baneful Blow (Su):** Claw—creature hit suffers a –1 penalty to attack rolls permanently; Will save DC 19 negates. Each additional hit increases the penalty by 1. The penalty can be negated by the successful casting of *bleed*, *neutralize poison*, or *remove curse*.

**Summon Yugoloth (Sp):** Once per day, an Arcanaloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, 1d2 ultroloths, or another arcanaloth with a 35% chance of success.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Yugoloths can communicate telepathically with any

creature within 100 feet that has a language.

The Arcanadaemon first appeared in the 1e MM II (Gary Gygax, 1983).

# CHARON (Boatman of the Lower Planes)

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## Medium-Size Outsider (Evil)

**Hit Dice:** 46d8+276 (483 hp)

**Initiative:** +9 (+5 Dex, +4 Improved Initiative)

**Speed:** 50 ft

**AC:** 38 (+5 Dex, +23 natural)

**Attacks:** Staff +55/+50/+45/+40/+35 melee

**Damage:** Staff 1d6+8 and paralysis

**Face/Reach:** 5 ft by 5 ft/5 ft (10 ft with staff)

**Special Attacks:** Spell-like abilities, psionics, fear gaze, control water, summon daemons

**Special Qualities:** Damage reduction 40/+4, SR 34, daemon qualities, telepathy, immortality

**Saves:** Fort +32, Ref +30, Will +32

**Abilities:** Str 26, Dex 21, Con 22, Int 23, Wis 24, Cha 28

**Skills:** Bluff +55, Concentration +52, Hide +51, Intimidate +55, Intuit Direction +53, Knowledge (the planes) +52, Listen +53, Move Silently +51, Scry +52, Search +52, Sense Motive +53, Spellcraft +52, Spot +53

**Feats:** Blind-Fight, Cleave, Dodge, Expertise, Great Cleave, Improved Initiative, Improved Disarm, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

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**Climate/Terrain:** Any land (Lower Planes, River Styx only)

**Organization:** Solitary

**Challenge Rating:** 40

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** —

The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the Nine Hells to the Abyss. When encountered, the river is a deep, swift, and uncontrolled torrent. Those who touch or drink from the river Styx must succeed at a Will save (DC 20) or completely lose their memory, forgetting everything about their past life. If the save is made, treat the effects as a *feblemind* as cast by a 15th-level sorcerer.

Charon may be summoned to the banks of the Styx by casting any of the following spells: *blasphemy*, *holy word*, or *symbol* (any).

He will appear in a large black skiff that can hold up to 10 people of Medium-size. If requested ferry, he will charge a magic item, a silk bag of 100 pp, or two gems of 500+ gp value. Charon never carries this treasure. It is distributed among his servants, the charonaloths (q.v.).

Charon will not transport those who refuse or fail to pay his price.

## COMBAT

Charon will attack using his spell-like abilities, gaze, and staff. If things are going against him, he will summon charonaloths or hydroloths to deal with the attackers, and teleport away, taking his boat with him.

**Spell-Like Abilities:** At will—*alter self*, *deeper darkness*, *desecrate*, *fear*, *see invisibility*, *silent image*, *suggestion*, and *wall of fire*; 3/day—*mass suggestion*; 1/day—*symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

At will, Charon can use *teleport without error* (self plus skiff only) as

the spell cast by a 20th-level sorcerer.

**Psionics (Sp):** At will—*detect good*, *detect magic*, and *detect thoughts*. These are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Fear Gaze (Su):** 30 feet range, Will save (DC 42) or affected by fear as the spell cast by a 20th-level sorcerer.

**Paralysis:** A creature hit by Charon's staff must succeed at a Fortitude save (DC 20) or be paralyzed for 3d6 minutes.

**Control Water (Su):** As the spell cast by a 20th-level sorcerer. Charon may control the river Styx causing the water to rise up and attack as a 16 HD water elemental. Anyone hit by the elemental must make a Will save (DC 20) or forget everything about their past life. If the save is made, treat the effects as a *feeblemind* spell cast by a 15th-level sorcerer.

**Immortality (Ex):** Charon is native to five Lower Planes (Abyss, Nine Hells, Gehenna, Tarterus, and Hades), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on any plane, it takes but a single day for his form to return. To be permanently destroyed, Charon must be slain on all five Lower Planes in a single day.

**Summon Yugoloth (Sp):** Three times per day, Charon can automatically summon 2d4 charonadaemons or 2d6 hydrodaemons.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 30; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Daemons can communicate telepathically with any creature within 500 feet that has a language.

Charon first appeared in the *Monster Manual II* (Gary Gygax, 1983).



# CHARONALOTH

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## Medium-Size Outsider (Evil)

**Hit Dice:** 10d8+20 (65 hp)

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 40 ft

**AC:** 16 (+6 natural)

**Attacks:** Staff +15/+10 melee

**Damage:** Staff 1d6+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, fear gaze, summon yugoloth

**Special Qualities:** Damage reduction 10/+1, SR 23, plane shift, yugoloth qualities, telepathy

**Saves:** Fort +10, Ref +8, Will +9

**Abilities:** Str 13, Dex 11, Con 15, Int 15, Wis 15, Cha 17

**Skills:** Bluff +13, Concentration +14, Hide +10, Knowledge (the planes) +14, Listen +14, Move Silently +10, Search +12, Sense Motive +14, Spot +14

**Feats:** Improved Initiative, Power Attack, Sunder

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**Climate/Terrain:** Any land (Lower Planes and River Styx)

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** Standard coins; 50% goods; 50% items

**Alignment:** Always neutral evil

**Advancement:** 11-22 HD (Medium-size); 23-30 HD (Large)

The charonaloths are the servants of Charon (q.v.), boatman of the Lower Planes, and like their master, they pilot small skiffs along the river Styx. They are normally only found on the Styx. A charonaloth charges the following for each passenger: one magic item, a bag of 10 platinum coins, or 2 gems (50+ gp value). If not paid, the charonaloth will seek to prevent anyone entering its boat, and will teleport itself and its craft away.

Even if the charonaloth is paid, there is a chance the charonaloth will betray the party by leading them to the incorrect place, or worse, into an ambush of charonaloths and hydroloths. The chance of betrayal can be reduced by additional contributions to the charonaloth's hoard.

These 5-foot tall, gray-skinned, pale-eyed humanoids are more easily summoned than their master, but are more cunning and malevolent.

## COMBAT

A charonaloth usually avoids combat and will teleport away (with its skiff) if attacked. If pressed into combat, the charonaloth attacks with its spell-like abilities and staff.

**Spell-Like Abilities:** At will—*deeper darkness*, *desecrate*, *fear*, and *see invisibility*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

At will, a charonaloth can use *teleport without error* (self plus skiff only) as the spell cast by a 12th-level sorcerer.

**Fear Gaze (Su):** 30 feet, as *fear* cast by a 12th-level sorcerer; Will save DC 18 negates. If the save is successful, that creature cannot be affected again by that charonaloth's gaze for one day.

**Summon Yugoloths (Sp):** Once per day, a charonaloth can attempt to summon 1d4 hydroloths or another charonaloth with a 35% of success.

**Plane Shift (Su):** A charonaloth can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonaloth and its skiff only. It is otherwise similar to the spell of the same name.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

The Charonadaemon first appeared in the 1e MM II (Gary Gygax, 1983).

# DERGHOLOTH

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## Large Outsider (Evil)

**Hit Dice:** 8d8+16 (52 hp)

**Initiative:** +1 (+1 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 16 (-1 size, +1 Dex, +6 natural)

**Attacks:** 5 claws +12 melee; or 2 claws +12 melee, 3 greatswords +7 melee

**Damage:** 5 claws 1d4+5; or 2 claws 1d4+5, 3 greatswords 2d6+2

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, all-around vision, feebelmind, improved grab, tear, summon yugoloth

**Special Qualities:** Damage reduction 10/+1, SR 22, yugoloth qualities, telepathy

**Saves:** Fort +8, Ref +7, Will +6

**Abilities:** Str 20, Dex 13, Con 15, Int 5, Wis 10, Cha 14

**Skills:** Hide +5, Intimidate +10, Listen +8, Move Silently +9, Search +4, Spot +12

**Feats:** Improved Initiative, Multidexterity, Multiweapon Fighting

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or team (2-4)

**Challenge Rating:** 10

**Treasure:** Standard, plus 1d3 gems (100 gp value) in gizzard

**Alignment:** Always neutral evil

**Advancement:** 9-13 HD (Large); 14-24 HD (Huge)

Dergholoths are native to Hades, but are found throughout the Lower Planes.

A dergholoth stands about 9 feet tall with a round body with five long arms and three stumpy legs. Its arms end in claws. It has a large insect-like head sitting atop its body.

## COMBAT

The dergholoth begins combat with its feebelmind ability; it then attacks with its claws, or if wielding weapons, a combination of its weapons and claws, with the claw attacks being resolved before the weapon attacks.

**Spell-Like Abilities:** At will—*cause fear*, *desecrate*, *deeper darkness*, and *see invisibility*; 2/day—*sleep*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 12 + spell level).

Twice per day, a dergholoth can use *teleport without error* (self plus 50 pounds of objects only) as the spell cast by an 8th-level sorcerer.

**All-Around Vision (Ex):** A dergholoth's head can rotate 360 degrees. It gains a +4 racial bonus to Search and Spot checks. A dergholoth cannot be flanked.

**Feeblemind (Su):** Twice per day, by clattering its mandibles together, a dergholoth can affect all creatures within 30 feet as the spell cast by a 12th-level sorcerer (Will save DC 16 negates). The effects last for 6 rounds.

**Improved Grab (Ex):** To use this ability, the dergholoth must hit a Large or smaller creature with two claw attacks.

**Tear (Ex):** A dergholoth automatically hits a held opponent with all of its melee attacks each round it maintains its hold.

**Summon Yugoloth (Sp):** Once per day, a dergholoth can attempt to summon 1d3 mezzoloths or another dergholoth with a 40% chance of

success.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

The Derghodaemon first appeared in the 1e MM II (Gary Gygax, 1983).

# HYDROLOTH

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## Large Outsider (Evil, Water)

**Hit Dice:** 7d8+14 (45 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft, swim 60 ft

**AC:** 16 (-1 size, +1 Dex, +6 natural)

**Attacks:** 2 claws +8 melee, bite +6 melee

**Damage:** 2 claws 1d4+2, bite 2d6+1 and sleep

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, leap, sleep spittle, summon yugoloth

**Special Qualities:** Damage reduction 10/+1, SR 20, amphibious, resistances, yugoloth qualities, telepathy

**Saves:** Fort +7, Ref +6, Will +5

**Abilities:** Str 14, Dex 12, Con 15, Int 8, Wis 10, Cha 12

**Skills:** Hide +4, Intimidate +9, Listen +9, Move Silently +9, Search +6, Spot +9

**Feats:** Cleave, Multiattack, Power Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-4), swarm (5-8), mob (9-23)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 8-11 HD (Large); 12-21 HD (Huge)

Hydroloths are the only creatures known to swim in the Styx without losing their memories.

They are squat humanoids, about 10 feet tall, with large flaps of skin under their arms. They have frog-like faces and warty, yellow skin.

## COMBAT

When combat is first engaged, a hydroloth will use its sleep spittle on an opponent. It will then leap at a foe and slash and bite. A favored tactic of the hydroloth is to dimension door away from its opponents so it can take maximum advantage of its leaping ability.

**Spell-Like Abilities:** At will—*cause fear*, *create water*, *desecrate*, *deeper darkness*, and *water walk*; 2/day—*dimension door* and *summon monster VI* (can only summon a Large 8 HD water elemental). These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Twice per day, a hydroloth can use *teleport without error* (self plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.

**Leap (Ex):** A hydroloth can launch itself at a foe up to 40 feet away and make its normal claw/claw/bite attack plus two rake attacks (+6 melee) using its foot claws for 1d4+1 points of damage. A hydroloth must have at least 10 feet to move straight ahead before it can leap at an opponent.

**Sleep Spittle (Ex):** Spittle—20 feet, once per round (no more than five times per day), Fortitude save (DC 15) or sleep for 6 rounds. Sleeping creatures can only be awakened through magical means; this ability otherwise mimics the spell of the same name.

**Summon Yugoloth (Sp):** Twice per day, a hydroloth can attempt to summon another hydroloth with a 50% chance of success.

**Amphibious (Ex):** Hydroloths breathe both air and water and can

survive indefinitely on land.

**Resistances (Ex):** Hydroloths take half damage from water-based attacks on a failed save and no damage on a successful save.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

The Hydroloth first appeared in the 1e MM II (Gary Gygax, 1983).

# ANTHRAXUS “the Decayed” (Oinoloth)

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## Large Outsider (Evil)

**Hit Dice:** 77d8+1001 (1347 hp)

**Initiative:** +15 (+11 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 36 (-1 size, +11 Dex, +16 natural)

**Attacks:** 2 slams +88 melee

**Damage:** Slam 2d6+12 and disease

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, spells, psionics, transfixing gaze, disease, summon yugoloth, *Staff of the Lower Planes*

**Special Qualities:** Damage reduction 50/+5, SR 34, yugoloth qualities, telepathy

**Saves:** Fort +53, Ref +51, Will +51

**Abilities:** Str 35, Dex 32, Con 36, Int 33, Wis 33, Cha 36

**Skills:** Balance +88, Bluff +90, Concentration +90, Diplomacy +90, Gather Information +90, Hide +84, Intimidate +90, Intuit Direction +88, Knowledge (arcana) +88, Knowledge (the planes) +88, Knowledge (politics) +88, Knowledge (religion) +88, Listen +88, Move Silently +88, Scry +88, Search +88, Sense Motive +88, Spellcraft +88, Spot +88

**Feats:** Blind-Fight, Cleave, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Great Cleave, Heighten Spell, Improved Initiative, Improved Disarm, Improved Trip, Maximize Spell, Mobility, Power Attack, Quicken Spell, Silent Spell, Spell Penetration, Still Spell, Sunder, Track

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (1d2 ultroloths or 1d2 arcanaloths and 1d2 nycaloths, and 2d4 mezzoloths)

**Challenge Rating:** 45

**Treasure:** double coins; double goods; double items

**Alignment:** Always neutral evil

**Advancement:** —

There is but a single yugoloth master and ruler. Known by the title of Oinoloth, he is a unique individual of great power. The present Oinoloth is Anthraxus the Decayed. It is to him that all yugoloths pay homage.

Anthraxus is the most powerful yugoloth of the Lower Planes. His position is challenged by other unique yugolothic beings, the chief of which are Bubonis, Choleric, Typhus, Diptherius, Brucilousu, Pneumonis, and Rheumatus, along with others unknown or unrecorded by scholars.

Anthraxus appears as a tall humanoid figure in a rotting gray suit and cape. His head is that of a ram deformed by disease. His mouth foams and the wool pulls away from his skin in handfuls. There are boils and blisters over his exposed skin, and his flesh is pulled taut over his bones.

## COMBAT

Anthraxus attacks using his spells, spell-like abilities, and staff in combat. He will not hesitate to gate in other yugoloths to assist him.

**Spell-Like Abilities:** At will—*alter self, burning hands, deeper darkness, desecrate, detect good, detect magic, detect thoughts, dispel*

*magic, fear, improved invisibility, see invisibility, shapechange, teleport without error* (self plus 50 pounds of objects only), and *wall of fire*; 3/day—*feeblemind, mass suggestion, wall of force, and wall of ice*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Spells:** Anthraxus can replicate sorcerer spells as a 20th-level caster (DC 23 + spell level). He can also replicate cleric spells as a 20th-level caster (DC 21 + spell level). Anthraxus has access to the domains of Death, Destruction, and Evil.

**Psionics (Sp):** At will—*detect evil, plane shift, polymorph self, and suggestion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

**Transfixing Gaze (Su):** Held (as the *hold person* spell) until released by Anthraxus, 30 feet, Will save (DC 61) negates. If Anthraxus is slain or moves more than 30 feet away, an affected creature is released. The casting of a *wish* or *miracle* can also release a held creature. Note that Anthraxus only has to remain in range of an affected creature to maintain this ability. He does not have to concentrate on it.

**Disease (Ex):** Touch, double strength demon fever (2d6 temporary Con damage per day, DC 36 to remove, must succeed at second Fortitude save or lose 2 points of Con permanently). See page 75 of the *DMG*.

**Staff of the Lower Planes:** Can only be wielded by another yugoloth upon the death of Anthraxus.

The staff has the following powers: at will—*desecrate, doom, fear, mass charm, suggestion, and unholy aura*; 1/day—*wish*. These are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

The staff's powers automatically overcome any other yugoloth's spell resistance.

Any non-yugoloth that touches the staff takes 8d8 points of electrical damage per round of contact.

**Summon Yugoloth (Sp):** Three times per day, Anthraxus can automatically summon 1d3 ultroloths or nycaloths, 1d4 charonaloths, yagnoloths, or arcanaloths, or 1d6 mezzoloths, dergholoths, hydroloths, or pisoloths.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 40. Anthraxus has darkvision with a range of 120 feet.

**Telepathy (Su):** Anthraxus can communicate telepathically with any creature within 100 feet that has a language.

Anthraxus first appeared in the 1e MM II (Gary Gygax, 1983).



# PISCOLOTH

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## Medium-Size Outsider (Evil)

**Hit Dice:** 9d8+27 (67 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 20 ft, swim 50 ft

**AC:** 17 (+2 Dex, +5 natural)

**Attacks:** 2 claws +12 melee; or 7 tentacles +12 melee

**Damage:** Claw 2d4+3; or tentacle 1d6+3 and paralysis

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, vorpal strike, paralysis, summon yugoloth

**Special Qualities:** damage reduction 10/+1, all-around vision, SR 23, yugoloth qualities, telepathy

**Saves:** Fort +9, Ref +8, Will +6

**Abilities:** Str 17, Dex 14, Con 16, Int 11, Wis 10, Cha 14

**Skills:** Hide +12, Intimidate +14, Listen +13, Move Silently +12, Search +9, Sense Motive +9, Spot +13

**Feats:** Alertness, Improved Initiative, Power Attack

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary, team (2-4), or squad (6-10)

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 7-14 HD (Medium-size); 15-27 HD (Large)

Piscoloths are the sergeants and commanders of the yugoloth armies in the Lower Planes. They are usually found commanding large companies of mezzoloths and dergholoths.

The fishtailed, wall-eyed piscoloth stands about 5 feet tall and has the body of a lobster, the talons of a bird, and a head similar to that of the carrion crawler. Its arms end in a set of crab-like pincers.

## COMBAT

The piscoloth attacks using its pincers and tentacles.

**Spell-Like Abilities:** At will—*blink*, *cause fear*, *desecrate*, *deeper darkness*, *detect thoughts*, *see invisibility*, and *stinking cloud*; 2/day—*major image* and *protection from good*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Three times per day, a piscoloth can use *teleport without error* (self plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.

**Vorpal Strike (Ex):** If the piscoloth scores a critical hit on an opponent using its claw attack, that opponent must succeed at a Fortitude save (DC 17) or have one limb severed (Roll 1d6; 1-3 arm, 4-5 leg, or 6 head). There is an equal chance of the limb lost being right or left, with regards to an opponent's arms and legs.

**Paralysis (Ex):** Tentacle—Fortitude save (DC 17) or paralysis for 1d6+2 minutes. Even if the save is successful the creature is affected as by the *slow* spell cast by a 12th-level sorcerer.

**All Around Vision (Ex):** This piscoloth's faceted eyes let it see in all directions, thus it cannot be flanked.

**Summon Yugoloth (Sp):** Once per day a piscoloth can attempt to summon 1d3 mezzoloths or another piscoloth with a 35% chance of success.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

The Pocoloth first appeared in the 1e MM II (Gary Gygax, 1983).

# YAGNOLOTH

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**Large Outsider (Evil)****Hit Dice:** 10d8+30 (75 hp)**Initiative:** +0**Speed:** 40 ft**AC:** 17 (-1 size, +8 natural)**Attacks:** Slam +19 melee, greatsword +17 melee**Damage:** Slam 1d8+10 and stun, greatsword 2d6**Face/Reach:** 5 ft by 5 ft/10 ft**Special Attacks:** Spell-like abilities, stun, breath weapon, feed, summon yugoloth**Special Qualities:** Damage reduction 20/+2, SR 22, yugoloth qualities, telepathy**Saves:** Fort +10, Ref +7, Will +7**Abilities:** Str 30\*, Dex 11, Con 17, Int 13, Wis 10, Cha 16**Skills:** Concentration +13, Hide +8, Knowledge (the planes) +11, Listen +12, Move Silently +12, Search +11, Sense Motive +12, Spot +12**Feats:** Ambidexterity, Two-Weapon Fighting, Power Attack**Climate/Terrain:** Any land and underground**Organization:** Solitary or pair**Challenge Rating:** 14**Treasure:** Standard coins; double goods; standard items**Alignment:** Always neutral evil**Advancement:** 11-15 HD (Large); 16-30 HD (Huge)

\* Strength 30 applies only to giant-sized arm; the other arm has Strength 11.

Yagnoloths are minor nobles of the yugoloth society. They are lords of fiefs and all who enter these fiefs are subject to their rule. They in turn answer to the arcanaloths who rule over them.

Yagnoloths are horrible creatures with two unequal arms, one man-sized and the other giant-sized. These creatures are large humanoids with scaly red skin and bulky muscles. Their horrid heads have great wing-like ears. Their facial features, like the personalities of the creatures, are hateful and evil.

## COMBAT

The physical attack of the monster is with its huge arm and greatsword. It also uses its spell-like abilities and breath weapon in combat.

**Spell-Like Abilities:** At will—*cause fear*, *deeper darkness*, *desecrate*, and *see invisibility*, 3/day—shocking grasp. These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

At will, a yagnoloth can use *teleport without error* (self plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.?

**Stun (Ex):** Slam attack—Fortitude save (DC 25) or stunned 2d4 rounds.

**Breath Weapon (Su):** Acid damage 6d6 and stunned 1d6 rounds, cone, 30 feet, every 1d4 melee rounds (but no more than five times per day); Fortitude save (DC 18) for half.

**Feed (Su):** When a yagnoloth slays an opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a yagnoloth consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of raising or

resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

**Summon Yugoloth (Sp):** Once per day, a yagnoloth can attempt to summon another yagnoloth with a 35% chance of success.

**Yugoloth Qualities (Ex):** Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

**Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

The Yagnodaemon first appeared in the 1e MM II (Gary Gygax, 1983).