



Denizens of Diamvor™



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New Monsters
for
DEMONS™

By
**Loren Coleman, Bruce Harlick,
Steve Kenson, Dave Panchyk
and Brian Schoner**

The Infernal Hierarchy of Generals

Marshal Barkash

<u>Danzigh</u>	<u>Jormandur</u>	<u>Kargon</u>	<u>Taurcal</u>
Baubo	Shrek	Gulfith	Pterykk
Ashkiel	Sollmar	Art-Ardurr	Jretok
Rmos	Nigul	Lesnock	Quellik
Nul	Derleth	Sreg	Kytyk
Magrik	Mostra	Gwestratasta	Slembak

Marshal Jurgarrd

<u>Mabon</u>	<u>Nimbor</u>	<u>Neiderarch</u>	<u>Shub-Thal</u>
Barfalgas	Babalan	Abbaross	Boreezus
Azrak	Dezrik	Gammeth	Zalekeer
Mublik	Orfeezus	Sathkir	Olabaren
Voramash	Zalak	Yarrow	Maderikk
Idjit	Alafon	Purellesh	Amorill

Marshal Nixoramphelmog

<u>Hallantor</u>	<u>hzzzz'ki'zif</u>	<u>Murrush</u>	<u>Posamara</u>
Stata	Daroon	Ssssth	Drellix
Minmin	Reen	haaaagh	Aldonara
Michmin	Landris	Whhhhhhl	Shokay
Nimnich	Agriik	Nnnngg	Auricarg
Orch-Nic	Artlotta	Rrrrahl	Revel

Marshal Tarranon

<u>Valdercies</u>	<u>Kaffyd</u>	<u>Kaisyl</u>	<u>Talium</u>
Cammerrat	Bledryth	Lemyet	Bresht
Kestovin	Pahr	Xavrag	Hazzu
Terzazel	Kericherix	Chantos	Lamur
Yddonxa	Wistka	Jidra	Yetzi
Deraquan	Debzawl	Cremitin	Inxel

Marshal Vrash

<u>Jarec</u>	<u>Cithro</u>	<u>Droupholac</u>	<u>Ordipha</u>
Kendor	Proxia	Lio	Kelak
Calibdan	Vreckla	Rah	Urлу
Wesweller	Quirla	Tre	Vendiv
Naug	Mockla	Xo	Gorog
Sabbget	Storla	Ain	Ragnir

The Infernal Hierarchy of Governors

Great Botis

<u>Azrafel</u>	<u>Hadramor</u>	<u>Kimlik</u>	<u>Haffireh</u>	<u>Jomathekor</u>
Cadaba	Mortrex	Mermel	Xoracor	Miranoc
Mizrail	Dirkramsh	Nod	Varzrilok	Cormarith
Coraxyle	Hefremekor	Hopesend	Porillis	Hrodil
Martesch	Kirlnirmak	Malerin	Merhanal	Krafsman

Great Sulfur

<u>Vaniel</u>	<u>Tasenor</u>	<u>Dædizar</u>	<u>Nocanon</u>	<u>Orthean</u>
Badrel	Coagal	Iain	none	Kengaw
Donis	Doagal	Ohon		Lengaw
Ianna	Roagal	Elen		Dengaw
Zorel	Noagal	Adan		Wengaw

Great Gusion

<u>Soffiel</u>	<u>Rowrosea</u>	<u>Moccion</u>	<u>Thebas</u>	<u>Ihadiel</u>
Sligma	Bouf	Rage	Ixa	Nejea
Crowda	Traclea	Terror	Kagua	Dharr
Yger	Neraaa	Hatred	Bosma	Netat
Wiebo	Ssipa	Despair	Chea	Uthul

Great Sabnock

<u>Darlyoth</u>	<u>Xurach</u>	<u>Mexrekerlemek</u>	<u>Mizirath</u>	<u>Cadralax</u>
none	none	none	none	Marlaquim
				Iripal
				Horeshka
				Narbroa

Denizens of Diamvor

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INTRODUCTION

"... I had viewed so many obscene and unexpected sights as I plumbed the realms of the Infernus, that I was taken aback when at last I saw what I had been expecting all along. Here was the epitome of the hell which mothers threatened their children with. Before I could adjust I had doubled over from the sulfur and my skin began to blister from the infernal heat."

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

Prepare yourself for the denizens of Diannor! In this product, you'll find complete descriptions of the demonic Marshals, Generals and Governors of this dread realm. All of these foul creatures fit into the grand infernal hierarchy first described in our *Demons* product (#752). Although the brief summary below gives you all the essential information you need to incorporate these creatures into your campaign, you should be aware that *Demons* contains a great deal of additional information that should enhance your enjoyment of this product.

DEMONS: AN OVERVIEW

Demons are evil extra-dimensional spirits who inhabit a dismal outer plane known as the Infernus. Exactly where the demons came from remains unknown; many sages theorize that the infernal hordes are an essential part of the universe and as old as time itself.

Demons thrive on temptation. Their power springs from subversion and corruption. Demons are so skilled in these endeavors that they can threaten and tempt even the divine. Many eons ago, the gods created the Infernus and imprisoned the demonic hordes within its fiery bowels so as to protect themselves from diabolical influence. Then, several eons later, when the gods of law and chaos needed a mechanism for determining the fate of the mortals they created, the gods decided to allow the demons to leave the Infernus to tempt mankind. The manner in which each mortal responds to diabolical temptation determines the ultimate resting place of his or her soul. Those who resist the demons are claimed by the gods of law and good, while those who succumb are claimed by the gods of evil and chaos. In return for the right to prey upon the mortals, the demons have agreed to uphold a set of accords, known as the Compact, that restrict their behavior on the mortal planes. Although the demons resent the gods and their decrees, most grudgingly follow the Compact, though there are a few rogue demons who petulantly disobey the divine.

Temptation is not the only danger demons hold in store for mortals. For reasons not entirely understood by mortal spellcasters, there is a strange connection between the denizens of the

Infernus and the forces of magic. A few mortal sorcerers have learned that summoning and invoking demons grants them access to unusually powerful magicks. According to the ancient accords, however, demons summoned to the mortal plane in this fashion are no longer bound by the Compact. A sorcerer who summons a demon and fails to control it typically unleashes a rampaging monstrosity.

The Infernal Hierarchy

Shortly after the Compact was forged, the demons reorganized themselves into a complex hierarchy designed to facilitate their mission. During the reorganization, the infernal hordes were split into five great Orders, each dedicated to exploiting the flaws in one of the five components from which the gods forged mortal man (heart, mind, soul, blood, and flesh). Then, within each order, four Orbits were established, each focusing upon the essential portions of mortality in which the order's ruling component intersects with each of the other components. Thus, within the Order of the Blood are orbits dedicated to the Blood and the Mind, the Blood and the Heart, the Blood and the Soul, and the Blood and the Flesh. Each of these combinations yields a particular major sin with which the demons tempt mankind. Sitting atop each Order is a Prince of Demons, and sitting atop each Orbit is a Diabolical Duke. The prince and his thralls are charged with propagating the major sin associated with his order's component (the Prince of the Mind is the Lord of Lies, for instance), while each of the dukes is charged with propagating the lesser sin associated with the components that intersect to form his Orbit (the Duke of the Mind and the Heart, for instance, is the Lord of Traitors). To assist them in their endeavors, the dukes each hold sway over five governors, each of which commands four thanes. The thanes are ultimately responsible for bringing the commands of the infernal bureaucracy all the way down to the individual demons and demonlings that comprise the infernal hordes. Although most governorships and thaneries are filled by generic "Type X" demons as described in *Demons*, such creatures begin to take on special charac-

teristics appropriate to their new position shortly after ascending to their new posts. Thus, after an eon or so, each of these important offices is occupied by a completely unique creature. In fact, many creatures of this nature are detailed in this volume.

The legions that make up the infernal armies lie outside the standard chain of command. Each demon prince is served by a five diabolical marshals, who are in turn served by four infernal generals. Each of these generals hold sway over four lieutenants, the officers ultimately responsible for commanding the infernal armies on the field.

Sitting atop the entire infernal hierarchy are the Demon King Amdosias and his court, made up of the Lords Raastible, Bienthe, Rundigard, Lustikaar, Dordigaffe, and Thruxus. Amdosias' court advises him and helps him oversee affairs in his diabolical kingdom. Each of the courtiers are unusually powerful demons who ascended through the demonic hierarchy to achieve the rank of prince or beyond.

Denizens of Diannor details the diabolical Order of the Blood that dominates the demi-plane of Diannor Since Grand Phenex, Prince of the Blood, and each of his associated dukes were covered in *Demons*, this product covers the demons of the Blood at governor, marshal, and general rank.

The Infernus

The Infernus consists of six separate demi-planes known as Vecheron, Verekna, Og, Thanis, Diannor, and "the Pit." Standing at the center of the Infernus, the Pit is home to King Amdosias and his court. Each of the remaining demi-planes is dominated by one of the five infernal orders. The demi-planes are each connected to the others by an intricate series of gates and bridges.

Diannor, the demi-plane that is home to the creatures detailed in this product, is dominated by the infernal Order of the Blood. It is said that Grand Phenex laid waste to his own realm when Amdosias declared an end to the war of dominions. His fiery wrath incinerated all but the most resistant stone.

The shattered landscape that is Diannor is covered with flames, from the burning seas to lava pits to constantly erupting volcanos. Scuttling across this blasted surface are the various thralls of the lords of Diannor and hideous diabolic wyrms. The lords themselves dwell in the safety and relative comfort of their volcanic fortress palaces.

STANDARD DEMONIC ABILITIES

In addition to their listed abilities, all demons have the following powers:

Standard Demonic Abilities (possessed by all demons, Type 1 and up)

- **Plane Shift**—Demons have the ability to travel between the planes at will. While operating on the plane prime, of course, most demons observe the Compact unless summoned to the plane against their will.

- **Alter Self**—Demons have the ability to alter their own appearances at will, a power that comes in handy when tempting mortals.

- **Detect Alignment**—Demons can detect alignment at a range of 12" at will.

- **Protection From Good 10' Radius**—This magical ward emanates from all demons.

- **Immunity**—All demons are completely immune to poison and disease.

- **Darkness Vision**—Demons can see in the dark as well as they can see in the light.

- **Temptation**—Demons have the power to tempt mortals to sin. Basically, this magic ability allows a demon to manifest any circumstances it needs in order to propagate the sin it represents. A demon of gluttony, for instance, can magically locate a monstrous quantity of food or a barrel of wine whenever he needs one to assist him in tempting some mortal. Although the exact limits of this ability are up to the Gamemaster, greater demons can obviously accomplish a great deal more than lesser demons.

There are two ways of handling diabolical temptation in play. First, you can simply role play the situation. Suppose a greed demon leaves a jeweled necklace dangling from around the neck of a sleeping beggar. If one of the player characters takes the necklace, he or she has succumbed to the temptation. Once a character has succumbed three or four times, his or her alignment shifts to evil and his or her immortal soul is forfeit to the gods of chaos.

If you would rather not role play the temptation sequences, every time a player character encounters a temptation "trap" laid by a demon (like the beggar's necklace), give him or her both a saving throw vs. magic and an Insight Check. If both these rolls fail, the character must succumb to the temptation (with all the consequences outlined above). You should not undertake this latter option lightly, however, since it dilutes the players' ability to make decisions for their own characters.

- **Possession**—Demons have the ability to possess any mortal within a range of 6." Once

possessed, the mortal loses physical control of his or her body to the demon. Demons possessing mortals have access to all their victim's thoughts and memories and may still use all their own powers as well as those of the target. Mortals targeted for possession can resist with a successful save vs. magic. If a possession attempt fails, the demon who made the attempt cannot try to possess that particular mortal for a period of five days.

Once a mortal is possessed, the only way to free him or her from diabolical influence is to successfully perform an exorcism or to convince the demon to leave voluntarily. (To exorcise a demon, a priest must successfully turn "special" undead, a priest of Skill 12 or higher must *remove curse*, or an appropriate character must *abjure*, *banish*, *dispel evil*, or *dismiss* the demon). In accordance with the Compact, demons can only attempt to possess those mortals who agree

to make themselves willing targets, though many demons are adept at tricking mortals into granting such permission. Demons who are unwillingly summoned to the plane prime, of course, may possess mortals with no restrictions.

Standard Demonic Abilities (possessed by demon lords):

- **Immortality**—It is impossible to slay a diabolical lord, prince, or duke anywhere but in the Infernus. If "killed" on the plane prime, greater demons simply reform in the Infernus 5-50 days later. If a member of the diabolical hierarchy is slain in the Infernus, he is truly dead, but his throne and patron sin are claimed by another demon almost immediately.

- **Teleportation**—Demon lords can teleport unerringly from place to place.

- **Gate**—A demon lord can attempt to gate in 2-12 of its servants at will.

HOW TO READ THE MONSTER LISTINGS

STRENGTH, INTELLIGENCE, INSIGHT, DEXTERITY, STAMINA, and APPEARANCE list the demon's Attribute scores.

FIGHTER, WIZARD, PRIEST, and THIEF list a demon's Skill Levels. Many demon lords can perform the functions of all four classes.

ALIGNMENT gives some indication of the demon's moral code and behavior.

ARMOR CLASS gives an indication of how difficult it is to strike the demon in combat.

HTK, or "Hits to Kill," is the number of damage points the demon can sustain before dying.

THACO, or "To Hit Armor Class Zero," indicates the ease with which the demon can strike others in combat.

NO. OF ATTACKS lists the number of attacks the demon can execute each round.

SP. ATTACKS and SP. DEFENSES list any special attacks or defenses the demon can execute.

MOVEMENT indicates the demon's basic movement rate.

MAGIC TOLERANCE is a measure of the demon's resistance to magic. Magic Tolerances assume the spell targeting the demon was cast by a Skill 11 Wizard. Spells cast by wizards of higher or lower Skill Level adjust the demon's Magic Tolerance upward or downward as

described in the standard rulebook.

SIZE indicates a creature's physical size. M stands for Medium or man-sized, S stands for Small, and L stands for Large.

PERSONALITY indicates the demon's basic personality type (see *Demons* for details).

XP AWARD lists the number of experience points earned by a character who manages to slay a demon lord. Characters who slay demon lords on the plane prime receive half the award.

COMBAT details the demon's combat abilities.

DIABOLICAL ABILITIES list any special abilities possessed by the demon. Because of the strange connection between demons and magic, demon lords and their servants can bestow some of their powers upon mortal sorcerers who properly invoke them. For details, see *Demons*.

FACTS describes the sort of pacts the demon favors. See *Demons* for details.

ROLE PLAYING provides tips on how to role play the creature in question.

PALACE gives a detail or two about the demon's dwelling place.

LIEUTENANTS lists each of the lieutenants who serve a diabolical general and gives a few details about them.

THANES lists each of the thanes who serve an infernal governor and gives a few details about them.

Barkash

(Marshal of Grand Phenex)

STRENGTH:	19
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	17
STAMINA:	18
APPEAL:	20
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	102
THAC0:	11
NO. OF ATTACKS:	2
SPECIAL ATT:	See below
SPECIAL DEF:	+3 or better weapons to hit
MOVEMENT:	10" land
MAGIC TOLERANCE:	65%
SIZE:	L
PERSONALITY:	Seductive
XP AWARD:	14,000

Combat

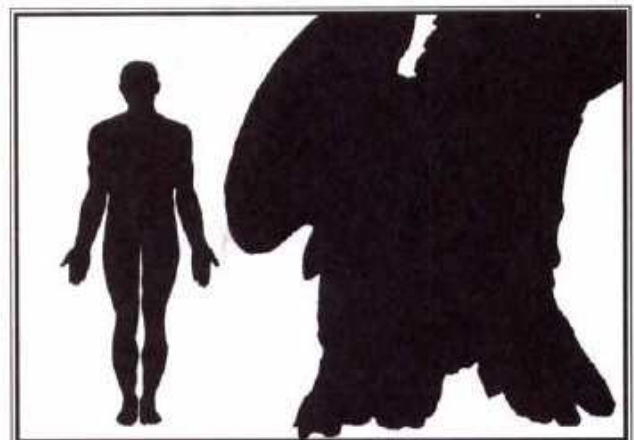
Barkash fights with a whip and shield made from broken contracts. The whip is +3 and inflicts 2-8 points of damage. The shield reduces incoming damage by half. Those struck by the whip must make a saving throw versus death at -2 or be paralyzed for 2-8 rounds by a web of their own broken promises.

Diabolical Abilities

Barkash thrives on the breaking of promises, the sun-dering of pacts, the refutation of verbal contracts. He can compel any mortal who fails an Insight Check to break any promise or deal. Barkash can also compel mortals into agreeing to foolish pacts or contracts in a similar fashion. Only those who are completely honest in all of their dealings are immune to this marshal's blandishments.

Pacts

Barkash will attend those who draw up a contract calling for undeliverable terms. The contract is read, signed, witnessed and then burned, along with the witness, in a fire built from the finest wood. Such things please this marshal, and he will appear to bargain with the summoner.



Size Comparison

Role Playing

Barkash appeals to those who are looking for an unfair advantage in life. He speaks to them, telling them of the power and wealth they can have if they will only break their word or violate their contracts. Barkash is cunning when making pacts with mortals, and will always seek a way to render the contract void, and claim the mortal's soul for his own.

Palace

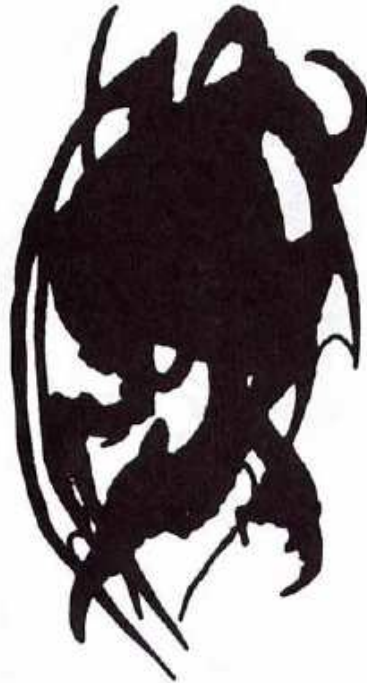
Barkash lives in a grand palace, built from fine materials that were procured by cheating their providers. Most honest people feel uneasy in Barkash's realm. The palace is constantly changing to reflect the governor's newest one-sided deal.

Generals of Barkash

Danzigh



Jormandur



Kargon



Taurcal



Jurgarrd

(Marshal of Grand Phenex)

STRENGTH:	18
INTELLIGENCE:	19
INSIGHT:	17
DEXTERITY:	15
STAMINA:	16
APPEAL:	15
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 3 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-2
HTK:	120
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT:	See Below
SPECIAL DEF:	+3 or better weapons to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

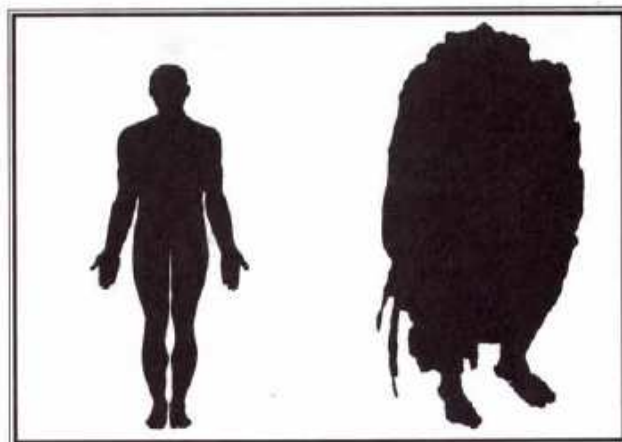
Jurgarrd fights with two +2 flails made from the chains of prisoners who were unjustly jailed. They inflict 2-16 points of damage, and do double damage to thieves, assassins and others who are unfair or unjust in their dealings. Jurgarrd is immune to surprise attacks, assassination attempts or backstab attempts.

Diabolical Abilities

This unjust marshal's power lies over justice distorted, justice delayed or justice denied. Jurgarrd can cast *suggestion* (as per the Skill 3 Wizard spell) once per turn. In addition, he can cast *Domination* (as per the Skill 5 Wizard spell) on any lawful or chaotic character once per turn.

Pacts

Those who wish to invoke Jurgarrd need to entice him with unjust offerings. Gold that was used to bribe a judge or the sacrifice of one who has lived a com-



Size Comparison

pletely just life are his preferred offerings. If this material is presented in a ceremony that resembles a twisted trial, Jurgarrd will come to hear the summoner's request. Jurgarrd can provide the summoner with immunity to civil (not religious) law, or can intervene in a non-religious trial to force whatever verdict the summoner wishes to be found.

Role Playing

Jurgarrd seems to be the most arrogant of all judges. He manifests in dark, judicial robes, and his eyes always seem to be judging those they look at. The verdict is never favorable. Jurgarrd's voice carries the weight of legal pronouncements.

Palace

Jurgarrd lives in a high court room, where he sits in judgement over all of his subjects. His generals stay close to hand, ready to execute his distorted sentences.

Generals of Jurgarrd

Mabon



Mimbor



Neiderarch



Shub-Thal



Jurgarrd

(Marshal of Grand Phenex)

STRENGTH:	18
INTELLIGENCE:	19
INSIGHT:	17
DEXTERITY:	15
STAMINA:	16
APPEAL:	15
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 3 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-2
HTK:	120
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT:	See Below
SPECIAL DEF:	+3 or better weapons to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

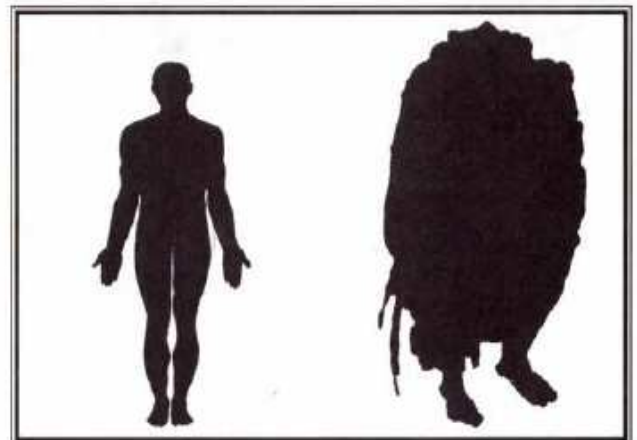
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Role Playing

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Palace

Jurgarrd lives in a high court room, where he sits in judgement over all of his subjects. His generals stay close to hand, ready to execute his distorted sentences.

Generals of Jurgarrd

Mabon



Mimbor



Neiderarch



Shub-Thal



Nixoramphelmog

(Marshal of Grand Phenex)

STRENGTH:	N.A.
INTELLIGENCE:	19
INSIGHT:	17
DEXTERITY:	16
STAMINA:	13
APPEAL:	16
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	100
THACO:	12
NO. OF ATTACKS:	2
SPECIAL ATT:	See below
SPECIAL DEF:	+3 or better weapons to hit
MOVEMENT:	20" air
MAGIC TOLERANCE:	55%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	14,000

Combat

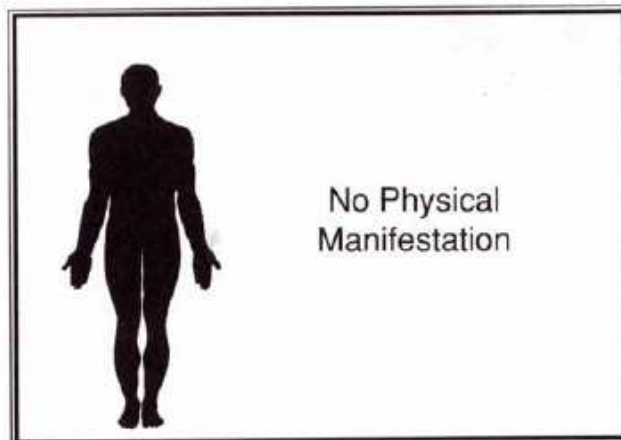
Nixoramphelmog has no real physical manifestation. In combat, it utters horrible sounds that inflict 3-30 points of damage to all within 30 feet. The sound also acts as an *Anti-Magic Shell* (as per the Skill 6 Wizard spell). A +3 or greater weapon is required to strike Nixoramphelmog. However, bards and other characters who make their living with their voices can always affect the marshal, and their attacks do double damage.

Diabolical Abilities

Nixoramphelmog can distort any sound, causing it to become unrecognizable. He can prevent wizards and priests from casting spells and can twist words, requiring those listening to make an Insight Check or misinterpret them in the worst possible way. Nixoramphelmog can also cause words and sound to become crystal clear, with no chance of being distorted. This eliminates any chance of spell failure for any verbal reason. It also cause spells so enhanced to be cast a twice their normal power.

Pacts

The only thing that Nixoramphelmog will respond to is the perfect recitation of his name, over and over again. A



Size Comparison

would-be conjuror must make an Intelligence Check at -2, or he will stumble over the governor's name. Mispronouncing Nixoramphelmog's name enrages him. If appeased, the marshal can be a powerful patron for a wizard. He can grant the wizard the ability to flawlessly cast spells, as mentioned above, or give him a silver tongue that can convince crowds to do his bidding.

Role Playing

Nixoramphelmog either speaks so low that he is hard to hear, or so loudly that it is painful. He almost never manifests in a physical form, but rather as a wave of hideous sound.

Palace

Nixoramphelmog lives in a palace suspended in the silences between words. The palace is home to many mind-twisting sound, and, like its master, has no real physical form.

Generals of Nixoramphelmog

Hallantor



Hrzzzz'ki'zif



Murrush



Posamara



Tarranon

(Marshal of Grand Phenex)

STRENGTH:	15
INTELLIGENCE:	20
INSIGHT:	19
DEXTERITY:	15
STAMINA:	16
APPEAL:	17
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-2
HTK:	110
THACO:	11
NO. OF ATTACKS:	2
SPECIAL ATT:	See below
SPECIAL DEF:	+3 or better weapons to hit
MOVEMENT:	12" ground
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

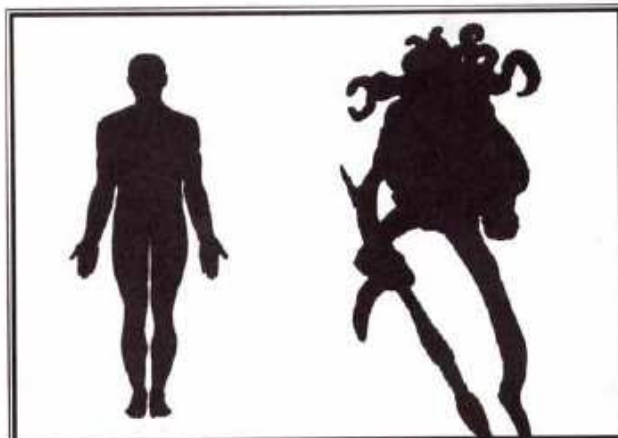
Tarranon fights with a giant quill pen and ink well. The pen has written things man was not meant to know, and can inflict 2-12 points of damage with but a touch. The ink well is filled with knowledge that man has forgotten. Tarranon can spray a 30' cone with this ink, causing all within the cone to save versus magic at -3 or be subject to a *Feeblemind* (as per the Skill 5 Wizard spell).

Diabolical Abilities

Tarranon is master of forbidden knowledge. He can cause wizards to forget all their memorized spells with a word. (A saving throw versus magic will allow the wizard to avoid this effect.) He can also grant the knowledge of any spell's casting to a wizard. Tarranon also knows the deepest secrets of anyone who has not lead a virtuous life. He delights in reveal these secrets in a fashion where they will be most damaging.

Pacts

Those wishing to invoke Tarranon must burn thirteen black books of common knowledge while standing in a pentagram drawn from blood-black ink during the height



Size Comparison

of a full moon. Only then will the marshal come to speak with the summoner and grant him knowledge.

Role Playing

Tarranon speaks with the pompous attitude of one who knows everything. No one may tell him anything new; he will always act as though he already possessed the information or fact presented to him. His snide, "I've-got-a-secret-and-you-don't" attitude drives many to distraction and premature attack.

Palace

Tarranon's palace resembles a great library, filled with stacks and stack of books. Blind, demonic librarians tend the collection, but only Tarranon knows the location of any book. Any forbidden or banned knowledge can be found in these books. To be allowed to wander freely among the stacks is the highest boon the governor may grant a mortal.

Generals of Tarranon

Valdercies



Kaffyd



Kaisyl



Talium



Vrash

(Marshal of Grand Phenex)

STRENGTH:	18
INTELLIGENCE:	16
INSIGHT:	17
DEXTERITY:	16
STAMINA:	17
APPEAL:	15
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	100
THACO:	10
NO. OF ATTACKS:	2
SPECIAL ATT:	See below
SPECIAL DEF:	+3 or better weapons to hit
MOVEMENT:	12" land / 24" air
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

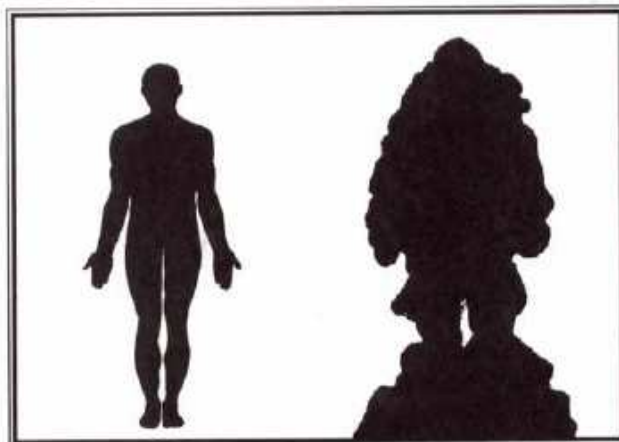
Vrash fights with a two-handed sword, a +2 weapon that does 2-12 points of damage but inflicts 3-24 damage to shapechangers. All those struck by Vrash's evil blade must save versus magic or be *Polymorphed* into a shape of the marshal's choosing. Vrash is immune to all spells of shape and form changing such as *Polymorph Other*, and *Flesh to Stone*.

Diabolical Abilities

Vrash can cast *Polymorph Self*, *Polymorph Others*, *Stone to Flesh* and *Massmorph* at will. Vrash can also dismiss the altered forms of lesser shapechangers with a gesture.

Pacts

The sacrifice of a lycanthrope is needed to attract Vrash's attention. When such is done with the proper ceremony, the marshal will make an appearance. He can grant the summoner any shape the summoner desires. Vrash can also aid the summoner with tasks of change, either helping him move up in station, or causing a foe to fall in stature.



Size Comparison

Role Playing

Vrash is arrogant. He knows that all things flow from change, and over change, his power is formidable. It is very hard to get a truthful answer from this demon, as he constantly changes his mind.

Palace

Vrash lives in a palace that is constantly changing and flowing. Only the marshal can navigate through this ever-shifting maze. All others risk the danger of becoming lost, never to be heard from again.

Generals of Vrash

Jarec



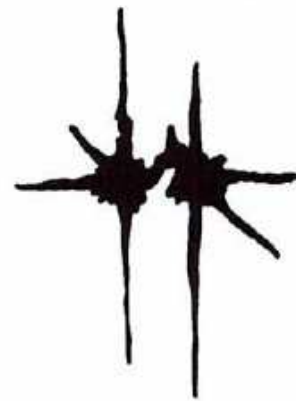
Cithro



Droupholac



Ordipha



Danzigh

(General of Barkash)

STRENGTH:	14
INTELLIGENCE:	18
INSIGHT:	20
DEXTERITY:	17
STAMINA:	17
APPEAL:	18
FIGHTER:	Skill 9 fighter
WIZARD:	Skill 10 wizard
PRIEST:	Skill 8 priest
THIEF:	Skill 9 thief
ALIGNMENT:	Chaotic evil
ARMOR CLASS:	-2
HTK:	80
THACO:	12
NO.OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	10" land
MAGIC TOLERANCE:	50%
SIZE:	S
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Danzigh prefers to use magic to attack his foes, but if the opportunity presents itself, the demon latches his arms around the throat of an opponent and attempt to strangle him. The demon has an effective Strength of 18 for this hold and does 2-8 points of damage per round.

Diabolic Abilities

Danzigh can charm children at will as a Skill 12 wizard. This ability is similar to *Charm Person*, but only works on preadolescents. The demon also has the ability to animate toys, dolls and similar children's playthings at will as an *Animate Object* cast by a Skill 10 priest. Such animated things takes on a feral, demonic cast and move at the demon's will to attack opponents. Danzigh is fond of turning children and their innocent playthings against nearby adults.

Lieutenants

Danzigh's lieutenants are demonic imps that look like ragged street urchins. Each is skilled at playing various "games" that they use to lure unsuspecting children and adults into their clutches and each can *Charm Children* as a Skill 7 wizard. **Baubo** plays games of "war" that can lead to murder. **Eshkiel** encourages cruelty towards



other children. **Remos** plays with magic that should not fall into a child's hands. **Nul** runs wild and foments disrespect and rebellion against adults. **Magrik** teaches greed and gluttony over sharing.

Jormandur

(General of Barkash)

STRENGTH:	21
INTELLIGENCE:	16
INSIGHT:	17
DEXTERITY:	16
STAMINA:	20
APPEAL:	15
FIGHTER:	Skill 13 Fighter
WIZARD:	Skill 8 Wizard
PRIEST:	Skill 6 Priest
THIEF:	Skill 4 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-5
HTK:	100
THAC0:	8
NO.OF ATTACKS:	3 (claw/claw/bite)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	15" land/24" air
MAGIC TOLERANCE:	40%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

Jormandur attacks with his teeth and claws in combat, doing 1-12 points of damage per claw attack and 2-20 by biting. Like many demons of the blood, he is surrounded by an aura of flames. However, so intense are they that they do an additional 2-12 points of damage when the wyrm makes a successful attack.

Jormandur may spit a fiery liquid twice per day. The fluid sticks to the target character upon a successful hit, doing 2-16 points of damage per round for 2-12 rounds before burning out. Water cannot extinguish the flames, but smothering them (such as by rolling on the ground for 2 rounds) will do so.

Diabolic Abilities

Jormandur's black scales are immune to all forms of heat and fire damage, allowing the creature to live in the lava fields of Dionnar. The wyrm may use the following abilities as a Skill 10 wizard: *Fire Charm*, *Fire Shield*, and *Fire Resistance* (as the ring).

Lieutenants

Jormandur's lieutenants are all great fire wyrms similar to their master, of unusual size and intelligence, with 13 HTK Dice and AC -2. In addition to their normal bite



and claw attack, the lieutenants may cast spells as Skill 8 wizards. **Shrek** is a hunter that stalks the fire fields seeking prey. **Follmar** swims through the lava pools, allowing the prey to come to it. **Nigul** coils through a black basalt forest. **Derleth** circles the ash-laden air of the greater volcanos. **Mostra** is a bloated freak who is constantly fed by enslaved dwarves.

Kargon

(General of Barkash)

STRENGTH:	20
INTELLIGENCE:	15
INSIGHT:	14
DEXTERITY:	17
STAMINA:	19
APPEAL:	17
FIGHTER:	Skill 14 fighter
WIZARD:	Skill 6 wizard
PRIEST:	Skill 5 priest
THIEF:	Skill 8 thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-4
HTK:	100
THAC0:	7
NO.OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Kargon wields a black-bladed bastard sword called *Oathbreaker*. The blade is a +4 weapon and does 14-28 (2d8+12) points of damage, inflicting double damage against those who have ever broken an oath or told a lie in the last nine days. The sword radiates *Protection from Lawfulness* in a 10' radius and allows Kargon to *dispel magic* at will as a Skill 14 wizard. A warrior who is honest and pure of heart (of lawful good alignment) may strike Kargon without using a magical weapon.

Diabolic Abilities

Kargon's blackened armor is limned in greenish flames that do 2-12 points of damage to anyone touching or striking him in combat. He may cause *Fear* as a Skill 10 wizard to anyone who looks him in the eyes and twice per day may hurl a 12-dice *Fireball* formed from the substance of his flaming aura. He is immune to damage from fire-based attacks.

In the field, Kargon rides a Nightmare of maximum HTK and Armor Class 0.

Lieutenants

All of Kargon's lieutenants are ghastly mockeries of human knights, clad in blackened plate armor and



mounted on Nightmares. They fight as Skill 10 fighters and wield +3 bone weapons that cause mortals slain by them to rise up as undead in Kargon's service. Like their master, the lieutenants act to enforce Marshall Barkash's lopsided dealings. A cavalry charge of these knights led by General Kargon is a much-feared sight in Dionnar. The Lieutenants' names are **Gulfith, Art-Ardurr, Lesnock, Freq and Gwestratata.**

Taurcal

(General of Barkash)

STRENGTH:	20
INTELLIGENCE:	16
INSIGHT:	15
DEXTERITY:	17
STAMINA:	18
APPEAL:	16
FIGHTER:	Skill 12 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 6 Priest
THIEF:	Skill 3 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	89
THAC0:	9
NO.OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	18" land
MAGIC TOLERANCE:	45%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

Taurcal fights with an ever-growing trident made from the bones of his greatest enemies. The weapon is of +4 enchantment and does 14-32 (2d10 +12) points of damage. In close combat, the general will typically strike once with his trident and once with each of his front forepaws, doing 2-12 points of damage each.

Diabolic Abilities

Once per day Taurcal can emit a deafening battle roar that causes all within hearing to save vs. spells or be stunned and unable to act for 1-4 rounds. He may control any felines or part-feline creatures (like griffins) at will as a *Charm Animals* spell from a Skill 12 caster. He may see and hear through the eyes of felines under his control as if using *Clairvoyance* and *Clairaudience*.

Lieutenants

Taurcal's lieutenants appear as primitive hunters with the heads of great cats. They are AC 1, HTK 60 and attack as Skill 9 fighters, using hooked metal



claws worn over their hands that do 2-12 points of damage each in combat and are coated with a paralytic poison (save or be unable to move for 2-8 rounds). Taurcal is able to see through their eyes in the same manner as the other felines he controls. Their names are **Pterykk**, **Jretok**, **Quellik**, **Kytyk** and **Flembak**.

Mabon

(General of Jurgarrd)

STRENGTH:	18
INTELLIGENCE:	16
INSIGHT:	20
DEXTERITY:	15
STAMINA:	17
APPEAL:	19
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 12 Wizard
PRIEST:	Skill 10 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	90
THACO:	12
NO.OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Mabon wields a scourge of pure darkness braided from the fears that dwell deep in people's souls. It is a +3 weapon and does 4-16 point of damage. On a successful hit, the victim must also save vs. spells or be consumed by paranoid fears and suspicions (as a *Fear* spell cast by a Skill 15 wizard).

Diabolic Abilities

Mabon may *Curse* a character by touch. The victim must save vs. spells or have his Appeal reduced to 3. The effect of the curse can manifest in any number of ways; perhaps the character becomes hideously ugly, develops a "demon-tainted" aura of evil, or is simply shunned by other people for reasons no one can ever quite explain. The general may also cast *Jump* at will as a Skill 15 wizard.

Lieutenants

Mabon's lieutenants are humanoid reptiles and amphibians. **Frupp** is a humanoid frog that wields a +2 spear and strikes with its poisoned tongue (causing paralysis for 2-12 turns unless a successful save is made). **Allas** is a great salamander that carries a



whip and is surrounded by a fiery aura that does 2-12 points of damage by touch. **Shital** is a serpent able to hypnotize with its gaze and whose bite is deadly poisonous (save at -2 or die). **Alig** is a strong, slow-moving lizard-man with brightly colored scales wielding a +3 trident. **Melegg** is a humanoid chameleon with the abilities of a Skill 8 thief and a 90% Hide in Shadows skill.

Mimbor

(General of Jurgarrd)

STRENGTH:	20
INTELLIGENCE:	18
INSIGHT:	16
DEXTERITY:	16
STAMINA:	18
APPEAL:	16
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 10 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	93
THAC0:	10
NO.OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Mimbor wields the chains of unjustly held prisoners, all edged with the keys that might have freed them had they not been held by unscrupulous men. The keys are all shaved like razors, and the chains strike as flails for 2-20 points of damage each. Those struck must save vs. paralysis or become entangled in the chain. Entangled characters must make a Strength Check at -3 to free themselves, but take an additional 1-10 points of damage from the sharp edges for each attempt made (successful or not).

Diabolic Abilities

As Master Jailer for the Court of Marshall Jurgarrd, Mimbor is a master of locks and traps of all kinds. He may use the following spell-like abilities, at will, as a Skill 11 wizard: *Knock*, *Wizard Lock*, *Detect Traps* and *Passwall*. Once per day he may cast an *imprisonment* spell, but only against individuals who are found "guilty" before his master Marshall Jurgarrd's "court" of twisted justice.

Mimbor often appears before doomed prisoners, offering freedom, or greater skill to thieves, in exchange for a portion of their souls.



Lieutenants

Mimbor's lieutenants make up the elite guard of the twisted prison the general runs within Jurgarrd's palace. They are all Gatekeepers (see the *Demons Boxed Set*) of maximum HTK who are able to cast *Knock* and *Wizard Lock*, as Skill 6 wizards, at will. Their names are **Bostule**, **Orchmagee**, **Shluse**, **Ammbor** and **Bien-Borge**.

Neiderarch

(General of Jurgarrd)

STRENGTH:	15
INTELLIGENCE:	19
INSIGHT:	21
DEXTERITY:	14
STAMINA:	18
APPEAL:	19
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 11 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-1
HTK:	80
THACO:	11
NO.OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Neiderarch uses a scimitar of +3 enchantment in combat. The blade is coated with a clear venom that causes paralysis for 2-20 rounds to victims who fail to save. Even with a successful save, the victim is *Slowed* for 2-20 rounds. The general is capable of wielding his blade with lightning speed and making dazzling parries and counterattacks such that he may *confuse* one opponent per round as a Skill 12 wizard.

Diabolic Abilities

As advocate of Jurgarrd's court, Neiderarch has abilities that relate to jurisprudence and the performance of his duties. He may use *ESP*, *Detect Lies* and *Detect Corruption* at will. The latter ability allows Neiderarch to know if a person has been corrupted by a demon or might be susceptible to corruption (GM's judgement) and, if so, in what way the character might be tempted.

Lieutenants

Neiderarch's lieutenants are Lamazu who function as guards and bailiffs, committing condemned prisoners to the tender mercies of Mimbor or Mexrekerlemek. They also serve as clerks and researchers in the gen-



eral's vast library of legal information from throughout the universe. It is rumored the Lamazu are often to be found hard at work looking for precedents and information to find "loopholes" in the Compact that binds all demonkind. Their names are **Spelecbread**, **Stoamaq**, **Lellek**, **Jellec** and **Homn**.

Shub-thal

(General of Jurgarrd)

STRENGTH:	22
INTELLIGENCE:	14
INSIGHT:	16
DEXTERITY:	16
STAMINA:	20
APPEAL:	13
FIGHTER:	Skill 13 Fighter
WIZARD:	Skill 6 Wizard
PRIEST:	Skill 8 Priest
THIEF:	Skill 4 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-3
HTK:	95
THACO:	8
NO.OF ATTACKS:	2
SPECIAL ATT.:	Magic axe
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	12" land/20" air
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

Shub-thal carries a massive double-headed axe that is his badge of office as Lord High Executioner to Marshall Jurgarrd's court. The axe is a +3 *Weapon of Sharpness* that does 15-29 points of damage (2d8+13) in the general's hands. A Strength of at least 18 is required to even lift the massive blade.

Diabolic Abilities

Shub-thal dispatches mortals judged guilty by his master's court (especially those who owe their souls to Jurgarrd and are attempting to renege on the agreement). He is able to *Bloodmark* a mortal by drawing their blood one time. After that, Shub-thal is able to infallibly track that mortal for a year and a day, no matter where they may travel. Only powerful magic such as an *Amulet of Proof Against Detection* or traveling to one of the Divine planes will block the executioner's bloodmark. The mark is visible as a minor scratch or cut that will not heal. Some people have learned to recognize Shub-thal's mark and will avoid the marked character.

Lieutenants

Shub-thal's lieutenants are demonic figures garbed in the black of assassins with the abilities of Skill 9



thieves. They go to perform killings at their master's behest, often to harass and wear down some individual the General is himself hunting. They are able to track individuals that Shub-thal has bloodmarked in the same manner as the general himself. Their names are **Homast**, **Vyolisk**, **Styth-Ankor**, **Styth-Baylor** and **Dyth-Anom**.

Hallantor

(General of Nixoramphelmog)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	18
DEXTERITY:	17
STAMINA:	16
APPEAL:	20
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 6 Priest
THIEF:	Skill 11 Bard
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	85
THACO:	11
NO.OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Hallantor's bone flute can play sharp notes that cut his enemies like blades, doing 3-18 points of damage per attack (save vs. spells for half damage). The attack has a range of 50 feet.

Diabolic Abilities

Hallantor is a musician. His voice is very melodious and soothing, allowing him to *Hypnotize* others at will as a Skill 12 wizard. He carries and plays a bone flute with the following abilities as a Skill 10 wizard: *Charm Person*, *Hold Person*, *Audible Glamor* at will, and *Shatter* and *Mass Charm* twice per day. His touch may grant a mortal a +20% increase in musical skill, and he often does so in exchange for a portion of the musician's soul.

True bards are Hallantor's bane. A successful use of bardic music will negate the demon's own magical abilities and bards of Skill 6 or greater may strike the demon normally without the use of a magical weapon. If challenged to a musical contest by a true bard, Hallantor must agree and will depart the plane prime if he loses. If he wins, however, the bard is stripped of all Skill levels and permanently loses the ability to negate the demon's powers.



Lieutenants

All of Hallantor's lieutenants appear as musical instruments of fine make and quality (AC 0, HTK 45). They often wait on the plane prime to be found and used by mortal bards. Each demon can use *suggestion* whenever it is played, and will often use this ability to begin corrupting their "owners." They may also appear to their owners in dreams in order to tempt them. If its true nature is uncovered, the character may only rid himself of the demonic instrument by having a *Remove Curse* cast and destroying the demon to send it back to its home plane. If the instrument is simply thrown away, it returns to the owner after a while, hidden among the bard's possessions. The Lieutenants' names are **Stata**, **Minmin**, **Michmin**, **Nimnich** and **Orch-Nic**.

Hrzzzz'ki'zif

(General of Nixoramphelmog)

STRENGTH:	14
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	17
STAMINA:	18
APPEAL:	15
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 12 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 4 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	88
THAC0:	10
NO.OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	15" air
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Hrzzzz'ki'zif attacks by engulfing targets in the mass of insects that make up his body, doing 3-18 points of damage per attack. Anyone within the swarm is effectively blinded. The victim of a successful attack must save vs. poison or have the bites and stings erupt into a severe rash and swelling that reduces Dexterity by -3. *Neutralize Poison* will eliminate the effects of this rash.

Diabolic Abilities

Hrzzzz'ki'zif takes no damage from cutting weapons and half-damage from crushing weapons because of its swarm-like body. The droning hum of its many voices allow it to use *Hypnotism* and *Confusion* (as a Skill 10 wizard) at will. It may cast any spell involving insects once per day as a Skill 12 character.

Lieutenants

Hrzzzz'ki'zif's lieutenants are all man-sized insectoids that strike revulsion into the hearts of mortals. **Daroon** is a great wasp who wields a bone spear and



has a poisonous sting that causes paralysis for 2-12 turns. **Reen** is an ant with great Strength (20) and crushing mandibles. **Landris** is a preying mantis who can assume the form of a beautiful woman. **Agriik** is a termite able to spit acid that does 2-12 points of damage and eats away at any material item. **Arlotta** is a spider who entraps prey in webs tormenting and feeding upon her victims at her leisure.

Murrush

(General of Nixoramphelmog)

STRENGTH:	18
INTELLIGENCE:	17
INSIGHT:	17
DEXTERITY:	19
STAMINA:	20
APPEAL:	15
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 13 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	82
THAC0:	10
NO.OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	12" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Murrush wields a pair of +4 long-bladed knives in combat that do 7-12 (1d6 +6) points of damage each and are coated with a poison that forces the victim to save or suffer a constriction of the throat muscles that causes choking. The victim takes 2-12 points of damage per round for 3-12 rounds or until the poison is neutralized. Victims under the effect of the poison cannot speak, cast spells that require verbal components or use magic items that require spoken command words. This general prefers to attack from stealth and will use his backstabbing ability when possible.

Diabolic Abilities

As the Death of Sound, Murrush may create magical *Silence* in a 20-foot radius around his person at will. He may also pluck words from out of the very mouths of those around him, causing them to be lost (people who forget what they were going to say often comment "Murrush has taken it"). This can garble normal speech and cause spells with verbal components to fail if the victim fails a save. vs spells.



Lieutenants

Murrush's lieutenants are Winged Shadows whose names are Ssssth, Haaaagh, Whhhhhh, Nnnngg and Rrrrahl. They serve as his spies and assassins throughout the planes. Each carries a +2 dagger coated with a poison like their master's.

Posamara

(General of Nixoramphelmog)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	20
DEXTERITY:	17
STAMINA:	17
APPEAL:	16
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 12 Wizard
PRIEST:	Skill 10 Priest
THIEF:	Skill 6 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	90
THAC0:	10
NO.OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15" air
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Posamara is a wooden manikin, covered with dozens of living butterflies pinned to his surface by short, steel pins and spikes. He attacks by slashing with the spikes and pins covering its body, doing 2-12 points of damage and inflicting cuts which bleed like those from a *Sword of Sharpness* (with no possibility of severing). The bleeding may be stopped by crushing a rose or a butterfly and applying it to the wound.

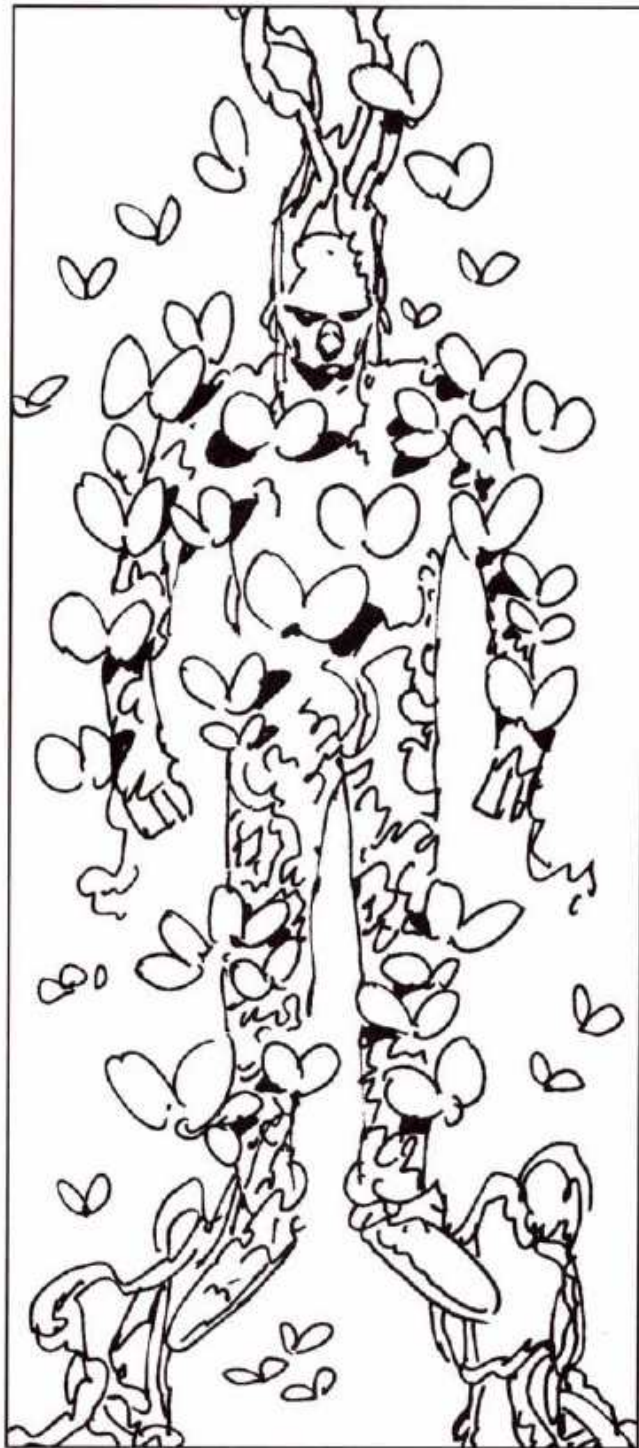
Twice per day, Posamara can release a cloud of dusty pollen from the butterflies pinned to its body. The cloud covers a 15' radius and causes all within to save vs. poison or become *Confused* as if the spell were cast by a Skill 12 wizard.

Diabolic Abilities

Posamara can use the following abilities at will: *Audible Glamor*, *Charm Plants*, *Entangle*, *Faerie Fire* and *Plant Door* as a Skill 14 caster.

Lieutenants

Posamara's lieutenants are demons which appear as things of great beauty in order to seduce and lure mortals. **Revel** appears as a songbird that can *Charm*



Person with its voice. **Drellix** is a vampiric rose bush able to cast *Charm Plants* and *Entangle*, whose thorns are hollow for draining victims of blood. **Aldonara** is a succubus of maximum HTK. **Shokay** is a master chef as well as a master assassin and poisoner. **Auricarg** can make the lowliest goods appear as the greatest riches.

Valdercies

(General of Tarranon)

STRENGTH:	15
INTELLIGENCE:	18
INSIGHT:	20
DEXTERITY:	15
STAMINA:	15
APPEAL:	18
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-3
HTK:	90
THAC0:	10
NO. OF ATTACKS:	1
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	12" land / 24" air
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9000

Combat

Valdercies carries a large hourglass onto the battlefield which shows all opponents who's gaze falls upon it different glimpses of a possible future, usually very personal and never comforting. Any demon failing a magic tolerance Check will lose one attack the next round, shaken by the vision. A mortal automatically loses one attack and must save versus magic or risk a 10% chance of insanity from the unsettling knowledge. The hourglass is unbreakable, and if his magic fails him Valdercies may use the item as a bludgeoning weapon (2-12 points of damage). Anyone else attempting to wield this item will only see visions for himself and will soon go insane.

Diabolical Abilities

Valdercies has an acute precognitive ability which always functions. This power to see into the future is the foundation for his battlefield success and personal survival. This is not to say he is infallible. Details are non-existent when looking over an hour into the future. The visions appear and clarify slowly down to the final seconds. Valdercies may know an attack is coming, but not until the last moment will he discover that it comes from treachery of his own staff rather than the intruders wandering about his manor. This lack of detail has prompted very unusual tactics meant to misdirect his power, but so far none have been completely successful.



Lieutenants

Valdercies' lieutenants are large demons with powerful wings and razor-sharp talons (1-10 damage each if they attack from the air). They have natural AC's of -2, and each wields a pendulum-shaped mace which causes 3-18 points of damage. **Cammerrat** has bleeding sockets for eyes, but he can envisage the area surrounding him (50 yard radius) down to the most minute detail making it impossible to hide anything from him. **Kestovin** can see up to a mile away with the accuracy of an eagle. **Terzazel** can look into the soul of any creature, finding the hottest coal of ambition they possess and exploiting it. **Yddonxa** can see through the most elaborate scheme, giving her an advantage when dealing with deception or bluff. **Deraquan** also possesses a precognitive ability, but all he can "see" is who will directly attack him within the next minute (accidental or area-effect damage will not trigger this sight).

Kaffyd

(General of Tarranon)

STRENGTH:	16
INTELLIGENCE:	19
INSIGHT:	18
DEXTERITY:	15
STAMINA:	16
APPEAL:	17
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 10 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 8 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	75
THAC0:	14
NO. OF ATTACKS:	See Below
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	8" land / 18" air
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9000

Combat

Kaffyd carries a palette of magical pigments and an assortment of brushes and small canvases. Any item copied using these paints disappears, its essence trapped on the canvas similar to the Skill 3 wizard spell, *item*. It takes Kaffyd one round to paint a weapon or piece of armor, two rounds for any complicated item, and three rounds for anything magical. A being whose equipment is being painted is allowed a save versus magic at -3. Success means Kaffyd's brushstrokes become inaccurate, and the magical effect fails. To retrieve an item from the canvas, the canvas must be placed flat on the ground. The item will then rise up.

Diabolical Abilities

Three times per day Kaffyd can imprison a being as per the level 9 wizard spell, *Imprisonment*. He may free the captured being at will. Any one else needs a wish to release a victim. (The victim can release himself as well, if he has a *Wish* spell available.) When time permits Kaffyd usually frees every imprisoned being, but the release is conditional. The being must sign a pact, or he places them back in the imprisonment for a full year and a day before offering again. Kaffyd usually targets strong demons, who can later join his legion, or powerful mortals, who can give him a foothold on the plane prime.



Lieutenants

Kaffyd's lieutenants are assorted demons who agreed to serve him rather than stay imprisoned. **Bledryth** was captured from Vecheron and fights with a fork (3-18 damage). Once per day he can utter an *Unholy Word*. **Pahr** is a large, hulking brute who fights with bare fists (1-12 damage each, THAC0 of 8) and can cast a *Power Word Stun* once per day. **Kevicherix** is the most powerful and least trustworthy of Kaffyd's lieutenants, fighting with a bastard sword as a Skill 9 fighter and casting up to level 7 wizard spells. **Wistka** is a small and incredibly fast demon (movement of 36"). Wistka bites four times per round for 1-8 damage each, and one round per turn he may *Haste* himself. **Debzawl** is an armored demon with an AC of -6 who takes half damage from all blade attacks. His great hammer does 2-20 points of damage, and once per turn he can call upon its power to destroy any armor type he hits during the round.

Kaisyl

(General of Tarranon)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	19
DEXTERITY:	15
STAMINA:	15
APPEAL:	16
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 10 Priest
THIEF:	Skill 8 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0 (-2)
HTK:	75
THACO:	14
NO. OF ATTACKS:	See Below
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	8" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9000

Combat

Kaisyl, like her brother Kaffyd, carries paints and brushes into combat. Unlike Kaffyd, she does not use canvas, painting directly upon the air. Any item painted becomes instantly real and lasts for three rounds before melting into unusable pigments. Weapons and shields take one round to paint, anything more complicated takes two. Shields will hover in the air near her and move automatically to protect her from any threat, lowering her AC to -2. (Only one shield may protect her at a time, but others may float around her, waiting to take the place of a shield when the first vanishes.) Weapons also act on their own (she may have up to three), striking with her THACO at any being attacking her. If Kaisyl is not under attack, they will strike out at her nearest enemy.

Diabolical Abilities

Kaisyl has the ability of *True Seeing* (as per the Skill 5 priest spell) which is always functioning. Three times per day she can bestow this sight on another, an effective curse when it reveals information a being would rather not know, or the reverse, *False Seeing*, which might cause a being to attack an friend.

Lieutenants

Kaisyl's lieutenants are her demonic children, all fathered by incubi. Each has 65 HTK, an AC of -1, and fight with +2 short swords. **Lewyet** is among the most beautiful of



succubi, and uses her demonish charms to cause others to fight over her. A save versus magic must be made by both victims to avoid any fighting. **Xavrag** finds it amusing to mock and taunt his opponents into abandoning their defenses (save versus magic to avoid) and at times causing them to throw aside their weapons to attack him barehanded (save failed by 5 or greater). **Thantos** can speak as with permanent *Undetectable Lie*, and uses this to create temporary truces which he breaks as he pleases. **Jidra** possesses a Siren's voice. Once per turn she can sing and those hearing her must save versus magic or abandon their attacks to listen (magical amplification will not work). **Cremetin's** demonish Appeal allows him to seduce opponents into joining his legion. A save versus magic at a -2 is needed to avoid enlistment.

Talium

(General of Tarranon)

STRENGTH:	12
INTELLIGENCE:	17
INSIGHT:	17
DEXTERITY:	15
STAMINA:	16
APPEAL:	-1
FIGHTER:	N.A.
WIZARD:	Skill 5 Fighter
PRIEST:	Skill 7 Wizard
THIEF:	Skill 4 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	2
HTK:	72
THAC0:	N.A.
NO. OF ATTACKS:	1
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	6" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9000

Combat

Talium carries a large, leather-bound book, given him by Tarranon, referred to as *The Unholy Verses*. When engaged in combat he opens the book to a random page and reads poetic verses charged with infernal power. The intended victim will always hear the words read, regardless of precautions taken to block his hearing. Every round Talium reads from the book his victims may do nothing but defend themselves and save versus magic. A failure renders a victim helpless for the round, unable even to defend, and reduces a random attribute by one point. A separate *Wish* is needed to restore every point lost. Due to Talium's deteriorating state, it is thought that he has begun reading to himself in private, suffering the vile book's effects.

Talium is completely dependent upon the book in combat, having not a bit of skill as a fighter.

Diabolical Abilities

Talium is rare being, a craven general, seldom rising from his knees even in the presence of lessers. His pitiful whining has meshed with the ancient demonic ability of charm and evolved into a hypnotic effect which he uses to command his legions. Any creature listening to him whine or beg must save versus magic at a -2 or comply with his wishes. Those who try to resist will become violently ill, able to undertake no action, and will suffer 2-12 points of damage per round until dead or they com-



ply. HTK taken from resisting can only be regained by a *Heal* spell.

Lieutenants

Talium's lieutenants appear as humanoid lich-clerics, carrying large morning stars (2-12 damage) and perverted versions of popular holy symbols. Each round they can show their symbol to opponents and cause the effect of the Skill 8 wizard spell, *Symbol*. **Bresht** loves to argue and wields an unholy symbol causing *Discord*. **Hazzu** is pessimistic, and his symbol causes *Hopelessness*. **Lamur** possesses a sadistic personality and a symbol causing *Pain*. **Yetzi** acts extremely lethargic and wields a symbol of *Sleep*. **Inxel** is among the most incoherent of demons, his unholy symbol causing *Insanity*.

Jarec

(General of Vrash)

STRENGTH:	21
INTELLIGENCE:	11
INSIGHT:	12
DEXTERITY:	19
STAMINA:	20
APPEAL:	12
FIGHTER:	Skill 18 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-4
HTK:	97
THACO:	8
NO. OF ATTACKS:	3
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	14" land
MAGIC TOLERANCE:	15%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9000

Combat

Jarec exists for combat and possesses a temperament best labeled as a psychotic frenzy. He attacks with his massive claws which inflict 1-10 points of damage each. If he hits with both claws, Jarec may attempt one of the following at G.M.'s discretion: a disembowel with rear claws for 3-30 points of damage, a bite that causes 1-10 damage (save versus poison or lose one point of Stamina), or a dismember Check (percentile chance equal to his Strength, if successful wrenches off random limb which he pauses to devour). Jarec leads his Host from the front, always where the fighting is heaviest. He is called Vrash's "blunt instrument" (a name which he disdains).

Diabolic Abilities

Jarec can grow a layer of armor-like skin resistant to a single weapon type (slashing, piercing, bludgeoning). There is no change to his overall Armor Class, but anyone attacking him with that weapon is penalized an additional -2 to hit. The skin lasts one turn, after which it melts and he must wait a full turn before growing another layer.

Lieutenants

Jarec's lieutenants are all grotesquely over-muscled demons who share in his battle lust. All have 70 HTK and use their natural weapons. **Kendor's** metal plated wings enfold most of his body, giving him an Armor



Class of -8. **Calibdan** attacks with a crushing hug for 2-16 points of damage every round (match Strength Checks to escape). **Wesweller** relies on strong wings to achieve great speed and bodyslams his opponent for 4-24 damage (and takes 1-6 himself). **Naug** uses grapple techniques, 2-12 damage and disabling a limb selected at random whenever causing maximum damage. **Sabbget's** massive fists strike for 1-8 damage each and anyone struck must save versus magic or their skeleton turns to jelly (*Remove Curse* to cure). All lieutenants gain a +1 to saves and attack rolls when Jarec is in sight.

Cithro

(General of Vrash)

STRENGTH:	13
INTELLIGENCE:	16
INSIGHT:	18
DEXTERITY:	20
STAMINA:	14
APPEAL:	15
FIGHTER:	Skill 6 Fighter
WIZARD:	N.A.
PRIEST:	Skill 6 Priest
THIEF:	Skill 12 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-1
HTK:	70
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	12" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Imperial
XP AWARD:	9000

Combat

Cithro is the antithesis of Jarec, directing combat from the rear and rarely joining in himself. When necessary, he fights with a jagged-edged +3 dagger steeped in poison (damage 2-8, save versus poison or take additional 3-18). The mist which makes up part of his body deceives mortal eyes when he moves. This along with his lengthy arms allows him to always attack as if backstabbing, even if facing his victim. The mist does not trick residents of the Infernus, but his long arms still give him a 25% chance of backstabbing a demon, even if facing in combat.

Diabolical Abilities

Cithro's body possesses a strange regenerative power, deadening pain and closing the physical wound as fast as it is made. He takes full damage, but to the attacker he will appear invulnerable right down to his final HTK point. Cithro uses this power to trick his opponent into changing weapons or abandoning their attack.

Lieutenants

Cithro's lieutenants are slender demons with dark leathery skin and wings that stretch from wrist to ankle. When in combat, no demon or mortal ever sees them move about; they simply appear behind or next to their victims and envelop them in their wings (THAC0: 8). While enveloped, an acid secretion on the inside of the



wings causes 3-18 points of damage per round. Snared victims may not use any weapon larger than a dagger and to break free requires a percentile Strength Check. **Proxla** is the strongest lieutenant, 60 HTK and an AC of -3. **Vreckla** and **Quirla** are next, 55 HTK each and armor classes of -1. **Mockla** has 48 HTK and an AC of 0, but his acidic secretion is slightly stronger causing 4-24 points of damage. **Storla** is the weakest, only 40 HTK and an AC of 1, but she makes up for it with a better combat sense, normally catching victims by complete surprise so their Dexterity adjustment to armor class does not apply.

Droupholac

(General of Vrash)

STRENGTH:	11
INTELLIGENCE:	17
INSIGHT:	18
DEXTERITY:	16
STAMINA:	16
APPEAL:	16
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 10 Wizard
PRIEST:	Skill 10 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-4
HTK:	52
THACO:	12
NO. OF ATTACKS:	1
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	10" land
MAGIC TOLERANCE:	30%
SIZE:	S
PERSONALITY:	Unfathomable
XP AWARD:	9000

Combat

Droupholac is surrounded by a deceiving mist, accounting for his low armor class. He prefers to stay off to the side and attack with spells, but he sometimes enters melee combat. His weapon of choice is a +4 dagger which he handles like a sword. On a successful hit, the target must save versus magic or be changed into an imp (as per *Polymorph Other*) under the control of Droupholac. In addition to the dagger attack, Droupholac can also swipe at an opponent with the thorns growing out of his arms and legs. This gives him two extra attacks for 1-6 points of damage each.

Diabolical Abilities

Droupholac can *gate* in 1-6 imps every round, each of whom makes one attack each before fleeing. Also, once per day he can cause an alignment change (save versus magic at a -2 to avoid). Good automatically switches to evil and vice versa, neutral beings get a random determination. Any demon subjected to this change will immediately be set upon by all demons in the area, friend or foe.

Lieutenants

Droupholac's lieutenants are imps, twice the normal size and able to communicate mentally over long distances.



All have an AC of 0 and 40 HTK, and all carry a weapon that does 2-5 points of damage. **Lio** wields a small halberd, and with every hit there is a 5% cumulative chance that the victim will become a pseudo-vampire requiring blood for nourishment. **Rah** carries a spear, save versus poison or contract a random form of Lycanthropy. **Tre** uses a miniature two-handed sword, save versus magic or turn to stone over the course of an hour. **Xo** and **Ain** both wield the traditional trident, Xo's weapon causing severe emotional swings and Ain's a shift in loyalty; save versus magic to avoid.

Ordipha

(General of Vrash)

STRENGTH:	7
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	10
STAMINA:	15
APPEAL:	18
FIGHTER:	N.A.
WIZARD:	Skill 18 Wizard
PRIEST:	Skill 12 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-4
HTK:	65
THACO:	12
NO. OF ATTACKS:	See Below
SPECIAL ATT:	See Below
SPECIAL DEF:	See Below
MOVEMENT:	8" land
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9000

Combat

Ordipha has no physical body that has ever been detected and therefore makes no physical attacks. A weapon has to be +2 or better to disrupt his body of mist and light and damage him, but the magical effects of any item will work. His entire offensive capability lies in spells and any magical items carried at the time. Due to his innate magical ability, Ordipha can cast twice per round as long as one is a wizard's spell and the other a priest's. All saves and natural resistances to his magic are 50% worse than normal, and *Anti-Magic* areas have no effect on him.

Diabolical Abilities

Ordipha has minor telekinetic power, giving him an effective Strength of 7 for carrying things; he never uses this for combat. He can also envelop an opponent in the mists and light which form his being and produce any of these effects as desired, one per round: Change alignment, Change gender, Change physical appearance and Change loyalty.

A save versus magic will fight off Ordipha's power, but once the change has taken effect only a *Wish* or Ordipha can reverse it.

Lieutenants

Ordipha's lieutenants appear as cowed black robes, no body or face to be seen and speaking coherently only to



Ordipha and the members of their respective legions. Each lieutenant has 15% Magic Tolerance, 50 HTK and an AC of -2. **Kelak** can cast spells as if a Skill 11 wizard. A touch of **Urлу**'s robes acts exactly like the *Destruct* spell. **Vendiv** can trigger any spell that an opponent has memorized unless the priest or wizard saves versus magic. The spell automatically taking full effect on his opponent. **Gorog** uses illusions to confuse his enemies and trick them into attacking each other or damaging themselves. **Ragnir** may employ any spell that calls a magical weapon into being and gets double damage with any hit.

Azrafel

(Governor of Botis)

STRENGTH:	14
INTELLIGENCE:	19
INSIGHT:	16
DEXTERITY:	15
STAMINA:	12
APPEAL:	20
FIGHTER:	NA
WIZARD:	Skill 6 Wizard
PRIEST:	Skill 3 Priest
THIEF:	NA
ALIGNMENT:	Neutral Evil
ARMOR CLASS :	2
HTK:	54
THACO:	19
NO. OF ATTACKS :	1
SPECIAL ATT.:	see below
SPECIAL DEF. :	see below
MOVEMENT:	12" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Azrafel will shrink away from combat under any circumstances. If attacked and hit, she lets out a painful scream which causes 2-20 HTK damage to those within 5". Those hearing it must save vs. Spell at -2 or be overcome with sadness, which will cause them to break off any attacks and leave Azrafel's presence immediately. After 6 turns they can save again.

Diabolic Abilities

Azrafel can probe the mind of anyone who is grieving for a dead loved one. She can take the target's memories and create a *Spectral Force* of the lost relative or lover. Using the illusion to pretend the person is speaking from the afterlife, she uses *Suggestion* (as per the Wizard spell) to make the living person believe that they can be reunited if he or she commits suicide right away.

Pacts

Azrafel can be called by the offering of a momento of a lost loved one, the more meaningful the better (magical items or items of high monetary value are also good). She is often called upon to tell of the fate of those who have died. She always lies, using her abilities as described above to make the summoner think the object of his or her affection is happy in the afterlife, and wants the summoner to join him or her immediately.



Role Playing Notes

Azrafel entices people to commit suicide to rejoin loved ones whom they have lost. She always has a sad, distracted air about her, and speaks in a very soft voice.

Palace

Azrafel's palace is constructed entirely out of gauzy lace, but the walls are as strong as foot-thick stone. The inner walls are hung about with a million momentos from lost relatives and lovers.

Thanes

All Azrafel's thanes appear as slender, pale women wearing mourning dresses with veils. They wander about her palace like ghosts, dusting and straightening the momentos of lost loves. They may communicate telepathically with Azrafel at any time. If she is attacked, they will join their voices in a low, moaning wail that causes *Fear*, as per the Wizard spell, in any non-demons inside the palace. The thanes' names are **Cadaba**, **Mizrail**, **Coraxyle**, and **Martesch**.

Hadramor

(Governor of Botis)

STRENGTH:	19
INTELLIGENCE:	13
INSIGHT:	12
DEXTERITY:	17
STAMINA:	17
APPEAL:	14
FIGHTER:	Skill 9 Fighter
WIZARD:	NA
PRIEST:	NA
THIEF:	Skill 5 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	78
THACO:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	see below
SPECIAL DEF.:	see below
MOVEMENT:	14" land
MAGIC TOLERANCE:	20%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

In combat, Hadramor wields a +3 two-handed sword. After two rounds of combat, he always goes berserk: he gets +1 to hit, +3 to damage, and gains 10 hit points for the combat. He will not parry or otherwise defend himself in this state, but will continue to attack the opponent he last hit until his target is dead.

Diabolic Abilities

On the plane prime, Hadramor yells at his mortal victims to kill themselves. His shouts cause *Fear* in his victims, as well as the *Emotion* of hopelessness (as per the wizard spells).

Pacts

Hadramor can be attracted by the blood sacrifice of a sentient being. He is sometimes called upon to get a mortal target to commit suicide by wearing down its resistance.

Role Playing Notes

Hadramor is right on the brink of violating the Compact, and does not care. Over the years he has become unhinged and is sick of using finesse to lead mortals to the sin of self-murder. He chooses a victim and harasses him day and night, screaming at the target to kill himself. Although not very subtle, in many cases it works. The target goes mad, or simply gives up and commits suicide to rid himself of the invisible voice. Anyone who is the target of such attacks must save vs. spell once per day for one week. If the target fails the rolls for three consecutive days, he goes mad. If,



after a week, the target has resisted Hadramor's assaults, the demon gives up and searches for another victim.

Palace

High on the peak of a small mountain is the fortress of Hadramor. It is a strong, well-defended structure with its full complement of servitors and Warriors. He never admits visitors from the Infernal hierarchy. He occasionally leaves the compound on his nightmare steed to hunt with his thanes.

Thanes

Hadramor's thanes are very loyal to him, despite their knowledge that their lord is not well-regarded by other demons, hunting with him to help ease his great anger and frustration. They live in manor houses at the base of the mountain, one at each point of the compass. Their names are **Mortrex**, **Dirkramsh**, **Hefremekor**, and **Kirlnirmak**.

Ximlik

(Governor of Botis)

STRENGTH :	14
INTELLIGENCE:	18
INSIGHT :	18
DEXTERITY:	15
STAMINA:	13
APPEAL:	19
FIGHTER:	NA
WIZARD:	Skill 5 Fighter
PRIEST:	Skill 7 Priest
THIEF:	NA
ALIGNMENT:	Neutral Evil
ARMOR CLASS :	0
HTK:	66
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT. :	see below
SPECIAL DEF. :	see below
MOVEMENT:	14" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Ximlik considers combat beneath him. Whenever he is attacked, he summons forth a zombie (a 6 HTK dice version of the regular monster) of a creature his opponent has killed in the past and has felt guilty about killing. The undead monster will grapple Ximlik's opponent, moaning and wailing. If sentient, it will ask repeatedly why the character killed it. Ximlik can do this as many times as he has opponents, and if one zombie is killed he can summon another.

Diabolic Abilities

Ximlik can reach into the mind of someone who has just committed a sin of rage, such as murder, and force them to relive the memories of the act they committed. He can also use *Suggestion* three times per day to increase the guilt the sinner feels, and convince him or her that the only to escape lifelong guilt would be to commit suicide.

Pacts

Ximlik can be summoned by confessing to a violent sin. He is sometimes called forth to exact revenge on murderers or rapists.

Role Playing Notes

Ximlik prefers to appear in human form, dressed in monk's robes. He is of a placid disposition, and speaks kindly to whomever he addresses, pretends to act as religious counsel when he attempts to convince violent sin-



ners to take their own lives. He is constantly trying to improve his standing in the eyes of Great Botis.

Palace

Ximlik's bronze ziggurat is not far from Botis's ivory palace where he occupies the top level, while his thanes live in the four levels beneath. He occasionally reassigns the thanes to different floors to keep competition among them high, making them less likely to plot against him.

Thanes

His thanes, **Mermel**, **Nod**, **Hopesend** and **Malerin**, also dress as humble human friars. They often roam the plane prime, looking for violent sins about to be committed. They also work with the thanes of Gusion's governors to find out which mortals are going to be tempted to commit murder.

Haffireh

(Governor of Botis)

STRENGTH :	10
INTELLIGENCE :	17
INSIGHT:	16
DEXTERITY:	14
STAMINA:	10
APPEAL:	12
FIGHTER:	NA
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 6 Priest
THIEF:	NA
ALIGNMENT:	Neutral Evil
ARMOR CLASS :	0
HTK:	60
THAC0:	18
NO. OF ATTACKS:	1
SPECIAL ATT.:	see below
SPECIAL DEF.:	none
MOVEMENT:	12" land
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000

Combat

In combat, Haffireh does not directly attack his opponents. He chooses one target and spends one round forging a magical bond with it. The target must save vs. Spell at -4 to avoid becoming bound to Haffireh. From that point forward, the target takes damage for any wound Haffireh inflicts on himself. Haffireh will wield a straight razor and draw it across his wrists, throat or stomach. Although he appears to take bloody, life-threatening wounds from this, he only takes 2 points of damage from each assault. His target, however, takes 2-12 HTK, while wounds spring from the same place on his or her body.

Diabolic Abilities

Haffireh works on the plane prime to give potential suicides a good opportunity. He can cast *suggestion* at will to keep people from bothering his victim. He can also materialize the objects for a successful suicide: a bottle of strong poison, a rope, a sharp dagger, etc. He will adjust the victim's memory (the target must save vs. Spell at -3 to avoid this) so he or she remembers the item as having been there all the time. Haffireh can also cause his victims to feel great sadness (as the level 4 wizard spell, *Emotion*).

Pacts

In exchange for his services, Haffireh asks to be told the location of a person who is on the brink of taking his own life. He will also, naturally, try to make the summoner contemplate suicide.



Role Playing Notes

Haffireh appears as a small, hesitant man with bandages on his wrists. He always speaks very quietly, and talks of his own great sadness, and the reasons for his depression. In this way he tries to get others to speak of their depression, even if they are not feeling sad yet.

Palace

Haffireh has no actual palace of his own. He lives in an addition to Azrafel's lace palace, a lonely, one-roomed garret with little light.

Thanes

Haffireh's thanes, **Xoracor**, **Varzrilok**, **Porillis**, and **Merhanal**, are all ghosts who haunt ordinary-looking manor houses in Diannor. They plot against Haffireh and each other.

Jomathekor

(Governor of Botis)

STRENGTH:	18
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	16
STAMINA:	10
APPEAL:	19
FIGHTER:	Skill 6 Fighter
WIZARD:	NA
PRIEST:	Skill 4 Priest
THIEF:	NA
ALIGNMENT:	Neutral Evil
ARMOR CLASS :	0
HTK:	60
THACO :	15
NO. OF ATTACKS:	1
SPECIAL ATT. :	see below
SPECIAL DEF. :	none
MOVEMENT :	12" land
MAGIC TOLERANCE:	25%
SIZE :	M
PERSONALITY :	Seductive
XP AWARD:	9,000

Combat

Jomathekor will make attempts to avoid combat, but when attacked will pull out a barbed hook on a rope. If it hits, it becomes embedded in the target and does 2-24 points of damage. Each round thereafter, Jomathekor will pull on the rope, doing a further 1-10 damage automatically per round. Further, the target must make a Strength vs. Strength roll against Jomathekor or be pulled off his feet and dragged around. The rope has 30 HTK and an effective armor class of 2. The barb can be removed by the target or an ally of the target in one round, if he or she wins a Strength vs. Strength test against Jomathekor.

Diabolic Abilities

Jomathekor is able to create a complete illusion, like a *Spectral Force*, of an idealized form of the afterlife. He is able to use *Mass Suggestion*, as per the wizard spell, to cause awe in those who view the illusion.

Pacts

Jomathekor will enter into a pact with a summoner who can offer him the head of any religious leader or philosopher who claims that the afterlife is the reward only for the good or hard-working.

Role Playing Notes

Jomathekor presents himself as a human holy man with a special insight into the afterlife. He attracts mortal followers and pretends to show them the joys of the afterlife,



claiming that anyone can get there who tries, and the longer one stays on the plane prime, the less the joys of the afterlife will be. When he has a group of mortals under his thrall (those who have failed Insight Checks once a week for five weeks), he presides over a mass suicide with the intent of getting everyone to the afterlife immediately (using *Mass Suggestion* to convince his followers to commit suicide). He is a smooth talker who impresses mortals with the apparent strength of his conviction.

Palace

Surrounded all about by fire and brimstone, Jomathekor's palace is a huge pavilion tent. It is filled with an Infernal congregation of low-level demons who are a parody of his mortal followers.

Thanes

Jomathekor's thanes have manor houses near Jomathekor's pavilion. They wander the plane prime telling mortals about the "wonderful teacher" whom Jomathekor is presenting himself as at the time. Their names are **Miranoc**, **Cormarith**, **Hrodil** and **Kraftsman**.

Vaniel

(Governor of Furfur)

STRENGTH:	10
INTELLIGENCE:	16
INSIGHT:	13
DEXTERITY:	18
STAMINA:	13
APPEAL:	21
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 11 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	57
THAC0:	16
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	15" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	10,000

Combat

In combat, Vaniel slashes at her opponent's face with her fingernails. Each hand does 2-12 points damage; additionally, on each successful hit, there is a percentage chance equal to the target's Appeal that the target will lose one point of Appeal due to hideous scars.

Diabolic Abilities

Vaniel can *Cure Blindness* at will so that all may enjoy her beauty. If angered or snubbed, however, she can reverse the spell (*Cause Blindness*) at will, and may further cast a *Power Word, Blind* once per day. She can make any mortal in her presence see everyone around them as either beautiful (Appeal 18) or monstrous (Appeal 3). Finally, she can raise or lower a single target's Appeal by up to three points three times per day. This effect lasts one year, unless Vaniel decides to undo it sooner.

Pacts

Enchanted mirrors, particularly those with ornate, valuable frames, will get a good reaction from Vaniel. Other offerings will usually be dismissed (or destroyed) as being "unworthy of her beauty."

Role Playing

Vaniel is insufferably proud of her beauty, and will fly into a rage at the merest suggestion that something or someone could possibly be more attractive than she. She concentrates her demonic efforts on "helping" those who are simi-



larly vain, urging them to perform hideous acts of disfigurement on those who consider themselves attractive.

Palace

Vaniel's palace is a vast ebony mansion, its gardens filled with withered narcissus flowers. The interior contains no furniture, but every available surface is hung with mirrors. These mirrors reflect beautiful things as ugly and vice versa; only Vaniel is reflected accurately in them.

Thanes

Vaniel's thanes, the only demons she considers attractive enough to serve her directly, appear as beautiful men and women. However, after a time, Vaniel invariably begins to suspect that her thanes think themselves as lovely as she is, and has them disfigured, cast out and replaced. Her current thanes are named **Badrel, Donis, Ianna** and **Zorel**.

Tasenor

(Governor of Furfur)

STRENGTH:	11
INTELLIGENCE:	18
INSIGHT:	16
DEXTERITY:	12
STAMINA:	17
APPEAL:	13
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-2
HTK:	66
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	6" land/6" air/6" water
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	10,000

Combat

Tasenor pricks his opponents with a giant +2 needle for 1-20 points of damage; the wound will bleed for another 1-4 points per round until the victim succeeds in a Stamina Check.

Diabolic Abilities

The first time Tasenor sees someone, he will know the single secret they are most afraid to have revealed. Moreover, the target will magically realize that Tasenor knows it. Tasenor can also cast *Command* at will and *Mass Suggestion* twice per day. Blunt weapons do half damage to him.

Pacts

At least 1,000 gp in valuables must be sacrificed to gain Tasenor's attention. When he appears he belittles the sacrifice as a pittance — no matter how extraordinary the gift.

Role Playing

Tasenor's targets are those who are proud of their power over others, whether financial, political, magical or personal. One of his favorite tactics is to belittle his target's power, suggesting the target cannot coerce someone into an some evil deed. If the target actually does compel someone to do evil, Tasenor gains a double victory: he target is damned for corrupting others, and his chosen tool is damned for whatever vile thing he was convinced to do.



Palace

The golden palace of Tasenor is staffed with the incarnate souls of those who reveled in their power over others during life. Now they are powerless, and struggle to serve their master's every whim lest he make their existences even more hellish.

Thanes

Tasenor commands four burly, black-hooded men known as the Masterslaves. **Coagal** carries a riding crop; any order accompanied by a blow with the crop is considered a *Command* (as the priest spell). **Doagal** wields a whip. Anyone struck by it must save vs. spell or drop to their knees in fear. **Roagal** carries a collar and leash; anyone wearing the collar must save vs. spell to disobey any order given by the one holding the leash. **Noagal's** weapon is a short wooden rod which does 2-12 points of damage and causes anyone struck to scream in agony.

Pædizar

(Governor of Furfur)

STRENGTH:	9
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	13
STAMINA:	13
APPEAL:	11
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-1
HTK:	55
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land/3" air
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	10,000

Combat

If Pædizar must fight, his +2 staff does 3-18 points of damage. Additionally, spellcasters struck by the staff are affected as if by a *Feeblemind* spell, and others by a *Confusion* spell (saving throws apply).

Diabolic Abilities

Whenever anyone speaks to Pædizar, the governor immediately knows everything the speaker has ever read, and whether or not each word of it is true. Obviously, Pædizar is immensely knowledgeable, and is often sought by sages and wizards for this reason. Of course, each time such a person summons him, Pædizar learns even more. He can also *Detect Lies* and has the power of *True Seeing* (as the priest spells) at will. The GM must adjudicate what information which the demon has at hand, and whether it can answer the needs of the summoner.

Pacts

Pædizar will only respond if the summoner can tell him something he does not already know. The information needs to be worthy of the demon and must be something that he can use later on when bargaining with a mortal.

Role Playing

Pædizar targets those who are proud of how learned they are. He never answers questions directly, replying in cryptic utterances which hint at something far more important than the questioner suspected. Once the governor has



returned home, his thanes set to work, dropping hints and leaving clues to lead the questioner to commit foul deeds in his quest for knowledge better left unknown.

Palace

Pædizar resides at the top of a great grey tower in Diannor. A hundred doors encircle the base, each leading to a winding tunnel strewn with the shredded pages of books of lost knowledge. None of the tunnels leads anywhere.

Thanes

Pædizar's thanes are somber, grey-clad and quiet. They know everything their master knows, and leave clues and puzzles to tempt the unwary into the pursuit of information not meant for mortal minds. **Iain** cannot see; **Ohon** cannot hear; **Elen** cannot speak; **Adan** cannot move, but is carried around by the others.

Nocanon

(Governor of Furfur)

STRENGTH:	21
INTELLIGENCE:	13
INSIGHT:	13
DEXTERITY:	18
STAMINA:	20
APPEAL:	13
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-3
HTK:	80
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	35%
SIZE:	L
PERSONALITY:	Imperious
XP AWARD:	13,000

Combat

Nocanon's weapon transforms into any type of weapon the demon desires, usually whatever his opponent is wielding. Whatever its shape, it is a +3 weapon that does 4-24 points of damage, and always runs wet with blood.

Diabolical Abilities

If Nocanon is challenged to a formal duel, all of his statistics (Strength, THAC0, armor class, HTK, etc.) will be equal to his own or his opponent's, whichever is better, until the duel ends. If anyone attempts to interfere with such a duel, the duelists will both immediately be fully healed, and the interloper will take damage equal to the amount healed (save vs. spell for half damage). Nocanon automatically knows all the abilities of any magical weapon which strikes him. He can cast *Taunt* at will and regenerates 2 points of damage per round.

Pacts

Destroying all of one's lesser weapons and challenging Nocanon to a duel is a sure way to summon him to the Plane Prime. Otherwise, he prefers the sacrifice of a significantly enchanted weapon.

Role Playing

Nocanon is supremely overconfident, and disdains the subtlety of most demons. He is often summoned to bring down those who are likewise overly proud of their own abilities, particularly great warriors. He will challenge



such targets to a duel, dispatching a mocking spirit if they decline. The only way out of a duel with Nocanon (unless a warrior is lucky enough to defeat him) is to admit out loud that the demon is a better fighter and retire as a warrior. Such an admission will echo in the air for a hundred miles, and Nocanon will stop fighting and depart in disgust.

Palace

Nocanon's home is a great iron colosseum. The souls of dead warriors fight to the "death" again and again on the black sands of the arena. No one watch or care about the results.

Thanes

Great Furfur continually sends thanes to serve Nocanon, but the governor demands that they fight a duel with him before he accepts them. No would-be thane has yet survived the duel.

Orthean

(Governor of Furfur)

STRENGTH:	10
INTELLIGENCE:	19
INSIGHT:	20
DEXTERITY:	14
STAMINA:	14
APPEAL:	11
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	51
THACO:	16
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	10,000

Combat

If he must fight, Orthean hurls balls of flame up to 90 feet away, doing 4-24 damage each.

Diabolic Abilities

If a *Commune*, *Augury* or similar divinatory priest spell is cast in his presence, Orthean can "intercept" the spell before it reaches the gods and himself give the answers that the priest receives. He can also grant a mortal the ability to cast any three priest spells of up to fifth level once each, within 24 hours. Whenever he sees a priest or paladin, Orthean recognizes him as such and immediately knows all the tenets of that person's faith.

Pacts

Orthean can be summoned with the blood of a holy man who has betrayed his faith, and is often called in an attempt to cause such betrayals.

Role Playing

Orthean tempts those who think themselves strongly faithful to their gods and are proud of it. He often poses as a messenger of the target's god, stating that the victim's faith is so strong that he has been chosen to learn the Truth and "correct" the rest of the church, which has gone astray. Needless to say, the rest of the victim's church usually calls this heresy. Orthean is a brilliant orator, and can often convince his victims of "errors" and "contradictions" in their faith.



Palace

Orthean dwells in the rotting shell of a temple, decorated with the twisted, melted and burned holy symbols of those he has brought down.

Thanes

Beneath their monkish robes, each of Orthean's thanes has a hole in their chest, revealing a red flame where their hearts should be. **Kengaw** can shoot flames from this hole, doing 2-12 points of damage at a range of up to 20 feet. **Lengaw** writes down every blasphemy ever spoken in a massive green book. **Dengaw** wears a crumpled piece of paper around his neck, but mortals see it as the holy symbol of their favored god. **Wengaw** flies (15") on creaking wooden wings made from the floorboards of desecrated temples.

Soffiel

(Governor of Gusion)

STRENGTH:	13
INTELLIGENCE:	17
INSIGHT:	17
DEXTERITY:	14
STAMINA:	12
APPEAL:	15
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	N.A.
THIEF:	Skill 9 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-2
HTK:	60
THACO:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	15" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	10,000

Combat

Soffiel wields a +3 stiletto which does 1-12 points of damage. Blood spilled by this weapon turns to rubies (500 gp value for each point of damage), but the gems will always leave bloodstains behind on whatever they touch.

Diabolic Abilities

Soffiel can cast *Spectral Force* once per hour and summon an *Invisible Stalker* (as the Wizard spell) to serve himself or another at will. He carries a *Rod of Splendor* which he may give to an intended victim. If the victim goes a month without killing someone of Good or Neutral alignment for personal gain, the rod will teleport back to Soffiel.

Pacts

To summon Soffiel, one must prepare a ladder with seven steps, making a separate sacrifice at each step before moving up to the next one. The sacrifices begin with a few coins, proceeding through more valuable items, then animals, and finally (at the top of the ladder) some of the summoner's own blood.

Role Playing

Soffiel never speaks if more than one person can hear him. He uses his illusionary powers to show how wonderful his target's life could be if only certain people were "out of the way," and will gladly assist in the planning of any such "removal."



Palace

Soffiel's ruby keep is comprised of one vast room, but whenever a secret needs to be told or a quiet plan made, there is always a private, shadowy corner nearby. Soffiel hears everything said within the keep.

Thanes

Soffiel's thanes earned that position by killing their predecessors, and Soffiel constantly watches them, knowing that they each seek to replace him. **Sligma** has a hundred daggers thrust into his body, and can hurl two of them per round as far as he can see for 1-10 points damage each. **Crowda** has eyes in the back of his head which have the power of *True Seeing*. **Yger**'s kiss is poisonous (as a *Finger of Death* spell). **Wiebo** can hear any whisper within a thousand yards, but is otherwise deaf.

Rowrosea

(Governor of Gusion)

STRENGTH:	17
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	7
STAMINA:	18
APPEAL:	5
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	Skill 9 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-1
HTK:	61
THACO:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land/12" air
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	10,000

Combat

If attacked, Rowrosea touches her opponent with one long, gnarled finger. This does 2-8 points damage and afflicts the target with *Antipathy* (as the wizard spell) towards Rowrosea. Non-magical armor does not protect against this attack.

Diabolic Abilities

Rowrosea carries a tiny cauldron which can pour out a *Philter of Love* twice per day. She can cast an *Emotion* spell once per turn, and can change her shape to appear as any person's true love, or at least whomever that person thinks is their true love.

Pacts

Rowrosea can be summoned with a golden heart worth at least 100 gp. The heart is broken in two to summon the governess; when she appears, she makes the broken heart whole again and then swallows it.

Role Playing

Rowrosea plays the role of a kindly old crone, clucking sympathetically at the problems of others and offering to help however she can. Her targets are those who think their true love was lost to another; she attempts to convince her victims to kill the one who took their place, their faithless lover, and/or themselves. However, she never suggests murder directly, so her victims often think it was their own idea. Rowrosea's plans are intri-



cate and devious, drawing in an ever-larger web of innocent victims.

Palace

Rowrosea lives in a tiny, muddy hut built from the teeth of those who were killed by someone they loved.

Thanes

Rowrosea's thanes take the form of small animals, and are often found crawling around on her body. All of them can grow to man size in an instant. **Bouf**, the toad, can shatter eardrums with his croaking (all within 20 feet must save vs. spell or go deaf). **Traclea**, the newt, leaves a trail of slime (equal to *Oil of Slipperiness*) wherever she touches the ground. **Neraaa**, the spider, can cast a *Web* spell once per turn. **Ssipa**, the snake, can freeze someone in their tracks (as the *Hold Person* spell) by gazing into their eyes.

Moccion

(Governor of Gusion)

STRENGTH:	19
INTELLIGENCE:	12
INSIGHT:	14
DEXTERITY:	8
STAMINA:	20
APPEAL:	5
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	70
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land/6" digging
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	12,000

Combat

Moccion wields an ancient tombstone in combat. It automatically hits the person who did the most damage to Moccion in the previous combat round, and does 5-30 points of damage. However, Moccion cannot hit anyone who has never done damage to him.

Diabolic Abilities

Moccion regenerates 3 points of damage per round. He can raise the body of any murdered person as a zombie under his control, and can take control of other undead as a Skill 10 evil priest. He can possess and animate dead bodies, keeping his own mental and physical abilities. Finally, he is immune to any spells which would hold, paralyze or slow him (treat as a *Ring of Free Action*).

Pacts

Moccion, the embodiment of murderous vengeance, is often summoned to wield retribution. His preferred sacrifice is the body of one who was unjustly killed, and he will often possess that body to carry out his mission of revenge. Once he has completed such a mission, he often appears to the friends and relatives of his victim, taking the form of the victim's spirit and urging further revenge. Soon the cycle of murder and retribution is self-perpetuating.

Role Playing

Moccion's is obsessed with revenge, and he never stops hunting a target short of death. He is similarly single-



minded and stubborn in conversation. Under his breath, he is constantly chanting the names of those who have wronged him. The list grows ever longer, and Moccion never forgets a name. Entire villages have been laid to waste through his efforts.

Palace

While Moccion has a palace, a great mausoleum of mossy green marble, he is never there; all his time is spent stalking those he seeks revenge on.

Thanes

The thanes of Moccion are ghosts who can fly (18") and pass through solid objects. Their original names are long forgotten; Moccion calls them **Rage**, **Terror**, **Hatred** and **Despair**. Each can cast an *Emotion* spell of the appropriate type (Courage, Fear, Hate and Hopelessness, respectively) once per turn.

Thebas

(Governor of Gusion)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	15
DEXTERITY:	18
STAMINA:	16
APPEAL:	15
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-1
HTK:	70
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	35%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	10,000

Combat

Thebas' fingernails are tiny iron knives. Each hand he hits with does 1-10 points of damage, and each wound will bleed for another point of damage every round until magically healed.

Diabolic Abilities

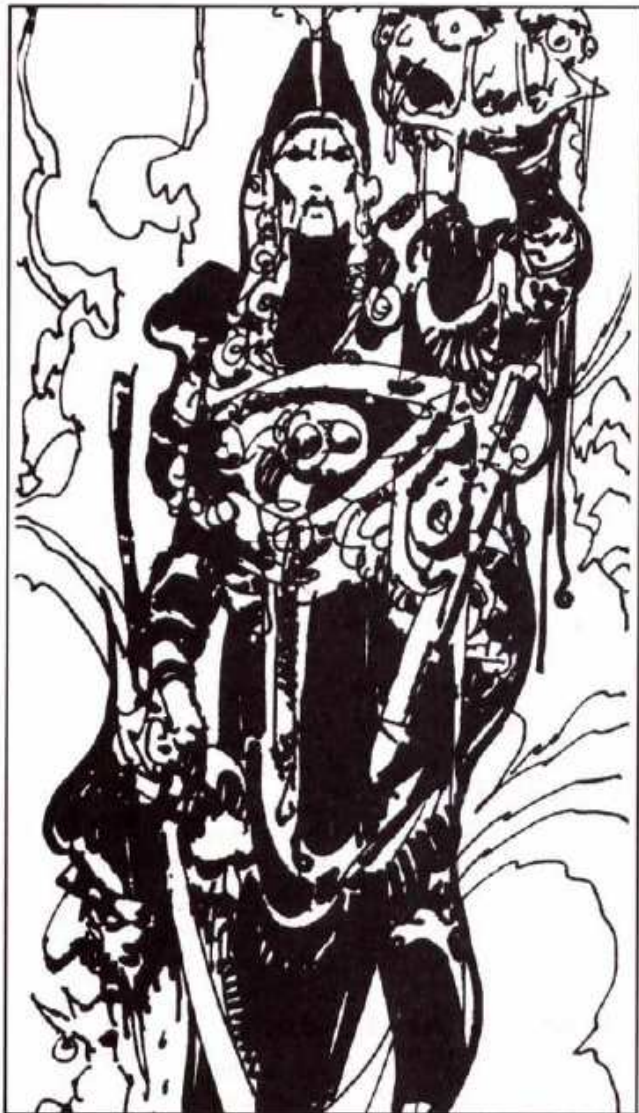
Once per hour Thebas can speak a Word of Pain, with effects equal to a *Symbol of Pain*. Everyone within hearing range. He may direct this word at a single target, lowering that person's saving throw by -4. Once per day, Thebas can *Polymorph* someone into a mouse.

Pacts

Thebas prefers a living sacrifice (so he can kill it himself); the more powerful the animal, the friendlier Thebas will be, but offering him a cat is sure to enrage him. Humans and other sentient creatures are the best "gifts" for him. Sacrifices which are already dead do not interest Thebas.

Role Playing

Thebas appears friendly and charming, and can describe the most hideously cruel activities as calmly as if he were discussing the weather. He does not kill for any cause or reason, but simply for the pleasure of killing. Thebas commits atrocious acts of violence for no reason save that he enjoys them, and will often serve as a patron to similarly amoral individuals.



Palace

Thebas' manor appears remarkably normal, like the house of a moderately wealthy nobleman, until one realizes that all its contents are crafted from human remains — furniture from bones, carpeting from hair, draperies from skin, etc. In addition to Thebas, the house is occupied by ninety-nine cats.

Thanes

Thebas' thanes appear human and nondescript, except that they are always smiling. **Ixa's** teeth can fly from her mouth to bite someone, doing 1-8 points damage per round until pried loose (with a Strength Check). **Kagua** appears shriveled and old, but is immensely strong (Strength 21). **Bosma** can step into a shadow and step out the next round from any other shadow in the same building. **Chea** can jump huge distances (as a triple-strength *Jump* spell).

Jhadiel

(Governor of Gusion)

STRENGTH:	17
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	16
STAMINA:	18
APPEAL:	18
FIGHTER:	Skill 9 Fighter
WIZARD:	N.A.
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	59
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	See below
MOVEMENT:	12" land
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	12,000

Combat

Jhadiel wields a tattered battle standard, a +3 weapon doing 3-18 points of damage. Anyone hit must save vs. paralyzation or become tangled in the banner, unable to act. The next time Jhadiel hits someone, the entangled victim will be knocked loose, taking the same damage as the target. Both targets must then spend another round getting up.

Diabolic Abilities

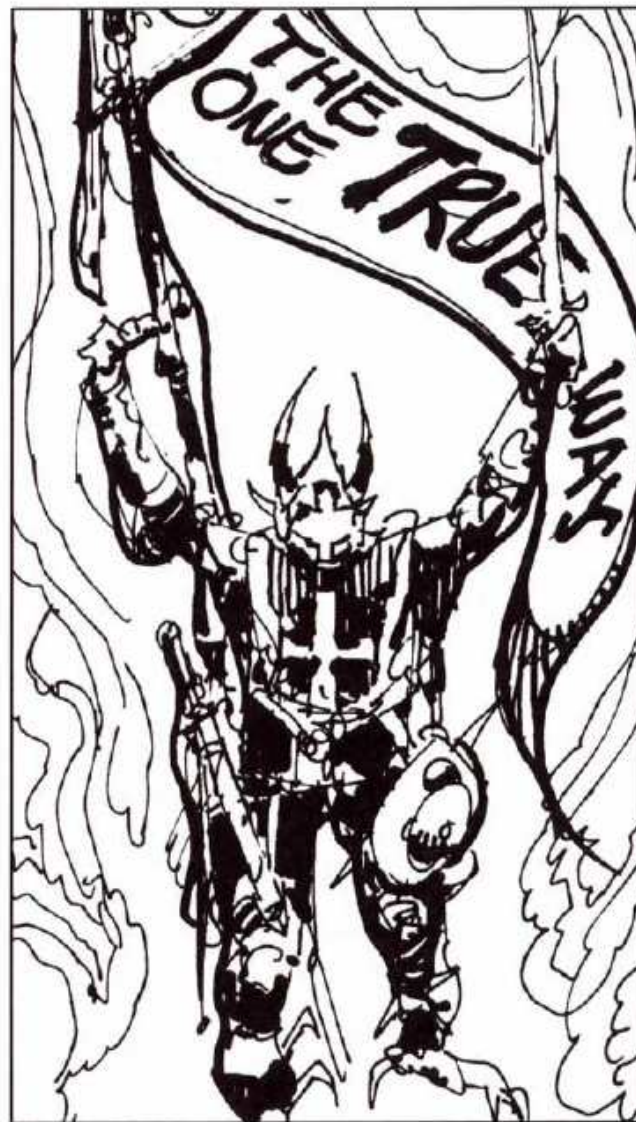
At will, Jhadiel can drive everyone within 100 yards into an hour-long battle frenzy (treat as an *Emotion* spell (Courage)). He can affect the emotions of a crowd as a bard of Skill 18, and can cast a *Mass Suggestion* spell daily.

Pacts

Jhadiel's targets are those who kill for a cause, whether political or religious. His preferred sacrifice is the remains of a martyr. Occasionally a group wishing his aid will sacrifice one of their number, effectively furnishing an instant martyr.

Role Playing

Jhadiel appears utterly convinced of the rightness of whatever cause he is "serving." He always speaks in a loud, grandiose style. He is a devious planner, skilled at corrupting once-just causes into tools of evil; Jhadiel leads revolutionary governments to become as tyrannical



as the dictators they replace, and inquisitions to commit evils greater than those they seek to root out.

Palace

Jhadiel's home is a tall ivory tower. At the base, it appears pure white, but the higher reaches grow grimmer with dirt and blood until the summit is black as sin.

Thanes

Jhadiel's thanes appear as living martyrs. **Nejea's** body is constantly burning, and her flame aura is three times stronger than other blood demons. **Dharr's** body is pierced with arrows; in combat, he pulls opponents onto the arrowheads, doing 3-18 points of damage. **Netat's** body carries around her severed head; the head has the power of *True Seeing*, and whispers of what it sees. **Uthul's** limbs are stretched as though on a rack; he can make melee attacks at a range of 20 feet.

Darlyoth

(Governor of Sabnock)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	16
DEXTERITY:	12
STAMINA :	16
APPEAL:	10
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	NA
THIEF:	Skill 5 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS :	0
HTK:	64
THAC0 :	14
NO. OF ATTACKS :	2
SPECIAL ATT. :	confusion
SPECIAL DEF. :	none
MOVEMENT:	8" land
MAGIC TOLERANCE :	25%
SIZE :	S
PERSONALITY :	Personable
XP AWARD:	9,000

Combat

When Darlyoth must fight, he uses a pair of large rattles that act as +2 weapons and inflict 2-12 points of damage each. If Darlyoth hits an opponent with both rattles in one round, the target's head is filled with a rattling noise that acts as a *Confusion* spell.

Diabolic Abilities

Darlyoth can cast *Mass Suggestion* once per day. He usually uses this on the plane prime to convince children that one of their playmates is different from them and encourages them to be cruel toward that child. He can also summon small, wounded animals at will in the hope that children will torture them (the chance if this happening is 30%, +1% for each child present).

Pacts

Darlyoth is not interested in dealing with adult thaumaturgists, unless one is assisted by a sinful child. He can, however, be summoned to the plane prime by children who recite a certain obscure and little-heard rhyme. The rhyme is chanted during the childrens' play; after five minutes of chanting, he can be seen, as if he had simply gone unnoticed before. When he is called in this manner, he appears as the ideal playmate for the child or children who recited the rhyme.

Role Playing Notes

While in Infernus, Darlyoth acts like a happy, gurgling baby. He prefers to spend his time on the plane prime,



watching the cruel antics of children. He is greatly fond of them because he believes they are naturally sadistic, and don't need much encouragement from him to be cruel. Only with children will he bother to communicate in words.

Palace

Darlyoth takes his rest in an immense black marble playpen. Suspended in the air above it is a mobile hung with the battered skulls of children killed by other children.

Thanes

Darlyoth has no thanes or other followers. He prefers to spend his time on the plane prime, watching children at play and tempting them to sin.

Xurach

(Governor of Sabnock)

STRENGTH:	17
INTELLIGENCE:	15
INSIGHT:	13
DEXTERITY:	19
STAMINA:	16
APPEAL:	16
FIGHTER:	Skill 10 Fighter
WIZARD:	NA
PRIEST:	NA
THIEF :	Skill 8 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS :	-2
HTK:	88
THAC0 :	11
NO. OF ATTACKS :	2
SPECIAL ATT. :	see below
SPECIAL DEF. :	none
MOVEMENT:	15" land
MAGIC TOLERANCE:	25%
SIZE:	M
PERSONALITY :	Bestial
XP AWARD:	9,000

Combat

In combat, Xurach wields a pair of magical longswords. They act as +2 weapons, but do only minimum damage (plus modifiers) per attack. Each successful attack, however, leaves a bleeding wound; the target takes an extra HTK damage per wound per round from blood loss. These wounds can only be healed magically. Xurach's love of bloodsports influences his fighting style. He prefers to use fine footwork and make flashy, whirling attacks against one specific target. He also prefers to have his opponent die from many bleeding wounds than from a few strong blows.

Diabolic Abilities

He has the ability to create a bloodsport arena out of any underground spot in a city. He does this, of course, to encourage people to put on such events and get a perverse pleasure out of them. Xurach will go to a potential arena operator and use *Suggestion* on him to convince him of the monetary and other benefits from running the arena.

Pacts

Xurach is drawn by the blood of people who have fought and died for the amusement of others. The more intelligent and self-aware the being was, the more of an interest he will take. A death-battle among a number of humans or demi-humans will draw him almost instantly and make him well-disposed toward the summoner.



Role Playing Notes

Xurach, even at his most relaxed, is prepared for combat. He is always standing in a combat position, or shifting from foot to foot. He never lets go of his swords. Xurach speaks only in harsh whispers, and only when necessary.

Palace

Xurach maintains a granite coliseum on an island surrounded by one of Diannor's fire seas. The coliseum has a large gladiatorial sandpit, where he oversees bloodsports for the amusement of himself and others. He occasionally participates in the combats himself.

Thanes

Xurach has no thanes, although his coliseum-palace always has numerous visitors who stay as guests of Xurach to watch the depraved events that go on there.

Mexrekerlemek

(Governor of Sabnock)

STRENGTH :	18
INTELLIGENCE:	19
INSIGHT:	12
DEXTERITY :	19
STAMINA :	14
APPEAL:	10
FIGHTER :	NA
WIZARD:	Skill 7 Wizard
PRIEST:	NA
THIEF:	Skill 5 Thief
ALIGNMENT :	Chaotic Evil
ARMOR CLASS :	0
HTK:	67
THACO:	18
NO. OF ATTACKS :	1
SPECIAL ATT.:	see below
SPECIAL DEF. :	none
MOVEMENT:	14" land
MAGIC TOLERANCE :	25%
SIZE:	M
PERSONALITY :	Unfathomable
XP AWARD:	9,000

Combat

Mexrekerlemek always has a large number of torture implements hanging from his belt. He uses these telekinetically in combat against those who interrupt his tortures. He can apply one implement per round. While using this attack form, Mexrekerlemek attacks as a Skill 8 fighter. If he hits, the implement does 2-16 points of damage, and an automatic 1-6 damage per round thereafter unless the target spends a round removing the implement.

Diabolic Abilities

Mexrekerlemek can cause horrible pain in any creature subjected to his tender mercies. After one turn of torture, the target must roll a Stamina Check at -4. If the target fails, he or she will be at -3 for all rolls for the next two days. If Mexrekerlemek is allowed to torture the target for a full day, he or she also loses a point of Appeal (from the physical and mental scars of torture). If the target has magical protection or thick hide that cannot be removed, make a standard to hit roll for Mexrekerlemek, treating his implements as +5 weapons. If he fails two such rolls, he will lose patience and simply ignore the target.

Pacts

Mexrekerlemek is attracted by the screams of pain of those being artistically tortured. He will gladly lend his skills to any thaumaturgist who summons him in this way and lets him observe the torture. He will even teach mortal torturers some techniques, in the interest of furthering the sin of cruelty and gaining power for himself. Treat this as a Torture proficiency based on Dexterity. It allows the user to cause such pain in the victim after one turn that all his or her rolls are at -1 for one day.



Role Playing Notes

Mexrekerlemek's speech consists of fast-paced muttering about his sadistic exploits past and future, punctuated by high-pitched giggling. He moves in a hunched lope, and always has a torture implement in hand.

Palace

Mexrekerlemek's palace is in the middle of an immense, empty plain of pumice rock. It is a giant basalt cube, several hundred meters on a side. The only opening is a very large, square hole cut into the top of the cube. Sinners and other demons are dropped through this hole to "entertain" Mexrekerlemek. There is even the occasional criminal sentenced by Marshall Jurgard to be tortured here; these are dropped through the hole by one of his Generals or their underlings.

Thanes

Mexrekerlemek has no thanes, but he does have a number of assistants. These go forth and find demons to be tortured, keep fires burning, sharpen and repair various torture devices, and keep Mexrekerlemek's many observing visitors from crowding too close.

Mizirath

(Governor of Sabnock)

STRENGTH:	14
INTELLIGENCE:	20
INSIGHT:	14
DEXTERITY:	20
STAMINA :	10
APPEAL:	13
FIGHTER:	NA
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 5 Priest
THIEF:	NA
ALIGNMENT:	LE
ARMOR CLASS :	0
HTK:	59
THAC0:	18
NO. OF ATTACKS :	1
SPECIAL ATT. :	see below
SPECIAL DEF. :	none
MOVEMENT:	12" land
MAGIC TOLERANCE:	30%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Mizirath abhors physical conflict and tries to avoid it when possible. When he must fight, he is able to *Hold* one person per round. Once the target is held, he will approach it and make a judicious cut on the target's body with a scalpel. This attack causes 1-20 points of damage, and also causes such pain in the target that he or she is at -2 to all attack rolls for 2-8 rounds.

Diabolic Abilities

Mizirath is able, given an empty room, to create a complete vivisectionist's laboratory, complete with animals. He can also create a letter of introduction that will make any scholar well-disposed towards him; treat this as the wizard spell *Suggestion*.

Pacts

Mizirath can be summoned by a scholar or wizard who writes an invitation for him to appear on the plane prime. This letter is sealed with Mizirath's exact location and burned. As an offering, he must be given a live human as sacrifice and an audience of 10 scholars and/or wizards who do not know his true nature. The audience is meant to participate in a vivisection demonstration. He will cast *Mass Suggestion* on the audience to make them believe that vivisection offers great knowledge. He can offer complete knowledge of the anatomy of any creature of the Infernus or the plane prime.



Role Playing Notes

Mizirath acts like a sober and serious, though kind and friendly, scholar. When in human form on the plane prime, he holds studies of great length on the great benefits that the study and practice of vivisection offers human knowledge. By doing this (with the benefit of *Mass Suggestion*), he tricks knowledge-thirsty mortals into committing acts of cruelty.

Palace

Mizirath lives in an ivory tower placed at the pinnacle of an extremely tall spur of volcanic rock. The air there is too thin for mortals to breathe without the benefit of a spell or magic item.

Thanes

Mizirath has no thanes. When he has no opportunity to share his knowledge with mortals, he will amuse himself by cutting apart still-living animals (and other demons).

Cadralax

(Governor of Sabnock)

STRENGTH :	12
INTELLIGENCE :	16
INSIGHT:	14
DEXTERITY:	17
STAMINA :	17
APPEAL:	20
FIGHTER:	NA
WIZARD:	NA
PRIEST:	NA
THIEF:	Skill 10 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS :	-1
HTK:	75
THAC0 :	17
NO. OF ATTACKS :	1
SPECIAL ATT. :	see below
SPECIAL DEF. :	none
MOVEMENT:	12" land
MAGIC TOLERANCE :	25%
SIZE:	M
PERSONALITY :	Seductive
XP AWARD:	9,000

Combat

When she has no alternative but to fight, Cadralax will throw a handful of magical dust that can cause *Confusion* in up to four people. She can also strike with her silver ring, whose hidden needle is coated with poison (save at -2 or die).

Diabolic Abilities

Cadralax has the ability to inspire cruelty in the hearts of lustful men. She lurks on the plane prime, using *Suggestion* (as per the Wizard spell) to urge men who are alone with women they lust for to strike them and treat them cruelly in other ways. She can produce a ring of *Silence* (as per the priest spell) around the couple so no one else can hear what they are doing; she can also cast *Hold Portal* as a Skill 7 wizard twice per day. She does this to make sure the men she targets are not interrupted while they sin.

Pacts

A mortal summoner calling on Cadralax must beat a woman he desires while chanting the spell to summon her.

Role Playing Notes

Cadralax always appears as a human female slattern. She radiates an air of vulnerability, and always speaks in a throaty, husky voice, behaving and speaking suggestively when around male humans or demi-humans.



Palace

Cadralax lives in a brothel made from broken bones, close to where Sabnock is found most often and near the greatest concentration of palaces and manor houses. A red light made from hellfire hangs outside. A number of governors, marshalls and generals visit Cadralax and her thanes regularly, although she has not had the pleasure of Sabnock's company so far.

Thanes

Cadralax's thanes, **Marlaquiw**, **Iripal**, **Horeshka** and **Narbroa**, entertain visitors to her Infernal brothel. They also spend their time designing provocative outfits for their lady.

"... I had viewed so many unclean and unexpected sights as I plumbed the realms of the Infernus, that I was taken aback when at last I saw what I had been expecting all along. Here was the epitome of the hell which mothers threatened their children with."

-an excerpt from Lord Pliney's Aurorus Tempus

AT LAST, THE FIERY PITS...

The **DENIZENS OF DIANNOR** monster folio contains complete information on the searing denizens of this demi-plane: the demons of the Infernal Order of the Blood. Included in this pack are dozens of demon lords: the Governors, Generals and Marshals of Diannor and their minions.

DENIZENS OF DIANNOR can be used alongside **DEMONS**, **DEMONS II** and **SENTINELS**, or it can be used alone to provide numerous evil adversaries for your characters.



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