

HackMaster™



HACKLOPEDIA OF BEASTS – VOLUME V

Meenlock to Nefarian: Other, Soul Larva



Hacklopædia of Beasts Volume V

SPECIAL REFERENCE WORK

Dedicated to the memory of
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* FOR GAMEMASTER'S EYES ONLY! *

A Compiled Volume of Information for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Foreward

Last summer as work on the **HackMaster 4th edition™** was well underway, I was paged by the home office. When I called in I was told, "Mr. Jackson® wants to see you... Immediately! Bring your notes." By 'notes' they meant the working manuscripts for the HM4E. At the time I had nearly completed re-working the Player's Handbook (incorporating thousands of changes mandated by Gary™, of course) and was just about to tackle the GameMaster's Guide. As I gathered up my manuscripts and computer files I uttered a silent prayer to the Gawd of Assistant Editors that Gary™'s "Red Pen of Mandate" would be merciful. By the time I arrived at the office and stumbled into the conference room I was surprised to discover that a 'full meeting' of the board had been called. As I began pulling the manuscripts and disks from my brief case Gary™ looked up from his notes and motioned quickly for me to sit down.

"Never mind all that!" he said. "I want to talk to you about the **HACKLOPEDIA OF BEASTS™**."

My look of sudden bewilderment betrayed me. "Sir?"

"The HOB™! Dammit! I want to talk to you about a change in plans for the HOB™!"

I had completed work on all five volumes of the HOB™ just 18 months before. In fact, it had already been edited, layed out and blue-lined. My first mistake was reminding Gary™ of this fact.

"I've seen it. I don't approve. Too paltry."

"Sir?"

"And there were omissions. Many, many omissions. Where the hell is the Arboreal Land Squid? And the Gristle Golem? Where the hell is he?"

"Sir there just wasn't room. We're at 1,000 monsters as it is."

"Poppycock!! This is the Fourth Frickin' Edition, you moron! The fans have come to expect bigger and better each time out. We short them on the HackFactor™ this time; this whole project will go belly-up so fast. . . and your jobs with it!"

I tried to explain that we had increased the creature count a whopping 18% over HackMaster 3rd edition, but Gary™ was unwaivering.

"I want 8 volumes. I want 1,600 monsters."

"W-W-WHAT?"

"You heard me. Drop what you're doing on the Player's Handbook. Raise the creature count on the HOB™. That's an order."

"But where? How?"

"You can start by putting the Gristle Golem back in. And the Land Squid. Oh... and all those demons we pulled from the 2nd Edition HOB™. Put those back in. There was a crapload of those. Oh, and check with Timmy. I think he has a list of dinosaurs you missed last time out."

So there you have it, friends. Welcome to the HackMaster™ 4th Edition Hacklopedia of Beasts™, Volume V. This is the fifth book in a gargantuan undertaking of publishing 1600 monsters in eight volumes. - just like Gary™ Jackson® wanted. Oh, and keep in mind, this is HackMaster™. A rose by any other name might still be a rose but when it comes to the Hacklopedia™, one should never, ever dismiss the appearance of the ordinary. A bit of moss might still be a bit of moss, but in Garweeze Wurld™ it's likely to pack a bit more bite than you're used to.

Game on!

Jo Jo Zeke

Jo Jo Zeke
 Director of HackMaster™ Development
 Hard Eight Enterprises®

Reality Check

A DISCLAIMER:

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion.

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their 'real lives.'

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personas may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the action in HackMaster takes place in the minds of the players and the GameMaster.

HackMaster has nothing to do with advocating the occult, drug use, teen suicide or random acts of violence. The writers absolutely do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again — this book is a work of fantasy and the reader should remind himself of that. If you can't separate reality from fantasy you should put this book down and seek professional help. [Or at the very least make a photocopy of this disclaimer and review it before and after EVERY session of HackMaster.]

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers. Our demons are 'made-up'. Likewise with the 'magic spells' presented in HackMaster. They're fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't going to happen. Are we on the same sheet of music here? Good. 'Nuff said.

Disclaimer Addendum: The views expressed in this work are solely those of Hard Eight Enterprises and its staff and NOT those of KenzerCo or its employees. Remember this work is a parody of games and the people who play them (as well as make them).

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How To Use This Book

Introduction

The information contained in this introduction describes how to interpret the monster listings found throughout this book. You'll find that this new edition of the Hacklopedia along with the HackMaster™ GameMaster's Guide (GMG) and the HackMaster™ Player's Handbook (PHB) stands head and shoulders above its predecessors. Together they form the essential core of the long awaited 4th edition. Although this game has been designed with 'ease of use' foremost in mind you should take the time to read the following.

Every single monster in the HACKLOPÆDIA OF BEASTS™ has been revised, edited and updated. All the creatures have had their corresponding HackFactors beefed up to bring them in line with the rest of the game. You won't find that weak ass panzy-fluff so prevalent in so many other games. Anything less than the best would be an insult to any Hero worth his salt.

Bearing that in mind, you'll find that all the monsters herein have been given a substantial face lift. New information has been added to many of the entries, and many new monsters have been added to the roster. Also, a few monsters who no longer cut the mustard have been dropped. As always the information printed here supersedes all previously published data in the case of conflicting information.

Other Worlds?

The monsters cataloged in this reference book are presented for use as inhabitants of Garweeze Wurld and other planes of existence associated with that world. Not to fear, these nasties may be used to enhance any setting you happen to prefer. If you can read, you should have no trouble transplanting them into your own milieu.

The Monsters

Each and every creature in this detailed reference work has been fully researched by our crack team of dedicated field scholars. We have documented their findings with entries that describe each creature's behavior, combat modes, ecology and so on. The following paragraphs give a detailed breakdown of the nature of those entries.

HACKFACTOR™: A monster's HackFactor is an indication of how tough the creature is measured by its ability to give as well as take damage in combat. This HackFactor can range from zero to 400 or more! The GM would do well to refer to the HackFactor when planning a balanced campaign.

EP VALUE: This value is the number of experience points to be awarded for defeating, but not necessarily killing, the monster. This value is a guideline that can be modified by the GM for the degree of challenge, encounter situation and for overall campaign balance.

CLIMATE/TERRAIN: This field defines where the creature is most often found. The wide range of climates include arctic, sub-arctic, temperate and tropical. Listings for aquatic creatures will include a range of temperate regions. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp and desert. In some cases, a range is given; for instance, "cold" implies arctic, sub-arctic, and colder temperate regions.

FREQUENCY: Here you will discover the likelihood of encountering a creature in a given area. Chances can be adjusted by the GM for special areas or situations.

Very rare = 4% chance
 Rare = 11% chance
 Uncommon = 20% chance
 Common = 65% chance

ORGANIZATION: Listed here is the general social structure the creature adopts. "Solitary" can include small family groups.

ACTIVITY CYCLE: Given here is the time of day when the creature is most active. Those active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

DIET: Every creature on Garweeze Wurld has to eat and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores eat either. Scavengers pri-

marily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in detail in the body text of the entry.

INTELLIGENCE: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; and this will be noted in the description. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent/Not ratable
1	Animal Intelligence
2-4	Semi-Intelligent
5-7	Low Intelligence
8-10	Average Intelligence
11-12	Very Intelligent
13-14	Highly Intelligent
15-16	Exceptionally Intelligent
17-18	Genius
19-20	Supra-Genius
21+	Gawdlike Intelligence

ALIGNMENT: As with Player Characters (PCs), alignment shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING: This number indicates the average numbers one might meet in a typical wilderness encounter within the creature's territory. The GM should alter this to fit the circumstances of any encounter as the need arises and should not be considered a rule for dungeon encounters. Note that some solitary creatures are occasionally found in small groups; this means they are found in very small family units, or that several may be nearby, but do not cooperate with one another.

SIZE: The size of a creature is abbreviated as follows:

T = tiny (2' tall or less);
S = smaller than a typical human (2+' to 4');
M = man-sized (4+' to 7');
L = larger than man-sized (7+' to 12');
H = huge (12+' to 25'); and
G = gargantuan (25+').

Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated.

For instance, while a 6-foot tall humanoid is considered size M, a spherical creature 6 feet in diameter has more mass, so is considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered man-sized. Adjustments like these should not move a creature more than one size category in either direction.

MOVEMENT: This measurement shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demi-human and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Fl = Flying	Cl = Climbing
Sw = Swimming	Wb = Moving across webs
Br = Burrowing	Bc = Brachiation (moving in treetops)

Flying creatures also have a Maneuverability Class from A to E.

- Class A creatures have total command over their movements in the air; they can freely hover, face any direction in a given round and attack during each round.
- Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round and attack in each round.
- Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling; they can turn up to 90 degrees in a round and attack aerially once every two rounds.
- Class D creatures are rather slow; they absolutely cannot move less than half their movement rate without falling; can turn only 60 degrees in a round and can make a pass once every three rounds.
- Class E includes large, oafish fliers; these creatures cannot move less than half their movement rate without falling immediately, can turn only 30 degrees in a single round and can make one pass every six rounds.

MORALE: This entry is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following range:

2	Wuss	9	Half-hearted	16	Foolhardy
3	Weak	10	Pliant	17	Defiant
4	Coward	11	Average	18	Resolved
5	Unreliable	12	Confident	19	Fearless
6	Timid	13	Courageous	20	Fanatic
7	Hesitant	14	Brave		
8	Unsteady	15	Daring		

ARMOR CLASS (AC): This score represents the relative difficulty in hitting a creature. Protection that enhances Armor Class can be due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Creatures that wear armor or those with a special defense rating will have an unarmored or special value in parentheses. Listed AC does not include any special bonuses noted in the description.

NO. OF ATTACKS: Found here are the basic attacks the creature can make in a melee round, excluding special attacks. This number can be modified by hits that sever limbs, spells such as Haste and Slow, and so forth. Multiple attacks indicate expert fighting skill, several members, raking paws, multiple heads, etc.

DAMAGE/ATTACK: The amount of damage a given attack causes is expressed as a spread of hit points (based on a die roll or combination of die rolls). If the monster uses weapons, the damage done by the typical weapon will be followed by the parenthetical note "weapon." Damage bonuses due to Strength or magic are listed as a bonus following the damage range.

SPECIAL ATTACKS: If a creature has a unique attack that they prefer to use in combat, it will be listed here. The monster description details these special attack modes such as dragon breath, magic use, etc. Any competent GM will be prepared to make full use of these special attacks in every encounter.

SPECIAL DEFENSES: The creatures of Garweeze Wurld have evolved with skills and instinctual behaviors that are perfectly suited to self

defense. Special defenses are listed in this field entry for easy reference and are more fully detailed in the monster description.

MAGIC RESISTANCE: The magic resistance is listed here as a percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal allowed saving throw. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

Note that a magic resistance of "Nil" or "Standard" would still allow a creature a saving throw, if applicable, but the monster does not have any special resistance to magic beyond that.

HIT DICE: The number of hit points of damage a creature can withstand before being killed is measured with this entry. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). To determine the creature's starting hit points, roll the number of Hit Dice indicated in this field entry and add 20 to the results. Several creatures have a specific range of hit points instead of Hit Dice. Some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4+20 (28-56 total) hit points. A creature with 1/2 a Hit Die has 1d8/2 +20 (21-24 total) hit points.

Hit Dice also define how well a creature can hit others in combat. Combat tables are located in the GMG. Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws. Creatures with fewer than 21 hit points should be considered as zero Hit Dice for determining hit probability on the combat tables in the GMG.

GENERAL DESCRIPTION: Here you will find a condensed description of what the creature looks like.

COMBAT/TACTICS: This field entry contains descriptive text that discusses special combat abilities, weaponry, armor and tactics.

HABITAT/SOCIETY: A given monster's habitat and social structure outline the monster's general behavior, nature and goals. In some cases, it further describes their lairs (the places where they live), breeding habits and reproductive rates.

ECOLOGY: This entry describes how the monster fits into the grand scheme of things within the campaign world, gives any useful products or byproducts, and other miscellaneous information. Variations of a monster can be found by consulting the main monster listing or the table of contents. For instance, the Xorn entry also describes the Xaren, a very similar creature.

YIELD: Slaying a monster invariably leaves the conqueror with a cooling pile of meat, fur, bones and/or feathers. Exhaustive field research has turned up items of potential value the PCs may be able to take from the creature. This could be in the form of real treasure (i.e. coins, gems etc.) or body parts with medicinal or magical properties. As a rule the GM should NEVER freely volunteer any of the yield information associated with a particular creature. Let the players figure it out for themselves.

The GM should also note that some skills may be required to obtain certain yields. For example, a Swack Iron Dragon's hide may be worth 5d1000 gold pieces on the open market, but unless the player has the proper skills to skin the dragon and cure the hide he could botch the job, thus greatly reducing the value. Same thing for many body parts of medicinal value. There may be certain skills/procedures

needed to ensure the item's qualities are not ruined or diminished.

Medicinal: Body parts/fluids which have medicinal value will be listed here for easy reference.

Spell Components: Valuable information for any mage or cleric, this field entry refers to any body parts of the creature which can be used as spell components.

Hide/Trophy Items: The street value of the creature's hide or trophy items (like horns or fangs) will be listed here if applicable.

Treasure: The GM should refer to the treasure tables in the HackMaster GMG. If individual treasure is indicated, each individual may carry it (or not, at the GM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the GM. Intelligent monsters will use the magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found.

Treasure should be adjusted downward if a few monsters are encountered. Large treasures are noted by a multiplier (x10, for example); this should not be confused with treasure type X. Treasure types listed in parentheses are treasures found in the creatures' lair. Do not use the tables to place dungeon treasure, since the numbers encountered underground will be much smaller.

Other: Refers to further information about a creature or any other items of value associated with the creature.

Psionics

Psionics are mental powers possessed by many creatures in the HACKLOPÆDIA OF BEASTS™. These psionic listings are:

Level: How tough the monster is in terms of psionic experience level.

Dis/Sci/Dev: How many disciplines the creature can access, followed by the total number of sciences and devotions the creature knows. Monsters can know sciences and devotions only from the disciplines they can access.

Attack/Defense: The telepathic attack and defense modes that the creature can use. Note that defense modes are not included in the total number of powers the creature knows.

Abbreviations used are as follows: PB- Psionic Blast, M- Mind Blank, MT- Mind Thrust, TS- Thought Shield, EW- Ego Whip, MB- Mental Barrier, II- Id Insinuation, IF- Intellect Fortress, PsC- Psychic Crush, TW- Tower of Iron Will.

Power Score: The creature's usual score when using a power that is not automatically successful.

PSPs: The creature's total pool of psionic strength points (the maximum available to it).

The rest of the listing indicates by discipline which powers the creature has, sometimes listing the most common powers or only the powers that all members of the species have. Unless otherwise noted, the creature always knows powers marked by an asterisk.

Meenlock

DESCRIPTION: Meenlocks are small, nasty, bipedal creatures covered in black, shaggy fur. Their heads are white, with dark ridges, large yellow eyes and an insect's maw. They stand slightly hunched and their arms end in claws.

COMBAT/TACTICS: Any creature of four or fewer Hit Dice must save vs. paralyzation upon seeing the beast or fall catatonic on the ground for 5-8 rounds (half if saved, this is a fear effect). The touch of a Meenlock causes paralyzation (save negates). When three or more Meenlocks stand next to each other, they can Dimension Door up to six feet every other melee round. This gives opponents -4 to-hit.

Though they have fearsome claws that inflict 1-4 points of damage with each hit, Meenlocks prefer to "mark" a random victim (choosing paladins and humans over others) and then track that victim at a distance. At a range of up to 300 feet, Meenlocks can send telepathic messages to the victim. These messages will be about how the Meenlocks will make the victim into one of them.



Meenlock

AKA: Ire Fiend, Embittered Monster
HACKFACTOR: 11
EP VALUE: 270
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Lawful Evil
NO. APPEARING: 3-5
SIZE: S (2' tall)
MOVEMENT: 9"
PSIONIC ABILITY: See description
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 7 (See description)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4 (claws)
SPECIAL ATTACKS: Paralyzation
SPECIAL DEFENSES: Dimension Door
MAGIC RESISTANCE: Standard
HIT DICE: 4

Victims will be unable to sleep and become anxious, suffering -1 to Strength, Intelligence, Wisdom, Dexterity and to-hit rolls. If the victim is a spell caster, their targets save at +2 vs. all spells. The penalties are cumulative every hour, but are canceled if the victim enters an area of bright light. Meenlocks hate bright light and will flee the area.

Once the victim goes to sleep, the Meenlocks will attempt to kidnap him. Meenlocks move silently and hide in shadows at 80% even against a watchful guard (100% for a sleeping guard and 150% for a dead guard). The victim will be taken back to the lair and given a special mixture of Meenlock blood. In two hours, the victim will turn into a Meenlock unless a Cure Disease spell is cast before the end of that time. Transformed victims can only be returned to their normal state with a Wish spell. A Reincarnation spell will keep the victim a Meenlock, but return 30-90% of his personality and memories.

HABITAT/SOCIETY: Meenlocks live in small caves that are just wide enough for a human-sized PC to crawl down. They always seal the entrances (equivalent to a secret door) to their caves carefully. Their lairs are lined with moss to silence their movement. Cave shafts have so many twists and turns that even a Light spell will be unable to penetrate to the bottom.

Meenlocks are so evil that their lair will radiate evil. Good-aligned PCs considering exploration of such a lair will have bad feelings about it. Additionally, Meenlocks line their lairs with corpses and position the faces in expressions of terror.

ECOLOGY: Meenlocks reproduce by transforming humans and demi-humans. The first Meenlock was actually a psionicist from the family of Meenlock. Using his abilities, he was able to transform into this tiny fiend and terrorize his enemies. Unfortunately, he spent more and more time as the creature and less and less time as himself. He eventually started transforming others and the Meenlock race was born. It is unknown whether or not he still exists.

Meenlocks can be "traced" via their telepathy by any psionicist at no cost to PSPs. Psionicists can only trace the Meenlocks to within 300 feet of their location.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A bit of hair from a Meenlock can be used to prepare and cast Dimension Door as a 3rd level spell, but only up to six feet.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Meenlock blood can be used to transform unwilling victims into Meenlocks.

Men

DESCRIPTION: Humans come in every size and shape. The statistics below reflect the average human in that particular circumstance or occupation. Humans are very adaptive and in extreme circumstances they may have specialized skills and abilities according to their environment. Humans, by far, are the most plentiful intelligent species on Garweeze Wurd and they have the most diverse cultures.

Aborigines: These are primitive humans found in remote regions. They remain much the same as they were thousands of years ago. For

every ten of these humans there is a 3rd level fighter. Tribes are led by chiefs (5th level fighters) that are protected by 1-4 sub-chiefs (4th level fighters). For every ten aborigines, there is a 10% cumulative chance of a shaman (3rd level cleric).

60% of the time, encounters will be with a war party or hunting group. 40% of the time the encounter will be near the lair at a water or food

source. These humans make natural shelters in caves and forests from whatever material is available. There are an equal number of males, females and children in the lair. Typical weapons include stone axes, spears and clubs. They are superstitious, unskilled and often use spell books as kindling and magic wands as backscratchers.

Adventurer: The NPC counterpart to the typical PC can be found in groups including fighters, thieves, clerics, magic-users, monks or any class available in the PHB. Typical bands include 2-8 adventurers, but lone adventurers who are between jobs or on other business may be encountered. Groups usually have a group name, although some groups (5%) can never seem to agree upon a name. After determining the size of the group, roll to determine the class of individual adventurers:

- 1-4 Fighter
- 5-6 Cleric
- 7-8 Thief
- 9-10 Magic-User
- 11 Dual classed
- 12 Special class such as Monk, Dark Knight, Druid, Bard, etc.

GMs can choose to tailor the strength of the adventuring party to the level of his campaign or roll on the table below:

Roll (d10)	Power Level	Level Range of Party	Hit Dice
1-5	Low	1st to 3rd	1d3
6-7	Medium	4th to 7th	1d4+3
8-9	High	7th to 12th	1d6+6
10	Very High	9th to 20th	1d12+8

High-level adventurers may have dozens of followers and hirelings with them. Spell casters have 20-100% of their spells at the time of the

Men
AKA: Humans, Homo sapiens
CLIMATE/TERRAIN: Any
ORGANIZATION: Any
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Semi to Genius (3-18)
SIZE: M (3' to 7')
MOVEMENT: 12"
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Possible/Possible
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Possible spell use
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard

encounter. Most adventuring parties stick out like sore thumbs unless they are native to the area and/or they are trying to hide their identities. High-level fighters and clerics will usually have plate mail and shields and ride unbarbed medium warhorses. For each level of experience, the adventurers have a 5% chance of having a magic item according to the chart below. Roll on the appropriate table in the GMG. Cursed items should be re-rolled. Only roll if the class has a "Y" in its column. Dual-classed characters can roll on either column according to their classes. Specialized classes can roll for items according to their group.

ITEM	Fighter	Magic-User	Cleric	Thief
Armor	Y	N	Y	N
Shield	Y	N	Y	Y
Sword	Y	N	N	Y
Misc. Weapon	Y	N	Y*	Y
Potion	Y	N	Y	Y
Scroll	N	Y	Y	N
Ring	N	Y	N	Y
Wand/Staff/Rod	N	Y	N*	N
Misc. Magic	N	Y	Y	Y

*If no miscellaneous weapon is appropriate, roll for wand/staff/rod. If the item is unusable by a cleric, it is not present.

In addition to magic items, adventurers have the following TREASURE:

Fighters:	L, M	Magic-Users:	L, N, Q
Clerics:	J, K, M	Thieves:	J, N, Q

Some adventurers have developed group tactics for certain situations. They are almost universally wary of thieves and will not tolerate the close approach of anyone wearing leather armor. Depending on their alignments, adventurers may be open to short or long-term alliances. Good-aligned adventurers will ally for the greater good, but evil adventurers will only align for profit and may attempt to double-cross the PCs at a vulnerable moment.

Apprentice/Torch Bearer: 90% of apprentices and torchbearers are young boys anxious to learn a skill. They are indentured to a skilled craftsman or adventurer for one to four years. At the end of that time, the apprentice is expected to start a new life on his own or to become an associate of his master. When encountered in the wild, these boys will either be lost (20%), running an errand (60%) or carrying an important message for their master (20%). Apprentices and torchbearers can be armed with daggers, knives, tools or short swords.

Bandits/Brigands: These thieves were too pathetic to get into city thieves guilds and were forced to ride around in rural areas preying on travelers and isolated dwellings. They are usually led by high-level fight-

Men	Aborigines	Adventurer	Apprentice/ Torch Bearer	Bandit/ Brigand	Bard/ Street Performer	Beggar	Berserker/ Dervish
HACKFACTOR:	1 and up	1 and up	1	1	1	0	1
EP VALUE:	15 (35)	Varies	7 and up	15	15	7	65
FREQUENCY:	Rare	Very Rare	Common	Common	Rare	Uncommon	Rare
ALIGNMENT:	Neutral	Any	Any	Chaotic Evil	Any	Any non-lawful	Neutral/Lawful Good
NO. APPEARING:	10-100	1-8	1-12	20-200	1-12	1-12	10-100
MORALE:	Half-hearted (9)	Varies	Half-hearted (9)	Daring (15)	Pliant (10)	Unsteady (8)	Fanatic (20)
ARMOR CLASS:	8	Varies	10 to 8	10 to 6	9 to 7	10	10 to 6
TREASURE:	Nil	Varies	4-12 sp	J, N, Q	5-20 sp	1-20 sp + tin cup	Nil
HIT DICE:	1+ 2-5 hp	Varies	3-18 hp	1	1	15 + 1d4 hp	1+

Men	Caravan Guard	Cavalry	Cleric	Farmer, Burly	Farmer/ Herder	Gentry	Gypsy
HACKFACTOR:	1	1 and up	1 and up	1 and up	1	1	1 and up
EP VALUE:	15	15 and up	Varies	15 and up	15	15	15 and up
FREQUENCY:	Uncommon	Uncommon	Very Rare	Uncommon	Common	Common	Rare
ALIGNMENT:	Any lawful	Any	Any	Any	Neutral	Any	Any non-lawful
NO. APPEARING:	2-200	10-60	1-8	5-20	1-20	1-20	5-30
MORALE:	Average (11)	Confident (12)	Varies	Confident (12)	Half-hearted (9)	Half-hearted (9)	Unsteady (8)
ARMOR CLASS:	7 to 4	7 to 2	Varies	10 to 9	10	10	9 to 7
TREASURE:	2-20 gp	5-20 sp	J, K, M	1-10 sp	Nil	J, K, L, M, N, Q	J, L, M
HIT DICE:	1	1 and up	1 and up	1 and up	1/2	1/2	1 to 3

ers, thieves, magic-users or clerics. For every 20 bandits there is an additional 3rd level fighter and if more than 100 are encountered, the leader will be at least 8th level.

Very rarely, bandits will score a cache of weapons and armor, which may include flaming oil, siege weaponry and plate mail. This is left up to the discretion of the GM. These well-equipped bandits get +2 to +5 on all morale checks, again at the discretion of the GM.

Roll (d100)	Arms & Armor
1-30	robes/garments, spear
31-50	leather armor, bow
51-65	leather armor, shield, sword
66-85	padded armor, shield, sword
86-100	ring mail, shield, sword

Typically, bandits flee at a strong show of force and must make a morale check if their leader or more than 25% of their number falls. Bandits have intimate knowledge of their territory and use it to their advantage. Most successful bandit groups are undone by their greed. When kingdoms can no longer tolerate their antics, they may send



small armies to wipe them out. Fortunately, most bandit groups are not ambitious and exist just one step ahead of starvation.

Bard/Street Performer: These performers are jugglers, singers, actors and/or jesters. They will do almost anything to entertain a crowd and usually specialize in an “act” that is a crowd pleaser. In addition to the leader (3rd-7th level bard), there will be one to six 1st-6th level bards. 20% of street performers are armed with some exotic weapons that are a part of their act, such as flaming batons or sabers. For bards, roll on the table in the adventurer entry under thieves for special possessions. For every five performers, there is a 15% chance of a 1st-4th level magic-user who has illusion-related spells for special effects.

Although street performers travel and are not missed if harmed or killed, bards who survive an attack by PCs may be inspired to write a scathing ditty that will linger in the heads of city dwellers. These songs are 75% likely to reduce a PC’s Honor by 2-12 points when someone makes the connection between the song and the PC in question.

Beggar: These wretched humans are so poor they stand in the street and literally beg for food and money. Some beggars have missing fingers and limbs and look diseased. 40% of all beggars are professionals and actually have comfortable lives by lower class standards. 20% are actually 1st-3rd level thieves and 10% of these are armed with knives. In large cities, beggars have a community spirit that encourages them to look out for one another. Alone, they do not put up much of a fight; however, in groups they overwhelm opponents and steal everything from stunned victims. Ten or more beggars constitute a mob and can use the Overbearing combat rules in the PHB. Victims who harm a beggar are stripped of possessions, humiliated in the street and covered in tattoos of shame. Those who murder beggars are dragged before a court and punished.

Berserker/Dervish: Berserkers are violent fighters prone to fanatic behavior in battle. They can go into a Hack Frenzy and Hack Lust (see the PHB for more details on the berserker class) and need never check morale. Berserkers resemble barbarians and mix freely among them.

Dervishes are highly religious nomads. They get +1 to hit and +1 to damage in combat and need never check morale. Dervishes resemble pilgrims and will only attack those who threaten their holy places or their chosen way of life.

Misunderstandings between PCs and berserkers or dervishes are common, as these humans are prone to attack first and ask questions later. PCs that retreat will be hunted. PCs that surrender immediately will have one melee round to calm these anxious warriors. Once the battle starts, PCs that surrender will be beheaded or worse.

Caravan Guard: These guards are 2nd to 6th level fighters led by a 7th-10th level fighter and a lieutenant one level lower. They work for

a specific employer or a service that guards caravans between two different points. They are armored and armed with swords, spears, crossbows and daggers.

Caravan guards are only as loyal as their treatment. If abused, they may abandon their post or even rob their employers. Caravan guards will not sacrifice themselves for material goods. For every five guards, there is a 10% chance of a 1st-4th level cleric or a 2nd-5th level magic-user. When encountered in cities, these guards may be guarding goods at a warehouse or pier.

Cavalry: Cavalry humans are mounted fighters, often sent to patrol an area or to rescue beleaguered units during times of war. All cavalry members have horseback riding skills and can fire bows or crossbows from the saddle. For every five cavalry there is a 4th level fighter (officer). For every 40 cavalry there is a 10% chance of a 2nd-5th level cleric and/or a 3rd-6th level magic-user. Groups of 50 or more will be led by a 6th-8th level fighter with a lieutenant one level lower.

Typical cavalry weapons include lances, swords, maces, crossbows and bows. Their mounts have at least leather barding. There is a 2% chance that the unit is a flying cavalry unit on small dragons or giant eagles and there is a 5% chance that one of the soldiers is an airborne scout with an appropriate mount (GM's choice). If the cavalry unit is lawful good, there is a 15% chance that it is led by a paladin.

Cleric: Typical NPC clerics are traveling on personal or church business. If the cleric is of high enough rank to have followers, they are 50% likely to accompany the cleric. Use the table in the adventurer entry to determine level and possessions.

Clerics behave in a manner that is aligned with the church ethos. Good-aligned clerics will offer help to the good, while neutral clerics tend to keep to themselves. Evil clerics will be helpful to evil PCs for a price and if their work is aligned with the church's evil ethos. Most evil clerics will pose as another type of human to gain the confidence of the PCs before turning on them, stealing their horses, poisoning their food and/or turning them into Zombie slaves.

Farmer, Burly: The farms of these agricultural specialists are located in dangerous territories that are routinely attacked by bandits, humanoids and monsters. Because of this constant combat, burly farmers have the abilities of 1st-4th level fighters. 10-40% of burly farmers will be 2nd-8th level fighters and 50% of them will be proficient in weapons that inflict at least 1-8 points of damage. 25% will have suits of armor stored in their homes and 5% will have a random, useful magic item. Burly farmers do not tolerate any intrusion upon their land and will band together for mutual protection.

Farmer, Herder: These humans are simple folk who do nuthin' to nobody. They raise crops and livestock, and will most often be encoun-

tered tilling their land (65%) or tending their herd (35%). Herd sizes vary according to the number of herders and the type of animal. Farmers do not respond well to threats on their land and have hidden weapons in their homes (30% of the time). If cornered, farmers usually try to flee to get help, but if their families are threatened, they can fight with pitchforks (inflicting 1-6 points of damage). Herders will defend their herd as best they can and may start a stampede (35% chance). Most herders will have a mount (75%) and/or 1-3 guard dawgs to assist them. Farmers and herders are respected in their communities and are often under the protection of a lord or noble. PCs that habitually harass these humans will be labeled as bandits and eventually hunted down like dawgs.

Gentry: Gentry are rich humans who own land. They are not nobles or royalty, but have wealth, power and influence. Gentry will have 0-3 guards and 1-6 servants each. Guards will be 1st-6th level fighters and armed with at least a sword and a spear. 15% of all gentry are retired adventurers (use the table in the adventurer entry to determine level and possessions). Other gentry are likely to be armed with a dagger (75%) or a short sword (25%). If threatened, these humans can rally 1-6 more guards from other gentry or a local militia. Gentry have many friends and if harmed or killed, they will be missed within the day.

PCs that harm or kill gentry will get stiffer penalties than those who harm lesser humans. Gentry are likely to belong to an organization or association (25%) that will take action against PCs that harm them, such as hiring an assassin or a group of thieves to kill or rob PCs.

Gypsy: Gypsies are roving bands of families who sometimes pose as merchants, street performers, psychics or circus performers. Although they are not dishonest, many gypsies have sticky fingers. Being thieves of opportunity, they tend to perform scams rather than outright robberies. Gypsies are led by an 8th-10th level fighter, bard or thief, a lieutenant one level lower, plus two to eight 2nd-5th level thieves, bards and fighters. For special items, roll on the table in the adventurer entry. Local thieves guilds will consider them interlopers, as they have no ties to the local guild. They may be armed with almost any weapon smaller than a long sword, though the weapon will be kept hidden whenever possible. Because they are extremely wary of dishonesty, they are difficult to trick and rely on their mobility to keep them out of the hands of the law.

Hermit: Hermits will always be encountered alone. For whatever reason, they want to be isolated from the rest of society, so they make their homes in remote locations. 10% of all hermits suffer from some form of mental instability and will exhibit odd behaviors, fetishes or wild hallucinations. 5% of hermits have character classes, often druids, fighters or rangers. Hermits will be armed with a club or a knife, but they usually are not much of a threat in combat. If befriended, they

Men	Hermit	Knight	Magic-User	Mercenary	Merchant, Dishonest	Merchant, Sailor/Fisherman	Merchant/Trader
HACKFACTOR:	1	1 and up	1 and up	1	1	1	1
EP VALUE:	15	Varies	Varies	35	15	15	15
FREQUENCY:	Very Rare	Very Rare	Very Rare	Rare	Rare	Common	Common
ALIGNMENT:	Any neutral	Any lawful	Any	Any	Any evil	Any	Any
NO. APPEARING:	1	1-4	1-8	10-100	1-6	4-80	30-300
MORALE:	Half-hearted (9)	Brave (14)	Varies	Confident (12)	Unsteady (8)	Average (11)	Pliant (10)
ARMOR CLASS:	10	4 or 2	10	7 to 4	7	10 to 8	10 to 5
TREASURE:	Nil	L, M	L, N, Q	L, M	5-50 gp	10-60 sp	10-1000 gp
HIT DICE:	1/2	2+	Varies	1+1	1/2	1/2	1/2

Men	Middle Class Citizen	Partisan	Peasant/Serf	Pilgrim	Pirate/Buccaneer	Police/Constabulary	Prostitute
HACKFACTOR:	1	1	0	0	1	1	1
EP VALUE:	15	35	7	7	15	15	15
FREQUENCY:	Common	Common	Common	Uncommon	Common	Uncommon	Uncommon
ALIGNMENT:	Any	Any non-lawful	Any	Any	Any evil	Any lawful	Any non-lawful
NO. APPEARING:	2-40	25-100	1-100	10-100	30-300	2-20	2-8
MORALE:	Half-hearted (9)	Daring (15)	Half-hearted (9)	Half-hearted (9)	Average (11)	Confident (12)	Pliant (10)
ARMOR CLASS:	10	10 to 6	10	10 to 8	10 to 6	7 to 4	10
TREASURE:	J, M, N	5-20 gp	Nil	1	J, M, N, Q	10-60sp	2-12 gp
HIT DICE:	1/2	1+2	1/2	1/2	1	1	1/2

may have intimate knowledge of the area. All hermits have the survival skill and most are excellent hunters and herbalists.

Knight: Knights are specialized fighters that are mounted and heavily armored. They may be on a quest, on a specific mission or simply returning from an armorer's adjustment. Knights will be with their squires (25%), hirelings (25%) or an entourage of both (50%). Knights always have a sword and a dagger and may also be armed with a lance (30%), mace (50%) or flail (20%). They wear either plate mail (35%) or chain mail (65%) and always carry a shield, usually emblazoned with a personal symbol and color scheme. Knights ride medium or heavy warhorses that are fitted with half or full barding.

5% of all knights encountered are vanquished knights. They have been stripped of their arms and armor and may be mistaken for any other human encounter. These knights have failed their lord in combat, stolen from him and/or slept with his wives. Vanquished knights may wallow in self-pity or want desperately to prove their worth again. Roll on the table in the adventurer entry to determine level and possessions. These vanquished knights are usually paladins (35%), knights errant (30%) or dark knights (35%).

Magic-user: NPC magic-users may be engaged in personal business, gathering spell components or traveling. Typically, magic-users have zero to three servants and guards. Guards will be 1st-4th level fighters who will enter melee while the magic-user casts spells. Magic-users can be dressed in any normal clothing, although they prefer loose fitting clothes so they can more easily cast spells. (Use the table in the adventurer entry to determine level and possessions of the magic-user.)

Evil magic-users may be guarded by monsters (10%) and neutral magic-users may have animal companions (10%). Good-aligned magic-users may have a friendly animal companion (20%). They are highly intelligent, older individuals who should be able to outwit PCs who give them a chance to talk. Even magic-users that are in foreign lands are quick studies of the culture and surroundings. They will be quick to point out a guard tower or a group of warriors to would-be robbers.

Mercenary: These are low-level fighters for hire. Any mercenaries encountered are 50% likely to be looking for work or on their way to battle. (Use the table in the adventurer entry to determine level and possessions.) Mercenaries tend to fight for the highest bidder, so they are usually open to bribes, depending on their alignment. Mercenaries will have set minimums for employment, depending on the market for hired swords, and may demand arms or armor. Most mercenaries consider adventurers unprofessional.

Merchant, Dishonest: Merchants are, by and large, honest, but for those who are not, dishonesty is a way of life. Dishonest merchants are

not thieves by trade – they simply lack scruples. Typically, they will employ 2-8 bodyguards of 1st-4th level fighting ability. However, these guards have a low morale as they most likely have been cheated out of pay. Dishonest merchants will say and do anything to get out of trouble. Only when a dishonest merchant is caught red-handed will he be willing to parley with a PC for restitution. Even when this happens, they may attempt to hide behind the protection of a guild. Typical scams include selling shoddy merchandise, taking a deposit and then skipping town or trading shoddy goods for quality merchandise.

Merchant, Sailor/Fisherman: These men of the sea are found on ships or on coastlines looking at ships. They are sometimes ferrymen on streams and rivers. Sailors are armed with knives, short swords, cutlasses or belaying pins. Fishermen are armed with knives and nets, and can be found on almost any manner of watercraft.

These humans hate all manner of pirate and will assist PCs who hunt them. They take great care of their boats and ships and will only hire them out to PCs who appear responsible or powerful, though they will not loan their boats to any PC unless desperate for money or forced.

Most sailors and fishermen have basic navigating and sailing skills. They are familiar with local laws regarding salvage rights and piracy. If



rescued from a sinking ship or island, these humans will be eternally grateful and may become loyal followers or hirelings.

Merchant/Trader: These humans deal in goods and services. If encountered on the road, they will be in well-armed, traveling caravans in search of new trade. Caravans are comprised of a few merchants (10%), several drovers (10%) and many armed guards (80%). Guards will be led by a 6th-11th level fighter and a lieutenant one level lower. Each leader has twelve 2nd level guards and for every 50 people in the caravan there is a 6th-8th level magic-user (10% chance), a 5th-7th level cleric (5% chance) and an 8th-10th level thief (15% chance) with 1-4 accomplices (3rd-7th level). 90% of all treasure will be in the form of trade goods such as fabric, food stuffs, alcohol, building materials, specialized machinery or live animals. Most caravans have ten pack animals or one wagon per 5000 gp value of goods. 10% of all caravans will be laden with money, having just come back from a profitable venture. It is 50% likely that such caravans will have two to twelve additional 2nd level fighters, plus one scout (3rd-6th level thief) in the employ of the merchant.

When encountered in inhabited areas, merchants and traders are highly visible members of the community. They are tempting targets for thieves and thugs, so are wary of such individuals. When doing business with a merchant or trader it is customary to disarm and allow a merchant's guard to search you. The more valuable the goods, the more stringently they stick to this policy. Merchants and traders run the gambit of wealth and class and include everything from those who sell flowers in the street to powerful diamond merchants with considerable wealth and influence.

Middle Class Citizens: When traveling, these humans are on personal business. They are most often encountered in civilized areas plying their trades. Depending upon local laws, middle class humans are armed for self-defense with knives, daggers or short swords. They dislike anyone who would disrupt their sedate lives. On weekends, middle class humans reluctantly participate in family activities. This lowers their morale to four.

Partisans: These fierce warriors are the survivors of a defeated army. To a man they refuse to acknowledge their defeat and carry on their conflict as best they can. This usually takes the form of vandalous raids on key infrastructure such as bridges, villages deemed to be collaborating with the enemy or tea ships. Due to the ebb and flow of neverending conflict on Garweeze Wurd, partisan bands are not a rare encounter.

Their former supply chain severed, Partisans have reverted to a nomadic lifestyle. They possess animal husbandry skills and can manufacture simple items. They sometimes inhabit burned out villages, but prefer portable structures such as tents. Partisan camps are always well camouflaged and picketed to provide early warning of a raid by the enemy.

Weapons of preference include swords, knives, bows, spears and clubs.

Armor includes shields, helmets, chest plates and any armor they can take from vanquished foes. They are adept at ambushes and opponents get a -5 penalty on their surprise rolls. Partisans are great survivalists and know how to live off the land. Their lives are tough so most Partisan bands value personal skills, especially Forage for Food, First Aid, Woodland Lore and Military: Small unit tactics. PCs who exhibit weakness will not be respected and will be bullied to give up their equipment or pressed into service as footsoldiers.

Peasant/Serf: Peasants are poor farmers and tradesmen. They run mud farms, rat farms and sell toothpicks on the street. Peasants are freemen. Serfs are usually indentured to a local lord for life. They farm and perform labor on behalf of their lord and are little more than slaves. Serfs have few rights and are often covered in filth. Evil lords sometimes use them for target practice.

Peasants and serfs may be armed with daggers, clubs, quarterstaves or farming tools. Only in the most rare circumstances will they have any treasure and even that will be worth less than a silver piece. Peasants and serfs can be easily bullied by PCs, although a serf might call upon a lord to protect him. PCs that harm a serf under the protection of a lord will be subject to that lord's authority.

Pilgrim: Pilgrims are devout believers who travel to and from holy places. They can be found almost anywhere and always wear large wide-brimmed hats with buckles. A group of pilgrims will be accompanied by other character classes as follows:

- 1-6 2nd level (clerics (50%) or monks (50%))
- 1-4 4th level (clerics (60%) or monks (40%))
- 1-2 6th level (clerics (70%) or monks (30%))
- 1 8th level (cleric (90%) or monk (10%)) accompanied by one 3rd level and one 5th level assistant of the same class

For every ten pilgrims there is a 10% chance of one to eight 1st-8th level fighters and one to six 2nd-7th level thieves. There is also a 5% chance per ten pilgrims of a 6th-9th level magic-user and a 1% chance of a 4th-10th level specialized character class. If the pilgrims are lawful good, the fighters are paladins. If they are chaotic good, the fighters are rangers. Neutrally-aligned pilgrims are accompanied by druids instead of clerics. Lawful evil pilgrims will travel with dark knights and evil clerics, while chaotic evil pilgrims fight as berserkers armed with daggers. To determine alignment, roll 1d100 on the chart below:

Roll	Alignment
1-30	Lawful Good
31-40	Neutral Good
41-50	Chaotic Good
51-55	Neutral
56-65	Chaotic Neutral
66-70	Lawful Neutral
71-80	Lawful Evil
81-85	Neutral Evil
86-100	Chaotic Evil

Men	Sailor	Servant/ Torch Bearer	Slaver	Soldier	Thief/ Thug	Tradesman/ Craftsman	Trapper/ Woodsmen
HACKFACTOR:	1	0	1	1	1	1	1
EP VALUE:	15	7	15	15	Varies	15	15
FREQUENCY:	Common	Common	Common	Uncommon	Common	Common	Uncommon
ALIGNMENT:	Any	Any	Any	Any	Any non-good	Any	Any
NO. APPEARING:	4-80	1-6	1-100	10-100	1-8	2-12	2-12
MORALE:	Half-hearted (9)	Half-hearted (9)	Pliant (10)	Confident (12)	Varies	Unsteady (8)	Half-hearted (9)
ARMOR CLASS:	10 to 8	10 to 5	10	8 to 4	10 to 7	10	8 to 6
TREASURE:	L, M	2-8 sp	Any	Any	J, M, N, Q	1-100 gp	5-20 gp worth of pelts
HIT DICE:	1/2	1/2	1/2	1	1 to 3	1/2	1/2

Men	Tribesman	Viking	Waitress/ Wench	Wild Man
HACKFACTOR:	1	1 and up	1	1 and up
EP VALUE:	15	15 and up	15	15 and up
FREQUENCY:	Rare	Uncommon	Common	Very Rare
ALIGNMENT:	Any	Any	Any	Any chaotic
NO. APPEARING:	10-100	30-300	1-4	1-12
MORALE:	Half-hearted (9)	Courageous (13)	Unsteady (8)	Average (11)
ARMOR CLASS:	8	7 to 3	10	9 to 6
TREASURE:	Nil	4-40 gp	2-12 sp	Nil
HIT DICE:	1/2	1 and up	1/2	1/2

About 75% of pilgrims are on foot. There is a 5% chance the high cleric is carrying a religious artifact, which is carefully hidden and protected by traps and magic. There is a 5% chance that a procession of chaotic evil pilgrims is actually a horde of Zombies and the clerics are the creators of the undead.

Pirate/Buccaneer: These are seafaring thieves and fighters who are always led by captains of 8th-10th level fighting ability (8th level if fewer than 200 pirates). Captains also have a 6th-7th level lieutenant, four 4th level mates, a 3rd level fighter for every 50 pirates, as well as a 12th-15th level cleric (15% chance) and a 6th-9th level magic-user (10% chance). Additionally, there will be a 5th level fighter for every 100 pirates.

Pirates wear leather armor and leaders wear chain mail. All pirates are armed with knives, swords and pole arms. 20% are armed with light crossbows and 10% are armed with heavy crossbows. Ships may be equipped with ballistae or catapults.

Buccaneers are neutral pirates with evil tendencies. Privateers are pirate and buccaneer hunters and are slightly better equipped and more organized. Privateers can be of any alignment, although they lean towards lawfulness. Some desperate privateers turn to piracy in lean times and those who raid the ships of evil kingdoms are sometimes heroes.

Police/Constabulary: These are representatives of the local government charged with upholding the law, maintaining the peace and getting free food. In the wilderness, constables will either be chasing a fugitive (50%), investigating a case (40%) or transporting a dangerous criminal (10%). Constables are 1st-4th level fighters. There is a 25% chance constables will be accompanied by a mob of zero level citizens on their way to lynch a suspected criminal, usually a murderer or someone they dislike intensely.

Prostitute: Members of the world's oldest profession, these women will do almost anything (within reason) for money. They attempt to get as much money from a customer as they can before actually giving him the pleasure he seeks. 10% of all prostitutes are men dressed as women.

In groups of five or more, prostitutes will work out of a brothel, managed by a madam and guarded by 2-8 thugs (1st-2nd level thieves). Most prostitutes pay a "tax" to the local thieves guild and if they are harmed, reprisals are likely. Prostitutes will be armed with hidden weapons such as knives and daggers.

Sailor: Non-merchant sailors are seagoing crews and sometimes armed forces of the local government acting as police or soldiers. Each ship is commanded by a captain (a 6th level fighter) and a first officer (a 5th level fighter). Sailors are armed with swords, knives, bows and pole arms. Ships usually come equipped with catapults and ballistae. Some ships act as mercenary ships and will carry PCs anywhere for the right

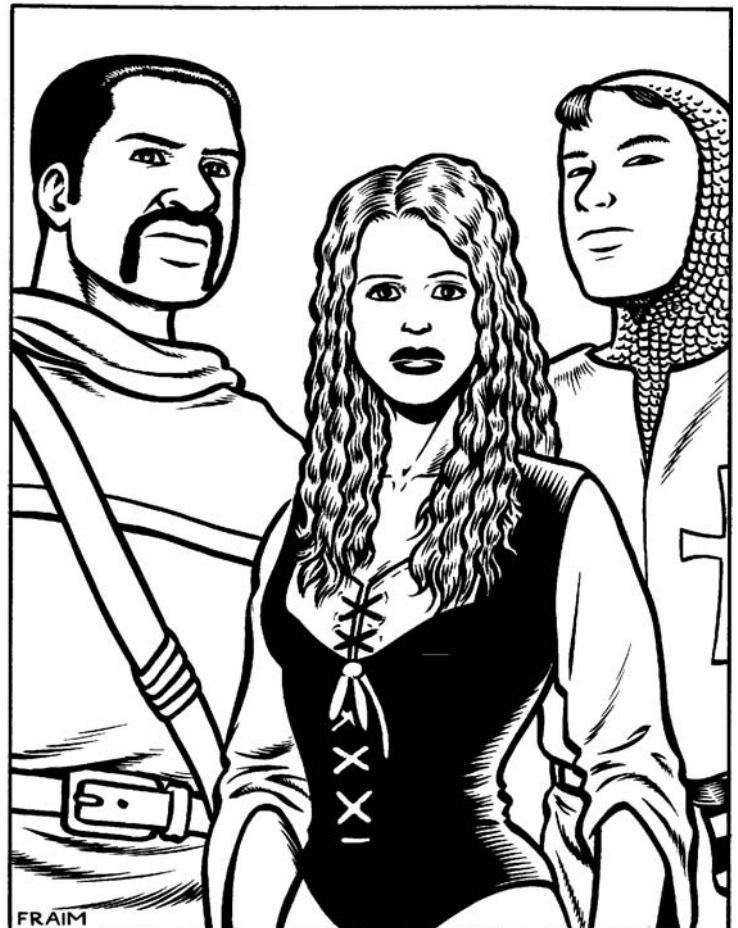
price. Other ships are hired strictly as transports between many ports of call.

Most maritime law dictates that the captain is the absolute commander when the ship is underway. PCs who disrespect the captain on his own ship often find themselves floating home.

Servant: Human servants are butlers, maids, grooms, stable hands, maids-in-waiting or any type of attendants (including 10% of torch bearers who continue the profession into adulthood). They

always work for a specific person, usually a member of the landed gentry. Servants who are harmed or killed are 75% likely to be avenged by a master. Masters that do not avenge their servants will at least report the incident to the authorities. Servants are armed with a knife and a very few double as bodyguards (10%) and are actually 1st-2nd level fighters with short swords. Servants are not slaves and are paid regularly for what they do. When encountered in a city, servants will be running an errand for their master (60%) or on their own time (40%).

Slaver: Slavers usually have a band of captive slaves with them. They resemble mercenaries or brigands and are awful, smelly people. Leaders (6th-11th level fighter/thieves) will be assisted by a lieutenant of one level lower. Each leader has one to twelve bodyguards (1st-2nd level fighters). For every ten slaves there will be one to ten slavers. For every 50 slaves and slavers there will be a 6th-8th level magic-user (10% chance) and a 5th-7th level cleric (5% chance). The slavers will be armed with clubs, nets, spears and other weapons designed to capture and disable victims. There is a 15% chance one of the slavers will



have a type of sleep or paralyzing poison on his weapon. Good-aligned PCs and NPCs do not condone slavery.

Slaves are usually treated badly and have few rights in most kingdoms. Slaves will be shackled together or caged at all times and are willing to help any adventurers who rescue them. 99% of all captives are zero level humans.

Slavers that encounter weakened or injured PCs may attempt to capture them as slaves. Motivated by greed, they are not opposed to freeing slaves (knowing they can capture them again later) if amply compensated. Slaves can be of any race, but human slaves will usually be in a weakened condition. Slavers are only welcome in kingdoms where slavery is legal.

Soldier: Soldiers are organized militia under the command of monarchs and other rulers. A group of soldiers will be led by a captain (a 6th level fighter) and a lieutenant (1-4 levels lower). Each leader has 1-12 fighters of 1st-2nd level and for every 50 soldiers, there will be a 5th-7th level cleric (5% chance). During times of war, they are marching off to battle (50%) or heading home from it (50%). (Roll on the table in the adventurer entry to determine level and possessions.)

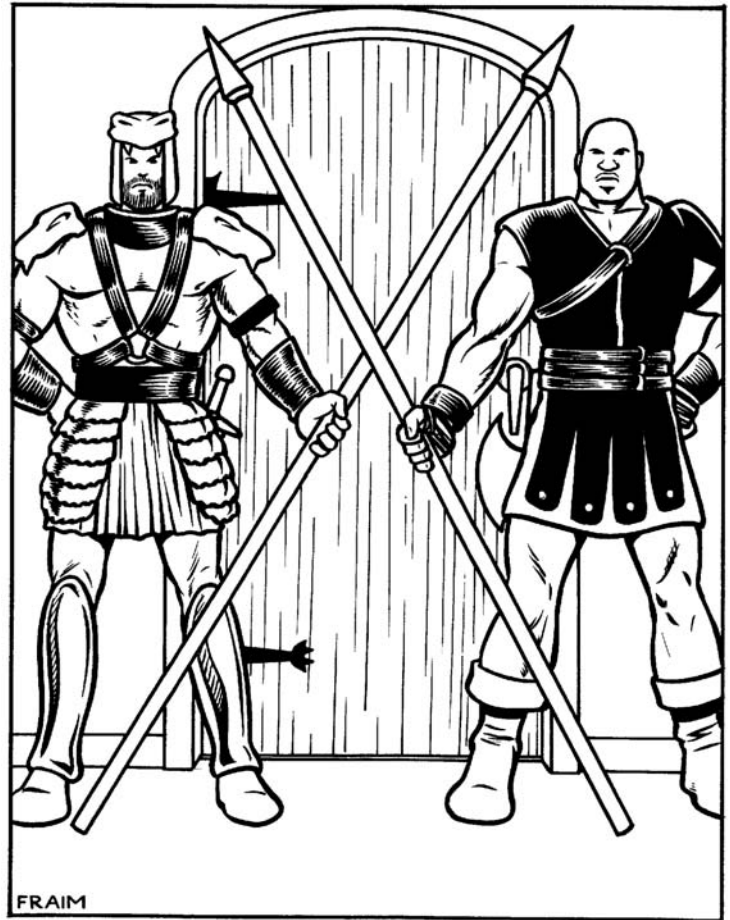
During times of war, PCs are subject to martial law and are expected to comply with soldiers' orders. PCs who resist may be branded as enemies or spies. The alignment of the soldiers will determine the sort of treatment they dish out. Evil soldiers torture and kill those they capture, while good soldiers will simply disarm and jail prisoners. PCs who flee from a group of soldiers will not be pursued, as the soldiers usually have orders that are more important.

Thief/Thug: These humans are low-level thieves who may attempt to rob wealthy or weak-looking PCs. They are always armed with concealed weapons such as knives, darts, blackjacks and short swords. 10% of all thieves and thugs will have some type of poison in their possession. (Roll on the table in the adventurer entry to determine level and possessions.)

Thieves and thugs are unlikely to attack other thieves and thugs, especially if they are members of the same guilds. Even rival guilds provide "professional courtesy" so long as the score isn't too obvious or too large to pass up. Any organized show of force is likely to dissuade thieves or thugs. Thieves and thugs know their territories intimately and will use it to their maximum advantage. In very corrupt societies, the police may also be in league with them, but this is rare. If a thief or thug is caught or questioned, he will proclaim his innocence.

Tradesfolk/Craftspeople: These humans make useful items like armor, weapons, tools, buildings, bowls, utensils, crates, wagon wheels, corn cob pipes, pies, glass items and those little ceramic animals people use to decorate a shelf. They are quite willing to do business with honest PCs and do not attack except in self-defense. 1% of all tradesfolk are retired adventurers. Normally they are armed with knives, quarterstaves and tools. 90% of their treasure is merchandise or equipment.

Tradesfolk are very interested in keeping good reputations with customers, but will prosecute individuals to the full extent of the law and their abilities if they are cheated. Most tradesfolk have temporary booths in a marketplace and they move from city to city selling their wares. PCs who get substandard materials may find it difficult to track down the merchant who sold it to them.



Tribesman: Tribes are usually remote and fairly primitive in terms of technology. Tribesmen hunt, fish and farm near simple villages and are found in any climate. For every ten people in the tribe there is a 3rd level fighter and an experienced shaman (a 7th level druid). The tribe is led by a chief (a 5th level fighter) and one to four subchiefs (4th level fighters).

Tribes have equal numbers of men and women and 75% of all tribes have 20-50 slaves. Tribesmen fight with clubs, knives, spears and bows, depending on their culture. They may have shields and armor made from local materials. Tribesmen are experts at living in natural terrains and will use the region to their maximum advantage. Despite a lack of technology, they can be very intelligent, and even if they do not already know a skill, they may be savvy enough to learn. Many brazen adventurers have been put to the test when they let their guard down in the midst of a tribe who is wary of visitors. Most tribes just want to go about their daily business and travelers are an interesting but ultimately pointless diversion for them.

Waitress/Wench: Contrary to most male players' beliefs, serving wenches are not harlots or loose women of any kind. Waitresses and wenches are likely to be the wives and daughters of the owner of the tavern or inn where they work. They serve drinks and food, sometimes double as maidservants and might even give a paying customer a bath, but that is as far as they will go. 10% of all waitresses and wenches are men dressed as women.

Woodsmen/Trapper: Woodsmen and trappers make their living working the land. They either hunt animals or chop wood. Woodsmen are located on the fringes of civilization, because they need to sell their wood to traders and buyers. Trappers may be encountered in very

remote areas. They sometimes spend months trapping game and return in the winter months to sell their pelts and live off the money. Trappers are excellent trackers and woodsmen are at least amateurs when it comes to herbalism. Some trappers have not seen a woman in a long time and may have poor social etiquette.

Viking: The word “Viking” is actually derived from the ancient verb “to vik”, which means to rob and pillage. They spend their winters raiding southern kingdoms and their summers in their northern homelands. Vikings are not as savage as most scholars would have you believe. They have a diverse culture, including storytelling and poetry written by their skalds (Viking bards).

Viking fighters are well-armed, well-organized and will defend each other to the death. Some Viking raiders simply steal what they need without a fuss, while others will demand huge ransoms before leaving. Only the most bloodthirsty Vikings slay everyone in a village, set the buildings on fire and steal anything that is not nailed down. Vikings will not attack PCs or villages that worship the Norse gawds.

Wild Man: These humans have been touched by evil or good spirits, possessed by a gawd or have become just plain crazy. They speak in gibberish and may have something important to say. PCs will have to interpret the wild man’s sentences and apply it to their current situation. Typical gibberish includes: “My head is stuck in the cupboard!”, “Waaaahooo! My brain hurts!” and “it’s mine, I tell ya... you can’t take my special from me. It’s my special, yes it is...”

YIELD:

MEDICINAL: Humanoids consider humans a source of nutrients.

SPELL COMPONENTS: Human blood is a common ingredient in spells that create artificial life.

HIDE/TROPHY ITEMS: Nil

TREASURE: (See description)

OTHER: Human brains can be used for Potions of Human Control. Human sweat can be gathered for use in Potions of Human Strength.

Mer-Folk

DESCRIPTION: Mer-Folk are ocean-dwelling, amphibious humanoids with the upper torsos of humans and the lower torsos of fish. Males are muscular and weigh between 150 and 225 pounds. Females are more slender and weigh between 100 and 150 pounds. Mermen wear ornate breastplates during times of war, while Mermaids usually comb their hair over their breasts or wear seashell coverings. Shamen are older Mermen who always wear a small trident-shaped holy symbol and are armed at all times with a trident.

COMBAT/TACTICS: **Merman:** Mer-Folk communities are well-armed and the Mermen do most of the fighting. They are armed with trident and dagger (50%), crossbow and dagger (30%) or javelin and dagger (20%). 20% of all trident wielders will also be armed with a hook and 50-foot-long grappling line. All Mer-Folk suffer double damage from fire attacks.

Crossbows have a range of 30 yards underwater and grappling hooks will be used to grapple ships. For every ten Mermen holding a ship with a hook, the ship is slowed by one movement point. Once stopped, the Mermen will knock a hole in the ship within 4-16 rounds. After the ship sinks, it will be looted.



Most Mermen are fiercely patriarchal and extremely sexist toward the female members of their community. They only let Mermaids fight in extreme circumstances. In combat, the Mermen tend to ignore female opponents, as they do not consider them a threat.

Mermaid: Mermaids rarely enter combat. If defending their young, they will fight to the death. They are normally armed with knives and daggers. However, if more than 20% of the Mermen have been killed, they may take up the weapons of the fallen to defend themselves.

Mershaman: Mershamen are always armed with a trident, the weapon of their gawd, Poseidon. Mershamen are at least 3rd level clerics and if there is more than one present, there will be a 4th-9th level Mershaman elder (25% chance, double experience points). These clerics cannot cast any fire-related spells and their animal spells affect only sea creatures. Each day, Mershamen have the special power to create a Wall of Impassable Water 30 feet x 30 feet x 2 feet, one time per level. This wall can stop the approach of underwater creatures, although the wall cannot extend beyond the water. Opponents can go around the wall, but will be delayed at least one melee round, depending on their swimming speed. Once per year, a Mershaman can ask for a boon from Poseidon and it is 10% likely the request will be granted.

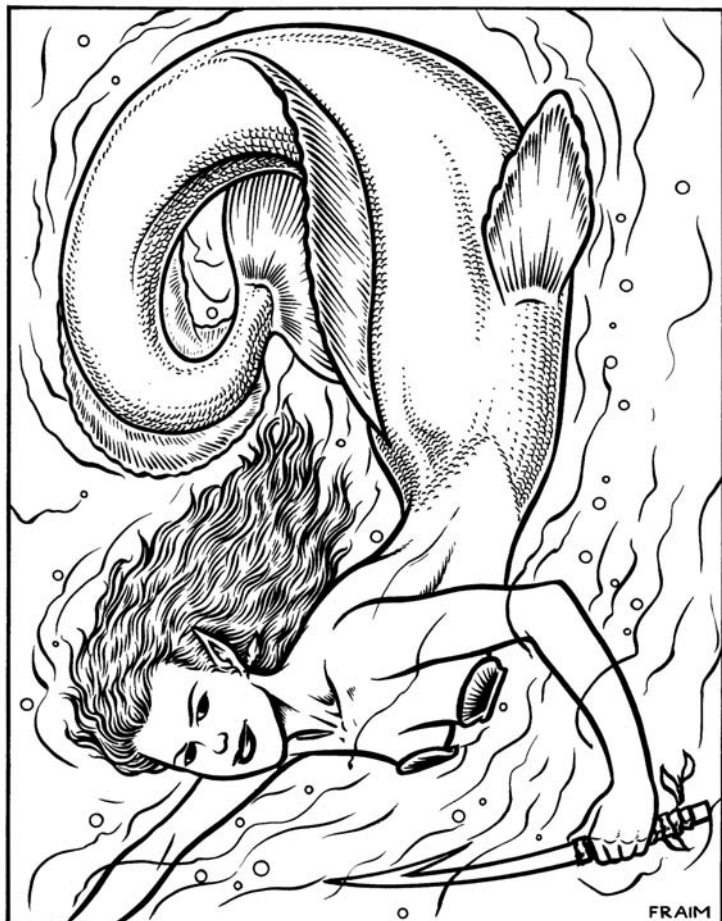
HABITAT/SOCIETY: For every 20 Mermen, there is a patrol leader with 2-3 Hit Dice and 1-3 barracuda (AC 6, Swim 30”, HD 3, #At 1, Dmg. 2-8). For every 40 Mermen, add a 4 HD leader. For every 120 Mermen, add a 6 HD chief and two 4 HD guards. For every ten Mermen, there is a 10% chance a Mershaman will be with them.

Mer-Folk communities have 100-600 individuals. Mermaids and younger Mer-Folk will number at least as many as the adult males in

Mer-Folk	Merman	Mermaid	Mershaman
AKA:	Aquasapien	Aquasapien-splashus	Aquasapien-clericus
HACKFACTOR:	1 to 6	1 to 5	10 and up
EP VALUE:	65/120/175/270/420/650	65/120/175/270/420	420
CLIMATE/TERRAIN:	Oceans	Oceans	Oceans
FREQUENCY:	Uncommon	Uncommon	Rare
ORGANIZATION:	Community	Community	Community
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average to Very (8-12)	Av to Very (8-12)	Average to Ex (8-16)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	20-200	20-200	10% per ten adults
SIZE:	M (5' to 6' long)	M (5' to 6' long)	M (5' to 6' long)
MOVEMENT:	1", 18" Swim	1", 18" Swim	1", 18" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Pliant (10)	Pliant (10)
ARMOR CLASS:	7 and up	8 and up	7 and up
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Grapple ship	Grapple ship	Grapple ship
SPECIAL DEFENSES:	See description	See description	See description
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+1/2/3/4/5/6	1+1/2/3/4/5	3

the village. Villages are guarded by 3-18 pet barracudas. Most under-sea communities are located in a reef or cliff that is honeycombed with passages. 10% of the time, the Mer-Folk will construct the village from enormous seashells and living coral.

Mermen hunt, herd fish, protect the village and talk about Mer-Folk sports. Mermaids are expected to raise the children, clean the coral



house and tend to domestic affairs. Mermaids are known for their great beauty, creativity and artistry. Most Mermaids are much more capable than their Mermen give them credit for.

Mershamen are the spiritual leaders of the community but do not vie for control, leaving all community decisions up to the chief. Mershamen refer to everything in the Mer-Folk village with the preface "mer" (the mer-village, mer-tridents and mer-sea, etc.) They believe that this confers good fortune.

ECOLOGY: Mer-Folk are omnivores but prefer fish, lobster, crab and other shellfish, eaten raw. When Mer-Folk reach adolescence, they gain the ability to Polymorph Self into human form for short periods. They may move to dry land to experience the surface world. Even when polymorphed, Mer-Folk need to bathe in seawater once per day. During this time, they revert back to Mer-Folk form.

Very rarely, the Mer-Folk stay on land and after one year become fully human. Even more rarely, they fall in love with a human and bring that human back to the ocean. A Mershaman may transform a human into a Mer-Folk, but only if the human is a willing subject and willing to marry a Mer-Folk.

Mer-folk bear a deep-seated hatred toward all Sahuagin, Ixixachitl and other evil sea creatures. They often clash with Tritons over territory.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Mer-Folk scales can be used with standard material spell components to double the duration of a Water Breathing spell.
HIDE/TROPHY ITEMS: Nil
TREASURE: C, R
OTHER: Nil

Mimic, Animal/Vegetable/Mineral

DESCRIPTION: Mimics are similar to Doppelgangers, except that they usually copy inanimate objects. They can alter their pigmentation to mimic almost any material. It takes one round for the Mimic to make the alteration. In their natural state, they are amorphous blobs of speckled gray. Although Mimics can radically alter their dimensions, they cannot alter their mass.

Animal Mimic: These Mimics can copy true animals, but their nature is revealed if they make any sort of noise or move more than a few feet. Animal Mimics most often mimic stuffed and mounted animal heads or rugs, which do not have to move. A typical ploy is to mimic a pet and hold perfectly still. When the owner touches the "pet" to see what is wrong, the Mimic strikes.

Vegetable Mimic: These Mimics can copy all the native plants of Garweeze World flawlessly. If inside a kitchen or pantry, they may also mimic a bowl of fruit or a pile of vegetables. Wary cooks in Garweeze World chop first and ask questions later!

Mimic	Animal	Vegetable	Mineral
AKA:	Mimical	Plant Mimic	Ore Mimic
HACKFACTOR:	18	7	13
EP VALUE:	175/270	35	65/120
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral (Evil)	Neutral Evil
NO. APPEARING:	1	1	1
SIZE:	M	S	S
MOVEMENT:	12"	3"	3"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Brave (14)	Daring (15)
ARMOR CLASS:	6	6	3
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-12	1-4	1-6/1-8
SPECIAL ATTACKS:	Glue	Glue	Glue
SPECIAL DEFENSES:	Camouflage	Camouflage	Camouflage
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	5/6	2	3/4

Mineral Mimic: Mineral Mimics copy precious metals, gems, jewelry and other valuables.

COMBAT/TACTICS: Victims of Mimics get -4 on their surprise rolls. Mimics are immune to acid, molds, Green Slime and puddings. When a victim touches a Mimic, it lashes out with a pseudopod and begins secreting a glue that holds the victim fast. Alcohol can weaken the glue in three rounds or the victim can make a bend bars/lift gates roll to break free. The glue dissolves five rounds after the Mimic dies and the Mimic can unstick the glue at any time.



HABITAT/SOCIETY: Animal Mimic: These Mimics can copy animals, but they cannot duplicate their sounds nor special abilities. They are willing to take bribes for food and trade information. Some Animal Mimics stay in one particular animal form too long and may develop certain tendencies towards that kind of animal behavior. For instance, if the creature mimics a dog, it may instinctively fetch a stick.

Vegetable Mimic: Vegetable Mimics are not very creative and will copy the plant material nearest to them. Very few will lie in wait, hoping that a victim may attempt to eat them.

Mineral Mimic: Mineral Mimics are not subtle at all. They have been known to give away their position by shifting at the last minute. ("Did that pile of gold just crawl closer?") Mineral Mimics almost never think to hide amongst treasure, although they do end up there often by accident (75% chance).

ECOLOGY: Mimics were created by an ancient conclave of magic-users to protect their treasure. The consumption of one or two humans can sustain a Mimic for weeks. They reproduce by fission and take several years to mature. A Mimic's skin is covered with thousands of tiny optic sensors that can sense light and heat in a 90-foot radius. They secrete a rotting meat smell which serves to attract small prey such as rats.

YIELD:

MEDICINAL: Certain internal organs of a Mimic are considered tasty delicacies in some cultures.

SPELL COMPONENTS: Mimic blood can be used in lieu of other spell components for a Polymorph Other spell with a -1 saving throw modifier.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil (Animal), Incidental (Vegetable, Mineral)

OTHER: Mimic ichor can be used for Potions of Polymorph Self and the glue and solvent sacs can be sold to alchemists at 50 gp per Mimic. Some of the Mimic's internal organs can be used to make perfumes.

Mimics, Common/Killer/Tasty Beverage

DESCRIPTION: Similar to Doppelgangers, Mimics usually copy inanimate objects. They can alter their pigmentation to match almost any material. It takes one round for the Mimic to make the alteration. In their natural state, Mimics are amorphous speckled gray blobs. Although Mimics can alter their dimensions, they cannot alter their mass.

Common Mimic: These Mimics are intelligent and occupy approximately 150 cubic feet. Common Mimics are most often encountered in the form of a 3-foot x 6-foot x 8-foot chest, a large door frame or a particularly beautiful piece of statuary.

Killer Mimic: Killer Mimics are larger than their cousins and occupy up to 200 cubic feet, often taking the form of a 4-foot x 6-foot x 8-foot chest, a large, ornate double door frame or even a small hut.

Tasty Beverage Mimic: These Mimics copy only flowing liquids. In their natural state, they are quite fluid and will often pretend to be sim-

Mimic	Common	Killer	Tasty Beverage
AKA:	Furniture Mimic	Death Chest	Drink of Doom
HACKFACTOR:	25	31	3
EP VALUE:	975/1400	2000/3000	120
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Semi- (2-4)	Low (5-7)
ALIGNMENT:	Neutral	Neutral (Evil)	Neutral Evil
NO. APPEARING:	1	1	1
SIZE:	L	L	S
MOVEMENT:	3"	3"	3", 6" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Courageous (13)	Foolhardy (16)
ARMOR CLASS:	7	7	9
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3-12	3-12	1-4
SPECIAL ATTACKS:	Glue	Glue	See description
SPECIAL DEFENSES:	Camouflage	Camouflage	See description
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	7/8	9/10	1



ply a murky puddle. The total volume of a single Tasty Beverage Mimic is approximately two pints.

COMBAT/TACTICS: Victims of Mimics get -4 on their surprise rolls. Mimics are immune to acid, molds, Green Slime and puddings. When a victim touches the Mimic, it lashes out with a pseudopod and begins secreting a glue that holds the victim fast. Alcohol can weaken the glue in three rounds or the victim can make a bend bars/lift gates roll to break free. The glue dissolves five rounds after the Mimic dies and the Mimic can unstick the glue at any time.

Common Mimics: Common Mimics are intelligent and extremely creative. Most will not simply copy a piece of furniture in the room, but have the foresight to replace it completely, usually hiding the real piece of furniture somewhere nearby. Common Mimics are willing to listen to reasonable ransom demands if they are not starving.

Killer Mimic: Killer Mimics are not very creative, usually mimicking a wall or the nearest piece of furniture. They have the same attacks as a Common Mimic and will only release a victim if reduced to 10% of their maximum hit points. Even then, if the creature does not have an escape route, it will probably fight to the death.



Tasty Beverage Mimic: These Mimics bide their time and slip into bottles of wine, potion flasks or mugs. They can instantly copy the taste and smell of any liquid. The victim will think that the beverage is the tastiest drink they have ever had. Once imbibed, the Mimic attacks the victim's esophagus and attempts to bite through to the heart.

The quickest way to kill the pest is to drink volumes of a boiling liquid, which causes 1-6 points of damage to both Mimic and host per round. This strategy is 50% likely to leave burns that cause a loss of one to three points of Comeliness. Another way to kill a Mimic is to drink poison, but the imbiber must make a saving throw. Once dead, the Tasty Beverage Mimic can be vomited or swallowed with no further ill effects.

HABITAT/SOCIETY: Mimics have no society and are primarily interested in survival. Common Mimics are happy to trade information or potential victims for food and make interesting, though ornery, guards. Mimics have no interest in religion, ethics or politics.

ECOLOGY: Mimics were created to protect treasure. The consumption of one or two humans can sustain a Mimic for weeks. They reproduce by fission and take several years to mature. A Mimic's skin is covered with thousands of tiny optic sensors that can sense light and heat in a 90-foot radius.

YIELD:

MEDICINAL: Certain internal organs of a Mimic are considered tasty delicacies in some cultures.

SPELL COMPONENTS: Mimic blood can be used in lieu of other spell components for a Polymorph Other spell with a -1 saving throw modifier.

HIDE/TROPHY ITEMS: Nil

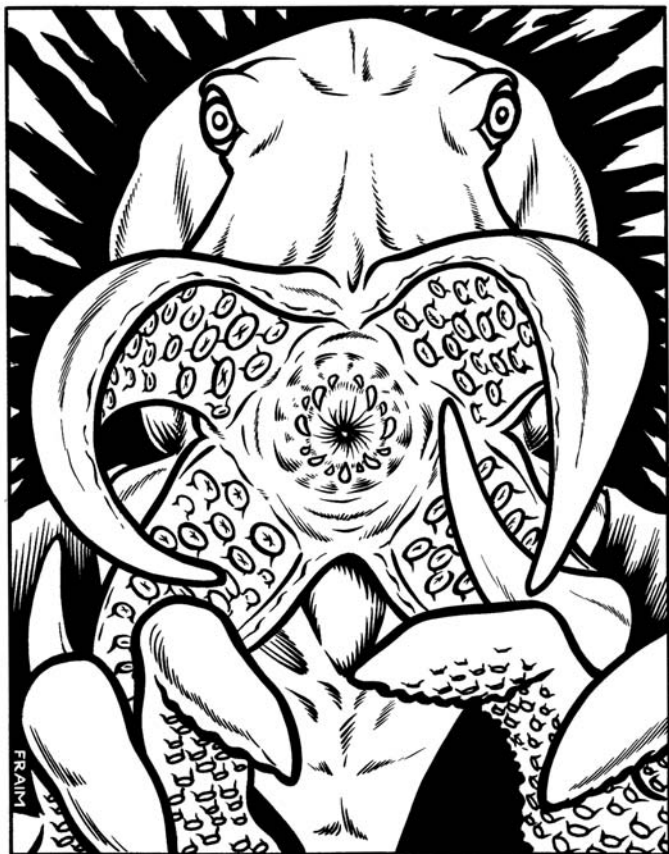
TREASURE: Incidental (Common, Killer), Nil (Tasty Beverage)

OTHER: Mimic ichor can be used for Potions of Polymorph Self and the glue and solvent sacs can be sold to alchemists at 50 gp per Mimic. Some of the Mimic's internal organs can be used to make perfumes.

Mind Flayer	Arcane	Psionic
AKA:	Illithid Illusionist	Illithid
HACKFACTOR:	47	52
EP VALUE:	9000	7000
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Community	Community
ACTIVITY CYCLE:	Any	Any
DIET:	Brainivore	Brainivore
INTELLIGENCE:	Genius (17-18)	Genius (17-18)
ALIGNMENT:	Lawful Evil	Lawful Evil
NO. APPEARING:	1-4	1-4
SIZE:	M (6' tall)	M (6' tall)
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Nil	251-350 PSPs
ATTACK/DEFENSE MODES:	Nil/Nil	B, C/All
	Dis/Sci/Dev 4/5/15 (10th level)	
MORALE:	Daring (15)	Daring (15)
ARMOR CLASS:	5	5
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	2 (See description)	2 (See description)
SPECIAL ATTACKS:	See description	See description
SPECIAL DEFENSES:	Magical powers	Nil
MAGIC RESISTANCE:	90%	90%
HIT DICE:	8+4	8+4

Mind Flayer

DESCRIPTION: The Mind Flayer is one of the most feared creatures in Garweeze World. It stands about six feet tall and has hideous, mauve skin that glistens with slime. Its head resembles an over-developed octopus with bright white eyes and four flexible tentacles around a lamprey-like mouth. The creature has three reddish fingers and a thumb on each squid-textured hand, with tiny suction cups covering the gripping surfaces.



Mind Flayers prefer to wear elaborate, flowing robes patterned with intricately embroidered symbols of death and despair.

COMBAT/TACTICS: A Mind Flayer's preferred attack method is a mind blast projected in a cone 60 feet long, five feet wide at the Mind Flayer's head and 20 feet wide at the end. Anyone within the cone must save vs. wands or be stunned for 3-12 rounds. The Mind Flayer will attempt to grab one or two stunned victims and flee if possible, always fleeing a combat situation if the odds are against them.

When hungry, the Mind Flayer inserts a tentacle into the stunned victim's skull and sucks out their brain in one disgusting round. During combat, all four of the Mind Flayer's tentacles strike at a single opponent; once all of them have successfully hit, the victim's brain is pulled out during the next round. A successful bend bars/lift gates roll allows the victim to remove one tentacle or they can be cut with a called shot at -6 to-hit.

Arcane Mind Flayer: These Mind Flayers have developed spell casting abilities in addition to their normal powers. Four times per day, they can use the following powers as a 9th level caster: Suggestion, Charm Person, Charm Monster, ESP, Levitate and Plane Shift. Due to the creature's large and well-developed brain it masters mystic energies so efficiently that all saves against its spells are made at -4.

Psionic Mind Flayer: These Mind Flayers use psionics, rather than spells. At a minimum, they will have all of the following powers:

Psychokinesis: Devotions: Control Body, Levitation
 Psychometabolism: Sciences: Body Equilibrium
 Psychoportation: Sciences: Probability Travel, Teleport
 Devotions: Astral Projection
 Telepathy: Sciences: Domination, Mindlink
 Devotions: Awe, Contact, ESP, Ego Whip, Id Insinuation, Post-Hypnotic Suggestion

HABITAT/SOCIETY: Mind Flayers hate sunlight, goodness and happiness. They live in cities of 200 to 2000 individuals with at least two slaves per Mind Flayer. Slaves are under the influence of Charm Person or Charm Monster spells and will obey the Illithid without question. Mind Flayers enjoy gladiatorial games, using their slaves as combatants. They are incredibly arrogant creatures and view all other beings as food sources, preferring to consume the flesh of wise creatures.

At the center of a Mind Flayer community is an "elder brain": a great pool of briny fluid that contains all the brains of the city's dead Mind Flayer citizens. The elder brain is sentient and runs the community. Its telepathy has a range of two to six miles. All the Mind Flayers within range of the elder brain cannot be surprised, as the foul being will warn them. Only the most expert psionics can fool an elder brain.

ECOLOGY: Mind Flayers live approximately 125 years. They spend the first ten years of life swimming as tadpoles in the elder brain's pool. Many of these tadpoles die, possibly at the whim or choice of the elder brain. Adult Illithid feed succulent young brains to the tadpoles. All Mind Flayers are hermaphrodites; each capable of producing only two tadpoles during its lifetime.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Mind Flayer brains can be used to cast ESP, Confusion and/or Feeblemind spells in lieu of normal

material components. The ESP spell will last four times longer. Saves are made at -2 against these Confusion spells and -1 against Feeblemind.

HIDE/TROPHY ITEMS: Mind Flayer skin can be used to create items and clothing that can be enchanted to protect the wearer against mental attacks.

TREASURE: S, T (individual) B (in lair)

OTHER: Mind Flayer blood is a key ingredient in Potions of ESP.

Minotaur

DESCRIPTION: Minotaurs are broad, muscular humanoids with bullish bovine heads, cloven feet and callused hands. When they are armed and armored, Minotaurs usually fight with large, two-handed weapons and wear minimal armor to better display their strength.

Common Minotaur: These Minotaurs usually wear a simple loin cloth or chain mail skirt. Their hides are brown and coarse in texture.

Ami-Dugis Grove Minotaur: The elite squad of Minotaur kind always wears blackened plate mail. They also prefer to decorate their belts with the heads they have taken from previous challengers.

Tauridon/Tarusian Minotaur: These proud and brutal Minotaurs always dress in the style of their particular clan. The Tauridons carry well-worn claymore swords and wear loincloths resembling patterned kilts, while members of the Tarusian clan wear short tunics or heavy metal torcs around their necks. Tarusian Minotaurs prefer to carry large, double-headed axes handed down from bull to calf.

Free Range Minotaur: Free Range Minotaurs have been kicked out of one of the established Minotaur clans. They tend to dress in loose, coarsely-woven robes that hide their appearance.



Ami-Dugis Grove Minotaur

COMBAT/TACTICS: Minotaurs have an effective Strength of 18 and can head-butt medium-sized opponents twice per round for 2-8 points of damage. (Against smaller opponents, they will bite for 1-4 and use their chosen weapon.) If a Minotaur has at least 30 feet of room, it can charge an opponent for double normal head-butt damage. Minotaurs gain +3 to-hit and +6 to damage with their weapon of choice.

Minotaurs have excellent senses including infravision out to 60 feet. They can track as rangers with a base 50% tracking skill. They are immune to Maze spells and never get lost in any type of maze. Minotaurs always pursue any unfamiliar scent. On their home turf, Minotaurs get +3 on their morale rolls.

Common Minotaur: Common Minotaurs fight with large axes, flails, hammers and swords. They will use any maze-like surroundings to their advantage in a fight. They will either corner their prey at a dead end or use the confusion to escape if the odds turn against them.

Ami-Dugis Grove Minotaur: These elite Minotaurs fight with large, two-handed swords that inflict 2-12 points of damage against man-sized opponents (3-24 against large, 1-8 against small). The Ami-Dugis are extremely protective of their home grove and viciously attack all interlopers on sight.

Tauridon/Tarusian Minotaur: These Minotaur clans have similar fighting styles. Against multiple opponents or during a war, they will fight in groups of four, back to back to back to back. They are efficient raiders, covering each other's backs and assaulting entrances with precision. They make excellent commando teams for evil armies.

Free Range Minotaur: These lonely creatures have most likely survived at least one assassination attempt, so they are extremely wary of everyone. Besides normal Minotaur weapons, Free Range Minotaurs



Common Minotaur

Minotaur	Common	Ami-Dugis Grove	Tauridon/Tarusian	Free Range
AKA:	Maze Marines	Grove Guardians	Labyrinthians	Dungeon Mappers
HACKFACTOR:	8	12	14	20
EP VALUE:	1400/3000	2000	1400	5000
CLIMATE/TERRAIN:	Temperate/ Subtropical Maze	Temperate/ Subtropical Grove	Temperate Plains	Any
FREQUENCY:	Rare	Rare	Rare	Very Rare
ORGANIZATION:	Clan	Clan	Clan	Solitary
ACTIVITY CYCLE:	Night	Night	Any	Any
DIET:	Scavenger	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Low to Very (5-12)	Very to Exc (11-16)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Lawful Evil	Neutral Evil
NO. APPEARING:	1-8	1-8	4-24	1
SIZE:	L (7'+ tall)	L (7'+ tall)	L (7'+ tall)	L (7'+ tall)
MOVEMENT:	12"	12"	15"	15"
PSIONIC ABILITY:	Nil	Nil	Nil	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Courageous (13)	Brave (14)	Average (11)
ARMOR CLASS:	6	2	6	6 and up
NO. OF ATTACKS:	2	2	2	2
DAMAGE/ATTACK:	2-8/2-8 or See description	See description	2-8/2-8 or See description	2-8/2-8 or See description
SPECIAL ATTACKS:	Grapple, charge	Grapple, charge	Grapple, charge	See description
SPECIAL DEFENSES:	+2 to surprise	+2 to surprise	+2 to surprise	+2 to surprise
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	6+3	7+3	6+3	6+3

have the same powers as a 2nd-10th level magic-user. Additionally, they may have a variety of magic items at their command. They are able to employ any magic items usable by magic-users.

HABITAT/SOCIETY: Minotaurs speak their own language and some (25%) are also able to speak the Common tongue. The Common and Ami-Dugis Grove Minotaurs are of chaotic evil alignment and actively worship the Nefarian demon Taur'Raad. Warriors of these clans that see Taur'Raad himself gain an additional +3 to-hit and +6 to damage in combat.

Common Minotaur: These Minotaurs live in communities of up to eight members. If there are more than six in one group, the leader will have 8+4 Hit Dice and at least 19 Strength. These stronger Minotaurs are known as Clan Elders and lead the tribe. Minotaurs usually live in clever labyrinthine structures made to conceal and protect their young. They are often encountered guarding man-made mazes.

Ami-Dugis Grove Minotaur: The grove Minotaurs are an elite squad that guards the sacred Ami-Dugis Grove. Years ago, a splinter group of younger Ami-Dugis Minotaurs left the sacred grove to guard other glens and groves. Groves are always made up of carefully tended hedge mazes and may contain natural traps (35% chance) in the form of plant monsters. Grove Minotaurs wear customized black plate mail and wield huge two-handed swords. They do not have Elder Clan leaders and consider all who join their ranks as equals within the clan. Grove Minotaurs will behead opponents and hang the preserved heads from their belts. Young Ami-Dugis Grove Minotaurs often gather to tell tales of their conquests and compare their prized heads.

Tauridon/Tarusian Minotaur: These clan Minotaurs have extremely strong bonds with one another. They roam the wild plains raiding human settlements and attacking travelers. At one time, the Tauridon and Tarusian clans were at war but they currently honor an uneasy peace treaty. Once one large clan, it is said that whoever reunites the two clans shall rule Garweeze Wurld. It is also widely known that if this person

is a Minotaur, they will have the best chance to achieve this goal.

Free Range Minotaur: Free Range Minotaurs have been forced out of one of the other clans because they can use magic. They are suspicious creatures, wary of strangers thanks to repeated assassination attempts by their former clan. These Minotaurs work for their own survival and will ruthlessly stomp anyone that gets in their way. Free Range Minotaurs have been known to use their powers to take revenge on their former clans. On rare occasions, they have been known to make temporary alliances with adventuring parties.

ECOLOGY: The ancient race of Minotaurs was created eons ago by an unknown gawd. Ancient tales say that the first Minotaur was an ill-tempered fighter who wished to be as strong as a bull. He was cursed

for his pride and became a Minotaur. Minotaurs can live up to 200 years, but must breed with human or demi-human females to procreate.

Minotaurs hate Gnolls and will attack them on sight. They are none to fond of other humanoids, and often charge at any moving creature without warning.



Free Range Minotaur



Taurusian Minotaur

YIELD:

MEDICINAL: Minotaur horn shavings are highly prized as a potent aphrodisiac.

SPELL COMPONENTS: Minotaur horn shavings can be used for Maze and Misdirection spells, adding a material component that increases the duration of the spell and the casting time by 50%.

HIDE/TROPHY ITEMS: According to some wealthy humans and demi-humans, Minotaur horns look great mounted on the front of a carriage.

TREASURE: C

OTHER: Minotaur hearts can be used in Potions of Heroism.

Minotox

DESCRIPTION: Minotoxen are humanoids with the heavy-set heads of oxen. Wider and more muscular than Minotaurs, Minotoxen have smooth gray or brown hides, often with patches of white. Their wide, sweeping gray horns taper to polished ebony tips.

They often pierce their broad noses and large ears with massive brass rings to display their resistance to pain. They carry brutal melee weapons and wear chain mail loincloths. When an adult Minotox is angered (which is more often than not) puffs of steam shoot from its nostrils.

COMBAT/TACTICS: Minotoxen have an effective Strength of 20 and get +3 to-hit and +8 to damage with their melee weapon of choice. They prefer large, blunt melee weapons such as maces, hammers and clubs. Minotoxen enjoy charging their opponents at full steam and ramming them for 2-20 points of damage. Victims struck with a natural 20 will be thrown a like number of feet, in addition to any critical hit damage as shown on the tables in the GMG.

HABITAT/SOCIETY: Most Minotoxen live in mazes much as most Minotaurs do, but unlike their cousins they are easily confused by the many twists and turns. Minotoxen are easily duped by sleight of hand. Such tricks infuriate them, inciting an immediate attack. Minotoxen will attack magic-users in favor of other targets, but are only 10% likely to identify a magic-user who has not cast a spell.

ECOLOGY: Minotoxen are actually Minotaurs that have chosen a strict life of celibacy. Having left the Minotaur clans, Minotoxen live an active, rigorous lifestyle in the most dangerous dungeons they can find. They believe (incorrectly) that this celibate, combative lifestyle brings them closer to the Nefarian demon Taur'Raad and that the demon grants them their great prowess in combat. In fact, their unusual strength comes from their strenuous training and other pent-up energies.

Minotox

AKA: Oxenaur, Ox Men
HACKFACTOR: 12
EP VALUE: 2000
CLIMATE/TERRAIN: Temperate/ Subtropical Maze
FREQUENCY: Very Rare
ORGANIZATION: Clan
ACTIVITY CYCLE: Night
DIET: Scavenger
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-6
SIZE: L (8'+ tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8+2/2-8+2
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: +1 to surprise
MAGIC RESISTANCE: Standard
HIT DICE: 9+4



If a Minotox sees the Nefarian Taur'Raad appear before him, that individual loses all bonuses normally gained in melee due to Strength for the remainder of that combat. The Minotox in question must also make a morale check at -4 or flee for 1-12 rounds.

YIELD:

MEDICINAL: Minotox horn is prized as an aphrodisiac, but actually has the reverse effect upon the user.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Minotox horns are highly prized as drinking horns and carriage decorations for the wealthy. The horns can be sold for 1,200 gp per pair.

TREASURE: C

OTHER: Minotox hearts can be used in Potions of Super-Heroism.

Modrons: An Introduction

The chief inhabitants of Nirvana are known as Modrons. They live in a rigid caste system under the absolute rule of Primus the One and the Prime. On the surface, the Plane of Nirvana is the epitome of absolute order. The society functions much like an enormous corporation that believes itself to be the model of efficiency.

Nirvana is laid out like a great wheel with the Tower of Primus at the hub. The wheel is infinitely wide but equally divided into 64 sectors, each with its own governor. Four sectors define a region, maintained by its ruler (a Decaton). A viceroy (an Icosoton) rules four regions, which make up a quarter, all four of which are ruled by Primus. Access to this great wheel is possible by astral means or portals that connect to Arcadia, Acheron, and the Plane of Concordant Opposition, but the locations of these portals change as the wheel revolves around the Tower of Primus. Of course, the inhabitants of Nirvana know the speed of revolution and therefore the location of the portals at any given time, but they only divulge this information on a need-to-know basis.

The entire plane exists at a standard constant temperature and pressure of 60 degrees Fahrenheit and 14.7 psi respectively. A bright white light pervades every inch of the place, making shadows and darkness foreign concepts. Furthermore, all non-rogue inhabitants of the plane live indoors in a vast interconnected building. The concept of "outdoors" is foreign to most natives of the plane but is understood among higher level Modrons as something that can exist on other planes or on the fringes of Nirvana where it meets the other planes.

Because their homeland is climate controlled, Modrons wear very little clothing. Clothing is purely functional (such as belts or pouches for equipment) or symbolic (describing their job function to others). If deployed to a cold environment, they will wear clothing to keep warm.

Modrons need not eat in the traditional sense but derive sustenance from the energy pool located in the center of the plane. A vast network of energy troughs radiates throughout the plane to provide nutrients to the population. Modrons do not excrete waste as they efficiently use every joule of energy that their bodies draw from the energy pool. They breathe air but need not worry about a fresh supply while on their own plane as the Primus ensures the air content of the plane is self-regulated and absolutely constant. All Modrons are asexual.

In Modron society all beings are classified, all actions regulated and all procedures delineated. Obedience to the laws is immediate and unquestioned by the vast majority. The society is separated into the

base Modrons, who are the largest in number and act as the worker class, and the Hierarch Modrons, who are the leaders, upper managers, enforcers and governors. The castes are as follows:

Base Modrons

Tetrahedrones (300 million+)

Hexahedrones (55 million+)

Octahedrones (6 million+)

Dodecahedrones (1.5 million+)

Icosahedrones (500 thousand +)

General laborers

Complex tasks

Multiple tasks, minor supervision

Multiple complex tasks, supervision

Middle management, auditors, law enforcement

Hierarch Modrons

Prisatons (100)

Tetratons (81)

Parallepipetons (64)

Cylindetons (49)

Hexatons (36)

Octatons (25)

Decatons (16)

Dodecatons (9)

Icosaton (4)

Primus (The One and the Prime)

Physical welfare of the base Modrons

Auditor supervision

Governors of the sectors of Nirvana

Inspectors

Generals of the armies of Nirvana

Bureau chiefs and record keepers

Rulers of the regions of Nirvana

Judges

Viceroy of the 4 quarters

Absolute ruler of Nirvana

Modrons will always check with superiors if confronted with a situation beyond their expertise or not covered by the regulations. If the question is beyond the knowledge of their immediate superior, it is relayed up the chain of command. Most base Modron questions stop at an Icosahedrone or Prisaton. Queries sometimes reach the Octatons and a precious few inquiries reach the Dodecatons.

Modrons are not affected by any illusions or magic that affects the mind (Such as Beguilement, Charm, Domination, Hold, Hypnosis, and Sleep) Fear and other emotion-related spells have no effect and Modrons are unaffected by attacks based in the Positive or Negative Planes (including life-draining or life-stealing). All Modrons save vs. cold, fire and acid attacks at +1 and take -1 point of damage per die.

Due to their innate knowledge of subatomic structures, all Modrons have the ability to touch inanimate objects and set up unstable vibrational frequencies (once per day). This results in structural damage to the point of the object crumbling into pieces. The matter is not destroyed but its form is. Affected items may make a saving throw versus disintegration to avoid the effect. This power is chiefly used to destroy advanced technologies or magic items that threaten to disrupt the order of the universe. Because such universe-rattling occurrences are rare, the ability is used infrequently. Modrons can affect an amount of matter equal to one cubic foot per societal rank. For example, an Icosahedrone can crumble five cubic feet of matter while a Prisaton can crumble six cubic feet.

Being members of the upper tier, the Modron Hierarchs are never surprised. Their precision of order allows them to determine the initiative sequence in a melee round. Each Hierarch also has the following spell-like powers usable at will (as 14th level casters) once per round (only one at a time): Clairaudience, Clairvoyance, Command, Dimension Door, Teleport Without Error, and Wall of Force. The Hierarchs are able to travel the Astral and Ethereal Planes, but they will never do so unless their job requires it.

All Modrons speak their own precise and complex tongue, the core language from which lawful neutral speech is derived. All Hierarchs can

also communicate telepathically across distances. The distance is determined by the Modron's rank as follows:

Rank	Miles
Prisaton	44
Tetraton	63
Parallepipeton	80
Cylindeton	190
Hexaton	216
Octaton	238
Decaton	384
Dodecaton	405
Icosaton	420
Primus	All Nirvana

Base Modrons slain anywhere simply return to the energy pool of Nirvana, re-forming as new Modrons in nine days. In times of corporate downsizing, the less efficient members of all castes are eliminated; damaged Icosahedrones are sent to the pool permanently. Hierarch Modrons slain in Nirvana become part of the energy pool and are reborn in nine days. Those slain elsewhere return to Primus directly and are not reborn. Superiors then fill the gap in the Hierarchy by promoting a lower Hierarch one stage into the vacant position. The process is repeated to fill the new gap in the lineup until an outstanding Icosahedrone is promoted to the Hierarchy as a Prisaton. This promotion requires one day, during which time the promoted Modron changes shape into its new form and takes no other action. Promotions are also possible by demonstrating new ways to gain efficiency in the daily workings of planar inhabitants.

Any Hierarch ranking higher than the one promoted can initiate a promotion. Likewise, a higher Hierarch has the authority to make demotions, sending the offending creature back to the energy pool. As long as Primus is alive, the ranks of the Hierarchs remain fairly constant. Should Primus be slain, the laws of succession dictate that his position shall be filled from one of the four Icosatons. The Icosaton who rules the quarter with the highest productivity is promoted. The Dodecaton judges are responsible for auditing the efficiency reports and selecting the new Primus. The succeeding Icosaton is invested with the spirit of Primus and becomes the new One and Prime, master of Nirvana. The first order of business for the new Primus is to select a steering committee and empowerment team whose mission is to best determine how to bring the guilty party to justice. Those selected for the team are Modrons who have demonstrated capability for "thinking outside the wheel" as they stand the best chance of effectively dealing with creatures from other planes.

One of the chief functions of "the company", as the Modron society of Nirvana is sometimes called, is to regulate order in the universe. It is the responsibility of Primus, and therefore all of his subjects, to ensure that the physical laws of all the planes of existence remain true and that the threads of existence do not unravel into chaos. Thus, many of the Modrons work for the company as accountants or engineers, solving math problems or keeping detailed records of nearly anything one can think of.

Primus and his dedicated team of mathematicians, physicists and engineers are responsible for solving the daily mass balance equations for the universe. He is responsible for determining how much mass will be converted to energy at any given time and is thus instrumental in

countless physical processes of the universe. The incredible amount of data recorded by the Modrons since the dawn of time is inconceivable to mere mortals.

Because of the company's vast importance in maintaining the order of nature, Primus and his Modrons are highly valued by the other gawds. All gawds need accurate data to effectively use their powers and rule their worshippers. For example, as the gawd of Thunder, Thor needs weather reports generated from the Modrons' complex atmospheric modeling equations. Tracking the complex soul data in Hell is a thankless task, so the rulers of Hell have chosen to contract this mind-numbing administration to Primus and his minions. Due to the high level of graft in Hell, its leaders have found the inhabitants of Nirvana to be more trustworthy. Only chaotic neutral gawds and their followers want to destroy the inhabitants of the lawful neutral plane, but it is often protected by a consortium of other powerful beings from different walks of life that rely on its services.

With their expert understanding of scientific principles, the Modrons are capable of an advanced level of technology beyond anything seen in the other planes of existence. However, Primus maintains a tight grip on the knowledge of such technologies lest the knowledge escape Nirvana and be used to further the forces of chaos on the other planes. This is the reason that Garweeze Wurd and most of the known planes of existence remain without such advances as gunpowder, controlled electricity or advanced medical practices.

Rogue Units: There is a small chance (10%) that Modron units encountered are defective, either through the natural tendency for the entropy of the universe to increase or due to exposure to chaotic forces. This is most common in the base Modrons. There are cases of Hierarchs being affected in this way, but never any of Decaton status or higher (at least none have ever been exposed). These rogues are sometimes referred to as square pegs. This is a nickname and is used regardless of the shape of the Modron. Rogue Modrons do not act in accordance with Primus' directives; they break laws, quietly disobey orders and purposely introduce subtle errors into their work. These rogues may prove violent if exposed and are hunted down by the efficient Icosahedrone police force commanded by the Tetratons. The evidence of the rogues and their chaotic deeds is always quickly dealt with by the police force and downplayed as much as possible to outsiders. A lack of harmony in Nirvana would not be good for business.

The Armies of Nirvana: There are 36 great standing armies on the plane of Nirvana, each a powerful fighting force. Each of the 16 regions of the plane has its own army and the Icosaton have two armies each in addition to their regional forces. The Dodecatons have three armies to aid in law enforcement and punishment. The final nine armies serve Primus directly, one as the official tower guards and the other eight available for dispatch as needed. Service in the army is mandatory for all Modrons. However, as there are many duties to attend to other than military training, service is rotated with civilian work every two years. Primus has found that decay to rogue status becomes much more likely after a two year period of civilian work. Therefore, in addition to presenting a formidable deterrent to invasion, the purpose of the Modron military is to reinforce or restore discipline to the population at large. Service in the Modron armies is intended to return Modrons to a perfect state of order.

Each army is commanded by a Hexaton and comprises four corps. These corps are each led by 40 Icosahedrones in a telepathic hookup

with the Hexaton. Each corps has two divisions commanded by 20 Icosahedrones and each division has four brigades led by 10 Icosahedrones. Each brigade has four regiments, the regiment being the standard tactical unit and led by five Icosahedrones. There are 70 officers, 192 NCOs, 252 messengers and 2628 line troops in a brigade for a total of 3142 soldiers.

A regiment consists of two "battles" plus a squad of winged Tetrahedrone messengers and a special squad of 12 Icosahedrones. Each battle is led by four Dodecahedrones and consists of six companies of Tetrahedrones, two companies of Hexahedrones, a special company of winged Tetrahedrones, a squad of Dodecahedrones and a squad of messengers. The eight regular companies are each divided into two wings plus a headquarters unit. Each company consists of 12 squads and three officers. A squad numbers 12 troops and will contain an NCO of the same type as the troops. Special units of messengers, "shock troops" and the like may be attached to the headquarters' units of brigades, divisions and corps.

Tetrahedrone (Base Modron)

DESCRIPTION: Tetrahedrones appear as three-sided pyramids with three spidery arms and legs. They have a human-like eye on each side and a single mouth. One twelfth of all Tetrahedrones have a pair of unusual fan-like propeller wings joined to the body at the apex of the pyramid.

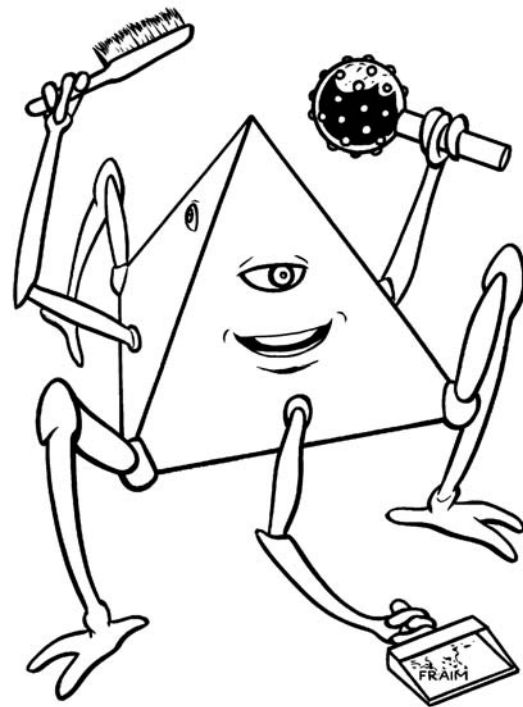
COMBAT/TACTICS: Ranks of thousands of these base Modrons armed with spears, maces and crossbows are impressive when marshaled against any foe, as is their unswerving, single-minded performance. Tetrahedrones are usually assembled in units of 12 and are supervised by a Hexahedrone or Octahedrone. They are absolutely obedient to their superiors.

HABITAT/SOCIETY: Tetrahedrones make up the bulk of the population of Nirvana. They are single-function Modrons, and are generally assigned some simple labor or form the regiments of the Nirvanan Army. They exist for their work and what limited conversations they can carry on concern their functions. Being somewhat dim, they are generally happy with their lot in life.

ECOLOGY: The flying Tetrahedrones are used as messengers. They are able to relay any message of up to 48 words perfectly. Their senses are slightly less acute than a normal human's, though they have a limited form of infravision (30-foot range).

YIELD:

MEDICINAL: Eating a base Modron is said to cure mild forms of



Tetrahedrone (Base Modron)

insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved, dismembered corpses of base Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Hexahedrone (Base Modron)

DESCRIPTION: The base Modrons known as Hexahedrones have a cubic body with two spidery arms and legs. A pair of leathery wings are attached just above their arms. They have a pair of human-like eyes on both their front and rear faces with a mouth on the front face.

COMBAT/TACTICS: Hexahedrones serve in the forces of Nirvana as noncommissioned officers and as special shock troops armed with puncturing and crushing weapons. The blocky Hexahedrones are stronger than Tetrahedrones with a 12 Strength.

HABITAT/SOCIETY: Hexahedrones have the unfortunate distinction of being

Hexahedrone

AKA: Delta Modron

HACKFACTOR: 6

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1-12

SIZE: S (4' tall)

MOVEMENT: 9", Fl 9"(E), Sw 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 2

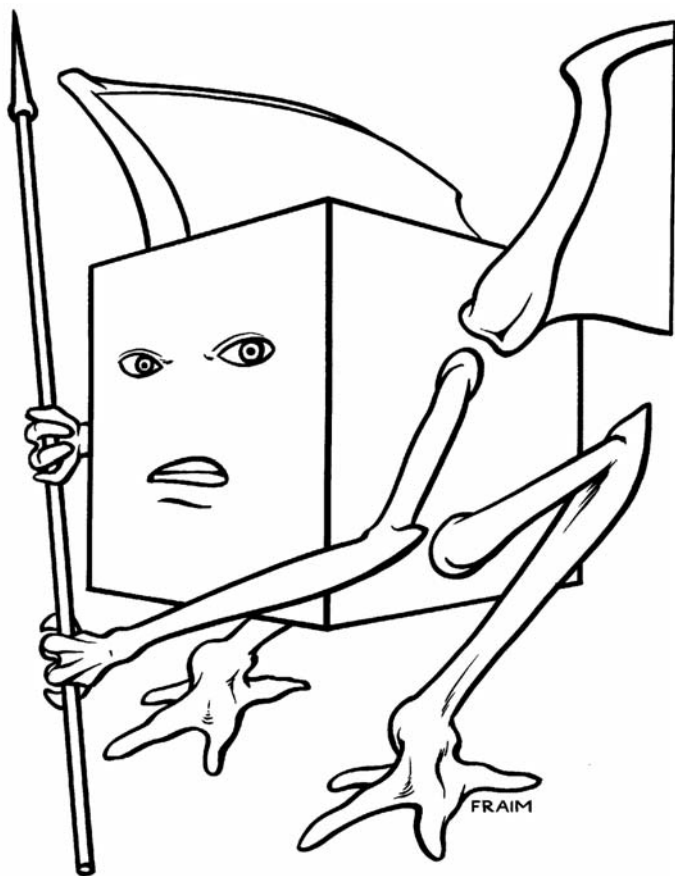
DAMAGE/ATTACK: 2-5/2-5 or by weapon type

SPECIAL ATTACKS: Crumble

SPECIAL DEFENSES: Immune to illusion and mind-affecting magic

MAGIC RESISTANCE: Standard

HIT DICE: 2+2



Hexahedrone (Base Modron)

self aware enough to realize that they are only one social rank above the Tetrahedrones, and thus second to last in Nirvana society. As such, they are generally none too happy about their lot in life. Hexahedrones appear snippy to outsiders who interact with them, as they maliciously comply with exact instructions on tasks and procedures assigned to them. Although they might know of some additional work that needs to be done, they will refrain from doing it only because “it’s not their job.” Hexahedrones accused of insubordination by their supervisors care little for the consequences as they would rather be reverted to the blissful ignorance of Tetrahedrone status than continue to face the daunting climb up the corporate ladder from their lowly position.

ECOLOGY: Hexahedrones are bifunctional Modrons, capable of supervising 12 units of Tetrahedrones or performing complex tasks beyond the abilities of the Tetrahedrones. They have limited conversational ability but can report their operations and observations clearly and completely. Hexahedrones have senses as acute as most humans and infravision at a 90-foot range.

YIELD:

MEDICINAL: Eating a base Modron is said to cure mild forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved, dismembered corpses of base Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Octahedrone (Base Modron)

DESCRIPTION: These base Modrons appear as eight-sided polyhedrons with four spider-like legs and arms. They have a human-like eye on each upper face (their bodies are taller than they are wide) and a single mouth on one face.

COMBAT/TACTICS: There are guard units and special companies of Octahedrones equipped with three javelins per being, which they hurl before entering melee. Octahedrones are capable of reporting actions and observations and actually planning limited objectives on the battlefield. They have a 14 Strength.

HABITAT/SOCIETY: Their main function is to supervise lower orders of Modrons. They supervise gross units of 144 Tetrahedrones and Hexahedrones, work on multiple-task projects and serve as leaders of companies in the regiments of the Army of Nirvana.

Octahedrones are only slightly easier to deal with than Hexahedrones. They will often question those who make requests of them, assign them work or give them orders as they are eager to delay things or get

Octahedrone

AKA: Gamma Modron

HACKFACTOR: 10

EP VALUE: 420

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1-4

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

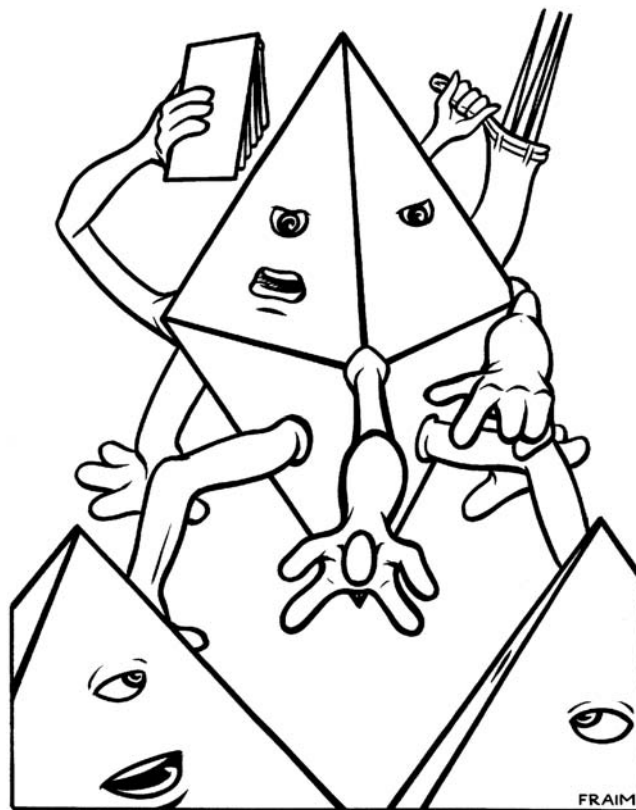
DAMAGE/ATTACK: 3-6/3-6/3-6 or
by weapon type

SPECIAL ATTACKS: Crumble

SPECIAL DEFENSES: Immune to
illusion and mind-affecting magic

MAGIC RESISTANCE: Standard

HIT DICE: 3+3



Octahedrone (Base Modron)

out of them entirely if it can be shown the order, task or request is unnecessary. The main advantage their superiors have over them is that they greatly fear being demoted to Hexahedrone status.

ECOLOGY: Octahedrones have senses equal to human, as well as 90-foot infravision and 100-yard ultravision.

YIELD:

MEDICINAL: Eating a base Modron is said to cure mild forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved, dismembered corpses of base Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Dodecahedrone (Base Modron)

DESCRIPTION: These base Modrons have a twelve-sided polyhedral body with five spider-like legs and four arms. Their front face has a pair of human-like eyes and a mouth, while their bottom face is devoid of appendages or special sensory organs. Their top face sports a large pair of wings.

COMBAT/TACTICS: The Dodecahedrones are excellent archers, capable of wielding two long bows (usually with flight arrows) at the same time. They have a 15 Strength and use bows that are sufficiently strong to allow them to take advantage of their Strength bonus on attack and damage rolls for both bows simultaneously.

HABITAT/SOCIETY: The Dodecahedrones are the upper level workers on the Plane of Nirvana. These base Modrons have four complete functions, most of which are not connected to the performance of some operation. They also serve as field officers in the regiments of Nirvana. Each battle has a special "dozen-unit" comprising the most able Dodecahedrone fighters.

Dodecahedrones are surprisingly arrogant. They know they are superior to those below them and often throw this fact around when among the more common Modrons. They even consider themselves superior to certain higher level Modrons, believing that they would be calling the shots were it not for some unfortunate favoritism on the part of the Hierarchs. Because of their daring lack of respect for superiors, they sometimes mock Icosahedrones or even Hierarchs behind their backs. On the surface though, they behave as upstanding Modrons in an

Dodecahedrone

AKA: Beta Modron

HACKFACTOR: 17

EP VALUE: 1400

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: High to Exc.
(13-16)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1-4

SIZE: M

MOVEMENT: 15", 15" Fl (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 4 or 2

DAMAGE/ATTACK: 4-7 (X4) or
4-9 (x4) or by weapon type

SPECIAL ATTACKS: Crumble,
attacks as an 8 HD creature

SPECIAL DEFENSES: Immune to
illusion and mind-affecting magic

MAGIC RESISTANCE: Standard

HIT DICE: 4+4



Dodecahedrone (Base Modron)

effort to advance within society. The attitude of many Dodecahedrones is justified as they often become experts in certain fields, often doing the bulk of the work, and are passed over for promotion because they are more valuable performing those jobs than supervising others as they do them.

ECOLOGY: As 4-function beings, Dodecahedrones can report actions and observations, make plans, react to unexpected occurrences and act to remedy them. All Dodecahedrones have senses equal to 150% of the human norm as well as infravision (180-foot range) and ultravision (200-yard range).

YIELD:

MEDICINAL: Eating a base Modron is said to cure mild forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved, dismembered corpses of base Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Icosahedrone (Base Modron)

DESCRIPTION: Icosahedrones have a twenty-sided polyhedral body. They move about on four strong legs and have six arms. Their hands have four fingers and four opposable thumbs. Any one of their faces that does not contain an appendage has a human-like eye and one has a single humanoid mouth.

COMBAT/TACTICS: As they have many sensory organs, Icosahedrones are never surprised. They have a 16 Strength and attack by bludgeon-

ing with five of their six arms (+2 to-hit and +4 to damage). In addition to powerful arm attacks, Icosahedrones have a paralyzing gas which they can emit from their mouth in a stream two feet in diameter and five feet in length. Any creature caught within this stream must save vs. paralysis or remain immobile for five rounds. Icosahedrones can use this gas stream no more than once every five turns, five times per day. Alternately, the Icosahedrones are able to use this gas to Levitate as 5th-level magic-users.

HABITAT/SOCIETY: Nirvana's worker populace is managed and audited on a day-to-day basis by the Icosahedrones. Icosahedrones are in charge overall of all lesser Modrons. Managers assign projects to lesser Modrons and try to keep an efficient output of results. The auditor Icosahedrones check up on work assignments and function as police officers in the event that laws are broken. In the forces of Nirvana a dozen Icosahedrones are always assigned to each regimental headquarters as an elite unit, while

Icosahedron

AKA: Alpha Modron
HACKFACTOR: 36
EP VALUE: 7000
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Hive
ACTIVITY CYCLE: Any
DIET: Energy
INTELLIGENCE: High to Genius (13-18)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1
SIZE: M
MOVEMENT: 18", 6" Fl (D)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 3
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 5-8 (x5)
SPECIAL ATTACKS: Crumble, paralyzing gas
SPECIAL DEFENSES: Never surprised, +1 or better weapons to hit, levitate, resistance to heat/cold/acid
MAGIC RESISTANCE: Standard
HIT DICE: 5+5

others actually command the regiment. Icosahedrones are often power hungry and scheme to climb the corporate ladder within the means allowed to them. They flaunt their superior rank over the other base Modrons and consider themselves the nobles of the base masses.

ECOLOGY: As 5-function beings, these Modrons can communicate, operate, monitor, plan and manage simultaneously. They also react to unplanned situations with equanimity. Icosahedrones have senses twice as acute as a normal human and 180-foot infravision and 200-yard ultravision.

Icosahedrones are able to exist in virtually any environment. They can stand temperature extremes of 210 degrees to -100 degrees Fahrenheit, without discomfort. Cold, fire and acid attacks on them are always at -2 per die of damage. They are immune to illusion and mind-affecting magic, and only magical weapons of +1 or better will harm them.

YIELD:

MEDICINAL: Eating a base Modron is said to cure mild forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved, dismembered corpses of base Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Prisaton (Hierarch Modron)

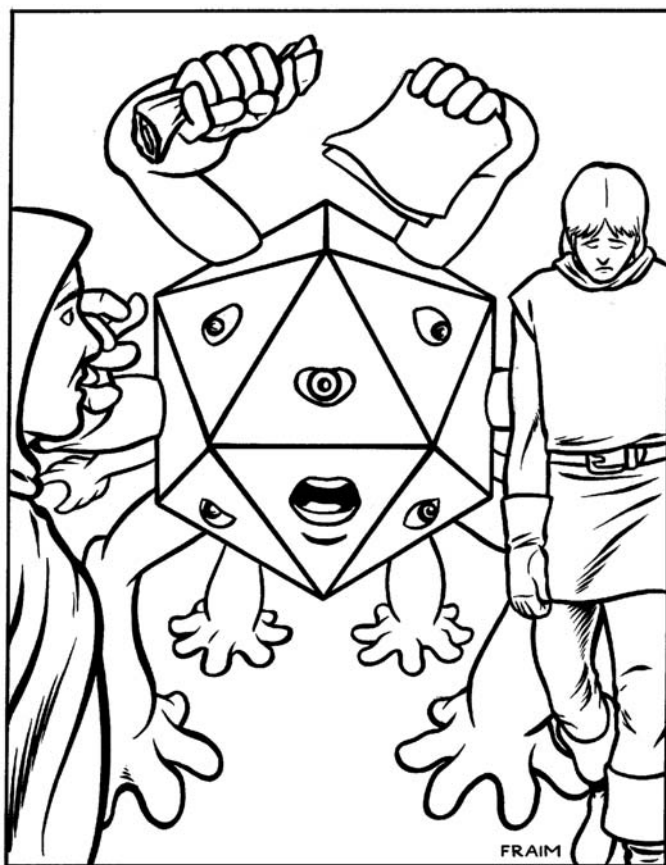
DESCRIPTION: These Hierarch Modrons have asexual, bipedal, humanoid bodies with prism-shaped heads oriented with the longer axis horizontally. They have human-like faces on the fronts of their heads. Instead of arms, these creatures have ten tentacles attached to their upper torsos.

COMBAT/TACTICS: In addition to attacking an opponent with all ten of their tentacles, Prisatons have spell ability equal to that of a 10th-level cleric, though they lack the power to turn undead. They also have the following spell-like powers which may only apply to other Modrons: cure 1 hp of damage for all Modrons within 144 feet, Cure Disease in a 12-foot radius, Cure-All on touch up to ten Modrons per round, and Remove Paralysis by touch for up to ten Modrons per round. These spell-like powers are usable one at a time, at will, once per round (as a 10th level caster).

HABITAT/SOCIETY: There are exactly 100 Prisatons, the lowest order of officials found in Nirvana. These creatures are overseers of the physi-

Prisaton

AKA: --
HACKFACTOR: 114
EP VALUE: 10,000
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Hive
ACTIVITY CYCLE: Any
DIET: Energy
INTELLIGENCE: High (13-14)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1 (of 100)
SIZE: M (7' tall, 5' long arms)
MOVEMENT: 15", 1"Fl (E), 9" Sw
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 2
NO. OF ATTACKS: 10
DAMAGE/ATTACK: 1-4 (x10)
SPECIAL ATTACKS: Crumble, spell use
SPECIAL DEFENSES: +2 or better weapons to hit
MAGIC RESISTANCE: 10%
HIT DICE: 10+10



Icosahedron (Base Modron)



Prisaton (Hierarch Modron)

cal welfare of the base Modrons. One Prisaton is assigned to each sector of Nirvana, while the remaining 36 serve with the Hexatons commanding the armed forces of the plane.

ECOLOGY: Prisatons can fly by generating a light gas within their bodies and expelling it to provide horizontal movement. They only rise into the air to get an overview of the situation when commanding large numbers of base Modrons.

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The head of a Prisaton can be boiled in rare oils to bring it to a transparent condition that is useful for fashioning a Prism of Light Splitting.

Tetraton (Hierarch Modron)

DESCRIPTION: These Hierarch Modrons have asexual, bipedal, humanoid bodies with sharply-angled heads shaped in the manner of a regular tetrahedron. They have human-like faces on the front side of their heads. Instead of arms, these creatures have nine tentacles attached to their upper torso.

COMBAT/TACTICS: In addition to being able to attack with all nine tentacles, Tetratons have spell-use as clerics of the 12th level. Furthermore, they have the following spell-like abilities: ESP, Mirror Image, Slow, Web, Detect Good, Detect Evil, Detect Lie, and Detect Charm, each usable at will, once per melee round (as 11th level caster). They may use Power Word Stun once per day (60-yard range).

HABITAT/SOCIETY: The 81 Tetratons are the principal overseers of law and

order. These Modrons act as captains and chief inspectors of the Icosahedrone police force. One Tetraton serves each sector, nine serve the Dodecatons and the eight remaining report directly to Primus. Each Tetraton has 12 Icosahedrone lieutenants, each lieutenant commands 12 Dodecahedrone sergeants and each sergeant commands 12 Octahedrone police. Tetratons usually head up investigations of rogue Modron units and small invasions on the Plane of Nirvana. In the latter case they first attempt to detect the party's intentions, then act accordingly. Disruptive groups are eliminated or exiled.

ECOLOGY: As all Modrons, the Tetratons have hairless bodies and smooth, rubbery skin. Although they have tentacles instead of hands, they are adept at grasping and manipulating things with their tentacles.

Tetraton

AKA: --

HACKFACTOR: 128

EP VALUE: 14,000

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: High (13-14)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 (of 81)

SIZE: L

MOVEMENT: 18", 9" Sw

PSIONIC ABILITY: 199

ATTACK/DEFENSE MODES: All/All

MORALE: Courageous (13)

ARMOR CLASS: 1

NO. OF ATTACKS: 9

DAMAGE/ATTACK: 1-6 (x9)

SPECIAL ATTACKS: Crumble,

spell use

SPECIAL DEFENSES: +2 or better

weapons to hit

MAGIC RESISTANCE: 20%

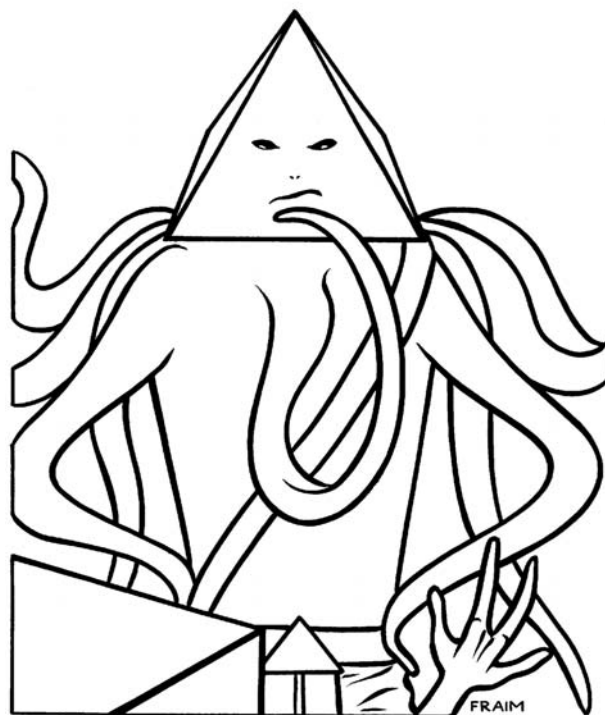
HIT DICE: 11+11

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved heads of these Hierarch Modrons for use in dice games.



Tetraton (Hierarch Modron)

TREASURE: Nil

OTHER: Nil

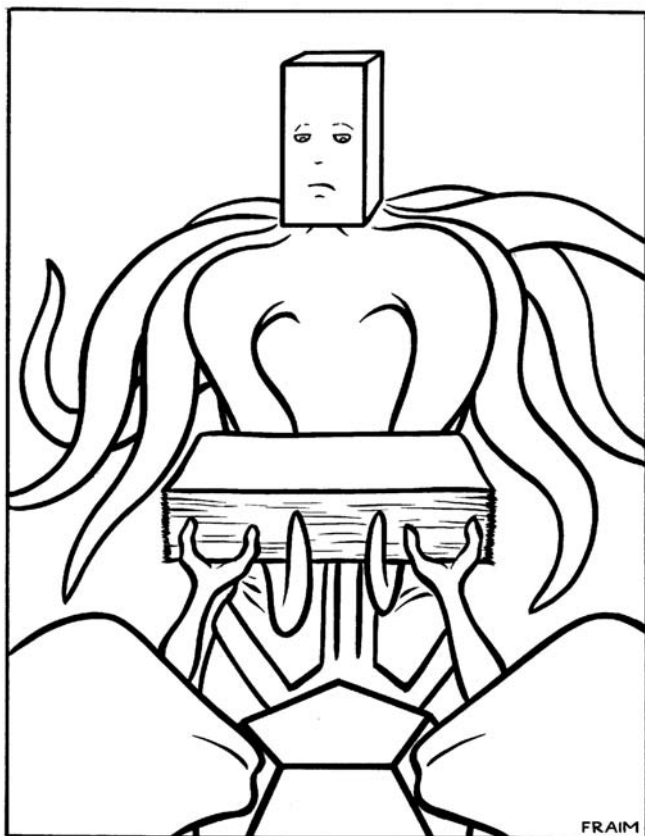
Parallepipeton (Hierarch Modron)

DESCRIPTION: These Hierarch Modrons have asexual, bipedal, humanoid bodies with heads shaped like a six-sided, tall, rectangular polyhedron. They have human-like faces on the front of their heads. Instead of arms, these creatures have eight tentacles attached to their upper torsos.

COMBAT/TACTICS: In addition to attacking an opponent with each of their eight tentacles, Parallepipetons use spells as 14th level clerics. They also have the following spell-like abilities, usable once per round, at will, one at a time (as 12th level casters): Water Walking (as ring), Haste, Detect Good, Detect Evil, and Telekinesis (3500 pounds). They are totally immune to psionics.

Parallepipeton

AKA: --
HACKFACTOR: 151
EP VALUE: 18,000
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Hive
ACTIVITY CYCLE: Any
DIET: Energy
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1 (of 64)
SIZE: L (8' tall)
MOVEMENT: 9", 1"Fl (E), 9" Sw
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 0
NO. OF ATTACKS: 8
DAMAGE/ATTACK: 1-8 (x8)
SPECIAL ATTACKS: Crumble, See description
SPECIAL DEFENSES: +2 or better weapons to hit, immune to psionics
MAGIC RESISTANCE: 30%
HIT DICE: 12+12



Parallepipeton (Hierarch Modron)

HABITAT/SOCIETY: Each of the 64 Parallepipetons is in charge of a sector of the Plane of Nirvana. The base Modrons of the sector, along with those Prisatons and Tetratons assigned to these governors, are considered wards of the Parallepipetons and their responsibility. The Parallepipetons guard their sectors most rigidly and see that regulations are obeyed, routine is observed and reports are invariably correct.

Each Parallepipeton has a personal staff consisting of one Prisaton, one Tetraton, five Icosahedrons, 16 Dodecahedrons, 81 Octahedrons, 256 Hexahedrons and 1728 Tetrahedrons. They maintain small towers, which are smaller versions of the towers occupied by the Decatons, the Icosaton and of Primus himself.

ECOLOGY: Parallepipetons can fly by generating a light gas within their bodies and expelling it to provide horizontal movement. Although they have tentacles instead of hands, they are adept at grasping and manipulating things with their tentacles.

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Cylindeton (Hierarch Modron)

DESCRIPTION: Cylindetons appear as asexual bipedal humanoids with large cylindrical heads. They have shoulder tentacles similar to those of the Parallepipetons, although they are shorter and more muscular.

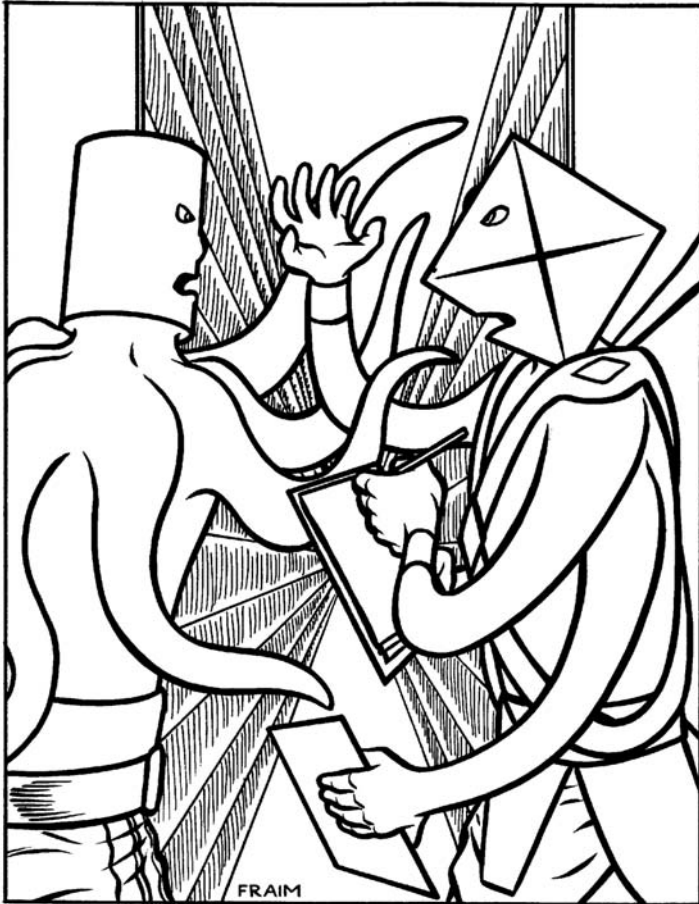
COMBAT/TACTICS: In addition to attacking an opponent with each of their seven tentacles, the stocky Cylindetons are also mighty spell casters, having cleric spells at the 16th level and magic-user spells at the 12th level. They can never be surprised in combat.

HABITAT/SOCIETY: Cylindetons are the officials of Nirvana who maintain order and see that all regulations are being obeyed by the base masses. One serves each Octaton, four serve each Icosaton and eight Cylindetons serve The One directly.

They travel from place to place as inspectors and examiners of the work of other Modrons. The Cylindetons are charged with the transferral of information from outlying areas to the towers of the regions, quarters and even the capitol tower itself.

Cylindeton

AKA: --
HACKFACTOR: 159
EP VALUE: 20,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Hive
ACTIVITY CYCLE: Any
DIET: Energy
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1 (of 49)
SIZE: M
MOVEMENT: 9", 9" Sw
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: -1
NO. OF ATTACKS: 7
DAMAGE/ATTACK: 1-10 (x7)
SPECIAL ATTACKS: Crumble, See description
SPECIAL DEFENSES: +2 or better weapons to hit, immune to psionics
MAGIC RESISTANCE: 40%
HIT DICE: 13+13



Cylindeton (left) discusses the latest figures with his Octaton bureau chief (right).

ECOLOGY: In order to assure the proper performance of their duties, each Cylindeton has seven senses which operate continuously: hearing, sight, smell, taste, touch, ESP (with a 30-foot range) and Detect Magic. Cylindetons, as with all high Hierarchs without psionic ability, are completely immune to psionic attacks and combat.

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The head of this type of Modron can be tanned and cut up for use on wheels. The finished material is similar to modern solid rubber tires.

TREASURE: Nil

OTHER: Nil

Hexaton (Hierarch Modron)

DESCRIPTION: Hexatons appear as somewhat masculine humanoids with six arms: two large, muscular human arms with six fingers each, and four tentacles tipped with sharp double claws. They have thin, fan-like folded wings joined at their shoulders. Their heads are cube-shaped with a human-like face on the forward-facing side.

COMBAT/TACTICS: Hexatons can attack in melee with each of their four tentacles and both of their human-like arms. Hexatons use spells as 18th level clerics but have no special spell-like abilities other than those noted for all Hierarch Modrons. They are immune to all psionic attacks and can never be surprised in combat.

HABITAT/SOCIETY: There are 36 Hexatons, each a full-fledged general in charge of one of the armies of Nirvana. These armies are maintained on duty at all times, to assure order and prevent invasion from Acheron, Arcadia and the Plane of Concordant Opposition. One Hexaton and his army are assigned to each region, two serve directly under each viceregal quarter and three serve the Dodecatons as special police. The remaining nine serve Primus. There is a 75% chance that any Hexaton will be accompanied by his personal guard, a staff of special Icosahedrones numbering between 12-48 individuals, each fanatic in their dedication to the Hexaton whose life they must preserve.

Hexaton

AKA: --

HACKFACTOR: 176

EP VALUE: 21,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 (of 36)

SIZE: L

MOVEMENT: 12", 12" Fl(C), 12" Sw

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: -2

NO. OF ATTACKS: 6

DAMAGE/ATTACK: 2-13 (x6)

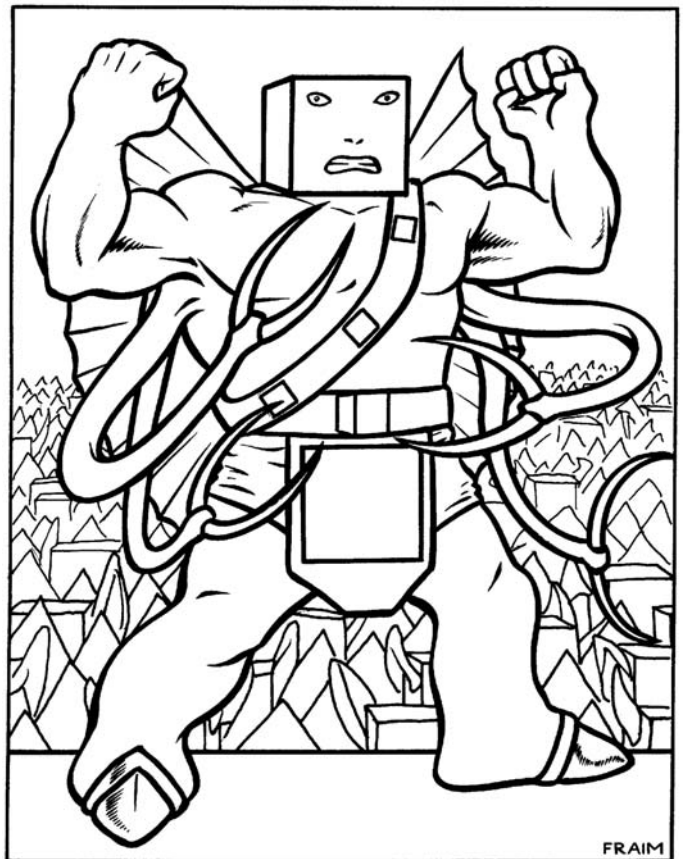
SPECIAL ATTACKS: Crumble,
See description

SPECIAL DEFENSES: +3 or better
weapons to hit

MAGIC RESISTANCE: 50%

HIT DICE: 14+14

ECOLOGY: As with all Modrons, the Hexatons have hairless bodies and smooth, rubbery skin. Unlike other tentacled Modrons, they do not use their tentacles to grasp objects but primarily to cut things and fight opponents.



Hexaton (Hierarch Modron)

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved heads of these Hierarch Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Octaton (Hierarch Modron)

DESCRIPTION: Octatons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. A prehensile tail serves as the creature's fifth arm. They have fan-like wings similar to those of the Hexatons. Their heads are shaped like regular octahedrons. As a symbol of rank, the Octatons have a diamond inscribed in their foreheads indicating their post.

COMBAT/TACTICS: In addition to being able to attack with each of their arms and tail, Octatons may cast spells as 20th level clerics.

HABITAT/SOCIETY: Octatons are the major bureau chiefs and record keepers of Nirvana. Each has a Cylindeton and a staff of 25 Icosahedrones, 64 Dodecahedrones, 81 Octahedrones, and countless Hexahedrones and Tetrahedrones. There are bureaus in each of the sector and quarter towers, and five main bureaus in Primus Tower at the capitol, each headed by an Octaton.

ECOLOGY: Octatons are capable of Legend Lore, as if the questioned object or person was at hand (1-4 rounds). They may Detect Evil, Detect Good and Detect Magic at will. They are also immune to all forms of psionic attack.

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved heads of these Hierarch Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Octaton

AKA: --

HACKFACTOR: 184

EP VALUE: 23,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 (of 25)

SIZE: L

MOVEMENT: 6", 6"Fl (C), 6" Sw

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: -3

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 3-17 (x5)

SPECIAL ATTACKS: Crumble,
See description

SPECIAL DEFENSES: +3 or better
weapons to hit

MAGIC RESISTANCE: 60%

HIT DICE: 15+15

Decaton (Hierarch Modron)

DESCRIPTION: Decatons are 12-foot tall humanoids with four jointed arms and fan-like wings. Their heads are shaped like a decahedron (ten-sided polyhedron) with the primary pointed axis oriented vertically.

COMBAT/TACTICS: In addition to being able to attack with all four of their arms, they cast spells as 22nd level clerics.

HABITAT/SOCIETY: Decatons administer the regions of Nirvana and oversee the operation of the bureau, sector governors and army units attached to their region. Each Decaton has a personal staff made up of those Hierarchs assigned to him plus 36 Icosahedrones that act as a guard unit.

ECOLOGY: As do all types of Modrons, the Decatons have hairless bodies and smooth, rubbery skin. Decatons are immune to all psionics and psionic abilities.

Decaton

AKA: --

HACKFACTOR: 196

EP VALUE: 24,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: Supra-Genius
(19-20)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 (of 16)

SIZE: L

MOVEMENT: 12", 24"Fl (B), 12" Sw

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -4

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 4-26 (x4)

SPECIAL ATTACKS: Crumble,
See description

SPECIAL DEFENSES: +3 or better
weapons to hit

MAGIC RESISTANCE: 70%

HIT DICE: 16+16

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.



Decaton (Hierarch Modron)

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved heads of these Hierarch Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Dodecaton (Hierarch Modron)

DESCRIPTION: Dodecatons generally look very much like humans, save for their 12-foot tall frame and the unusual shape of their heads. They also have a long prehensile tail which ends in a heavy mace-like ball. They also have sharp steel-like pointed tips on their feet.

COMBAT/TACTICS: They can attack with both arms and tail in a single round. All struck by this tail must save vs. paralysis at -4 or fall, unable to rise (permanently paralyzed). In addition, Dodecatons may cast spells as clerics of the 24th level and as magic-users of the 20th level.

HABITAT/SOCIETY: Trial, judgment and sentencing of both Modrons and invading non-natives is the province of the nine Dodecatons. They

Dodecaton

AKA: --
HACKFACTOR: 244
EP VALUE: 30,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Hive
ACTIVITY CYCLE: Any
DIET: Energy
INTELLIGENCE: Supra-Genius (19-20)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1 (of 9)
SIZE: L
MOVEMENT: 12", 9" Cl
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 5-40 (x3)
SPECIAL ATTACKS: Crumble, See description
SPECIAL DEFENSES: +4 or better weapons to hit
MAGIC RESISTANCE: 80%
HIT DICE: 17+17

supervise the police, command the law enforcement armies, declare faulty Modrons rogues and see to it that the rules of Primus are obeyed. Eight of these creatures report to the Icosaton, one reports to Primus himself.

ECOLOGY: As with other Hierarchs, they cannot use psionics but are immune to effects of any psionic attack. Dodecatons can use the sharp spikes on their feet to help them climb walls with a base 90% chance of success. They prefer not to use these as weapons in combat, however, as it throws them off-balance (no penalties, they simply prefer to remain balanced during battle).

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved heads of these Hierarch Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Icosaton (Hierarch Modron)

DESCRIPTION: The four Icosatons appear as incredibly thin, tall humanoids with narrow faces and deepset eyes. Their heads are shaped like icosahedrons (20-sided regular polyhedrons). Their long arms end in articulate hands with four fingers and two thumbs on each.

COMBAT/TACTICS: Icosatons can attack with both their arms in a single round. They use spells as 26th level clerics and 22nd level magic-users. If, during combat, an Icosaton exceeds the number required to hit by five or more, it has stunned its opponent (unless that being is of demigawd or higher status). Icosatons have special abilities as 21st level monks, including the dreaded "shaking claw," the latter applicable to any mortal creature.

HABITAT/SOCIETY: The four Icosatons, viceroys of the quarters, are the virtual rulers over all of Nirvana, reporting only to Primus the One. Each has a staff of two Dodecatons, two Hexatons, four Cylindratons and a multitude of base Modrons. The Icosatons live in great towered cities located near the center of each of their realms. They always live in harmony with each other save when a new Primus must be chosen. Each of the Icosatons strives to increase productivity in his quarter so that he may find favor with Primus and maintain superiority over the other quarters.

Icosaton

AKA: --
HACKFACTOR: 424
EP VALUE: 41,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Hive
ACTIVITY CYCLE: Any
DIET: Energy
INTELLIGENCE: Gawdlike (21+)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1 (of 4)
SIZE: L
MOVEMENT: 18" in all environments, Fl (B)
PSIONIC ABILITY: 300-310
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -6
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-72 (X2) stun
SPECIAL ATTACKS: Crumble, See description
SPECIAL DEFENSES: +4 or better weapons to hit
MAGIC RESISTANCE: 90%
HIT DICE: 18+18



Dodecaton (Hierarch Modron)



Icosaton (Hierarch Modron)

ECOLOGY: As all Modrons, the Icosaton have hairless bodies and smooth, rubbery skin.

YIELD:

MEDICINAL: Eating a Hierarch Modron is said to cure severe forms of insanity.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: It is said that powerful creatures value the preserved heads of these Hierarch Modrons for use in dice games.

TREASURE: Nil

OTHER: Nil

Primus (The One and the Prime)

DESCRIPTION: Primus is a huge being with a perfectly spherical head who rules Nirvana as the gawd of law, order and time. He rises from the energy pool in the central part of his great tower located at the center of the plane, although the Prime One may also appear as a normal human. In giant form, Primus' hands are unseen, the right swathed in rainbow-bright lights, the left clouded in inky darkness.

COMBAT/TACTICS: Those creatures struck by the light-hand must save vs. spells or be teleported to Arcadia; those struck by the left must save or be sent to Acheron. This is in addition to taking 20-160 points of damage. Primus casts spells as a 30th level cleric and a 25th level magic-user.

HABITAT/SOCIETY: Primus is the ruler of all the planes of Nirvana. He is the gawd of law, order and time. Primus and Primus alone sets the

order, writes the laws and establishes the rules and regulations. All others carry out the plans and obey the rules of Primus. Failure to meet this powerful creature's standards means a return to the energy pool to be reformed, at best as a Tetrahedrone.

ECOLOGY: Primus may communicate immediately with any of the creatures of Nirvana; this allows Primus to maintain his almost total knowledge of the plane.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The head of Primus can be used to create a Sphere of Annihilation.

Primus

AKA: --

HACKFACTOR: 972

EP VALUE: 83,000

CLIMATE/TERRAIN: Any

FREQUENCY: Unique

ORGANIZATION: Hive

ACTIVITY CYCLE: Any

DIET: Energy

INTELLIGENCE: Gawdlike (21+)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1

SIZE: L (H)

MOVEMENT: 24" in all environments, FI (A)

PSIONIC ABILITY: 365 points

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 20-160

SPECIAL ATTACKS: Crumble,

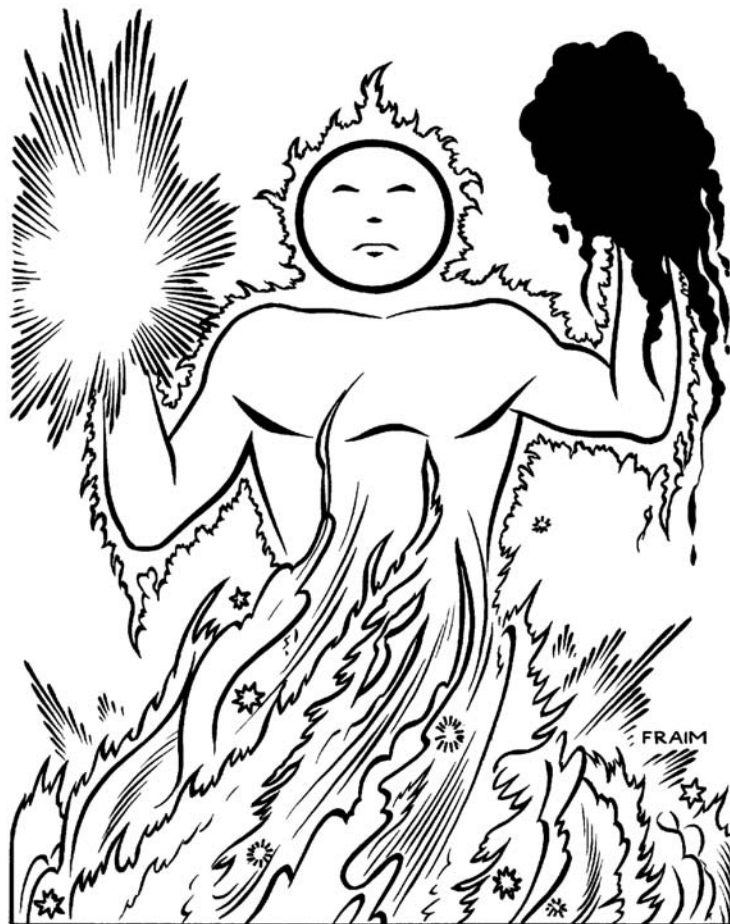
See description

SPECIAL DEFENSES: +5 or better

weapons to hit

MAGIC RESISTANCE: 100%

HIT DICE: 911 hp



Mold	Brown	Cling	Russet	Yellow
AKA:	Chocolate Mold	Sticky Mold	Cherry Mold	Banana Mold
HACKFACTOR:	0	0	0	0
EP VALUE:	15	15	35	65
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean	Subterranean
FREQUENCY:	Very Rare	Rare	Very Rare	Uncommon
ORGANIZATION:	Patch	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Heat	Moisture	Moisture	Mental Energy
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Not ratable (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1 patch	1 patch	1 patch	1 patch
SIZE:	S-L	S-L	S-L	S-L
MOVEMENT:	1"	0	0	1"
PSIONIC ABILITY:	Nil	Nil	Nil	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	n/a	n/a	n/a	n/a
ARMOR CLASS:	9	9	9	9
NO. OF ATTACKS:	0	0	0	1
DAMAGE/ATTACK:	n/a	n/a	n/a	n/a
SPECIAL ATTACKS:	Freezing	Sticking	Spores	Poison spores
SPECIAL DEFENSES:	Absorb heat	See description	See description	See description
MAGIC RESISTANCE:	Standard	5%	Standard	20%
HIT DICE:	n/a	n/a	n/a	n/a

Mold

DESCRIPTION: Molds are spore-producing fungi that grow on decaying food, rotting wood, old hampers and warm, moist places. Brown Molds are brown in color, Cling Mold is either brown (50% chance) or yellow (50% chance), Russet Mold is red and Yellow Mold is yellow. Molds have a fuzzy texture and are literally without fear. Molds have natural attacks and they will not hesitate to use them, even against titans and gawds. There's an old Dwarf saying that, loosely translated, means, "May you fight as bravely as the blue cheese".

COMBAT/TACTICS: Brown Mold: Brown Mold grows by absorbing heat. Any warm-blooded creature that comes within five feet of Brown Mold loses 4-32 points of damage per round. A Ring of Warmth or similar magic item will protect a PC completely. Brown Mold grows rapidly from heat; if struck with flaming oil it instantly doubles in size.

The only magic that affects Mold are plant-related, cold and Disintegrate spells. Ice Storms or Walls of Ice will cause it to go dormant for 5-30 turns. A Wand of Cold, White Dragon breath or a Cone of Cold kills it. Brown Mold does not affect cold-using creatures such as White Dragons, Winter Wolves, Ice Fiends, etc.

Cling Mold: Cling Mold resembles other types of dangerous mold, but is much less harmful. Cling Mold sticks to whatever it touches, turning equipment brown or yellow. Victims that walk into a patch of Cling Mold must make a bend bars/lift gates roll to step out. Cling Mold can be removed with oil. PCs may opt to cut their boots off to remove a patch of Cling Mold. This will leave them vulnerable to Heel Borers and other foot-related creatures. Additionally, some creatures may use the Cling Mold as a natural trap to nab prey. Remember, if a PC coats himself with oil to escape a Cling Mold, he will be much more susceptible to fire damage during later encounters.

Russet Mold: This mold looks like common rust from distances beyond 30 feet (70% chance of misidentification). Russet Molds are completely immune to damage from weapons and most spells. They can be killed with alcohol, acid, salt or Cure Disease or Continual Light spells.

Russet Mold continually emits a cloud of spores in a three-foot radius. Any creature within the radius suffers 5-20 points of damage and must save vs. poison or become infected with a spore sickness. (Victims who miss their save become paralyzed and die within half an hour unless a Cure Disease spell is cast upon them.)

Yellow Mold: Yellow Molds are 50% likely to emit a cloud of poison spores if touched (10-foot radius). Those in the radius must save vs. poison or die. A Cure Disease and a Resurrection spell are needed within 24 hours to restore life. Fire destroys Yellow Mold and a Continual Light spell renders it dormant for 2-12 rounds.

There is a 1 in 6 chance that any Yellow Mold over 300 square feet in size is actually sentient. These molds can project their spores to creatures within 60 feet. Twice per day they can use Suggestion

(save vs. spell or lay in the mold – those who lay in the mold must make an Intelligence check or lose one point of Intelligence permanently). Sentient Yellow Molds have the following psionics:

Level	Dis/Sci Dev	Attack/Defense	Power Score	PSPs
1	2/0/2	Mind Wipe, Id Insinuation/Nil	15	20-200

Psionic Sense (120 yard range) no cost.



Yellow Molds are immune to psionic attacks unless the attacker can communicate with plants.

HABITAT/SOCIETY: Molds grow wherever there is a dark, warm, moist place that is capable of sustaining them, usually in subterranean tunnels and dank catacombs.

ECOLOGY: Brown Mold: Brown Mold grows by absorbing heat. Typically, patches of Brown Mold are found near cooling volcanoes.

Cling Mold: Cling Mold grows by taking in moisture. It is a fairly common hazard in most uninhabited dungeons.

Russet Mold: Victims who die from Russet Mold will be eaten by the growth. In 21-24 hours the victim will turn into a Vegepygmy. A Hold Plant spell halts the transformation for the duration of the spell. A Cure Disease spell will kill the Russet Mold if the spell is cast during the hour after death. After that, only a Wish spell can destroy the Russet Mold and bring the victim back.

Yellow Mold: A Yellow Mold waits for any victim to die nearby from its poison so it can use the body for fuel.



YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Sentient Yellow Mold can sometimes be used by psionicists to make dangerous mind-altering drugs.

Mole Man

DESCRIPTION: Mole Men are bipedal moles with large claws and tiny, squinty eyes. They are very sensitive to bright lights, so Mole Men will never be encountered in bright daylight.

COMBAT/TACTICS: While not normally aggressive, if Mole Men feel their kingdom is being “invaded” they may dig under structures until they collapse. In rare instances, they will bring an entire building hundreds of feet below the surface. If pressed into melee, the Mole Man will use his powerful claws to inflict 2-5 points of damage per successful strike.

Mole Men actively seek to avoid bright lights and fight at -4 to-hit in any brightly lit conditions.

HABITAT/SOCIETY: Mole Men and women are equal in power. There will always be a number of young equal to 50% of the total population.

Mole Man
AKA: Hansius-sapien
HACKFACTOR: 1
EP VALUE: 15
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Monarchy
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Low to Genius (5-18)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 30-300
SIZE: S (3 1/2' tall)
MOVEMENT: 3", 9" Burrowing
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 9
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-5/2-5
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Burrowing
MAGIC RESISTANCE: Standard
HIT DICE: 1+1

They are non-combatants and will flee at the first sign of trouble. For every ten Mole Men there is a sub-leader with 2+2 Hit Dice. For every 25 Mole Men, there is a leader with 3+3 Hit Dice. Finally, every tribe has a “Mole King”, who has 4+4 Hit Dice.

Mole Men have no spell casters of their own and no clerics, as they believe only in the sanctity of digging through dirt. If there is great need, they have been known to kidnap spell casters and force them to cast beneficial spells. If they identify the properties of a magical item, they will use it to the best of their ability.

ECOLOGY: Mole Men live their entire lives in darkness. They have excellent infravision (80 feet) and can see in total darkness (20 feet). Mole Men automatically gain the Blind Fighting talent. They collect rare valuables and gems they find while digging in their subterranean spaces. Mole Men have good relations with deep gnomes and other underground-dwelling creatures. They dislike gophers and consider them obnoxious. If PCs speak loudly or act boorishly, the Mole Men will say that they “act like gophers”.

YIELD:

MEDICINAL: Mole Men are edible and nutritious, a fact the creatures try not to advertise.

SPELL COMPONENTS: Mole Men claws can be used in lieu of other spell components for a Dig spell of twice the duration, but with a 5% chance of spell mishap.

HIDE/TROPHY ITEMS: Nil

TREASURE: R (individual) I (in lair)

OTHER: Nil

Mongoose	Common	Giant	King
AKA:	Snake Eater	Giant Snake Eater	Wyrm Eater
HACKFACTOR:	0	5	56
EP VALUE:	15	270	12,000
CLIMATE/TERRAIN:	Savannah/Temperate	Savannah/Temperate	Any
FREQUENCY:	Uncommon	Rare	Unique
ORGANIZATION:	Packs	Packs	Solitary
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Supra-Genius (19)
ALIGNMENT:	Neutral	Neutral	Neutral Good
NO. APPEARING:	2-8	1-4	1
SIZE:	S (9" to 26" long)	M (6' long)	L (12' long)
MOVEMENT:	6"	12"	24"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Resolved (18)	Fearless (19)
ARMOR CLASS:	4	5	-2
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	2-8	3-12
SPECIAL ATTACKS:	See description	See description	See description
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	See description
HIT DICE:	1/2	4	12



Giant Mongoose

Mongoose

DESCRIPTION: The Common Mongoose resembles a weasel with slightly more feline features. Giant Mongooses are merely larger versions of the common ones and the King Mongoose is a huge, legendary creature discussed in whispers at Dragon Council meetings.

COMBAT/TACTICS: Mongooses get +2 to-hit any type of reptile.

Common Mongooses: All Mongooses have the special ability to strike their prey at the back of the neck, instantly killing it. However, the Mongoose can only perform this maneuver on creatures smaller than itself or on any snake. If cornered, they will bite larger opponents for



King Mongoose

1-4 points of damage. Generally not aggressive creatures, Mongooses are easily domesticated.

Giant Mongooses: Giant Mongooses consider nearly all bipeds (unless they are giant-sized) as easy prey. On a roll of a modified 20, a victim is hit in the back of the neck by the Mongoose. The creature will attempt to snap the neck and kill the victim (save vs. death magic or die). Once a Mongoose has a firm grip on the victim only death will force it to let go. Some Giant Mongooses can be domesticated, but their handlers must be very large and strong-willed.

King Mongoose: Legend has it that the King Mongoose hunts all types of dragons. It is immune to all dragon powers and spell-like abilities, including spells cast by the dragon, except for their breath weapons. The King Mongoose strikes all dragons at +4 to-hit and can perform the same killing maneuver utilized by other types of Mongoose, but only against dragons and their ilk.

HABITAT/SOCIETY: Common Mongoose: The Common Mongoose is very social with its own kind. Unfortunately, it will eat almost any other type of creature smaller than itself. Domesticated Mongooses must be well fed at all times or they will hunt the nearest small animals. Fairie-kin hate and fear the Mongoose, for the creature loves to devour their kind. Some cultures use Mongooses to keep down the population of rodents and snakes.

Giant Mongooses: Giant Mongooses behave in much the same manner as the common ones, except that the variety of animals on their menu is much larger. Giant Mongooses will attack any giant snake, no matter how poisonous or deadly. Evil-aligned giants sometimes domesticate the Giant Mongoose to keep down the local population of humans and demi-humans.

King Mongoose: The King Mongoose hunts only evil-aligned dragons and their young, especially their eggs. The precise location of the King Mongoose's lair is shrouded in secrecy, as there is a bounty of several million gold pieces for his hide. It is rumored that certain good dragons use their magic to keep the King Mongoose well hidden.

ECOLOGY: Mongooses bear live young each spring after a short gestation of six to eight weeks. They often stand on their hind legs to get a better view of their surroundings. Domesticated Mongooses live up to 20 years. The King Mongoose is rumored to be the creation of a good-aligned gawd to weed out the more despicable evil dragons. However, no reliable witness has ever seen the King Mongoose.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A bit of Mongoose fur can be used as a replacement material spell component for a Haste spell that reduces aging by 1 month.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Common Mongooses sell for 50 gp each, 200 gp if trained. They make extremely loyal pets. Although there is a considerable bounty on the King Mongoose, the dragons that offer it are evil and will not pay if he is slain. PCs may have a better chance of getting the reward by capturing the King Mongoose. The King Mongoose could be used to make dragon slaying items of considerable power, but his death is likely to anger the gawd who created him.



Monkey, Blind

DESCRIPTION: Blind Monkeys are chimps that have been deprived of their eyesight by evil-aligned magic-users, who use these creatures as magic wielding pawns. Blind Monkeys always have one offensive and one defensive magic item.

COMBAT/TACTICS: Blind Monkeys are usually under the effects of a very specific mind control spell. If this spell is somehow broken, the Blind Monkey can no longer use its magic items to full effect. There is a 50% chance that the Monkey will not have a defensive magic item, but will have protective spells such as Armor, Protection from Good, Bless, Stoneskin, etc. cast upon it. Typical magic items used by the Blind Monkeys are as follows:

Monkey, Blind
AKA: Unseeing Primate
HACKFACTOR: 1
EP VALUE: 120
CLIMATE/TERRAIN: Subtropical to Tropical
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: S (2' to 3')
MOVEMENT: 3", 6" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unsteady (8)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1+1

- | | |
|--------------------------------|-------------------------------|
| Offensive Items | Defensive Items |
| 1-2 Wand of Wonder | Bracers of Defense AC (2-5) |
| 3-4 Ring of Acid Plumes | Brooch of Shielding |
| 5-6 Beads of Force | Ring of Protection (+1 to +3) |
| 7-11 Oil of Impact (1-6 doses) | Necklace of Stoneskin* |
| 12 Ring of Telekinesis | Cloak of Displacement |

* Three/day, protects against 4-7 attacks

HABITAT/SOCIETY: Blind Monkeys are the slaves of evil-aligned magic-users, and rarely escape captivity. They are usually chained (75% chance) to a specific area so they cannot leave. Blind Monkeys are sometimes placed inside a cage (25% chance) and trained to use their magic item on anyone directly in front of or below them. Blind Monkeys have excellent hearing and suffer only -1 to-hit despite their lack of sight.

ECOLOGY: Blind Monkeys have been irrevocably altered by the torture they have suffered at the hands of their masters. Druids find the state of these creatures appalling and will do everything in their power to free and heal them. However, only through the use of magic can their sight be restored. A Blind Monkey that regains its sight will be a loyal companion to the first person it sees.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: (see above for magic items)

OTHER: Nil

Monkey, Flying

DESCRIPTION: Flying Monkeys are densely-muscl'd humanoid's that resemble chimps with fangs and wings. They are a favored lackey of evil-aligned magic-users.

COMBAT/TACTICS: Flying Monkeys will be armed with short swords or smaller weapons. Alternatively, they can "snatch n' grab" opponents, lifting them to heights and dropping them. This counts as a wrestling attack (the creature is able to lift up to 250 pounds). Typically, witch-

es use these Monkeys as guards and servants. When they are sent away from the witch's lair, it is usually to kidnap victims and their little dogs, too.

HABITAT/SOCIETY: Flying Monkeys are rarely found in the wild, as they are the creations of an evil-aligned witch with the skills of a 12th level magic-user. Anxious to serve their evil masters, they are very loyal servants so long as they are well fed and comfortably housed. Flying Monkeys enjoy taking shiny objects from dead opponents; as well as dropping their feces from great heights.

ECOLOGY: Flying Monkeys are evil-aligned primates. Left to their own devices, they break things and throw feces. Flying Monkeys are typically male; and Monkeys created in the same batch look identical to one another.

Monkey, Flying

AKA: Soaring Simian
HACKFACTOR: 2
EP VALUE: 35
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Squads
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Lawful Evil
NO. APPEARING: 2-12
SIZE: M (3' to 4')
MOVEMENT: 6", 24" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/by weapon
SPECIAL ATTACKS: Snatch n' grab
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+2

Monkey, Ice

DESCRIPTION: There is a saying among northern elves which states, "Never trust an Ice Monkey." Absolutely gawd-damned right. These monkeys use their white fur to hide in the lee of the snow banks where they dwell. Most of them are malnourished and underweight.

COMBAT/TACTICS: Ice Monkeys will appear to be dying of starvation, but this is a clever ruse. These white-furred devils attack with sharpened icicles for 1-4 points of damage and two to four snowballs (They do not realize that the snowballs do no damage.). These primates take half damage from cold spells. 20% of all Ice Monkeys faint from exhaustion during combat (check once each round).

Monkey, Ice

AKA: Permafrost Primate
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Arctic/Sub arctic land
FREQUENCY: Uncommon
ORGANIZATION: Tribes
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 10-40
SIZE: S (3'-4' high)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 1+1

HABITAT/SOCIETY: Created by a magic-user known only as Mazoo the Magnificent, these Monkeys were adapted to life in colder climes with thick, white fur. However, Mazoo forgot to adapt their dietary needs, so they rarely find appropriate food to eat. Ice Monkeys are forced to

YIELD:

- MEDICINAL:** Nil
- SPELL COMPONENTS:** Nil
- HIDE/TROPHY ITEMS:** Nil
- TREASURE:** Blind (see above), Flying (J, Q)
- OTHER:** Nil



search the arctic wastes for frozen lichens or meat left by stronger arctic predators. These creatures will even eat the corpses of rotting pen-guins. Needless to say, they are dangerous and hungry.

ECOLOGY: Because of their altered metabolism, the Ice Monkeys cannot survive in temperatures above 40 degrees Fahrenheit. Thankfully, these frightening beasts have nearly all starved to death. PCs who are foolish enough to feed these fiends will soon find themselves surrounded by a gang of malnourished Monkeys!

YIELD:

MEDICINAL: Ice Monkey brain is considered a rare delicacy.

SPELL COMPONENTS: Ice Monkey drool can be used in lieu of material components for a Monster Summoning I spell.

Unfortunately, there is a 60% chance of summoning more Ice Monkeys.

HIDE/TROPHY ITEMS: Ice Monkey pelts are worth 20-50 gp, heads 10-100 gp

TREASURE: Nil

OTHER: Nil

Monkey, Musk

DESCRIPTION: The Musk Monkeys of Garweeze Wurld resemble normal chimps with black fur, but they have a distinctive white stripe down their backs. They do not wear clothes or carry weapons.

COMBAT/TACTICS: When a tribe of Musk Monkeys feels threatened, the tribe members exude a nauseating musk. Anyone within 20 feet of the Monkeys must save vs. poison or suffer -1 to-hit and to damage. This effect is cumulative each round. Once PCs reach -10 to-hit and to damage, they pass out and are 10% likely to die choking on their own vomit. Victims who pass out from the smell recover one turn after the Musk Monkeys calm down.

The primates strip any incapacitated victims of all their clothes and weapons and scatter them in the immediate vicinity. Musk Monkeys are likely to drink or eat anything they find on their victims (30%) including potions, poisons and flasks of oil.

HABITAT/SOCIETY: Musk Monkeys live in a loose tribal structure rife with complex intrigues and exciting political posturing – exciting if you are a monkey, that is. The male with the most hit points and the worst smell leads the tribe.

ECOLOGY: A Musk Monkey’s musk delivery is a disgusting bodily function, the noise of which has caused many a gnome to giggle

Monkey, Musk

AKA: Stench Simian
HACKFACTOR: 2
EP VALUE: 35
CLIMATE/TERRAIN: Subtropical or Tropical Land
FREQUENCY: Uncommon
ORGANIZATION: Tribes
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 5-20
SIZE: S (2 1/2' tall)
MOVEMENT: 6", 9" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Musk
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2

uncontrollably. The typical Musk Monkey’s diet includes many legumes grown on farms near its habitat, such as lima beans, string beans, lentils, wax beans, navy beans, garbanzo beans and nearly everything else in the bean family.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The musk gland of a Musk Monkey can be used to cast a Stinking Cloud spell in addition to other spell components. The nausea associated with such Stinking Clouds lasts twice as long, but the spell takes four segments to cast.

HIDE/TROPHY ITEMS: The unique smell of the Musk Monkey renders its lovely striped coat worthless in the fur market.

TREASURE: Nil

OTHER: Nil

Monkey, Poison

DESCRIPTION: Poison Monkeys are fearsome predators that roam the jungles and deserts of Garweeze Wurld. They appear as normal chimps with the addition of a lethal-looking scorpion’s tail turned downwards.

COMBAT/TACTICS: A Poison Monkey can leap up to ten feet forward and seven feet up. It jumps upon a target and rapidly stings it with its tail inflicting 1-3 points of damage. The tail moves fast enough to sting an opponent three times in a single round. Victims struck must save vs. poison for each sting or die in one round. A Neutralize Poison spell cast on the Monkey eliminates the effect of the poison for 24 hours. Poison Monkeys are immune to all poisons.

If the Poison Monkey does not succeed with its first attack, it cannot sting that round, but will pummel with its tiny hands. If the Monkey misses with both hand attacks, it will jump on a new opponent during the next round.

HABITAT/SOCIETY: Poison Monkeys are 50% likely to be mistaken for normal chimps from a distance of 30 feet or more. The fiends purposely hide their tails or feign injury to lure victims closer.

ECOLOGY: Poison Monkeys are the creation of a magic-user who developed an elaborate scheme to rise to power. After much trial and error, he succeeded in creating the Poison Monkeys, but was promptly stung to death. Contrary to popular rumor, speaking the name of this forgotten magic-user does not stop the Monkeys’ fearsome attack. Poison Monkeys will collect any shiny objects found on their victims.

Monkey, Poison

AKA: Venomous Primate
HACKFACTOR: 7
EP VALUE: 420
CLIMATE/TERRAIN: Any Warm
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-8
SIZE: S (3' tall)
MOVEMENT: 6", 9" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1d4-2/1d4-2/1-3/ 1-3/1-3
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Immune to Poison
MAGIC RESISTANCE: Standard
HIT DICE: 3+1

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: I

OTHER: The blood of a Poison Monkey can be used to scribe a Scroll of Protection from Poison.

Monkey, Six-Ribbed Skink

DESCRIPTION: The Six-Ribbed Skink Monkey is part monkey, part skink and all terror. These creatures have six ribs on each side, thus their lower AC.

COMBAT/TACTICS: Six-Ribbed Skink Monkeys are arboreal predators that swing through the trees hunting monkeys, but they will attack any biped. They are 70% likely to attack the smallest member of a PC party, striking with their tongues at +2 to-hit. The tongues are 25-foot long (AC 1, hp 1). Anyone weighing under 200 pounds who is struck will be lifted by the neck into the trees and devoured. Victims lifted by the neck have a 10% chance of choking to the point

Monkey, Six-Ribbed Skink	
AKA: Lizard Chimp	
HACKFACTOR: 2	
EP VALUE: 65	
CLIMATE/TERRAIN: Tropical/ Subtropical	
FREQUENCY: Uncommon	
ORGANIZATION: Tribal	
ACTIVITY CYCLE: Day	
DIET: Omnivore	
INTELLIGENCE: Semi (2-4)	
ALIGNMENT: Neutral	
NO. APPEARING: 2-20	
SIZE: S (3' tall)	
MOVEMENT: 3", 6" Climb	
PSIONIC ABILITY: Nil	
ATTACK/DEFENSE MODES: Nil/Nil	
MORALE: Half-hearted (9)	
ARMOR CLASS: 4	
NO. OF ATTACKS: 3	
DAMAGE/ATTACK: 1-4/1-4/1-4	
SPECIAL ATTACKS: See description	
SPECIAL DEFENSES: Nil	
MAGIC RESISTANCE: Standard	
HIT DICE: 2	



of unconsciousness. In melee, the Skink Monkey attacks with its claws and bites, but left with a live meal it will be placid and easily bypassed.

HABITAT/SOCIETY: Six-Ribbed Skink Monkeys spend most of their lives in the trees hunting and eating monkeys.

ECOLOGY: Skink Monkeys are efficient predators and exist as an essential part of the jungle ecology in Garweeze World.

YIELD:

MEDICINAL: Skink Monkey meat is tough, though there are plenty of ribs.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Monoceros

DESCRIPTION: The mythical Monoceros has the body of a horse, the feet of an elephant, the tail of a stag and a very sharp horn on top of its head. Its fur is gray and the creature makes a distinct snorting sound when agitated.

COMBAT/TACTICS: Monoceri are extremely territorial beasts, but as long as PCs do not violate their territory, they will not attack. When enraged, the creature will gouge its opponent with its sharp horn. On a natural roll of 18, 19 or 20, the victim is knocked to the ground and the Monoceros will attempt to step on the victim for an additional two attacks (1-8/1-8). This damage is in addition to other critical hit effects.

HABITAT/SOCIETY: Monoceri are so rare, most unicorns simply shrug if you mention them. Due to the extreme value of their horns, they were hunted to near extinction centuries ago. If a Monoceros is slain, there is a 15% chance that the gawd Luvia will intervene and curse the slayers.

ECOLOGY: Monoceri are mammals and bear a single foal after a gestation of one year. If two Monoceri are encountered, they will be a mated pair and three or more would be a family herd.

Monoceros	
AKA: Unoceros	
HACKFACTOR: 7	
EP VALUE: 375	
CLIMATE/TERRAIN: Remote Wilderness	
FREQUENCY: Very Rare	
ORGANIZATION: Herd	
ACTIVITY CYCLE: Day	
DIET: Herbivore	
INTELLIGENCE: Animal (1)	
ALIGNMENT: Neutral	
NO. APPEARING: 1-8	
SIZE: L (7' long)	
MOVEMENT: 21"	
PSIONIC ABILITY: Nil	
ATTACK/DEFENSE MODES: Nil/Nil	
MORALE: Fanatic (20)	
ARMOR CLASS: 6	
NO. OF ATTACKS: 1 or 3	
DAMAGE/ATTACK: 1-10 or 1-10/1-8/1-8	
SPECIAL ATTACKS: Nil	
SPECIAL DEFENSES: Nil	
MAGIC RESISTANCE: Standard	
HIT DICE: 5+2	

YIELD:

MEDICINAL: Monoceri meat tastes like rhinoceros or stag.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The horn of a Monoceros can be used to create a blade that can be enchanted as a vorpal weapon.

TREASURE: Nil

OTHER: Nil



- Change Self (three times per day)
- Cure Disease (by lick, once per individual per day)
- Cure Light Wounds (by lick, once per individual per day)
- Dancing Lights
- Darkness 15-foot Radius
- Detect Evil (always active)
- Detect Invisibility (always active)
- Detect Magic (always active)
- Detect Snares & Pits (always active)
- Improved Invisibility
- Light
- Mirror Image (three times per day)
- Non Detection
- Shades (once per day)
- Slow Poison (by lick, once per individual per day)
- Wall of Fog

Moon Dawgs can turn ethereal and can travel to the Ethereal or Astral Plane at will. Their vision is twice as acute as a normal human's, they have 60-foot infravision and the ability to detect all illusions. They have a dawg's keen senses of smell and hearing. Association with a Moon Dawg for one hour or more removes charms and acts as a Remove Curse spell. PCs walking with a Moon Dawg will find a lucky copper piece during the trip (+1 to that players die rolls during the next combat).

When in shadowy light, Moon Dawgs can magically create a Hypnotic Pattern of shadows. Only evil creatures will be affected. At the same time, all good creatures gain the effects of Protection from Evil and Remove Fear. Moon Dawgs cannot perform any other action when they do this. It requires one full round to weave the pattern and it extends to a 50-foot radius. The Moon Dawg can Dispel Magic at will once per day, but that forces it back to its own plane immediately.

Moon Dawg

DESCRIPTION: The Moon Dawg resembles a large Wolfhound with a friendly expression. These creatures look very intelligent and are often mistaken for dangerous or evil predators. They have amber eyes and dark gray to black coats. They are able to walk on their hind legs comfortably. Moon Dawgs have large fangs and salivate uncontrollably when they speak.

COMBAT/TACTICS: Only evil-aligned fools will attack a Moon Dawg, as it is a powerful force of good. Its keening howl causes evil creatures within an 80-foot radius to save vs. a Fear spell cast by a 12th level magic-user. Additionally, it causes 5-8 points of damage each round to evil creatures within 40 feet. Extra-planar creatures suffer such intense pain it is 5% likely (per Moon Dawg) they will return to their plane of origin. A Moon Dawg's whine Dispels Illusions and its bark Dispels Evil once per round.

The following spell-like powers can be used by a Moon Dawg once per round, at will (as 12th level caster) :

Moon Dawg

AKA: Good Dawg
HACKFACTOR: 4
EP VALUE: 9000
CLIMATE/TERRAIN: Elysium and Prime Material Planes
FREQUENCY: Rare
ORGANIZATION: Solitary or small packs (See description)
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High to Exc. (13-16)
ALIGNMENT: Neutral Good
NO. APPEARING: 1 or 2-8
SIZE: M (3' at shoulder)
MOVEMENT: 30", 9" bipedal
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Bay, Howl
SPECIAL DEFENSES: +2 or better to hit, See description
MAGIC RESISTANCE: 25%
HIT DICE: 9+3



FRAM

Moon Dawgs can only be damaged by +2 or better weapons, they are never surprised (opponents -3 to surprise rolls), immune to fear, make saving throws at +2 and take half damage from spells (one quarter damage if a successful save is made).

HABITAT/SOCIETY: Native to the Plane of Elysium, these canines are champions of good and travel to the upper planes and the Prime Material Plane to challenge evil. Moon Dawgs are friendly to all good and neutral races, but are constantly on the move and will not associate long with anyone.

ECOLOGY: Moon Dawgs are created from the spirits of noble canines who sacrificed themselves to save their masters. They speak their own language, can speak with any canine or lupine creature and speak the Common tongue using a limited form of telepathy. Moon Dawgs will communicate with men to find out where trouble is. Although highly magical, Moon Dawgs disappear and reform in Elysium if killed. They can only truly be killed in Elysium.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Moon Dawg hair can be used to open a Gate to Elysium, without aging penalties.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil



takers and are smart enough to find their way home across great distances to return to their master's stable.

ECOLOGY: These expensive animals are bred to be tough fighters and have a minimum of four hit points per hit die.

Moose, War

DESCRIPTION: All War Moose are specially trained war steeds popular with certain cultures. They will at minimum be fitted with leather barding and spiked metal reinforcements on their antlers. 7% of all War Moose are capable of limited flight at a rate of 18" (D). These Moose prefer to move at 2" when walking.

COMBAT/TACTICS: A War Moose is a slow but effective combat steed. Without any provocation whatsoever, a War Moose will bite anyone standing near them for 1-12 points of damage. They seem to particularly dislike females. Once enraged, they can gore an opponent twice with their antlers for 1-8 points of damage each. The call of an angry War Moose causes all creatures of less than one Hit Die to make a morale check or become confused for one to two rounds. War Moose get +1 to saving throws versus cold-based attacks.

HABITAT/SOCIETY: A War Moose lives and survives in the same manner as any normal moose, except that it is a highly pampered and battle-hardened creature of war. They are extremely loyal to their care-

Moose, War

AKA: Antlers of War

HACKFACTOR: 2

EP VALUE: 175

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: L (5' tall at shoulder)

MOVEMENT: 8"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 8

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 1-8/1-8 or 1-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+4

Maximum encumbrance in pounds at:

Type	Full Speed	Half Speed	One-third Speed	Zero Speed
Moose	220	360	480	560

YIELD:

MEDICINAL: War Moose are edible in times of great hardship.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Morgue Prowler

DESCRIPTION: Morgue Prowlers are a feared form of undead whose affliction only affects gnomes. These creatures resemble gnomes, though they are smaller with large mouths and razor sharp teeth. They shun sunlight.

COMBAT/TACTICS: Morgue Prowlers attack with their tiny claws (1d4-2/1d4-2) and their vicious bite (1-12). On a roll of a 19 or 20, the bite removes a limb (1-2 hand, 3-4 foot). Should the Morgue Prowler bite a gnome, the victim will be infected with the Morgue Prowler's condition. Over the next 24 hours, he will feel an urge to consume human or demi-human carrion and over the next 1-6 days, the victim becomes a Morgue Prowler.

If a Morgue Prowler receives a Holy Word spell within 24 hours of consuming human or demi-human carrion, followed by an Atonement or a Dispel Evil spell, he is cured. His alignment then becomes good, regardless of what his alignment was before he became a Morgue Prowler.

Morgue Prowlers can regenerate missing limbs and all their hit points by consuming a corpse that has been dead one to ten days. They have the ability to polymorph themselves into a burrowing animal or a normal gnome at will. Normal burrowing animals will have nothing to do with a Morgue Prowler and avoid its territory.

HABITAT/SOCIETY: Morgue Prowlers are whispered about in gnomish society, for they are greatly feared. It is said that if one tells a gnomish pun to a Morgue Prowler, it will drive it away for one to six rounds (this is true). If someone invites a Morgue Prowler into his home, that person is powerless against it.

Morgue Prowlers usually make their lairs in old crypts, abandoned ruins and graveyards. They often venture into cities, as the corpses they consume must be relatively fresh. Morgue Prowlers cannot eat cooked meat and will spit out any limbs they bite off.

ECOLOGY: Like Vampires, Morgue Prowlers take damage from sunlight (1-6 points of damage per round) and holy water (2-12 points of damage per vial). The statistics above are a minimum for a Morgue

Morgue Prowler

AKA: Body Snatcher
HACKFACTOR: 34 (plus 5 per level above 7th)
EP VALUE: 1400 (plus 600 per level above 7th)
CLIMATE/TERRAIN: Any dark
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carrion
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: S (2' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1d4-2/1d4-2/1-12
SPECIAL ATTACKS: Razor chomp
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: Standard
HIT DICE: 7+2

Prowler. If the gnome is higher than 7th level or can cast spells, he retains his abilities after death. Morgue Prowlers cannot enter homes where the hearth is burning, unless they are invited.

Like all undead, they are immune to charm, Sleep and hold spells. Morgue Prowlers are turned as Vampires.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: E, Z
OTHER: Nil

Morkoth

DESCRIPTION: Morkoths are difficult to describe, as most people who have gotten a good look at them have immediately had their eyeballs eaten. They appear to be intelligent fishoids with an octopus beak and smooth, inky black skin with silver patches. They have fins for arms and legs that vaguely resemble humanoid limbs.

COMBAT/TACTICS: The Morkoth attacks with its beak for 1-10 points of damage. The creature does not usually venture outside for prey, instead waiting in its lair of six spiral tunnels. Each tunnel gets gradually narrower and only medium sized creatures or smaller fit inside. The hypnotic pattern within the Morkoth's caves draws the victim toward the central chamber. There the Morkoth waits and victims must save vs. spell at -4 or be charmed. If the victim is not charmed by the time the foul fiend is within 60 feet, then that victim is free to act. Charmed victims will smile happily while the Morkoth devours their flesh.

Any spells cast at or near a Morkoth are 50% likely to be reflected back at the caster. If a Dispel Magic spell is cast simultaneously, there is a 50% chance the other spell will work against the creature, although the Dispel Magic spell must succeed as if against a 7th level caster.

HABITAT/SOCIETY: Morkoths are solitary, though they sometimes make alliances with Kraken, trading their services for an occasional slave. Morkoths build their tunnels over the course of many years and are rarely motivated to leave them. The entrances will sometimes be built over a hot air vent to warm the water inside. Ancient Morkoths sometimes have intricate tunnel systems that extend for miles.

Morkoths recognize the value of treasure, but only as a means to lure more victims into their tunnels.

Morkoth

AKA: Wraith of the Deep
HACKFACTOR: 22
EP VALUE: 1400
CLIMATE/TERRAIN: Any aquatic
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: M (6' long)
MOVEMENT: 18" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Hypnosis
SPECIAL DEFENSES: Spell reflection
MAGIC RESISTANCE: Standard
HIT DICE: 7





ECOLOGY: Morkoth males live 80 to 100 years or longer. Female Morkoths die after laying eggs. The creatures mate once every ten years and a clutch of eggs always numbers 25. Very few of the hatchlings survive (an average of 10%). After just six months, a young Morkoth has 14 hit points and all of its powers. It is full-grown by its fifth year.

YIELD:**MEDICINAL:** Nil

SPELL COMPONENTS: A Morkoth brain can be used to cast a Maze spell. This adds a material component and one turn to the casting time. However, the duration is permanent unless dispelled.

HIDE/TROPHY ITEMS: Nil**TREASURE:** G

OTHER: A Morkoth beak or one of its bones can be used in the manufacture of a Ring of Spell Turning.

Morlog

DESCRIPTION: Morlogs are pale, hunched, naked humanoids with short legs, long arms and talons for feet. Morlogs have wide heads and large, knobby fangs. Fortunately, they are so hairy that their genitalia are not visible.

COMBAT/TACTICS: Morlogs make as much horrendous noise as they can whenever they fight and even the sturdiest henchmen must make a morale check each round or flee. Morlocks always fight with swords and get +1 to-hit with them. They rely on their sheer numbers in com-

bat. Their strategy is to rush an opponent en masse and hack at them until they all stop moving.

HABITAT/SOCIETY: Morlog society is a puzzle to outsiders. They have no leader types and seemingly no skill at forging their own weapons. However, no Morlog has ever been encountered without its sword. They have a primitive means of communicating that only other Morlogs can understand.

ECOLOGY: Morlogs avoid bright light and the use of soap. They dislike fire and must make a morale check if a significant amount is summoned, more than a normal campfire. Morlogs stab almost everyone they meet, the Morlog equivalent of a handshake.

Morlog**AKA:** Generic Hordling**HACKFACTOR:** 1**EP VALUE:** 15**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Uncommon**ORGANIZATION:** Horde**ACTIVITY CYCLE:** Night**DIET:** Carnivore**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Chaotic Neutral**NO. APPEARING:** 40-400**SIZE:** S (4' to 5' tall)**MOVEMENT:** 9"**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Defiant (17)**ARMOR CLASS:** 10**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1-8**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 1**YIELD:****MEDICINAL:** Nil**SPELL COMPONENTS:** Nil**HIDE/TROPHY ITEMS:** Nil**TREASURE:** D**OTHER:** Nil

Mosquito, Ravenous

DESCRIPTION: Ravenous Mosquitoes are insects that hunger for the taste of human flesh. They resemble normal mosquitoes, except that under their needle-like probosci are tiny maws full of fangs capable of biting into flesh.

COMBAT/TACTICS: When Ravenous Mosquitoes sense a warm-blooded mammal within 20 feet they swarm around it and begin eating. They will not stop until they or their victim(s) are dead and stripped to the bone. PCs can attempt to distract the creatures by throwing fresh, bloody meat in the opposite direction, but this is only likely to attract 10-40 more of the flying fiends.

PCs can avoid the creatures by immersing themselves in water, fire, oil, lava, acid, poison or any combination thereof. Otherwise, the PCs can strike 1-4 Mosquitoes with their hands per round. Spells like Repel Insects or Summon Swarm can be used to drive away Ravenous Mosquitoes. However, a spell caster has a 1%

Mosquito, Ravenous

AKA: Cannibal Bug
HACKFACTOR: 1
EP VALUE: 1
CLIMATE/TERRAIN: Subtropical to Tropical swamp, marsh
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 10-100
SIZE: T (1"-2" long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1 hit point

chance of spell failure per successful bite. Ignore the penetration damage rules for these insects unless one of them scores a hit with a natural 20. They cannot score critical hits.

HABITAT/SOCIETY: Mosquitoes have a hive mentality and they communicate by releasing pheromones. Some illusionists specialize in creating pheromone illusions in order to influence insect behavior. Contrary to the popular gnomish rumor, Ravenous Mosquitoes do not ignore naked gnomes covered in fresh mud.

ECOLOGY: Ravenous Mosquitoes spawn just like regular ones and slowly but surely, each generation creeps further northward in Garweeze Wurld. Sages speculate that temperate climes may soon be threatened by these tiny, flying fiends.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A Ravenous Mosquito can be used in a Bestow Curse spell that makes the victim constantly hungry. This adds a material component to the spell that must touch the victim.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Moss, Memory

DESCRIPTION: Memory Moss is a small patch of black moss that can steal memories. When defending itself, it sometimes takes the vague form of a humanoid.

COMBAT/TACTICS: Any intelligent creature that comes within 60 feet of the Moss must save vs. spells or lose 24 hours of memories, including memorized spells and experience points. It can only steal from one creature per round. Once it succeeds, the Moss cannot steal more memories for 24 hours.

Memory Moss does not physically attack, but will defend itself with stolen memories in the form of spells and/or threats to expose a PC's secrets.

HABITAT/SOCIETY: Memory Moss patches are intelligent enough to know that their sedentary form does not offer many opportunities for travel. If a Memory Moss acquires a Polymorph Self spell from a victim, it will immediately attempt to take on a more mobile form. Memory Moss patches become embittered and gradually more evil-aligned because the life of a Moss patch is unfulfilling.

ECOLOGY: Many sages theorize that the first patch of Memory Moss may have been created from a normal moss that grew on the decaying



Moss, Memory

AKA: Oblivix, Mind Moss
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Any moist
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Evil
NO. APPEARING: 2-12
SIZE: S (1/2' square)
MOVEMENT: Nil
PSIONIC ABILITY: See description
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 10
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: Standard
HIT DICE: 1-2 hit points



remains of an Intellect Devourer or a powerful psionicist. Indeed, psionicists that become aware of a Memory Moss can put up a defense against them at no PSP cost.

YIELD:

MEDICINAL: Eating a Memory Moss takes one round and will restore lost memories or give new memories if another person eats it. Anyone who eats must save vs. poison or become violently ill for 3-18 turns. Anyone who gains the memories may also cast spells from that memory and gain the experience points earned. While the memories and spells fade in 24 hours, the experience points are permanent. Psionicists can make the memories last for 48 hours, if they desire.

SPELL COMPONENTS: Memory Moss can be used for a Word of Recall spell with the moss added as a material component. The spell requires 3 segments to cast, but the cleric can transport himself with a 5% lower chance of becoming lost.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil.



colors appear to fluctuate. In the NetherDeep, this effect can be deadly to creatures that are sensitive to light. Such creatures save at -4 and will stand motionless for 1-4 hours.

HABITAT/SOCIETY: In the NetherDeep, creatures of low Intelligence have been known to stare at patches of Shimmer Moss until they literally starve to death. Eventually, the Moss feeds on their decaying remains.

ECOLOGY: Shimmer Moss is not much different from normal moss. It needs very little light and a whole lot of moisture to survive. There is a rumor spreading wildly across Garweeze Wurd that Shimmer Moss can be dried and smoked, causing the smoker to see otherworldly colors and unbelievable sights. More than one enterprising thieves' guild has attempted to grow and sell the moss on the black market.

YIELD:

MEDICINAL: Smoking dried Shimmer Moss gives the smoker a euphoric feeling for 1-4 hours. Habitual use requires the user to smoke more and more to gain the same affect.

SPELL COMPONENTS: A bit of Shimmer Moss can be used in addition to normal material components to enhance a Dancing Lights spell. Victims save at -1.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Shimmer Moss sells for 10 gp per bag or 1000 gp per patch on the street.

Moss, Shimmer

DESCRIPTION: Shimmer Moss is a plant that glows with an eerie effervescence. It comes in a variety of iridescent colors and grows naturally in the NetherDeep.

COMBAT/TACTICS: Despite its unbreakable morale, Shimmer Moss patches make poor combatants. They appear at first to be passive, doing nothing to protect themselves. However, anyone who views this brightly colored plant for more than two melee rounds must save vs. spell or become fascinated by the ever-shifting shades for 1-4 rounds.

Victims who continue to stare at the Moss will notice that its

Moss, Shimmer

AKA: Sparkle Schmutz

HACKFACTOR: 1

EP VALUE: 7

CLIMATE/TERRAIN: Any moist area

FREQUENCY: Rare

ORGANIZATION: Patches

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-6 patches

SIZE: S (3' square patches)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 per patch

Moth, Ginger

DESCRIPTION: Ginger Moths resemble large, white moths with tan or beige spots on both wings. Fairy-kin raise these insects in herds and domesticate them as common steeds.

COMBAT/TACTICS: Ginger Moths are not bred for combat. If cornered, they bite for 1 hit point of damage. Like their smaller cousins, they are attracted to bright lights and have been known to dive directly into Fireballs, Pyrotechnics and other fire-related spells.

Most fairy-kin that ride Ginger Moth steeds fly well out of the range of such spells and fire tiny bows at their opponents. Ginger Moths can carry up to three pixies without any movement penalty, four at 75% movement, five at 50% movement and six at 25% movement.

HABITAT/SOCIETY: Ginger Moths grow quickly, eat very little and are easy to care for. Pixie fairies sometimes have two or three extra Ginger

Moth, Ginger

AKA: Fairy Mount
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Any Temperate or Sylvan woods
FREQUENCY: Very Rare
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1-12
SIZE: S (2 1/2' wing span)
MOVEMENT: 3", 15" Fly (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unsteady (8)
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1+1

Moths as reserve mounts. In a pinch, the Moths can be milked for a white, watery substance Pixies call "moth milk". This milk can sustain fairy-kin in times of strife, but is rumored to be bad-tasting. Additionally, roasted Moth can provide sustenance for war-weary sprites or fairies. Fairy-kin prefer not to name their Moth steeds.

ECOLOGY: The average Ginger Moth can metamorphose from larva to adult Moth in approximately two months. Every year, Pixies drive the Moth herds across their sylvan glades to feed on fresh grass. This sometimes upsets Pixie farmers, as the Moths' beating wings can generate the equivalent of a hurricane, devastating to tiny Pixie gardens.

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Moth milk, which can only be harvested by someone about the size of a Pixie fairy, can be used to brew a potion that makes the imbibor vulnerable to Fire Charm spells (-6 saves).

Muckdweller

DESCRIPTION: Muckdwellers are tiny lizard men who lurk in swamps. Their scale colors range from gray to brown to pale yellow. Their webbed digits and long tails help make them excellent swimmers. Unfortunately, they have little upper body strength and cannot wield weapons.

COMBAT/TACTICS: Muckdwellers rely on numbers to overwhelm their prey, only attacking individuals or small groups. They can spray a jet of water out of their mouths and into the face of potential prey (save vs. wands or be blinded for 1d4 rounds, no save if surprised). Other Muckdwellers immediately attack blinded opponents at +2 to-hit.

HABITAT/SOCIETY: Sometimes the lackeys of Lizard Men, Muckdwellers have an underwater lair where they squirrel away their meager treasure. Despite their intelligence, they have little ambition. Some tribes even serve Kuo-Toan masters. The Muckdwellers are happy as long as there are plenty of victims to bite and treasure to steal (even if the Muckdwellers themselves are unable to steal much of it, so long as it's there).

ECOLOGY: Muckdwellers, much like Lizard Men, are smarter the more warmth their eggs receive. Unfortunately, Muckdwellers like to make their nests in the coldest regions of their lairs for some reason. Muckdwellers can be trained to be excellent servants, if raised from the moment they hatch.

Muckdweller

AKA: Swamp Kobolds
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Swamp, Marsh
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 5-20
SIZE: S (3' tall)
MOVEMENT: 3", 12" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6
SPECIAL ATTACKS: Blinding water jet
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1/2



Nick Laing

**YIELD:**

MEDICINAL: Muckdweller eggs are bitter but edible.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: J, K, L, M, N (individual) Q (in lair) Qx2 (if more than 16 in lair)

OTHER: A Muckdweller egg can go for 50-80 gp on the open market, in regions where they are considered a delicacy.

Mud Man

DESCRIPTION: Mud Men are formed in pools of mud where enchanted waters flow. Mud Men are vaguely humanoid creatures with two muddy arms and angry, mucky faces that appear as if sculpted by lazy halflings.

COMBAT/TACTICS: Mud Men only attack creatures that enter their mud pool. They want to kill them partially because they are jealous of their mobility, but mostly because Mud Men are complete bastards. It takes one round for a Mud Man to form from a puddle. Mud Men attack by throwing gobs of mud (opponents are AC 10 with only Dexterity bonuses). They can throw their mud up to 60 feet away without range penalties. Those struck lose 1" of movement for each glob of mud. On a successful hit, the Mud Man moves at its maximum rate towards the victim. If the Mud Man reaches the victim, the Mud Man makes another to-hit roll. If successful, the Mud Man is destroyed, but the victim loses another 4" off their movement. If, at any time, a victim's movement reaches 0", they begin to suffocate, taking 1-8 points of damage per round. Victims will be immobilized and suffocate in 5 rounds unless freed.

Spells cast directly at Mud Men function normally, but Mud Men are immune to all mind-affecting spells. Transmute Mud to Stone instantly kills all Mud Men in the area of effect with no saving throw.

Mud Men are immune to poison attacks and to all weapons, but not spell-like affects from weapons.

HABITAT/SOCIETY: Mud Men are jealous blobs of ooze. They think badly of all creatures. If they understood language, culture and art, they would hate those, too.

ECOLOGY: Mud Men are formed in magical pools of water. The water can be of a beneficial nature. The Mud Men derive sustenance from the magic, but cannot benefit directly from their effects. (For instance, a pool of healing water would not heal a Mud Man.) If the water somehow loses its enchantment, the Mud Men fall motionless and become normal mud again within 24 hours.

Mud Man

AKA: Homonidus-Limus

HACKFACTOR: 4

EP VALUE: 35

CLIMATE/TERRAIN: Any muddy area

FREQUENCY: Very Rare

ORGANIZATION: Groups

ACTIVITY CYCLE: Any

DIET: Magic

INTELLIGENCE: Non-(0)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: S (4' tall)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: Standard

HIT DICE: 2

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Mud Man hide is in every way as useful as mundane mud.

TREASURE: Incidental

OTHER: Some "adventurers" have known to claim mud pools as trophies of battles with Mud Men, but as a dead Mud Man is indistinguishable from normal mud, they are rarely believed.



Mugglawump

DESCRIPTION: Mugglawumps are rotting heaps of swamp vegetation that have gained sentience and mobility through an unknown evolutionary process. They appear as piles about five feet in diameter with three vines that they use to grab prey. These creatures are just as at home on land as they are in the water.

COMBAT/TACTICS: Mugglawumps use their natural camouflage to blend in with the swamp (85% chance of success). They surprise opponents 6 in 10 times. The Mugglawumps will leap upon opponents that are three feet tall or smaller. On a successful hit, the victim is caught under the root system and cannot breathe. Victims suffocate in a number of rounds (equal to their Constitution divided by three) unless freed. (Victims can make a bend bars/lift gates roll at half normal chances.) The Mugglawump can position itself on higher ground to accommodate taller targets.

If it cannot leap upon an opponent, it will attempt to strangle the victim with its three vines. After the first hit, damage is automatic each round until the Mugglawump is dead, unless the victim makes a bend bars/lift gates roll or the vine takes seven points of damage or more, severing it.

Mugglawump

AKA: Swamp Thump

HACKFACTOR: 9

EP VALUE: 420

CLIMATE/TERRAIN: Swamp

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (5' around)

MOVEMENT: 6", 6" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 7

NO. OF ATTACKS: 1 or 3

DAMAGE/ATTACK: Suffocation or
1-4/1-4/1-4

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 5

HABITAT/SOCIETY: Mugglawumps live in swamps by suffocating animals and consuming their remains. The creature hunts in the same region for years. Mugglawumps do not understand the value of treasure, but may accumulate some from their victims incidentally.

ECOLOGY: Sages believe that Mugglawumps are actually Shambling Mounds in their prepubescent stage. Spells that affect Shambling Mounds also affect Mugglawumps. Bullywugs call Mugglawumps the "Swamp Gawds" and sometimes offer them sacrifices in order to convince them to stay away from their villages. Mugglawumps fed in this manner will not molest the Bullywugs unless the sacrifices are late.

YIELD:

MEDICINAL: Mugglawumps make great compost for gardens.

SPELL COMPONENTS: The brain of a Mugglawump can be used in lieu of other spell components to cast a Control Plant spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Nil

Mummy

DESCRIPTION: Mummies are the preserved corpses of humans and demi-humans who belonged to certain cults obsessed with death and the afterlife. The unlife granted to them after their natural death has tainted their souls and made them incredibly evil.

Fetid Mummy: Fetid Mummies are putrid corpses in filthy bandages that are rife with fat green worms.

Mummy Follower: This is a standard Mummy and the most common sort to be encountered during a dungeon crawl. It is an animated, dried corpse covered in bandages and rife with a rotting disease.

Mummy Lord: These frightening Mummies are adorned with unholy symbols. Possessing the power to alter their appearance, they sometimes look as they did when they were alive. Mummy Lords were often the supreme leaders of their evil cults and high clerics of great power.

Mummy Minion: These Mummies were often advisors to their cult leader in life and thus, followed him into death. Now the dedicated servants of the Mummy Lords, they are often spell casters and retain some of their abilities. A very few of them were high level thieves and remember those skills as well. Minions tend to be smaller and more gaunt than regular Mummies.

Warrior Mummy: These Mummies were once mighty champions, usually the cult's defenders when they were alive. Warrior Mummies will always be encountered near a Mummy Lord. They always have a powerful melee weapon and wear some type of armor.

COMBAT/TACTICS: Fetid Mummy: These horrible creatures radiate fear in a 30-foot radius. Any victim entering the zone must save vs. spell or flee in terror for 4-16 rounds (this is a fear effect).

Fetid Mummies regenerate two hit points per round and can only be permanently damaged and destroyed by fire, lighting, acid, holy water or the application of holy objects to their wounds. Fetid Mummies are turned as Mummies.

Any hit from a Fetid Mummy has a 25% chance of infecting a victim with advanced leprosy. The disease is fatal in 1-6 months, destroying



Mummy	Fetid	Follower	Lord	Minion	Warrior
AKA:	Stink Mummy	Sheep Mummy	King Mummy	Grovel Mummy	Fightin' Mummy
HACKFACTOR:	17	25	62 and up	19 and up	37 and up
EP VALUE:	420	3000	8000 (base)	3000 (base)	4000 (dependent upon level)
CLIMATE/TERRAIN:	Desert, Subterranean	Desert, Subterranean	Desert, Subterranean	Desert, Subterranean	Desert, Subterranean
FREQUENCY:	Very Rare	Rare	Very Rare	Rare	Rare
ORGANIZATION:	Pack	Pack	Solitary	Pack	Unit
ACTIVITY CYCLE:	Night	Night	Night	Night	Night
DIET:	None	None	None	None	None
INTELLIGENCE:	Low (5-7)	Low (5-7)	Genius (17-18)	High (11-12)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Lawful Evil	Lawful Evil	Neutral Evil	Lawful Evil
NO. APPEARING:	1-3	2-8	1	1-4	2-12
SIZE:	M	M	M	M	M
MOVEMENT:	9"	9"	9"	9"	12"
PSIONIC ABILITY:	Nil	Nil	Possible	Possible	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Daring (15)	Resolved (18)	Confident (12)	Fanatic (20)
ARMOR CLASS:	10	3	2	6	0 (or lower)
NO. OF ATTACKS:	1	1	1	1	1 or 2
DAMAGE/ATTACK:	1-8	1-12	3-18	1-6	1-12 or by weapon
SPECIAL ATTACKS:	See description	Fear, disease	See description	See description	See description
SPECIAL DEFENSES:	See description	See description	See description	See description	See description
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
HIT DICE:	4	6+3	8+3 (base)	5	10

two points of Comeliness per month until cured with a Cure Disease spell. Infected victims cannot benefit from healing spells until cured and they heal normal wounds at 10% the normal rate.

Once per round, one worm can leap from a Fetid Mummy onto an opponent. The worm takes one round to burrow into a victim's skin, during which time it can be destroyed by the touch of cold steel, holy water or a blessed object. If not destroyed, the worm burrows toward the victim's brain for 1-4 rounds. During this time, a Remove Curse or a Cure Disease spell will destroy it. Neutralize Poison or Dispel Evil will delay it by 1-6 full turns. If it reaches the victim's brain, the victim instantly dies and becomes a Fetid Mummy.

Mummy Follower: These Mummies can strike for 1-12 points of damage and victims struck will be infected with a rotting disease that can only be cured by a Cure Disease spell. The disease is fatal in 1-6 months and during that time the victim cannot benefit from healing spells and heals at only 10% the normal rate. A Regenerate spell will give the victim back hit points, but it will not stop the disease.

Victims who see a Mummy must save vs. spell or become paralyzed with fright for 1-4 rounds. For every six creatures present, victims can save at +1. Humans save at an additional +2. Any creature killed by a Mummy will immediately rot away to a skeleton and cannot be raised from the dead unless a Cure Disease and a Raise Dead spell are cast within six rounds.

Mummies can only be hit by magic weapons and even those inflict only half damage (rounded down). Sleep, charm, hold, cold, poison and paralysis have no effect on Mummies. A Resurrection or Wish

spell will restore the Mummy to life, but he will still be a lawful evil, 7th level fighter who will immediately seek to defend his cult leader.

Mummies are vulnerable to all forms of fire. A torch does 1-3 points of damage, while a flash of burning oil does 1-8 the first round and 2-16 on the second round. Magic fires do +1 damage per die and vials of holy water inflict 2-8 points of damage per hit.

Mummy Lord: Mummy Lords radiate an Aura of Fear that causes all creatures that see them to make a saving throw vs. fear (modified for the Mummy Lord's age). Victims who miss their saving throw are paralyzed with fear for 2-8 rounds, although the aura can be negated with a Remove Fear, Cloak of Bravery or similar spell. Mummy Lords have the ability to create illusions (as wand) once per turn. They can change their appearance to appear as they did in life. (This temporarily negates their Aura of Fear.)

Mummy Lords become more powerful as they age. Add the bonuses listed in the table to their powers. Mummy Lords can control Mummies telepathically according to the numbers listed in the table.

As with Mummy Followers, victims struck will suffer 3-18 points of damage and a rotting disease that manifests itself according to the Mummy Lord's age. Twenty-four hours after being infected, victims lose one point each of Strength and Constitution and two points of Comeliness as their skin begins to flake off. Victims cannot be healed by any means and the shaking and convulsions make spell casting and memorization impossible. A Regeneration spell will restore the victim's lost hit points, but nothing else. A series of Cure Disease spells (one for each day the victim has been infected) will temporarily halt the

Mummy Lord Power Table

Age	To Hit	AC	HD	HF	Alignment	WIS	MR	Disease (weeks)	Level	EP	Fear Mod.	Mummies
99 or less	+1	2	8+3	62	LE	18	Nil	1d12 weeks	16	18,000	-1	1d4
100-199	+1	1	9+3	76	LE	19	5%	1d10 weeks	17	20,000	-2	2d4
200-299	+2	0	10+3	86	NE	20	10%	1d8 weeks	18	22,000	-2	3d4
300-399	+2	-1	11+3	96	NE	21	15%	1d6 weeks	19	24,000	-3	5d4
400-499	+3	-2	12+3	108	CE	22	20%	1d4 weeks	20	26,000	-3	6d4
500+	+4	-3	13+3	119	CE	23	25%	1d3 weeks	20	28,000	-4	7d4

*Fetid Mummy*

infection, but only a Wish spell can cure a victim. Those that die from the Mummy “rot” crumble to dust. The only way to resurrect a victim is by casting a Cure Disease and a Raise Dead or Resurrection spell within six turns of the victim’s death. If this is not done, the victim remains dead forever.

Mummy Lords are turned as 8 HD Undead, plus one for every age category. After aging 400 years, they are turned as “special” Undead. They take only one point of damage from holy water and contact with a holy symbol from a faith that is not evil-aligned inflicts 1d6 points of damage. Contact with an unholy symbol of the Mummy’s faith restores 1d6 hp.

Mummy Lords have spell casting abilities of 16th to 20th level clerics and their high Wisdom scores give them the appropriate bonuses. Typical spells used by Mummy Lords are those that involve darkness, death and disease.

As with Mummy Followers, Mummy Lords can only be hit by magic weapons and they inflict only half damage. Their AC improves with age. They have the same immunities as Mummy Followers and are immune to non-magical fire. Electrical attacks inflict 50% more damage and magical fire harms them normally.

Mummy Lords will have a variety of extremely powerful magic items in their possession. There is a 50% chance that any Mummy Lord will have an artifact or relic at his disposal.

To kill a Mummy Lord, an opponent must destroy its heart. A Mummy Lord’s heart must be kept within the walls of its tomb and will be carefully hidden. If the Mummy Lord is destroyed, but the heart is not, the Mummy Lord will reform the next night. If the heart is found and destroyed before the Mummy Lord is encountered, the Mummy Lord takes 3-30 points of damage and can no longer regain lost hit points.

Mummy Lords must stay in their tombs during the day. If caught outside in the sunlight, they will disintegrate into a pile of dust in one round. They will reform the next night unless their heart is destroyed.

Mummy Minions: Mummy Minions have the same abilities, immunities and weaknesses as Mummy Followers. However, they are slightly weaker in stature and victims struck can save vs. magic to avoid the rotting disease entirely. Minion Mummies will have abilities, spells and magic items appropriate to the following classes (roll d100):

1-50	9th to 12th level cleric
51-85	10th to 14th level magic-user
86-100	12th to 16th level assassin

Mummy Minions are absolutely loyal to their Mummy Lords. Once per week the Mummy Lord can use its power to transform the Mummy Minion to look as it did in life. It may then send the Minion beyond its territory to wreak revenge upon the defilers of its tomb or the descendents of the Mummy Lord’s enemies. This transformation lasts for one day per HD of the Mummy Lord.

Warrior Mummy: Warrior Mummies have the skills of 10th level fighters. 75% fight with khopesh swords, while 25% fight with scimitars. These Undead are so well trained they strike twice in the same melee round. They have all the same weaknesses, abilities and immunities of Mummy Followers, but do not transmit the rotting disease with a blow of their weapon. These Warriors will always be carrying magical weapons and GMs should roll randomly on the chart in the GMG. If a cursed item is indicated, the Mummy can fight with it, but does not suffer any ill effects and gains all minuses as bonuses. Warrior Mummies get +1 to-hit and +2 to damage with their weapon of choice.

Warrior Mummies are the personal army of the Mummy Lord and never leave his stronghold. If the Mummy Lord is attacked, the Warrior Mummies will rally to his defense and even throw themselves

*Mummy Lord*



Mummy Warrior

in front of harmful spells and/or weapons aimed at their lord. There is a 25% chance the Mummy will be wearing magical armor and they always wear at least an armored breastplate.

HABITAT/SOCIETY: **Fetid Mummy:** Fetid Mummies are former Mummy Minions that have gone wrong. They are completely uncontrollable and exist only to create more of their kind. Intelligent Mummies often seal them into “decoy” chambers for would-be thieves to stumble across.

Mummy Follower: These Mummies are the most common. Once wealthy and influential lords and nobles, these Mummies have followed their Mummy Lord into undeath. By themselves, they are simply evil and horrific. Guided by the evil genius of a Mummy Lord, they can devastate a city.

Mummy Lord: Thankfully, these fiends are extremely rare. They are former cult leaders and high level clerics of incredible power. It is very likely the names of the Mummy Lord can be found with minimal research. Mummy Lords rule the desert wastes and would like to expand their territory. In extremely remote regions, they continue to rule desert kingdoms through living intermediaries. Over the course of centuries however, all Mummy Lords become increasingly unstable, insane and chaotic.

Mummy Minion: Although loyal to their Mummy Lord, these Mummies have low morale. They often advise the most conservative course of action and have been known to flee in the face of overwhelming odds. If threatened with destruction, a Minion might even betray the location of the Mummy Lord’s treasury, but it will never endanger the Mummy Lord itself.

Warrior Mummy: These Mummies are the first into the fray and usually the first to die. They are absolutely fearless and will do anything to save their Mummy Lord. If the Mummy Lord is destroyed, the Warrior Mummies will attack the offenders until destroyed themselves. If somehow deprived of both their Mummy Lord and its slayers, the Warrior Mummies fall into a depressed state, wander aimlessly and seek a source of fire into which they can throw themselves.

ECOLOGY: Mummies are created through an elaborate ritual immediately after death. Only humans or demi-human members of a death-obsessed cult become Mummies after death. Corpses are soaked in a preserving solution for several weeks and covered with spices and resins. Body organs are removed and sealed in ceremonial jars and treasure is wrapped in the Mummy’s bandages, especially dark gems and scarabs.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Bandages from a Mummy can be used to inflict the same rotting disease with a Cause Disease spell.

HIDE/TROPHY ITEMS: Nil

TREASURE:

Fetid: Nil

Follower: M (D in lair)

Lord: V, Ax2

Minion: V, A

Warrior: A

OTHER: Mummy bandages can be used to create magic items that cause the rotting disease.

Mummy, Adherer

DESCRIPTION: At first glance, Adherer Mummies resemble normal mummies, particularly under poor lighting conditions or from a distance of ten feet or more. Close up, the bandages are revealed to actually be loose folds of dirty, pasty skin that excretes a sour smelling glue.

COMBAT/TACTICS: Adherer Mummies can use their sticky substance to walk or climb on any reasonably dry surface. They use this ability to position themselves high up and jump down on a victim at +4 to-hit. Should the initial attack hit, the victim will be stuck on the Adherer Mummy in an odd position. Any victim so stuck faces a 30% chance of being unable to reach the fiend with an attack. The Adherer Mummy will then attempt to drag its prize back to its lair. It can carry anything up to a human-sized victim and still run at 4”.

Mummy, Adherer

AKA: Homosapien-Adhesivus

HACKFACTOR: 8

EP VALUE: 400

CLIMATE/TERRAIN: Any dark, remote areas

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-4

SIZE: M

MOVEMENT: 9”

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6-3

SPECIAL ATTACKS: Adhesion
(See description)

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: See description

HIT DICE: 4



Any successful hit to the Adherer Mummy inflicts half damage and causes the victim or weapon to get stuck on the creature's body. If forced into melee, it will use a flailing fist attack for 1d6-3 points of damage and attempt to stick itself to a victim for use as an unwilling shield.

Adherer Mummies are vulnerable to fire and are immune to all 1st level spells except Magic Missile, which does 3-18 points of damage. Its glue wears off 5-10 turns after the beast dies, but can also be removed with boiling water. Adherer Mummies often make their lairs near spiders, and both creatures benefit from the increased chance to capture prey.

HABITAT/SOCIETY: Adherer Mummies are skilled at ambush tactics but must make a morale check if they are ambushed or attacked first. Adherer Mummies are dimly aware of the value of treasure and magic and have been known to prominently place important magic items on their sticky hides to lure potential victims.

ECOLOGY: It is rumored that Adherer Mummies may have been the creation of a busy mage who used the first of these fiends as a mobile note-keeper.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A bit of Adherer Mummy glue can be used for a Hold Portal spell with twice the normal duration. This adds a material component to the spell and extends the casting time to four segments.

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental, 5% chance of a magic weapon.

OTHER: The glue from these fiends can be used as a magical glue that will stick until a Dispel Magic cancels its properties.

Murk Slither

DESCRIPTION: Murk Slithers are three-foot-long poisonous snakes with six tiny legs and webbed feet. They live in the mud of swamps, marshes and rarely, dungeons and subterranean locations.

COMBAT/TACTICS: Murk Slithers do not normally attack medium or large creatures, because they cannot eat them. However, they are 95% invisible in mud, muck or silt and will attack anyone that steps on or within five feet of them.

Victims struck must save vs. poison. Those who successfully save will experience numbness in the limb struck (-2 to-hit with an arm or -3" to movement if leg) for 1d4 hours. Those who miss their save will begin to slowly become paralyzed (-1 to hit, AC and movement each turn, cumulative). Once a victim's movement reaches 0", they cannot move. One hour later, the victim dies. There are a variety of herbal remedies for a Murk Slither bite.

Murk Slithers can regenerate one hit point per round, even after death. They cannot regenerate fire, acid or cold damage. If one is cut in half, the part with the heart will continue to regenerate. If the heart is pierced, it cannot regenerate. If inexperienced PCs think they have killed these pests, they are in for a nasty surprise!

Murk Slither

AKA: Silt Sneak

HACKFACTOR: 3

EP VALUE: 65

CLIMATE/TERRAIN: Swamp, Marsh, subterranean

FREQUENCY: Uncommon

ORGANIZATION: Small groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: S (3' long)

MOVEMENT: 6", 9" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6-3

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Camouflage, regeneration

MAGIC RESISTANCE: Standard

HIT DICE: 1+2



HABITAT/SOCIETY: Murk Slithers poison small animals with their bite and swallow them in the manner of normal snakes. Each has a pair of extra eyelids to keep mud out of its eyes. In some cultures, Murk Slither poison is harvested to coat weapons, especially arrows.

ECOLOGY: These creatures lay their eggs in the mud. The Slithers hatch and immediately fend for themselves. Due to their regenerative abilities, they are immune to poison and disease.

YIELD:

MEDICINAL: Murk Slither meat is edible, even raw. (However, raw Murk Slither continues to regenerate, although not inside the consumer.)

SPELL COMPONENTS: Murk Slither blood can be used in lieu of holy water for a Regenerate spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Murk Slithers make excellent and durable pets. They sell for 200 gp each on the open market. A vial of their poison is worth 10 gp (one vial per Slither).



their nests with shiny objects and baubles, and will attack anyone or anything sporting such attractive trinkets.

Muskrat, Dire

DESCRIPTION: Dire Muskrats are extraordinarily large rodents that live deep within the swamps of Garweeze Wurld. They hunt anything smaller than themselves and will often work in groups to take on bigger prey.

COMBAT/TACTICS: Dire Muskrats can bite for 1-4 points of damage and there is a 5% chance that the victim will then be infected with a disease of the GM's choice. Dire Muskrats often attack bipeds as they attempt to wade across the swamp. They are excellent swimmers and their paws are well-suited to grabbing slippery prey firmly for a vicious biting attack.

HABITAT/SOCIETY: Dire Muskrats live in family packs, making their grassy lairs in the depths of the swamp. They often attack in packs as well, swarming over an opponent to bite with their disease-infested mouths. These creatures are thought to be part of the same rodent family tree in which the Swamp Rat, Giant Mongoose and common weasel are found. Dire Muskrats are social creatures that guard each other's young and share meat with the rest of the pack. However, they drive away any individual too old or sick to hunt.

ECOLOGY: These sleek, agile beasts are perfectly suited to hunting reptiles and frogs, which are plentiful in the swamp. Eggs are the Dire Muskrat's favorite meal, and it is never happier than when it has found a nest of alligator or snake eggs unguarded. Dire Muskrats like to line

Muskrat, Dire

AKA: Rodent of Unusual Size

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Swamp, Marsh

FREQUENCY: Uncommon

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: S (3' long)

MOVEMENT: 9", 6" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1/2

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C in lair

OTHER: Nil

Mutable Juggernaut

DESCRIPTION: Mutable Juggernauts resemble Ogres with ram's horns on their heads. They have cloven feet and are covered with patches of black and white fur. When the Mutable Juggernaut exhales, it creates huge clouds of dust. It can appear in five different sizes; seven feet, 14 feet, 21 feet, 28 feet and 35 feet tall.

COMBAT/TACTICS: Mutable Juggernauts stake out territory on a mountainside or hilltop. They stomp anything that invades their territory unless the victims pay an exorbitant toll. If the creature senses the victims have not given it everything it demands, it will attack.

At seven feet tall the creature has 5 HD, is AC 3 and does the damage listed. For every size change, the creature grows another seven feet, gains 5 Hit Dice, +1 to-hit, +2 to damage and +300 pounds (base weight, 200 pounds). Its AC improves by one with each increase in size.

Mutable Juggernaut

AKA: Horn Gawd of the Mountain

HACKFACTOR: 83

EP VALUE: 15,000

CLIMATE/TERRAIN: Mountains, Hills

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M to G (7' tall to 35' tall)

MOVEMENT: 6"/12"/18"/24"/30"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3/4/5/6/7

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 1-6/1-6 or 3-18 (plus bonuses)

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: Standard

HIT DICE: 5/10/15/20/25



Mutable Juggernauts grow in size to gain the advantage over its opponents. Once they have grown, they cannot change again for one hour per size grown. They cannot be harmed by thrown boulders, weapons of stone or falls from any distance under 80 feet. They have been known to tackle enemies and then fall over high cliffs with them.

These creatures like heavy armor and are 30% likely to be wearing plate mail (without the helmet) and 15% likely to be wearing magical plate mail. If the Mutable Juggernaut grows while wearing his armor, the armor must save vs. crushing blow at -6 or burst from the incredible pressure. Mutable Juggernauts do not take damage from bursting out of their armor.

HABITAT/SOCIETY: Mutable Juggernauts are said to be the avatars of certain giant gawds. They are actually magical creatures that escaped from Asgard long ago to seek easier prey in Garweeze Wurd. Their treasuries are rumored to be vast due to their love of gold and gems. Mutable Juggernauts often hide their treasure in caves atop high ledges that they can reach only at their maximum height.

ECOLOGY: Mutable Juggernauts do not reproduce, but they would like to. They often kidnap beautiful female bipeds of many species and ply them with rich gifts to court their affection. If the Juggernaut's affections are spurned for longer than one full moon to the next, the creature slays and eats the female. Some human females have played this dangerous game to trick Mutable Juggernauts out of their treasure, but all have met an untimely and grisly end.

Mutable Juggernauts will always be found in extremely remote areas. Mysteriously they cannot enter the cities, houses or temples of any devout follower of the Norse gawds. The presence of a single true believer will prevent the Mutable Juggernaut from entering. On the open field of battle, the followers of any Norse gawd will be targeted first by this beast.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A, B, C, D, E

OTHER: The horns of a Mutable Juggernaut are suitable for enchantment. These creatures are highly magical, so any horn or weapon carved from it could be enchanted up to +12.

Mute-Screecher

DESCRIPTION: Mute-Screechers have ugly, drow elf heads with spider legs sprouting from their bony necks. The creature has short, bristle-like hair and pointed teeth. It has can climb any surface other than polished glass or metal.

COMBAT/TACTICS: Mute-Screechers use a Psionic Blast that effects all creatures in a cone (40 feet long, 20 feet wide at the base and five feet wide at the vortex) in front of it. The creature is named because the victims can only hear the "scream" in their minds. Psionic characters can use defenses normally, but the Mute-Screecher need not establish contact with creatures to use its Psionic Blast.

Mute-Screecher

AKA: Silent Screamer**HACKFACTOR:** 6**EP VALUE:** 270**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Exceptional (15-16)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1**SIZE:** M (5' around)**MOVEMENT:** 15"**PSIONIC ABILITY:** 101-200 PSPs**ATTACK/DEFENSE MODES:** E/Nil**MORALE:** Average (11)**ARMOR CLASS:** 8**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1-8**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 5

If cornered, the creature will use its vicious bite then try to run away.



HABITAT/SOCIETY: Mute-Screechers are medium powered, flesh-eating maniacs that roam the NetherDeep looking for victims. They hate all forms of light, good, cuteness and sarcasm. Mute-Screechers hate elves of all kinds and will attack them in favor of all other targets. They accumulate treasure and sometimes use it to bribe opponents into sparing their pitiful lives. Mute-Screechers have the innate ability to sense cursed magic items and will happily give these to PCs.

ECOLOGY: Mute-Screechers are said to be the creation of Zyandal. Their faces are uniformly ugly and resemble those of drow elf psionists that fell out of Zyandal's favor long ago.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Z (20% chance of a cursed magic item)

OTHER: It is rumored that the skull from such a creature can be used in the construction of a magic item that can detect curses.

Myconid

DESCRIPTION: Myconids are a race of intelligent mushroom men. They have mushroom-shaped bodies with two large eyes, two arms and two legs. Myconids will never be encountered on the surface because they are deathly afraid of sunlight. Myconids wear no clothes and have no shame.

COMBAT/TACTICS: The Myconids metabolism produces a substance that covers their entire bodies, except their hands. This substance dissolves animal flesh at the rate of 1-4 points of damage per Hit Die per round. If a group of Myconids is attacked, they will attempt to tackle their opponents.

In lieu of tackling, Myconids can spit spores at their opponents with a maximum range of 30 yards. They can do this once per day per Hit Die. One type of spore is gained per Hit Die:

Distress Spores: Starts as a 40-foot radius cloud and expands to 120 feet in three rounds. Any Myconid within the radius will be alerted to attackers. PCs who breathe in the spores will feel uneasy, as if thousands of tiny eyes are watching them.

Reproducer Spores: These are emitted during the Myconid's mating season or at death. PCs who breathe the spores will find mushrooms mildly attractive for the next 1-6 rounds.

Rapport Spores: Victims must save vs. poison or be able to communicate with the Myconids via telepathy. The ability is lost after 24 hours, but during that time it will be impossible for

Myconid

AKA: Fungus Guy, Mushroom Man

HACKFACTOR: 3/5/7/9/11/13

EP VALUE: 15/35/65/120/175/270

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Spores

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1-12 or 20-200

SIZE: S to L (2' tall per hit dice)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 to 6-26

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: Standard

HIT DICE: 1 to 6

PCs to hide their intent from any mushroom.

Pacifier: Victims must save vs. poison or become totally passive. The affected creature will sit quietly and not even defend himself if attacked. The effect last for a number rounds equal to the Myconid's Hit Dice.

Hallucinator: Victims must save vs. poison or suffer from violent hallucinations. The creature will act this way for a number of turns equal the Myconid's Hit Dice. The hallucinations will produce the following effects in the victim (roll d20):

1-10	Cower and whimper
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Attack closest creature with intent to kill

Animator: This ability can only be used by the Mushroom King, the leader of each Myconid circle. If the spores are spit on a dead biped or animal, it will become a fungus Zombie under the control of the Mushroom King (AC 10, HD 1, hp 24, #At 2, Dmg. 1-3/1-3). The Zombies begin to move 1-4 days after being infested with the fungus and decompose in 2-5 weeks. Fungus Zombies cannot be turned by clerics as normal Zombies and always attack last in any combat situation.

HABITAT/SOCIETY: Myconids are a peaceful and orderly race made up of extremely close-knit social groups called circles. Circles have eight hours of work, eight hours of rest and eight hours of melding each day. Melding is a special type of social interaction that combines entertainment, worship, social interaction, psychotherapy and telepathic hallucination. Myconids consider melding the best time of the day and only distress spores will bring a circle out of a meld early.

Circles consist of about 20 members, four of each Hit Dice. A circle is led by a six Hit Die Myconid known as the Mushroom King, who must live apart from the circle. The other Myconids consider this a great sacrifice on the part of their King.



Mushroom Kings spend their days administrating Myconid disputes, animating guardians to protect the lair and practicing fungal alchemy to brew useful potions for times of need.

Myconids view all humans, demi-humans and humanoids as a threat, but are not openly hostile toward them. No peace accord has ever been signed between humanoids and any Myconid circle. Only a few sages who have studied their culture are on good terms with the Myconids.

ECOLOGY: As do most mushrooms, the Myconids grow in piles of dung, on rotting logs and other decaying wastes. Their circles cultivate farms which serve as nurseries for their young and for growing the fungus that dimly lights their caves.

YIELD:

MEDICINAL: Myconids are delicious if roasted.

SPELL COMPONENTS: A bit of Myconid can be used in lieu of other material components for a Charm Plant spell that affects fungus plant creatures. Targets save at -2.

HIDE/TROPHY ITEMS: Nil

TREASURE: S (individual), S (in lair)

OTHER: The special spores of a Myconid can be harvested by those with the skills to recognize them. The spores do not function if they are allowed to dry out.



Mynx

DESCRIPTION: Mynxes are feline bipeds with amazingly svelte and flexible bodies. Their fur is always a silvery grey, whether they are in cat or biped form. Mynxes are created by high level magic-users to serve as companions and dedicated thieves.

COMBAT/TACTICS: Mynxes have the ability to take the form of a domestic cat or their bipedal shape (the first stat is for their cat form). They can attack with their claws and their bite. In their bipedal form they are amazingly quick, getting +4 on initiative and automatically gaining the jumping and tumbling skills at 90% skill mastery. Mynxes always land on their feet and can climb any surface 90% of the time. They have excellent infravision that reaches 40 feet as a cat and 60 feet as a biped. Mynxes can see and smell twice as acutely as a normal human and can smell a Lycanthrope from 50 feet away.

Mynxes of chaotic alignment enjoy using their unique skills to manipulate a chosen target to get what they want. Mynxes are most often encountered while on a secretive mission for their master. They will be wearing expensive jewelry (25% chance, 10% of which will be magical), carrying a spellbook (25%), or delivering a message scroll (50%).

Mynx
AKA: Mynxanatrix
HACKFACTOR: 5
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Common
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral (50% chaotic)
NO. APPEARING: 1
SIZE: S (cat form) or M (biped)
MOVEMENT: 9" or 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 6 or 4
NO. OF ATTACKS: 2 or 3
DAMAGE/ATTACK: 1d6-4/1 or 1-4/1-4/1-4
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: Standard
HIT DICE: 4

HABITAT/SOCIETY: Mynxes are hyper-evolved cats, used by magic-users as loyal companions and bodyguards. They are absolutely committed to their masters, except when they go into heat. During this time, they feel a nearly irresistible urge to mate and must make a successful Intelligence check to stop themselves.

Mynxes are insanely jealous when it comes to other females. They cannot tolerate the presence of another female near their master. Additionally, Mynxes are 80% likely to sabotage any efforts on the part of the magic-user to acquire other hirelings, create shapely golems or even meet with colleagues.

Unlike common cats, Mynxes will actually follow the commands of their master to the best of their abilities. Magic-users who pamper and pet their Mynxes can control them with minimal effort. They enjoy presents, especially jewelry and anything cat-related.

ECOLOGY: Mynxes are created by casting the following spells on a willing domestic cat: Enlarge, Polymorph Other, Charm Mammal and a mysterious 8th level spell that is specifically designed to create the Mynx. The Mynx's alignment will be close to the magic-user's alignment, but will retain some aspect of neutrality (i.e. neutral good, neutral evil, chaotic neutral or lawful neutral). 50% of these creatures become chaotic neutral. Like all felines, Mynxes enjoy napping in sunbeams, eating seafood of any kind and knocking expensive trinkets off of high shelves.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: U

OTHER: Mynx blood can be used to create Venus Elixir.

Naga	Guardian	Spirit	Water
AKA:	Good Snake	Bad Snake	Apathetic Snake
HACKFACTOR:	28	33	37
EP VALUE:	7000	5000	3000
CLIMATE/TERRAIN:	Any land	Subterranean	Fresh water
FREQUENCY:	Very Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Any
DIET:	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Exceptional (16)	High (13)	Very (11)
ALIGNMENT:	Lawful Good	Chaotic Evil	Neutral
NO. APPEARING:	1-2	1-3	1-4
SIZE:	H (20' long)	H (15' long)	L (10' long)
MOVEMENT:	15"	12"	9", 18' Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Champion (15)	Elite (14)	Steady (11)
ARMOR CLASS:	3	4	5
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-6/2-8	1-3	1-4
SPECIAL ATTACKS:	See description	See description	See description
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	9	11	13



Naga Spirit

Naga

DESCRIPTION: Nagas are snake-like creatures with human heads. They like warm weather and tend not to stray from what they consider their territory. Nagas often assume poses in which they stand perfectly still, as if paralyzed. Adventurers should be careful upon approaching an apparently dead Naga, as they are difficult to surprise.

COMBAT/TACTICS: Nagas have few melee skills and their lairs will be full of traps. During combat, they will use spells as much as possible. When their spells are exhausted they rely on their bite and/or constriction damage.

Guardian Naga: These Naga emit a flowery smell and are generally non-violent. They always warn off trespassers and will bury anyone



Guardian Naga

defeated in battle. Guardian Nagas can spit poison up to 30 feet (save or die) in addition to its poisonous bite and constriction. Victims of a constriction attack must make a successful Dexterity check or have both their arms pinned against their sides. Guardian Nagas can cast their spells as 6th level clerics.

Naga Spirit: These evil Naga smell like rotting flesh and that is all they usually eat. They are not strong enough to constrict their prey, but do have a poisonous bite (save or die) and a gaze that charms (as Charm spell) those who fail a save vs. paralyzation. Naga Spirits can use magic-user spells as a 5th level caster and cleric spells as a 4th level caster.

Water Naga: This neutral Naga lives in water. It seldom attacks unless its life is threatened. In addition to its poisonous bite, the Water Naga can cast spells as a 5th level magic-user. Water Nagas never use fire-related spells.

HABITAT/SOCIETY: Nagas prefer solitude and hunt an area that is roughly a quarter mile radius. There is a 10% chance that an encounter includes one or more mates and there is a 5% chance PCs will walk in on Nagas mating. Nagas keep a detailed oral history and are good sources of information whether good, bad or indifferent. They sometimes protect treasure for centuries.

Guardian Naga: These Naga are often found guarding temples of ancient and forgotten good-aligned gawds. Many an adventurer has been taken unaware as he tried to desecrate a holy temple.

Naga Spirit: Spirit Naga prefer to dwell in desert areas and ruins. Their solitude is very precious to them and they hate to be disturbed.

Water Naga: Water Naga dwell in fresh water. They care very little about the state of affairs beyond the shores of their watery territory.

ECOLOGY: As soon as the Naga have mated, they separate and a clutch of eggs is laid in a secret location. The young Naga resemble giant snakes until they reach adulthood. Their human head emerges after a long and painful molting process.



Water Naga

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Spirit Naga blood can be used as a material component for a Hypnotism spell. Victims do not get a saving throw as long as the caster touches the victim with the Naga blood. If the victim resists, the caster must make a to-hit roll.

HIDE/TROPHY ITEMS: Naga hide can be made into +2 scale mail.

TREASURE: X, H (Guardian) X, B, T (Spirit), X, D (Water)

OTHER: Nil

Nar Wasp

DESCRIPTION: Nar Wasps have a hard exo-skeleton much like a lobster's, large wings like a Giant Wasp and a long, needle-like nose like a giant mosquito. They have a mass of writhing tentacles near their mouth-parts and feeding pincers on either side of their needle nose. The Yellow Jacketed Nar Wasp has a more prominent needle-like nose and claws that are too small for effective combat, while the Crimson Nar Wasp has monstrous claws, but a shorter, broader nose.

COMBAT/TACTICS: Nar Wasps pretend to be clumsy in flight but are actually very agile and quick. The Nar Wasp has been updated since previous editions, so PCs with those outdated 3rd edition rules will be taken in immediately by this classic Nar Wasp tactic! Nar Wasps are immune to all forms of paralyzation.

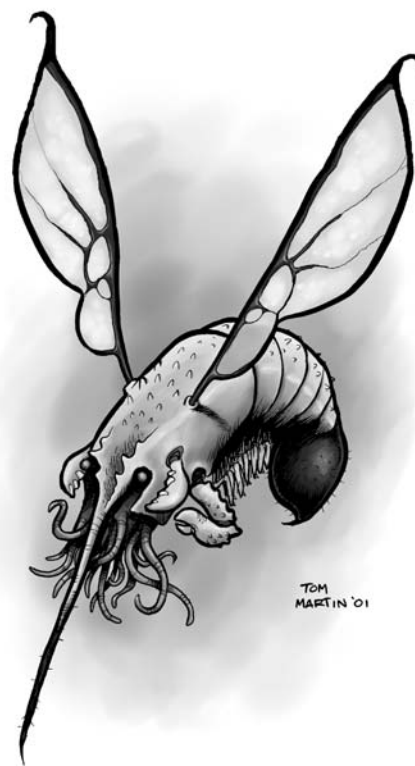
Yellow Jacketed Nar Wasp: These creatures zoom down and impale their victims. Should they miss, they will attempt to paralyze a victim with their stinging mouth tentacles. Opponents must save vs. each tentacle strike or become paralyzed. Once the Nar Wasp has a victim impaled on the end of its nose, it flies away to eat its meal in peace.

Crimson Nar Wasp: This hungry insect will attempt to grab a victim in both its thick fore-claws. If both claws hit, the Crimson Nar Wasp flies to its lair to feast (carrying up to 300 pounds). The Crimson Nar Wasp gets the same tentacle attack as the Yellow Jacketed variety.

Nar Wasp	Yellow Jacketed	Crimson
AKA:	Doom Lobster	Flying Crawdad
HACKFACTOR:	3	5
EP VALUE:	270	420
CLIMATE/TERRAIN:	Coastal areas	Coastal areas
FREQUENCY:	Rare	Rare
ORGANIZATION:	Swarm	Swarm
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	4-12	4-12
SIZE:	L (9' long)	L (9' long)
MOVEMENT:	12", 18" (C)	12", 18" (C)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Foolhardy (16)
ARMOR CLASS:	3	3
NO. OF ATTACKS:	7	8
DAMAGE/ATTACK:	2-12 and paralyze x6	1-10/1-10 and paralyze x6
SPECIAL ATTACKS:	See description	See description
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2+2	3+1

HABITAT/SOCIETY: Nar Wasps are not intelligent. Once they have a meal in hand, so to speak, they will fly away to eat. PCs can simply throw the creatures one hireling per monster to avoid the threat. Nar Wasps simply eat and reproduce. Contrary to the popular halfling rumor, they do not enjoy pie-eating contests (unless the pie happens to be minced, spiced halfling and the contest is to see which of them can grab it and fly away first).

ECOLOGY: Nar Wasps reproduce in the same manner as many other insects. When the female is ready to mate, she lets the male know by building a nest of leaves and twigs, or rocks and sand depending on the



Yellow Jacketed Nar Wasp

available materials. They then begin a courtship where, eventually, the male moves in with the female. The male then guards the nest until the young hatch, after which the male flies away. Although the female will attempt to lure him back to her nest to help her care for the young, the male ignores her.

YIELD:

MEDICINAL: Nar Wasp is delicious, especially with butter.
SPELL COMPONENTS: Nar Wasp shell can be used in place of a piece of leather as the material component of an Armor spell that grants an AC of 5, but has a 5% chance of spell mishap.
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Live-trapped or fresh-killed Nar Wasp is worth about 5 gp per pound to a reputable tavern. It must be very fresh. An average Nar Wasp weighs 80 to 120 pounds.

Necrophidius

DESCRIPTION: The snake-like Necrophidius are magical constructs made by evil Golem Masters or necromancers. They have the bones of a Giant Snake, the fanged skull of a humanoid and glittering gems for eyes. Their strange dance is very hypnotic.

COMBAT/TACTICS: The Necrophidius is totally silent, immune to poison, Sleep, charm and mind-affecting spells. It never needs to eat, check morale or take a break. Its bite does 1-8 points of damage and causes paralysis for 1-4 turns unless a save is made. Necrophidius surprise 5 out of 10 times.

The Necrophidius' first attack is the "Dance of Death." Victims must save vs. spell or become hypnotized by its movement. The creature then will move forward as its dance changes to the terrifying "Dance of Fangs", and begin biting the victim until dead. The Necrophidius are not undead and cannot be turned.

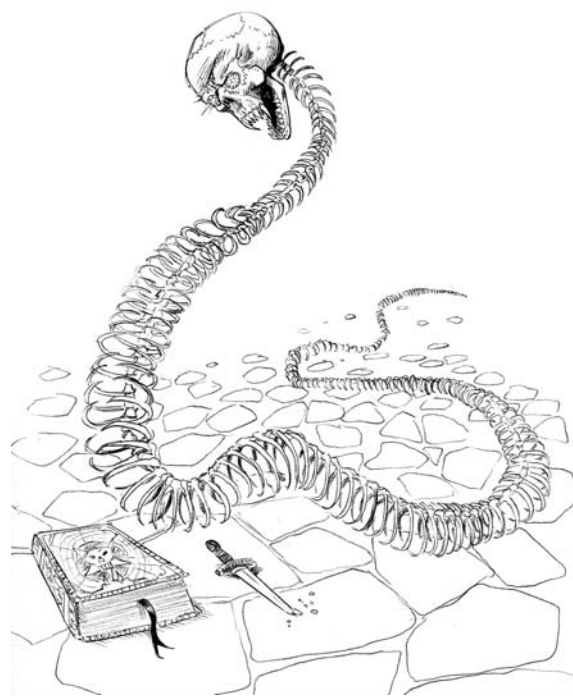
CONSTRUCTION: A Necrophidius can be built using an ancient tome known as the Necrophidicon, similar to the Manual of the Golems. Otherwise, the builder must be a Golem Master or a magic-user able to cast a Limited Wish, Geas and a Charm Person spell. An evil cleric can achieve the same affect with a Quest, Neutralize Poison, Prayer, Silence 15-foot Radius and Snake Charm.

The materials needed are: the skeleton of a Giant Snake and the skull of a cold-blooded murderer within 24 hours of his death. It costs 500 gp per hit point and ten full days to build.

TYPICAL ORDERS: This construct can memorize extremely complex orders, but only takes orders from its creator. Typically, they are used

Necrophidius

AKA: Skull Golem, Death Dancer
HACKFACTOR: 9
EP VALUE: 175
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (16' to 20' long)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: See description
HIT DICE: 2



as assassins and guards at evil temples. A Necrophidius might be ordered to "Attack any non-believer who crosses this threshold but does not present an unholy symbol."

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Needle Fiend

DESCRIPTION: A Needle Fiend is a creature from the lower planes that thrives on pain and torture. It is not considered a Nefarian, but rather an intermediary between the Prime Material Plane and the lower planes. It appears as a pale-skinned human covered in tiny little needles. Its facial expression is always grim.

COMBAT/TACTICS: The Needle Fiend can wave one or two hands shooting five needles from each hand. It may target any number of opponents in its field of vision. It has infravision and ultravision up to 60 feet. Opponents striking the creature with any weapon shorter than a short sword will automatically be stuck with 1-6 needles.

Needle Fiend

AKA: Tartarus Torturers
HACKFACTOR: 35
EP VALUE: 2000
CLIMATE/TERRAIN: Lower planes
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Pain
INTELLIGENCE: Very to Exc. (11-16)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: M (6 1/2' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: -1
NO. OF ATTACKS: 5 or 10
DAMAGE/ATTACK: 1d4-2x5 or 1d4-2x10
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 45%
HIT DICE: 7+2



The needles will stay in the flesh of victims that are struck unless removed. At any time, the Needle Fiend can cause those needles to deliver pain that is so excruciating, the victim must save vs. spell or pass out for 1-8 rounds. The Needle Fiend can use this ability and continue its attacks.

Another special attack of the Needle Fiend is the "Needle Spin". During this round it can perform no other action and will always go last on initiative for that round. It will spin at a phenomenal rate, firing needles in every direction. Victims that do not dive for cover will be attacked by 1-20 needles. Victims that have partial cover will be attacked by 1d20-10 needles.

Needle Fiends can Plane Shift back and forth to the lower planes once per day. They can become Ethereal at will.

HABITAT/SOCIETY: Needle Fiends are employed by devils, usually to carry out threats or to punish those who have broken a contract or deal. Powerful evil magic-users and clerics sometimes employ them, but must promise a steady supply of victims to torture. Needle Fiends enjoy acquiring souls, but do not use soul power.

Should a Needle Fiend incapacitate an opponent, it will take the opponent back to its lair and torture it for 1 week per level of the victim. Victims are 10% likely to go insane for each week they get tortured. Additionally, for every week, the victim will lose 1 point of Charisma and 1 point of Constitution permanently. These lost points can be restored with a Restoration spell or a Wish.

Under no circumstances will a Needle Fiend cooperate with another of its kind. If two Needle Fiends should happen to meet, they will attack each other relentlessly until one is destroyed.

ECOLOGY: It is unknown how or if Needle Fiends reproduce, but most sages agree that their creation takes place somewhere on the lower planes. Healing spells and Harm spells each have exactly the reverse of the normal effect upon Needle Fiends.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: A Needle Fiend needle can be used to write scrolls for evil clerics. The needles will also harm any lower planes creature and do double damage against creatures from the outer planes.

Nefarians: An Introduction

Nefarians (alternatively Nefarions) are a special class of monster that, in general, are more closely related to the gawds, demigawds and their servitors. They are covered in the Hacklopedia (as opposed to the upcoming supplement on gawds and demigawds) because unlike the gawds, Nefarians have no qualms about meddling in the day-to-day affairs of the world of the living and thus are far more likely to be encountered by player characters. Nefarians include all those creatures that are native to the lower planes of Hell, Gehennah, Hades, Tartarus and the Abyss. This group includes all devils, daemons, demons and any other creature that is born or created there.

Daemons, Demons, Devils

The lower planes (henceforward referred to as the Nefarian Realms) are places where the evil suffer grievous and eternal punishment while beings of immense power vie for control. There are essentially three major factions attempting to control the Realms; the daemons, who are neutral evil, the demons, who are chaotic evil and the devils, who are lawful evil.

Nefarians: Daemons

Daemons: The neutral evil Daemons have reputations for breaking alliances and turning on erstwhile allies when it suits their purposes. Their minions tend to be flunkies since a Daemon trusts no one other than itself and a competent subordinate may someday turn on its boss. Daemons prefer to manipulate others to do their dirty work. The most powerful Daemons in the hierarchy are ones that have for centuries avoided direct confrontation.

Daemons have personal names that allow them to be summoned and controlled. Greater Daemons may have more than one name, while lesser daemons will only have one. There is a 5% chance of attracting the attention of a Daemon if its name is spoken aloud. Whether or not it immediately appears to smack down the idiot, details some minions to deal with the matter or hatches a complex plan to screw with the blasphemer depends on the circumstances. Regardless, the character has come to the Daemon's attention and something dire will eventually come of it.

Daemons can freely travel between Gehennah, Tartarus and Hades as well as the Astral and Ethereal Planes. If summoned, they can be contained within a pentagram. If given a sufficient reward for their service, daemons may enter into an alliance with the summoner for a limited time. As would be expected, it usually ends with the Daemon betraying the summoner.

Daemons have the following powers, usable at will: Detect Invisibility, Read Magic, Comprehend Languages, Invisibility and Word of Recall. They are unaffected by all forms of poison or paralysis and take only half damage from acid and fire. Magic weapons as well as those constructed

of iron or silver can inflict damage on Daemons. A Daemon's magic resistance is stronger against lower level spells. In addition to the standard adjustment for level differences between the caster and target, subtract 5% from the daemon's base resistance for each level of a spell above 1st.

Daemons are able to understand and converse with any creature of low Intelligence or higher. Daemons receive all bonuses to-hit and to damage from Strength. Unless otherwise noted, Daemons with 6 Hit Dice or more have an 18/66 Strength, those with under 6 Hit Dice have 16/66 Strength.

Daemon Hierarchy: Daemon minions have two divisions: greater daemons and lesser daemons. Only the greater daemons have any other ambition beyond their immediate greed. Occasionally, a lesser daemon may acquire enough power to become a greater daemon but this is an exceedingly rare event. What follows is a detailed description of each Daemon, arranged alphabetically in two divisions: Daemon Royalty first followed by Daemon Minions.

Daemon Royalty

Anthraxus

DESCRIPTION: Appearing as a humanoid with a rotting ram's head, the Daemon Lord of Disease dresses in rotting cloaks to hide his rotting body. Even to creatures that lack the physical sense of smell, Anthraxus stinks.

COMBAT/TACTICS: Anthraxus' very touch (a normal to-hit roll is required) Causes Disease. No saving throw is allowed. The disease prevents natural healing and is fatal in one week. His gaze can transfix one target per round, leaving the victim unable to move unless he successfully saves vs. spell or the Daemon Lord permits such movement.

Anthraxus has the following additional powers, usable at will: Pyrotechnics, Flaming Sphere, Burning Hands, Shape Change, Detect Magic, Dispel Magic, Dispel Illusion, Delude, ESP, Water Breathing, Teleport Without Error and Gate in 1-3 daemons of his choice (85% chance of success).

Once per day, he can cast a Wall of Fire, Wall of Ice, Wall of Force, Feeblemind, Minor Globe of Invulnerability or use Cancellation as the Rod. All his powers are employed as a 25th level caster. Psionic powers include Body Equilibrium, Detect Good, Detect Evil, Expansion, Domination, Sensitivity to Psychic Impressions, Mind Bar and Molecular Rearrangement all at 20th level use.

He wields the *Staff of the Lower Planes* (wielded only by the current Daemon King), which can Mass Charm, Beguile, Geas and grant another's Wish all at will.

Anthraxus
AKA: Lord of Disease
TITLE: Daemon King, Daemon Master
HACKFACTOR: 301
EP VALUE: 29,555
CLIMATE/TERRAIN: Hades
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (22)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: L (9' tall)
MOVEMENT: 9", 18" Fly
PSIONIC ABILITY: 365
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -6
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12/2-12+disease
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 120%
HIT DICE: 233 hit points (25 Hit Dice)



Anthraxus, the Daemon Lord of Disease

HABITAT/SOCIETY: While Anthraxus may seem quite powerful, his position is weak. He must watch the other daemons constantly to keep them from compromising his position. He has survived numerous assassination attempts (at least one after the daemons he Gated into a combat turned against him).

Anthraxus' secret weapon is a secret society of evil magic-users on the Prime Material Plane. In exchange for certain dark secrets, the magic-users summon his enemies during inconvenient times (i.e. when they are about to lead an army of daemons against Anthraxus' palace.) Anthraxus is responsible for destroying almost as many daemons, demons and demodands as some good creatures of the outer planes.

ECOLOGY: Anthraxus' personal power is immense, but because of his ruthless rise to power, he has virtually no allies. He rules simply because there are no other daemons that can challenge him alone and those who do forge alliances soon find that their erstwhile allies (be they daemons or demodands) cannot be trusted.

YIELD:

MEDICINAL: Any part of the Daemon Lord can Cause Disease (no save) which prevents healing and is fatal in one week.

SPELL COMPONENTS: A magic item created from any part of Anthraxus can Cause Disease on a massive scale.

HIDE/TROPHY ITEMS: Nil

TREASURE: E, H (x200 in lair)

OTHER: Anthraxus wields the Staff of the Lower Planes.

Charon

DESCRIPTION: Charon appears as a skeletal man with glowing yellow eyes, dressed in royal robes of ermine and silk. He carries a staff that he

uses to push his boat along the River Styx. His boat appears as a simple, rudderless skiff capable of carrying however many customers he comes across.

COMBAT/TACTICS: Charon's job is to ferry passengers safely along the River Styx. This is his top priority and he does not seek battle. Those who cannot or will not pay his fee will be attacked and struck by his pole for 2-8 points of damage and suffer paralysis (as wand) should they attempt to board his skiff. His gaze also causes fear (as wand). Charon can summon a 16HD Water Elemental from the River Styx that inflicts 5-30 points of damage per hit. The target must save vs. petrification or lose his memory forever. Additionally, anyone who touches or drinks from the River Styx must save vs. spell or suffer the effects of a Forget spell as cast by a 15th level magic-user. Charon can summon 3-18 CharonaDaemons or 2-12 HydroDaemons which will arrive in 1-3 rounds.

Charon
AKA: The Ferryman
TITLE: The Boatman of the Lower Planes, Greater Daemon
HACKFACTOR: 171
EP VALUE: 24,000
CLIMATE/TERRAIN: Hades/River Styx
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (22)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 18" (over all surfaces)
PSIONIC ABILITY: 300
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8 + paralysis
SPECIAL ATTACKS: Fear gaze
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 120%
HIT DICE: 140 hit points (20 Hit Dice)

Charon has the following psionic powers: Body Equilibrium, Body Weaponry, Detect Good, Detect Evil, Object Reading, Sensitivity to Psychic Impressions, Energy Control and Probability Travel.

Charon will use his powers to protect his passengers so long as they are traveling with him on the skiff. He is native to five of the lower planes and can only be destroyed for one day if slain. Charon's body parts disappear should he be slain.

HABITAT/SOCIETY: Charon is obsessed with duty. He charges one magic item, a silk bag of 100 pp or two gems of 500 gp value for a trip. This treasure is distributed among his CharonaDaemons. Charon is an oddity, as attacking him is "off-limits" to most Nefarians.

ECOLOGY: Charon can only be summoned on the banks of the Styx. Any of the following spells will attract his attention: Holy or Unholy Word, Conjure Elemental, Summon Invisible Stalker or Aerial Servant or a Symbol of any type. Conversations with Charon tend to be awkward, unless the other person happens to be a fan of skiffs and ferrying people. If pressed into conversation, Charon can be talkative but if told he is boring or annoying, he may refuse to speak for weeks.

YIELD:
MEDICINAL: Unknown
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Charon's staff, robe and skiff remain if he is slain. It is said that all three items can be shaped into artifacts of immense power, but the original powers of the items will not function for anyone but Charon. When Charon reforms, he will reform with another staff, robe and skiff.



The Daemon Charon, the Boatman of the Lower Planes

Daemon Minions

ArcanaDaemon

DESCRIPTION: An ArcanaDaemon appears as a robed or armored humanoid with a large goat head and ivory fangs. A pair of spiraling ivory horns jut out from its skull. 20% have monocles and all have snooty accents.

COMBAT/TACTICS: Besides going with the horns for 2-16 points of damage, biting for 1-6 and clawing for 1-4/1-4, an ArcanaDaemon can use Burning Hands at will for 13 points of damage to anyone within three feet of his claw attack. They can fly for an unlimited duration and use the following powers: Shape Change (to any humanoid form), Telekinesis (325 pounds), Darkness 20' Radius,

ArcanaDaemon
AKA: Fanged Jackal, Daemon Magi
TITLE: Greater Daemon
HACKFACTOR: 116
EP VALUE: 8,000
CLIMATE/TERRAIN: Hades
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-Genius (19)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 12"/18" Fly (B)
PSIONIC ABILITY: 202-300
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -2
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4/1-4/2-16/1-6
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 100%
HIT DICE: 13+39

*ArcanaDaemon*

Dimension Door and Teleport (once per day).

ArcanaDaemons also have the powers of 11-18th level magic-users and will preferentially use these powers rather than engaging in meele. They may cast spells and use wands, rods, staves and scrolls without checking magic resistance. All other items must be checked to see if they fail due to the creature's magic resistance.

ArcanaDaemons have the following psionic powers: Body Equilibrium, Detect Good, Detect Evil, Hypnosis, Aura Alteration and Molecular Manipulation. All these abilities are used at 10th level and are usually used to enhance an ArcanaDaemon's disguise.

HABITAT/SOCIETY: ArcanaDaemons are a civilized breed, having been culled from the ranks of evil magic-users that enjoy cognac, cigars and eldritch tortures. The race rules from red-iron forts and each has a petty barony somewhere on the lower planes. These forts contain 1-4 lesser daemons and 1-10 Hordlings or Diakks. The largest fortresses have portals into other planes, even the Prime Material Plane. ArcanaDaemons are usually prohibited from entering these portals by magical signs and pentagrams. These portals to the Prime Material Plane are connections to areas in Garweeze World designed to lure witless adventurers to their final doom.

ECOLOGY: ArcanaDaemons are incredibly sneaky and useful as spies. Hired by upper echelon daemons, demons and devils, ArcanaDaemons obtain more power by performing services. A secret sect amongst the ArcanaDaemons is plotting to overthrow Anthraxus but he uncovered the plot and destroyed several members of the sect. The others, however, continue to bide their time.

YIELD:

MEDICINAL: A magic-user who eats the brain of an ArcanaDaemon must make a system shock roll. If he survives he immediately gains one level of experience. A magic-user can only do this once

and, if not already evil, he automatically becomes evil after consuming the brain.

SPELL COMPONENTS: The blood of an ArcanaDaemon can be used for any Extension spell or a Burning Hands spell that inflicts 13 points of damage. This adds a material component to both spells and doubles the casting time, but also doubles the duration of the Extension spell.

HIDE/TROPHY ITEMS: Any evil magic-user that binds his spell book with the hide of an ArcanaDaemon can memorize an extra spell from every spell level each day, as long as he studies from that spell book(s).

TREASURE: H

OTHER: The horns of an ArcanaDaemon can be made into +2 magical daggers that inflict 1-8 points of damage. The robe of an ArcanaDaemon is a perfect component for an evil Robe of the Magi, but attracts the attention of other ArcanaDaemons.

CharonaDaemon

DESCRIPTION: CharonaDaemons look like Charon, only they have thin, gray skin, pale eyes and skiffs that hold up to ten people. They are often mistaken for the real Charon and become enraged if anyone says, "Somehow, I thought you'd be taller."

COMBAT/TACTICS: A CharonaDaemon looks for passengers as Charon does, only they can roam to the Astral, Ethereal and Prime Material Planes, as well as the lower planes. When angered, the daemon's eyes glow fiery red and all who meet its gaze must save vs. spell or suffer the effects of a Fear spell as if cast by a 7th level magic-user. While on the river Styx, CharonaDaemons can summon 1-6 HydroDaemons to fight for them. Should anyone attempt to get on board the skiff without paying the fee, the CharonaDaemon can Teleport itself and the craft away. (Make a Dexterity check or fall into the River Styx.)

HABITAT/SOCIETY: CharonaDaemons charge only 10 pp, a magic item or two gems of at least 50 gp value for a ride. However, there is a 15% the daemon will betray his customers or summoners, either by delivering them to the wrong plane (85%) or by delivering them into an ambush (15%) of 1-4 CharonDaemons and 2-12 HydroDaemons. Additional payment can reduce the CharonaDaemons chance of betrayal by 10%.

ECOLOGY: CharonaDaemons were created by Charon from the mindless dead that wander near and around the River Styx in order that he

CharonaDaemon

AKA: Styx Brothers, River Daemons
TITLE: Lesser Daemons
HACKFACTOR: 31
EP VALUE: 6000
CLIMATE/TERRAIN: Hades/River Styx
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: M (5' tall)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: -1
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Fear gaze
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 80%
HIT DICE: 10+20



Charon's minions, the CharonaDaemon

might occasionally have a day off. They serve Charon and all higher daemons and make good guides through the lower planes, if summoned and rewarded appropriately.

YIELD:

MEDICINAL: Eating the brain of a CharonaDaemon will turn the consumer into a CharonaDaemon. The character is destroyed and the resulting daemon is under GM control.

SPELL COMPONENTS: Bones from a CharonaDaemon can be used to Gate or Plane Shift to any lower plane that connects to the River Styx.

HIDE/TROPHY ITEMS: The staff, skiff and robe of these daemons, while not as valuable as Charon's, can be enchanted.

TREASURE: I

OTHER: A CharonaDaemon's eyes can be used to craft a Wand of Fear.

DerghoDaemon

DESCRIPTION: These daemons have fat, round bodies, five arms ending in claws, three legs and an insectoid head. They do not wear clothes and are not ashamed of their nakedness.

COMBAT/TACTICS: 60% of the DerghoDaemons are unarmed, while the others carry 1-3 weapons (25%, 10% and 5% chance). 20% of these weapons will be magical. DerghoDaemon claws do 1-4+8 points of damage and if the first two claws hit, the next three attack at +2 to-hit and the victim is caught by the large mouth pincers. If the victim is not rescued within six rounds, the daemon devours him. If the PC has the Strength to open locked, barred or magically-held doors, he can use that number as his percentage on a d100 roll (as opposed to a d20) to determine if he can break free of the Nefarian's grasp. The daemon will not let go unless it is destroyed.

These daemons sometimes use their weapons to parry, improving their AC to -8 for one round against one attacker. Because of their unique design, the DerghoDaemons are never surprised

DerghoDaemons can, as 14th level casters, create Darkness 10' Radius, generate Fear (as wand) within 20 feet, Teleport Without Error or cast a Sleep spell twice per day.

HABITAT/SOCIETY:

Derghodaemons are as stubborn as they are stupid. During an attack against an ArcanaDaemon stronghold a group of DerghoDaemons were ordered to attack the fortress. Despite the fact that their claws could not penetrate or damage the stony walls, they continued to claw at them, even after the stronghold was abandoned. That was over 400 years ago and six of them are still there.

ECOLOGY: DerghoDaemons are created from the evil souls of war-mongering barbarians, bloodthirsty knights and other savage killers. They acquire status by working for or stealing from other daemons or stumbling across adventurers and tearing them to pieces. DerghoDaemons will carry out the wishes of their summoners, even if

DerghoDaemon

AKA: Guard Daemons, Bugaemons

TITLE: Lesser Daemon

HACKFACTOR: 46

EP VALUE: 6000

CLIMATE/TERRAIN: Hades

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-4

SIZE: L (8' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 0

NO. OF ATTACKS: 5 or 6

DAMAGE/ATTACK: See description

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 80%

HIT DICE: 11+22



DerghoDaemon

it is necessary to kill everyone in their path to achieve that goal. Collateral damage is their specialty.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: G (in lair)

OTHER: 0-3 gems in its gullet, base value 100 gp each. The blood of these daemons can be distilled into a potion that allows the imbiber to temporarily grow 1-3 demonic arms that he is able to fight with for 2-7 turns. The arms get +2 to damage. There is a 1% chance that they become permanent.

Guardian Daemon

DESCRIPTION: These daemons vary in size, sometimes appearing as Type II through IV Demons, HydroDaemons or ArcanaDaemons. In their true form, they are the essence of neutral evil souls attempting to become daemons.

COMBAT/TACTICS: All Guardian Daemons are immune to charm, hold, sleep, polymorph and fear effects, as well as weapons of less than +2 enchantment. They can speak and understand all languages and breath a cone of fire 30 feet long and 10 feet wide at the base for 5-30 points of damage (half damage if a save vs. breath weapon is made). The creature will be unable to use its breath weapon if engaged in melee.

Guardian Daemons are not full daemons and have yet to obtain any special powers. Due to the nature of their summoning, they will be immune to one type of attack of the GM's choice (i.e. fire, swords, verbal abuse, etc.).

HABITAT/SOCIETY: Guardian Daemons are summoned to the Prime Material Plane by evil clerics and are confined to a 90-foot by 90-foot area. They can never leave the treasure they are guarding unless released by the summoner. Guardian Daemons are rarely granted the power to evolve into higher daemons. Guardian Daemons are always guarding something on the Prime Material Plane, usually a clerical scroll or magic item. Their treasure hoards will be somewhere on their home plane.

ECOLOGY: Evil souls that have suffered a few thousand years or have proven themselves to be willfully evil and nasty, even after eternal suffering, may, at the behest of a greater daemon, be transformed into Guardian Daemons. Most Guardian Daemons end up stuck in dungeons for centuries guarding a small area. When encountered, they are incredibly violent.

Guardian Daemon

AKA: Least Daemons, Egg Daemons**TITLE:** None**HACKFACTOR:** 24**EP VALUE:** 1400**CLIMATE/TERRAIN:** varies**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Very (11-12)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1-3**SIZE:** Variable**MOVEMENT:** 9" (See description)**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 1**NO. OF ATTACKS:** 3**DAMAGE/ATTACK:** 1-6/1-12/1-12**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** +2 or better weapons to hit (See description)**MAGIC RESISTANCE:** See description**HIT DICE:** 8**YIELD:**

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

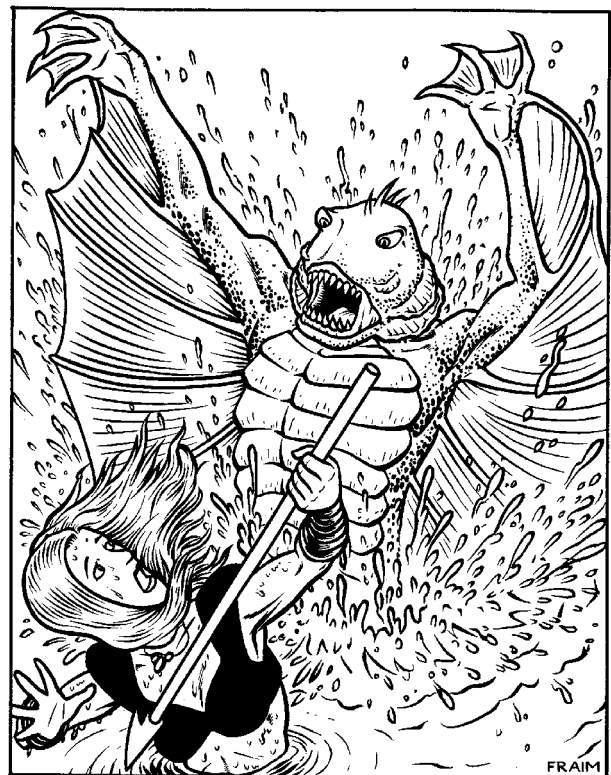
HydroDaemon

DESCRIPTION: These grotesque amphibians resemble frogmen with fleshy webbing between their arms and bodies. They come in a variety of colors except pink.

COMBAT/TACTICS: HydroDaemons can launch themselves into the air and glide for up to one turn. When airborne, they get five attacks (foot/foot/claw/claw/bite). They cannot attack with their feet (1-4/1-4) when on the ground. The bite of a HydroDaemon does 1-10 points of damage and drains an energy level from the victim.

HydroDaemons can use the following powers, as 14th level casters, at will: Teleport

HydroDaemon

AKA: AquaDaemon, Damp Fiends**TITLE:** Lesser Daemon**HACKFACTOR:** 49**EP VALUE:** 4000**CLIMATE/TERRAIN:** Hades/The River Styx**FREQUENCY:** Uncommon**ORGANIZATION:** Schools**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 2-8**SIZE:** L (10' tall)**MOVEMENT:** 6", 6" Fly (D), 24" Swim**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Resolved (18)**ARMOR CLASS:** 2**NO. OF ATTACKS:** 3 or 5**DAMAGE/ATTACK:** 1-4/1-4/1-8/1-8/1-10**SPECIAL ATTACKS:** Energy drain**SPECIAL DEFENSES:** See description**MAGIC RESISTANCE:** 70%**HIT DICE:** 9+36

HydroDaemon

Without Error, Dimension Door, create Darkness 10' Radius, Create Water and Water Walking. They can Gate in another HydroDaemon (50% chance of success) and summon a 12 HD Water Elemental on the Prime Material Plane to fight for them. Water Elementals do not need to be controlled. HydroDaemons take half damage from water-based attacks and no damage if they make their saving throw.

HABITAT/SOCIETY: HydroDaemons live in the River Styx, where 10-30 of these daemons can be encountered at any time. They are the daemon of choice for summoners, since the HydroDaemon's bite is so dangerous to higher level foes. These daemons prefer river, stream and creek water for their surroundings but can be found anywhere.

ECOLOGY: It is said that the River Styx itself spawned the HydroDaemons or that a more primitive daemon may have evolved into the higher form commonly seen today. Many HydroDaemons summoned to the Prime Material Plane escape to the open oceans across Garweeze Wurd to terrorize ships before returning to the River Styx 2-4 days later.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: HydroDaemon blood can be used in lieu of other material components to Conjure Water Elementals.

HIDE/TROPHY ITEMS: Nil

TREASURE: I, Y

OTHER: The vertebrae of an HydroDaemon can be crafted into an evil-aligned Ring of Water Walking.

Maenes (Least Daemon)

DESCRIPTION: Maenes Daemons are the souls of neutral evil beings. They are naked humanoids with wild hair, claws, triangular ears and pointy nubs on their shoulders and knees. They vary in shade from yellow to dark red.

COMBAT/TACTICS: Maenes Daemons attack in hordes, clambering wildly over each other to reach their target, clawing and biting all the way. They will attack any non-daemon they see. All Maenes Daemons are immune to Sleep, charm and similar spells.

HABITAT/SOCIETY: Maenes are sometimes used as cannon fodder by other daemons, but little else. Greater Daemons sometimes feed upon these pathetic creatures to gain power. Occasionally high ranking Daemons turn Maenes Daemons into HellGoats and send herds of them to the Prime Material Plane to wreak havoc upon hapless mortal targets.

These petty-minded, foul creatures are nearly consumed by their greed.

Maenes

AKA: Throngs of the Damned

TITLE: Least Daemon

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Hades

FREQUENCY: Rare

ORGANIZATION: Throngs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 4-16

SIZE: S (3' tall)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-2/1-2/1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: Standard

HIT DICE: 1

They can be easily distracted by throwing a few gold or silver coins behind them, giving the PCs time to flee.

ECOLOGY: Maenes Daemons roam the Abyss attacking non-daemons and scouring the ground for loose change. Created from the souls of neutral evil beings, after a sufficient period of suffering (1-20 centuries), Maenes may be promoted to a higher form of Daemon. When Maenes Daemons are killed, they dissipate into a cloud of sulfurous smoke.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A, C

OTHER: Nil

MezzoDaemon

Description: These daemons are insectoid in appearance, with a heavy, segmented chitinous shell covering every inch of their thin, seven-foot-tall, frames. They often drag their taloned-knuckles on the ground, thanks to their overly long arms. Their large, faceted eyes allow them to see into both the infrared and ultraviolet spectra.

COMBAT/TACTICS:

MezzoDaemons prefer to use their 19 Strength when physically attacking a target. Their hard-calloused hands and talons strike for 7-12 points of damage each. They are also capable of wielding weaponry, usually magical in nature (i.e. battle axe, flail or bastard sword), affording them +3 to-hit. If a MezzoDaemon wields any weaponry, he will also carry a magical shield of at least +2 enchantment. MezzoDaemons are immune to damage from non-magical weapons (including iron and silver), paralysis and poison of any sort. They take only half damage from acid, cold and fire attacks.

MezzoDaemons can employ any magical item other than books, librums, tomes, etc., so long as the item's use is not restricted by alignment or class. However, due to their innate magic resistance there is a 20% chance that any magical item not specifically created for them will malfunction. Their magic resistance versus spells varies according to the level of the spell being cast (i.e. 95% resistance to 1st level spells, 90% to 2nd level, 85% to 3rd level and so on down to 55% resistance to 9th level spells). For purposes of magic resistance only, MezzoDaemons are considered to be 11 HD, so the resistance can be further modified if the caster is of higher or lower level (see the GMG). MezzoDaemons are immune to all Charm and Suggestion spells.

MezzoDaemon
AKA: Namesaker
HACKFACTOR: 55
EP VALUE: 8,000
CLIMATE/TERRAIN: Hades
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High to Exc. (13-16)
ALIGNMENT: Evil (neutral)
NO. APPEARING: 1 (rarely 1-3)
SIZE: M (7' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: -3
NO. OF ATTACKS: 2 or by weapon
DAMAGE/ATTACK: 7-12/7-12 or by weapon
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 95%
HIT DICE: 10+40

*MezzoDaemon*

MezzoDaemons can use the following powers, as 10th level casters, once per day (unless otherwise noted): Dimension Door (twice per day), Become Ethereal, Magic Jar, Passwall (four times per day), Repulsion, Wind Walk and Word of Recall. They can also use the following powers at will once per round: Comprehend Languages, Detect Invisibility, Detect Magic, ESP, Invisibility, Levitate, Polymorph Self and Read Magic. MezzoDaemons have a limited form of telepathy, allowing them to communicate with any creature with a 5 or better Intelligence.

HABITAT/SOCIETY: MezzoDaemons inhabit the lower planes, where they are found in large groups. The fiends freely associate with Night Hags, demons and other daemons. MezzoDaemons have no quarrel with devils, though they find the devil's strict rules rather tiresome.

MezzoDaemons have been known to roam the Astral and Ethereal Planes, and it is not a difficult task to summon them to the Prime Material Plane. Wreaking havoc whenever possible is a hobby to these fiends, therefore they are willing to associate with evil-aligned folk if the price is right – and the person recognizes the MezzoDaemon's 'superior' position at all times.

ECOLOGY: Each MezzoDaemon has a unique name that he will keep secret at all costs. They do this to prevent the NycaDaemons, Demon Lords, Arch Devils and other such nefarians from controlling them. They also believe this will allow them to avoid involuntary entrapment by a Summoning spell.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: MezzoDaemon talons are excellent short swords and may be enchanted up to +5. Their chitinous shell segments can be made into armor equal to +5 plate mail.

TREASURE: A

OTHER: Nil

NycaDaemon

DESCRIPTION: These pot-bellied nefarians have thick, leathery wings and randomly located spiky protrusions on their bodies. Their broad hands end in vicious short talons. NycaDaemons have the clawed feet of a giant bird of prey and a thorny maw of razor-sharp teeth. Their tiny eyes glint with cruelty.

COMBAT/TACTICS: NycaDaemons possess the Strength of Stone Giants, which affords them +3 on to-hit rolls and +8 to damage in melee. Their oversized fists inflict terrible blows that do 9-16 points of damage each. NycaDaemons cannot be harmed by any weapon of less than +2 enchantment. They are immune to paralysis and poison (including all gases).

They take only half damage from acid, cold and fire. NycaDaemons are capable of regenerating 3 hit points of damage per turn (i.e. 0.3 hit points per round).

These fiends prefer to wield suitably large magical weapons and shields. NycaDaemons are clever and capable, able to use all sorts of magic items appropriate to their size and domineering nature. However, they have a graduated magic resistance which prevents low level spells from functioning in most cases. Even high level spell

NycaDaemon

AKA: WickeDaemon

HACKFACTOR: 83

EP VALUE: 13,000

CLIMATE/TERRAIN: Lower Planes

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exc.to Genius (16-18)

ALIGNMENT: Evil (neutral)

NO. APPEARING: 1 (rarely 1-2)

SIZE: L (7' tall)

MOVEMENT: 12", 36" Fl

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -4

NO. OF ATTACKS: 2 or by weapon

DAMAGE/ATTACK: 9-16/9-16 or

by weapon

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 100 %

HIT DICE: 12+36

*NycaDaemon*

devices are likely to fail with distressing regularity, thanks to their innate magic resistance. There is a 20% chance that any item not specifically created for them will malfunction. Their magic resistance versus spells varies according to spell level (i.e. 95% resistance to 1st level spells, 90% to 2nd level, 85% to 3rd level and so on down to 55% resistance to 9th level spells). Thus, NycaDaemons shun all but the most powerful dweomered objects.

NycaDaemons can use the following powers as 14th level casters: (once per day) Gaseous Form and Word of Recall; twice per day: Dispel Magic, Mirror Image (4 images) and Reverse Gravity; three times per day: Command, Dimension Door and Wind Walk. Once each round, they may employ any of the following: Comprehend Languages, Detect Invisibility, Detect Magic, Enlarge (and its reverse), Fear (by touch), Invisibility (up to a 10-foot radius), Polymorph Self, Project Image, Read Magic and Telepathy.

HABITAT/SOCIETY: NycaDaemons are among the most powerful natives of the middle lower planes. NycaDaemons are common throughout Tartarus, Hades and Gehennah. They may freely wander the Abyss and Hell, seeking creatures to enslave or exploit. Lesser evil creatures and even greater devils actively avoid NycaDaemons, for these fiends have a nasty reputation for total wickedness.

ECOLOGY: NycaDaemons can see the entire range of the spectrum (infrared, ultraviolet, X-rays, gamma rays, etc.). Their telepathy allows them to communicate with any creature with a 5 or better Intelligence.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: G

OTHER: Nil

PiscoDaemon

DESCRIPTION: With the body of a lobster, head of a Carrion Crawler, pincers of a crab and the brain of an evil pirate king, PiscoDaemons are created from the souls of those who abused the sea. Many of these strange Lobster Daemons will mumble “Yar” and “Argh” in combat. Some sages wonder why this is but other assume that the carrion crawler head is simply unable to vocalize anything else.

COMBAT/TACTICS: PCs hit by both pincers will be pulled in close and, on the next round, injected with a venom that is fatal in 6 rounds (save vs. poison or slowed 6 rounds). Seized PCs fight at -1 to-hit. Due to its multi-faceted eyes

PiscoDaemon
AKA: Lobster Daemon
TITLE: Lesser Daemon
HACKFACTOR: 21
EP VALUE: 2000
CLIMATE/TERRAIN: Hades
FREQUENCY: Common
ORGANIZATION: Schools
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average to Very (8-12)
ALIGNMENT: Neutral Evil
NO. APPEARING: 3-12
SIZE: M (5' tall)
MOVEMENT: 6", 18" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: -1
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-16
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 60%
HIT DICE: 6



PiscoDaemon

and short attention span, PiscoDaemons cannot be surprised. They take -1 die of damage from water-based attacks.

HABITAT/SOCIETY: PiscoDaemons do the grunt work for bigger daemons. This often means that dumber daemons push them around, which is just part of their suffering. One in 1000 PiscoDaemons remembers its former life and may attempt to return to the Prime Material Plane to wreak revenge on sailors and fisher folk.

ECOLOGY: PiscoDaemons make good guards and are easily controlled due to their lack of powers. However, should a summoner let his guard down for even a second, the PiscoDaemon will not hesitate to enslave him. Typically, a PiscoDaemon sent to retrieve something will return with it crushed in its pincers, unless specifically instructed not to do so.

PiscoDaemons that successfully poison victims carry them back to their lair for torture and consumption.

YIELD:

MEDICINAL: The PiscoDaemon's poison remains potent for years.

1-6 vials worth 300 gp each can be harvested from a single daemon.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: E

OTHER: Nil

UlteroDaemon

DESCRIPTION: UlteroDaemons are faceless humanoids with gray skin and large fire opals for eyes. They often wear a flowing cape.

COMBAT/TACTICS: Any being meeting the gaze of an UlteroDaemon's eyes must save vs. spell or be Held (as the magic-user spell) for three turns. Those who make the save will see the UlteroDaemon as someone they loved, respected and/or admired. For some unknown reason, half-elves who make their saving throw always see a scantily clad overweight man.

UlteroDaemons have the following powers usable, as a 15th level caster, at will: Fear (by touch), Charm Person, Charm Monster, Teleport Without Error, ESP, Clairvoyance, Clairaudience, Create Illusion (as

wand), Suggestion, Mislead, Magic Jar and Telekinesis (600 pounds). Once per day they can use Wall of Fire, inscribe Symbols of persuasion, insanity or hopelessness or create Blade Barrier. 2% of all UltroDaemons can summon creatures from other planes including the Prime Material.

HABITAT/SOCIETY: UltroDaemons are shadowy figures, roaming the lower planes and fulfilling their own evil agendas. Occasionally, an ArcanaDaemon will make a pact with one, but at a great cost. UltroDaemons enjoy exploiting the weaknesses of those who have lost loved ones.

ECOLOGY: UltroDaemons are relative newcomers to Hades, having only existed for the past few thousand years. Some sages theorize that they are the evil souls of master thieves and assassins. Magic-users foolish enough to summon an UltroDaemon may soon find themselves summoned to perform the most menial tasks around the daemon's own stark lair.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The eyes of an UltroDaemon are fire opals valued at 5000 gp each. They make excellent receptacles for a Magic Jar spell.

UltrDaemon

AKA: Shadow Daemon
TITLE: Greater Daemon
HACKFACTOR: 106
EP VALUE: 10,000
CLIMATE/TERRAIN: Hades
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius to Supra-Genius (17-20)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: M (6 1/2' tall)
MOVEMENT: 15", 15" Swim, 15" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: -5
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8/2-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: 110%
HIT DICE: 14+28



HIDE/TROPHY ITEMS: The capes of these creatures can be fashioned into robes that can be enchanted to protect the wearer from hold spells (+4 to saves).

TREASURE: G, R

OTHER: The essence of an UltroDaemon can be used in creating a Wand of Polymorphing.

YagnoDaemon

DESCRIPTION: YagnoDaemons have two unequal arms, one man-sized and one giant-sized. They have pointy ears, pointy teeth and scaly bodies. They carry weapons known as "tol-kendar", which means "daemon shish-kabob". Offering to shake hands enrages them.

COMBAT/TACTICS: Using the tol-kendar requires a minimum 24 Strength. It is a 15-foot long polearm made of steel, topped by an inverted cone ringed with blades and centered around a harpoon-like point. If struck with the tip (80% chance) the tip does an additional 1-8+12 points of damage as it is pulled out of the victim's body. The other 20% of the time, it hits with the blades, which do an additional 2-16 points of damage on the next round as they are pulled out. On a natural 20, victims must save vs. paralysis or be knocked unconscious for 2-12 rounds by the other end of the polearm. (This effect supersedes the critical hit table in the GMG.) YagnoDaemons take half damage from all earth-based attacks.

The YagnoDaemon will immediately attempt to feed upon the soul of any victim it has knocked unconscious - despite any personal risks it may incur from allies of the unconscious victim. This drains 10-100% of the victim's experience points, Hit Dice, psionic points and stats (round up). The process takes five melee rounds and is interrupted if the victim wakes up. A Restoration spell cast upon the victim or the slaying of the YagnoDaemon within 24 hours will return the lost points and abilities.

YagnoDaemons can Teleport at will and use Shocking Grasp three times per day for 1-8+13 points of damage. This ability can be used through the tol-kendar for additional damage.

HABITAT/SOCIETY: YagnoDaemons are the soldiers of the daemon armies. Often they gather to raid rival daemons for soul power. Their weapons are forged from steel only found in the lower planes.

ECOLOGY: Evil souls that lived and died by relying upon their weapon mastery end up as YagnoDaemons. They are afforded no rest and are in a constant state of battle or preparing for battle. A YagnoDaemon without a fight is truly a pathetic sight. YagnoDaemons that fought

YagnoDaemon

AKA: One-Arm Jack
TITLE: Lesser Daemon
HACKFACTOR: 53
EP VALUE: 9,000
CLIMATE/TERRAIN: Hades
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-6
SIZE: L (12' tall)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 1
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10+12
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 75%
HIT DICE: 13+13

*YagnoDaemon*

against Anthraxus had their arms ripped off and were forced to endure unimaginable pain for rising up against him.

YIELD:

MEDICINAL: Eating the arm of a YagnoDaemon while in the lower planes will temporarily (1d4 days) give the consumer +1-6 Strength if he can survive a system shock roll. Those who fail immediately drop dead.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The tol-kendar is a highly prized trophy item worth 1000-10,000 gp depending upon its condition.

TREASURE: R

OTHER: Nil

Nefarians: Demodands

Demodands are the true native inhabitants of the evil, swampy tar pit known as Tartarus. Of course, various daemons or demons will also be found in that foul place, but anyone wishing to have lasting influence must deal with the Demodands. Greater daemons looking to enlarge their dominions often see the Demodands as far more reasonable beings with whom one can “do business”, and they often serve as intermediaries to powerful but capricious demons. Interestingly enough, this is very much the way they are viewed by the aforementioned powerful demons themselves. Demodands, being the wily Nefarians they are, do much to foster this intimidating image, provided that it does not... shall we say... inconvenience them overmuch.

Demodand

DESCRIPTION: Farastu: The Farastu, or Tarry Demodand, is tall and slender. Farastu are humanoid in shape with long arms and heads. They have a 19 Strength and weigh about 420 pounds. They are the most common inhabitants of Tartarus.

Kelubar: Also known as the Slime Demodand, a Kelubar is of shorter stature and thicker build than a Farastu. They are humanoid in shape, being thickest in the lower torso and limbs. Their hands are very large and their huge heads are oval, the latitudinal axis being longest. Their effective Strength is 20, and they weigh about 490 pounds. Although it is of ebon hue, a Kelubar tends to glisten due to a slimy skin secretion. These creatures are the enforcers of Tartarus.

Shator: Shator are six feet tall, squat and broad. Also called the Shaggy Demodand, it is the shortest and broadest of Demodands; its hide hangs in overlapping patches, giving it its common name. The huge heads are mostly mouth with jaws resembling those of a giant bulldawg. They have a 21 Strength and weigh around 560 pounds. Shator are the ruling thugs of Tartarus.

COMBAT/TACTICS: Acid or poison has no effect upon a Demodand, and cold or fire causes only half normal damage. Demodands know no fear and are immune to all fear-inducing magic. Illusion/phantasm magic is also useless against them. Demodands have infravision and ultravision, both with a range of 120 feet.

The total number of Demodands summoned by others of that type to any one area can never exceed the maximum number appearing on the planes of Tartarus, i.e. 12 for Farastu, 10 for Kelubar and 8 for Shator. These limits apply regardless of whether the new creatures are summoned by the initially encountered Demodand or the ones it summoned.

*Nefarian: Farastu Demodand*

Demodand	Farastu	Kelubar	Shator
AKA:	Tarry	Slime	Shaggy
HACKFACTOR:	38	62	95
EP VALUE:	11,500	14,000	16,500
CLIMATE/TERRAIN:	Outer planes	Outer planes	Outer planes
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary (1-3)	Task forces (1-4)	Moody Loners (1)
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Avg. to Exc.(8-16)	Exc. to Gen. (15-18)	Exc. to Supra (15-20)
ALIGNMENT:	Chaotic evil (neutral)	Chaotic evil (neutral)	Chaotic evil (neutral)
NO. APPEARING:	1 (2-12)	1 (1-10)	1 (1-8)
SIZE:	M (7' tall)	M (6.5' tall)	M (6' tall)
MOVEMENT:	15", 30" Fl	12", 24" Fl	9", 18" Fl
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	-1	-2	-3
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	2-7/2-7/3-12	2-8/2-8/4-16	2-9/2-9/5-20
SPECIAL ATTACKS:	See description	See description	See description
SPECIAL DEFENSES:	See description	See description	See description
MAGIC RESISTANCE:	11-20%	26-37%	41-60%
HIT DICE:	11	13	15

Farastu: This monster is fast, but compared to the others of its ilk it is the least powerful. It attacks with long-nailed hands and huge jaws. Because of its tar-like skin secretions, there is a 5% chance that anything it hits or anything that hits it will stick for 1-6 segments. The consequences of this depend on the specific situation. If the Farastu has stuck itself to an opponent, the Demodand gains another attack sequence immediately. If an opponent is stuck to the creature by its own attack after the Farastu's attack, the fiend automatically gains the initiative and makes all of its attacks that round at +4 to hit. Finally, if



Nefarian: Kelubar Demodand

a weapon or similar object held by an opponent sticks to the Farastu, there is a 25% chance that the object will be pulled from the opponent's grasp and the Farastu will automatically win initiative the next round.

A Farastu can employ the following spell-like powers, 1 at a time, 1 per round, at will (as an 11th level caster): Detect Good, Detect Invisibility, Detect Magic, ESP, Fascinate, Gaseous Form, Invisibility and Tongues. They can also use Dispel Magic twice per day, Fog Cloud three times per day, and Weakness (reverse of a Strength spell) three times per day.

A Farastu can summon 1-2 of its fellow Tarry Demodands with a 40% chance of success, but only on the planes of Tartarus. All Farastu together can summon up to a total of 12 of their fellows.

A Farastu can be harmed only by +1 or better magic weapons.

Kelubar: A Kelubar attacks with nails and jaws, and any hit will cause the victim to suffer an additional 1-6 points of damage due to the acidic nature of the slime, unless a saving throw vs. poison is successful (or the victim is otherwise unaffected by acid). If all three of its attacks in one round are successful, the Kelubar has grappled the victim and enslaved it. The unfortunate victim then suffers an additional 4-24 points of acid damage. A successful saving throw versus poison reduces this extra acid damage by 50%.

A Kelubar can employ the following spell-like powers, 1 at a time, 1 per round, at will (as a 13th level caster): Detect Good, Detect Invisibility, Detect Magic, ESP, Fascinate, Gaseous Form, Invisibility and Tongues. It can also employ Dispel Magic three times per day, Fog Cloud three times per day, and Weakness (reversed Strength spell) three times per day. It can also use Ray of Enfeeblement once per day. While on the planes of Tartarus, a Kelubar can also summon 1-2 of its fellows with a 50% chance of success, with a maximum of 10 Kelubar being present at any one time. Only +2 or better magic weapons will harm a Kelubar.

Shator: The great Shaggy Demodand is the most fearsome of its kind. While it is capable of dealing massive amounts of damage with nails and jaws, a Shator has sufficient manual dexterity to employ large weapons (footman's mace, bastard sword, etc.). It does so at +4 on its to-hit roll and +9 on damage, but gets only 1 attack per round when wielding a weapon. Because of its overlapping hide, hacking weapons are at -1 on to-hit and damage rolls against a Shator. (Such edged weapons include long, broad, bastard and 2-handed swords. Short swords, being puncturing weapons, are excluded.)

These beasts are intelligent, accomplished tacticians who will always take the most advantageous path of attack. They prefer to use spell-like powers to neutralize the most formidable enemies right off the bat, then pick off stragglers at leisure.

A Shator can employ the following spell-like powers at will, 1 at a time, 1 per round (as a 15th level caster): Detect Good, Detect Invisibility, Detect Magic, ESP, Gaseous Form, Invisibility and Tongues. It can also use Beguile (as a Rod of Beguiling) once per day, Cloudkill once per



Nefarian: Shator Demodand

day, Dispel Magic three times per day, Fog Cloud three times per day, Ray of Enfeeblement once per day, Stinking Cloud once per day and Weakness (reversed Strength spell) three times per day.

A Shator can summon 1-8 of its fellows on the planes of Tartarus with a 60% chance of success. Only +3 or better magic weapons will harm a Shator.

Shator have excellent auditory and olfactory senses, and, unless these senses are somehow blocked (via Silence spells, perhaps), they can be surprised only 10% of the time.

HABITAT/SOCIETY: Demodands live in a gangster society of bosses and commoners. Each rank enjoys beating on members of the lower ranks. On the Prime Material Plane only a single Demodand will be encountered, for these creatures remain on the planes of Tartarus, the Abyss or Hades unless magically brought to some other plane, possibly as a guardian or executioner. Demodands are not terribly interested in treasure but know that others value it highly. Some collect it to amuse themselves and/or to use for bargaining with mortal summoners. Demodands with treasure keep their hoards well-hidden in Tartarus.

ECOLOGY: The manifold planes of abysmal Tartarus are the only home of the winged, tripartite race of Demodands. Tartarus is the last bastion of order in the lower planes before chaos runs completely rampant. Demodands are chaotic evil, but they tolerate their own kind more than any other creatures. Where these hideous monsters dwell, even NycaDaemons tread with circumspection, for Demodands are powerful, clever and cruelly ruthless in their selfish evil.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: **Farastu:** A glob of the sticky secretions can be used, in addition to other material components, to cast a Web spell so sticky that only creatures with an 18 or higher Strength

can move at even one foot per round (creatures with a 23 or higher Strength can move at two feet per round). The spell takes 4 extra segments to cast. A single Farastu provides 1-4 such applications.

Kelubar: Nil

Shator: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

Farastu: B

Kelubar: E

Shator: G

OTHER:

Farastu: Nil

Kelubar: Kelubar slime can be used to concoct the ink to scribe a Scroll of Protection from Acid. One scroll's worth of ink can be harvested from a single Kelubar.

Shator: Nil

Nefarians: Demons

Demons: Chaotic evil means only the strong rule, thus, on the lower planes the most powerful demons are the ones who throw the most weight around. They are also the most likely to turn on their own minions, destroying them as an example to the rest. Demons are anything but subtle. As far as appearance goes, no two demons ever look alike – even the numbered demons always differ from one another.

True Demon Princes, Dukes or Lords have a special item, unique only to them – a Demon Amulet. The amulet contains the “soul” of the demon and with it the demon may Magic Jar once per day. Should the amulet fall into the hands of a PC, he controls the demon for 24 hours. If the amulet is destroyed, the PC banishes the demon to its home plane for a year, where it will plot the PC's demise. If, however, the PC rewards the demon for services rendered, it may (reaction check at –4) depart peacefully taking its amulet with it. Anyone holding a demon's amulet is immediately attacked by any demon within a one mile radius.

Demons never willingly serve anyone or anything, so are constantly thinking of ways to slay captors and masters. Even if a demon takes a liking to someone it serves, it is likely to kidnap that person and take them back to their home plane as a favored slave.

Demons have the following abilities and immunities: Infravision, Darkness, Teleport Without Error and Gate (specifics on each demon will vary). They take half damage from electricity, fire and gas. A demon takes no damage from silver weapons unless it can be struck by non-magical weapons. Demons roam Tarterus, Hades, PanDemonium, the Astral and Ethereal Planes at will, but must be summoned, Gated or Teleported anywhere else.

All demons have a special form of telepathy allowing them to understand any intelligent communication or obscenity. Likewise, any demon with average Intelligence or above can talk. Unless otherwise noted, Demons with 6 Hit Dice or more have an 18/66 Strength, those with under 6 Hit Dice have 16/66 Strength.

A thaumaturgic circle keeps out Demon Types I through V, but a special pentacle is required for Types VI and higher. Demons will not tread upon sacred (good-aligned) ground. With the exception of unique Demons, these fiends can be Turned (as per rules in the PHB). Demons are repelled by holy (good) relics and artifacts as per Ward off Evil. Any fighter, magic-user or other non-cleric can present a holy

symbol to a Demon, which produces a hearty chuckle and very likely fatal consequences.

Demon Hierarchy: Titles sate the egos of demons (at least for a time) and they tend to have many. Of course, due to their poor organizational skills and lack of reverence for such titles, the names are used with impunity and can be misleading. Additionally, the demon hierarchy is constantly changing due to coups, personal combat, ambushes and other violence. What follows are detailed descriptions of all known Demons, listed alphabetically in two divisions: Demon Royalty followed by Demon Minions.

Demon Royalty

An'Gnarl

DESCRIPTION: An'Gnarl resembles a giant hairy Gnoll carrying a flail. He is one of the most feared and respected Demon Princes. His skin is gray, his matted fur is yellowish and he wears a soiled loincloth.

COMBAT/TACTICS: An'Gnarl is always accompanied by 66 Gnarl-ron bodyguards (each with maximum hit points). These are elite and loyal warriors who died in his service. Additionally, he can summon 6-66 more. The Prince also receives homage from the King of Ghouls and can summon 6-16 Ghouls, who will fight alongside the Gnolls.

His personal weapon is a 7-foot long flail with three heads. Each head must roll a separate to hit. The first head will do 3-18 points of damage, the second one causes paralysis (as wand) and the third delivers an Energy Drain, causing the victim loses two levels or Hit Dice. Victims drained of life turn into Ghouls in the service and under the control of An'Gnarl.

An'Gnarl has the following powers usable, as a 20th level caster, at will: see into the Ethereal and Astral Planes, telepathically project his voice onto a single creature, Magic Missile (3 per day, 5 missiles each volley), Darkness 10' Radius, Detect Invisibility, Detect Magic, Read Magic, Read Languages, Invisibility, Fly, Hold Person, Suggestion, Dispel Magic, Polymorph Self, Fear (as wand), Teleport, Telekinesis (1,000 pounds), Transmute Rock to Mud, Mass Charm and Gate 2-5 Type I Demons (85% chance of success).

HABITAT/SOCIETY: An'Gnarl receives the souls of all the Gnolls that worship him, so he has a steady source of power. Unfortunately, he has been unable to extend his reach beyond the Gnolls, as other races see him as a "Gnoll-only" evil gawd. To increase his power base, An'Gnarl has made alliances with other daemons, demons and demodands, often setting himself up as a go-between for high-level negotiations. An'Gnarl dislikes Type X Demons intensely.

An'Gnarl
AKA: Gnollgor the Gnoll-faced Gawd
TITLES: Lord of Gnolls
HACKFACTOR: 144
EP VALUE: 40,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (12' tall)
MOVEMENT: 6"
PSIONIC ABILITY: 300
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. OF ATTACKS: 1 (special)
DAMAGE/ATTACK: 3-18 +special
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: 80%
HIT DICE: 100 hit points (19 HD)



An'Gnarl, Demon Lord of Gnolls

If threatened in his lair, he is likely to call in favors from other Demon Princes. There is a 20% chance Dread will use his Gate power to send undead and other demons to An'Gnarl's aid. An'Gnarl supported Anthraxus' predecessor and the daemon has not forgotten. An'Gnarl fears the daemon and will avoid Anthraxus and any of his servants.

ECOLOGY: An'Gnarl was the first Gnoll to walk Garweeze Wurld. He used his powers to create the Gnoll race in his image. He has become no more creative in his pursuits since his descent to the lower planes. An'Gnarl is anxious to build up his power base on the Prime Material Plane and can offer legions of Gnoll warriors to prospective clients. It is said that someday a Gnoll will be born that looks exactly like the demon. Should this ever happen, An'Gnarl will possess the body and walk Garweeze Wurld again. This could spell doom for non-Gnoll races. Any gnoll that catches even a glimpse of the demon gets +2 to-hit and +4 to damage in his next combat.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C, H, G x5

OTHER: Any bit of An'Gnarl's body, saliva, toenail clippings, etc, are considered holy relics by Gnolls. His flail is worth 50,000 gp and can only be wielded by creatures at least 12 feet tall.

Arch Demon Kaleb

DESCRIPTION: Arch Demon Kaleb is a monstrous biped 12 feet tall. His skin is a deep red, his hair is pitch black and his body ripples with muscle. Kaleb enjoys collecting magic items of immense power and only the finest magic will do.

He has an Imp named Penster (see Imp, Penster) chained to his ear. In combat, Kaleb wields a Flaming Sword of Soul Devouring and, to

enhance the sword's power, he wears the Scabbard of the Ages.

COMBAT/TACTICS: When not using his sword, Kaleb uses his Dirty Fighting skill. He is never without his +5 Boots of Groin Kicking.

In combat, he prefers to wield his Flaming Sword of Soul Devouring. One touch in combat and the victim cannot be Raised in any way. The sword is chaotic evil, speaks six languages, and functions as a Flame Tongue. Because Kaleb also has the Scabbard of the Ages, the sword gets two additional languages. The sword drains two levels (as per a Vampire's Energy Drain) and allows the wielder Regeneration once per day, plus once for any attack roll of a natural 20 (in addition to other critical effects). Because of Kaleb's Strength, the sword inflicts an additional +7 points of damage.

Kaleb has the following powers usable, as a 12th level caster, at will: Detect Magic, Legend Lore, Identify, Pyrotechnics, Fireball (3 times per day), Flame Blade, Fireball Maximus (once per day), Proximity Fused Fireball (3 times per week) and Wall of Fire (twice per day). Kaleb can Gate in 1-4 Predator Demons (60% chance of success).

HABITAT/SOCIETY: Kaleb is well-respected amongst the demons and is known for ritually disemboweling victims. As a trophy, he keeps a necklace of ears from those he has slain in personal combat. Kaleb dislikes daemons intensely and would like to see them wiped out. He is personal friends with the devil De'Yin Vay and may come to his aid

Arch Demon Kaleb

AKA: Kaleb the Brutal
TITLES: Arch Demon
HACKFACTOR: 113
EP VALUE: 35,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (12' tall)
MOVEMENT: 12", 15" Fly (C)
PSIONIC ABILITY: 270
ATTACK/DEFENSE MODES: All/All
MORALE: Fearless (19)
ARMOR CLASS: -3
NO. OF ATTACKS: 2 or 3
DAMAGE/ATTACK: By weapon/3-10 or 3-10/3-10/3-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 70%
HIT DICE: 153 hit points (16 HD)

during times of war if it does not conflict with any of the demons' agendas. Kaleb admires the hunting skills of Predator Demons and employs them in his armies.

Currently, Kaleb's forces are in a recruitment mode. He is more than willing to make generous deals on the Prime Material Plane to bolster his ranks. Kaleb is attempting to make allies with the Ape Gawd, but the Ape Gawd wants nothing to do with the demon.

ECOLOGY: Kaleb may have been the soul of an ancient and wily barbarian king that walked Garweeze Wurld 50,000 years ago. He especially enjoys the worship of barbarians and other savages. Most of his forays onto the Prime Material Plane are in extremely remote regions where only primitive cultures exist.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Hx50 – Kaleb's treasure hoard is vast and contains many magic items. He often uses them to barter for souls.

OTHER: It is said that Kaleb's bones can be used to create a relic or artifact of great power, especially one that could Detect Magic at great distances and Identify magic items or distinguish between magic that is "normal" or "relic/artifact" level.

Demogorgon

DESCRIPTION: Demogorgon is a frightful beast with massive tentacles for arms, huge talons for feet and a forked, whip-like tail. Demogorgon, also known as Skullsplitter, has a gleaming, swollen, squid-like head above the many twitching tentacles around his mouth. Huge, glinting eyes filled with hatred glare out from under the prominent brow.

COMBAT/TACTICS: Skullsplitter uses his gaze to hypnotize 100 total Hit Dice worth of creatures. Only creatures of 15 or more Hit Dice get a saving throw vs. spell. The hypnosis lasts one turn and orders, except self-destructive ones, must be carried out to the letter. For 1-6 turns after the hypnosis wears off, victims continue to follow instructions and are vulnerable to a Suggestion spell (-8 to save) cast by anyone. Demogorgon can Beguile (as the Rod) and cause insanity for 1-6 turns. These powers must be used independently and victims get a saving throw vs. spell.

Demogorgon's forked tail is a whip-like weapon that strikes as a footman's flail and in addition drains 1-4 levels per hit. Each of his tenta-



Arch Demon Kaleb

Demogorgon

AKA: Gawd of Agony, Skullsplitter
TITLES: Demon Prince
HACKFACTOR: 209
EP VALUE: 900,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (22)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: H (18' tall)
MOVEMENT: 15"
PSIONIC ABILITY: 150
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -8
NO. OF ATTACKS: 3
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: 95%
HIT DICE: 200 hit points (28 Hit Dice)



Demogorgon, the Demon Prince

cles can strike for 1-6 points of damage and infect any creature from the Prime Material Plane with Limb Rot. In six rounds, one random limb will rot and become useless, taking 25% of the PC's total hit points. A Cure Disease can save the limb even after six rounds, but it takes 1-4 weeks to completely heal. If cured before the end of the 6th round, the limb is completely restored immediately.

Skullsplitter can use the following powers, as a 16th level caster, at will: Continual Darkness, Charm Person, Create Illusion (as wand), Fear, Levitate, Detect Magic, Read Magic, Read Languages, Detect Invisible Objects, ESP, Dispel Magic, Clairvoyance, Clairaudience, Suggestion, Water Breathing, Polymorph Self, Wall of Ice, Charm Monster (reptiles, serpents and octopi get no save) and Telekinesis (700 pounds).

Once per day he can cause Feeblemind, Project Image, Power Word Stun, use any Symbol type, Sticks to Snakes and Gate in other demons (85% chance of success): 50% Type I-VI and 50% Type VII-X.

HABITAT/SOCIETY: Skullsplitter was the nominal Ruler of the Abyss twice and it was a disaster both times. The demon known as Dread was directly responsible for the Demogorgon's removal from power the second time and the two are now bitter enemies.

ECOLOGY: Demogorgon's origin is ancient and unknown. It is said that Skullsplitter was a once a powerful Gawd who fell from power. Demogorgon is seen as a supreme gawd by many evil-aligned cold-blooded species in Garweeze Wurd (except those who have been polymorphed). He is held in high regard by many Illithids.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A through D x200

OTHER: Nil

Dread, Prince of the Undead

DESCRIPTION: Dread appears as a slovenly goat-headed demon with cloven feet and a pointed tail, who wields a skull rod made of obsidian in one hand and either a severed head or a skull full of blood ale in the other. Dread looks like a real brawler and enjoys battle immensely.

COMBAT/TACTICS: A mere slap from Dread's hand causes 1-4 points of damage and his fists do 4-13 points of damage each. He can strike with his tail for 2-8 points of damage, plus a deadly poison (save at -4 or die instantly). If armed with a weapon, he gets +6 to-hit and +8 to damage. If using his wand, any living creature from the Prime Material Plane must save vs. death magic at -4 or

Dread

AKA: Death King

TITLES: Prince of the Undead,
Demon King

HACKFACTOR: 199

EP VALUE: 850,000

CLIMATE/TERRAIN: The Abyss

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Supra-Genius (20)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: H (15' tall)

MOVEMENT: 9", 18" Fly

PSIONIC ABILITY: 350

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -6

NO. OF ATTACKS: 2

DAMAGE/ATTACK: Special

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +3 or better to hit

MAGIC RESISTANCE: 85%

HIT DICE: 120 hit points (25 Hit Dice)



Dread, the Demon Prince of the Undead

die when struck. A modified 1 or lower annihilates Dread's victim completely, so that he cannot be raised in any way.

Dread can use the following powers, as a 12th level caster, at will: Continual Darkness, Charm Person, Create Illusion (as wand), Cause Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisible Objects, ESP, Pyrotechnics, Dispel Magic, Clairvoyance, Clairaudience, Lightning Bolt, Suggestion, Polymorph Self, Wall of Fire, Telekinesis (1,200 pounds) and Animate Dead (as a 19th level magic-user). Dread can Speak to the Dead as a 20th level cleric.

Once per day he can cast, as a 19th level magic-user: Feeblemind, Project Image, Symbol (each type once per day), Polymorph Any Object, Shape Change and Time Stop.

Dread can Gate in a demon of Type I-V (80% chance of success) or a demon of Type VI or higher (50% chance of success). Dread will never Gate in a Prince for help. In addition, Dread can summon any of the following instantly (roll 1d4):

- | | | | |
|---|----------------|---|--------------|
| 1 | 4-48 Skeletons | 3 | 4-24 Shadows |
| 2 | 4-32 Zombies | 4 | 2-8 Vampires |

These undead have maximum hit points and do maximum damage with each hit. Dread summons first, then gauges the strength of his attackers. However, he has a short fuse and is easily taunted into battle.

HABITAT/SOCIETY: If Dread took a long view on matters, he would probably be an undisputed ruler. Fortunately for the other demons, daemons and demodands, he is a being of immense power but short vision. He is the epitome of the evil, angry, vicious demon stereotype. The other demon Princes work to keep Dread fighting, for as long as he has even the smallest conflict to fight somewhere else, he cannot cause trouble for them.

ECOLOGY: Dread is the undisputed Prince of the Undead. All undead creatures, even the most powerful Lich Master, will obey him without question.

YIELD:

MEDICINAL: Unknown

SPELL COMPONENTS: Any spells or magic items created from Dread would be able to control any undead.

HIDE/TROPHY ITEMS: Nil

TREASURE: B, D, H, Z (x1000 in lair)

OTHER: Many conflicting tales surround the Wand of Dread. Some say its powers will work only for the demon, others say that even mortals can access some of its magics.

Duke of Evil

DESCRIPTION: The Duke of Evil appears as a muscular human, with horns, red skin and large hands that constantly change shape. His eyes are burning red and the ring of horns on his tortured head resembles a crown. The Duke of Evil is usually dressed in the garb of a magic-user, his alter ego on the Prime Material Plane.

COMBAT/TACTICS: The Duke's hands are both blessed and cursed. Blessed so he can cast two spells per round and cursed so they can never hold the relics that once allowed him absolute rule over all of the Abyss. Because of his wildly shifting hands, the Duke's damage can vary greatly in each combat.

The Duke of Evil has the spell capability of a 21st level magic-user and the following powers usable at will: Darkness 50' Radius, Detect Magic, Legend Lore, Pyrotechnics, Produce Flame, Wall of Fire, Telekinesis (2,500 pounds), Teleport, Shape Change and Gate in a Type II-VIII Demon (65% chance of success).

Three times per day The Duke can cast, as a 21st level magic-user: Cone of Cold, Magic Jar and Energy Drain. Once per day he can cast Time Stop. He can summon any Lich that worships him, once per day. His psionic powers include Probability Travel, Planar Travel and Sensitivity to Psychic Impressions.

HABITAT/SOCIETY: Eons ago, The Duke of Evil pulled the ultimate coup and became supreme ruler of the Abyss. At the time, he had amassed great power and three powerful artifacts. Three-fourths of all demonkind united against him and brought the demon down.

For a thousand years, he languished in a small, dark corner of the Abyss (the 618th plane) until he was able to escape in the body of another demon with a creative application of his Magic Jar power. He eventually rescued his own body and set off to rebuild his empire. The Duke's

Duke of Evil
AKA: Archduke of Ailing
TITLES: Duke of Evil
HACKFACTOR: 150
EP VALUE: 105,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (21)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (11' tall)
MOVEMENT: 12"
PSIONIC ABILITY: 400
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-40
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 85%
HIT DICE: 112 hit points (21 Hit Dice)



The Demon Duke of Evil

followers are now few, but his schemes are complex, far-reaching and unusually long-term for a demon.

ECOLOGY: The Duke of Evil is said to be the first chaotic evil magic-user to walk across Garweeze Wurld. He was the patron demon of Vectra and reportedly has a standing offer to all magic-users that would sell their souls to him: A Tome of Level Jumping, which allows the reader, if a magic-user, to immediately advance 3-6 levels. Additionally, the demon will guarantee Lich-hood upon the magic-user's death if they reach 18th level or beyond. However, all Liches are subject to his summons should he need assistance. The other Demon Princes no longer consider the Duke of Evil a threat and The Duke likes it that way. He continues to travel to the Prime Material Plane as his alter ego, acquiring power and pretending to assist magic-users that are thirsty for knowledge.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: H (x100) plus 2-20 Tomes of Level Jumping

OTHER: Any portion of the Duke of Evil's body can be used to recreate one of the Relics of Might (evil).

Gar'Rangeeze

DESCRIPTION: The most disgusting of all demons is Gar'Rangeeze. More foul and nauseating than a dwarf-ven outhouse the night after a clan party, Gar'Rangeeze is a blob of spewing, oozing slimes, jellies, puddings and eyeballs.

COMBAT/TACTICS: If encountered in its lair, Gar'Rangeeze will be accompanied by 1-4 Green Slimes, 2-8 Ochre Jellies, 1-4 Gray Oozes and 1-4 Black Puddings, all chaotic evil and possessing maximum hit points as well as a low but malevolent intelligence.

Gar'Rangeeze has the following powers usable, as a 14th level caster, at will: Darkness 15' Radius, cause Fear (as wand) and Cone of Cold. Once per round it can Detect Invisibility, Locate Object, ESP, Fly, Dispel Magic, Invisibility 10' Radius, Charm Monster, Hold Monster, Telekinesis (1500 pounds), Project Image, Phase Door, Putrefy Food & Water, Cause Disease, and Speak with Monsters.

Once per day it can use Unholy Word or Gate in 1-4 Type II Demons (70% chance of success). Once per turn it can spew a combination of Ochre Slime and Green Slime up to 15 feet. It regenerates two hit points

Gar'Rangeeze

AKA: Faceless One, Demon Blob

TITLES: The Lord of Slime

HACKFACTOR: 133

EP VALUE: 27,000

CLIMATE/TERRAIN: The Abyss

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (9' tall)

MOVEMENT: 3"

PSIONIC ABILITY: 225

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -7

NO. OF ATTACKS: 1

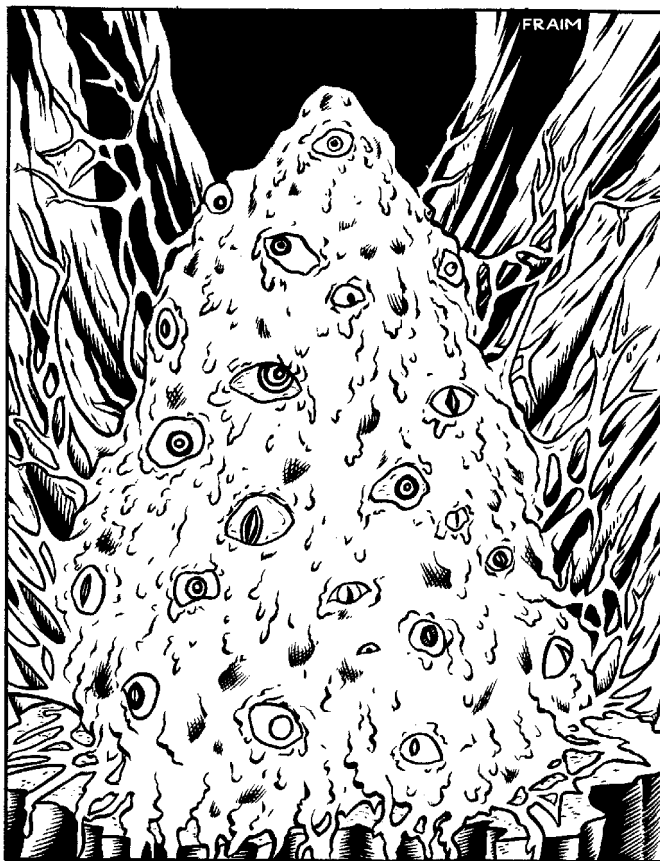
DAMAGE/ATTACK: 4-40

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +2 or better to hit

MAGIC RESISTANCE: 65%

HIT DICE: 88 hit points (17 Hit Dice)



The Demon Gar'Rangeeze

per round. All creatures, including other demons, must make a save vs. paralyzation upon meeting Gar'Rangeeze or vomit immediately.

HABITAT/SOCIETY: Gar'Rangeeze is universally shunned by the creatures of the Abyss. It exists in the Abyss' darkest, most disgusting corners way down in the 600s. The most wretched, pathetic, weak souls are rumored to trickle down to Gar'Rangeeze to feed it. Despite its great power, Gar'Rangeeze has never attempted to gain control of the Abyss. It does, however, enjoy spreading discord. Gar'Rangeeze is a favorite target of young and foolish demons.

ECOLOGY: Gar'Rangeeze is said to be not just one entity, but millions of souls who, although evil, were too pathetic in their former lives to actually commit evil acts of destruction.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: D x200, H x200

OTHER: An eye of Gar'Rangeeze could be fashioned into a magic item capable of controlling all Oozes, Slimes and Jellies. Such a weapon, however, is likely to turn the user evil.

Graagyn

DESCRIPTION: Graagyn resembles a beardless Frost Giant with bandy legs that are short but strong. His upper body is hugely muscled and he carries an incredible hammer made of cold forged iron inlaid with silver and nickel. His horned head is flat with a prominent jaw. His eyes are deep emotionless slits.

COMBAT/TACTICS: Any victim hit by Graagyn's mighty iron hammer must save vs. paralysis or be stunned for two rounds. The hammer inflicts 2-12 points of damage and can only be wielded by someone with a 21 Strength or better.

Graagyn is served by two special pet Leucrotta (AC3, MV18", HD9, HP 70, #At 1, Dmg 3-18, rear kicks for 2-7 points of damage from each leg) that will warn Graagyn of the arrival of strangers immediately. Legend has it that the demon's favored steed is an ancient White Dragon of the largest size.

Graagyn has the following powers usable, as a 12th level caster, at will: Command, Curse, Darkness 15' Radius, Dispel Good, Know Alignment, Ward Off Good, Speak with Monsters, Teleport and Telekinesis (500 pounds). He can cast Harm once per day and Poison twice per day, Unholy Word once per day and Windwalk twice per day. He can Gate in 1-4 Ebony Deaths (35% chance of success) or 1-4 Type III's (65% chance of success).

HABITAT/SOCIETY: This Demon Lord is worshipped by a cult of Frost Giants and most of Graagyn's souls are from their ilk. The size and strength of the cult has varied widely over the years, but is currently on the rise.

Graagyn
AKA: Soulstealer of Frost Giants
TITLES: Demon Lord
HACKFACTOR: 90
EP VALUE: 43,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (21)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: H (22' tall)
MOVEMENT: 16"
PSIONIC ABILITY: 230
ATTACK/DEFENSE MODES: All/All
MORALE: Resolved (18)
ARMOR CLASS: -3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon +10
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 60%
HIT DICE: 136 hit points (18 Hit Dice)



The Demon Lord, Graagyn

ECOLOGY: Graagyn is said to be the soul of the most powerful Frost Giant warlord that ever walked Garweeze Wurld. He was eventually defeated when the gawd Thor broke Graagyn's knees in a final flurry of blows. Graagyn still bears the scars of those injuries. His current goal is to mount an invasion into Valhalla which he's entitled "Operation Ragnarok", but at the present time no other demon will support this crazy notion of his.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: A, C, E, S
OTHER: The Hammer of Graagyn is worth 100,000 gp and Frost Giants consider it a holy relic.

Lord Scroud (Demon)

DESCRIPTION: Scroud is a Type II Demon that made good, so to speak. Shorter but more powerful than his former brethren, Lord Scroud resembles a vicious frog man with heavy dinosaur features. His teeth sink into flesh and his large mouth swallows voraciously. Scroud can blend in with other Type II Demons if he chooses. However, he wears an ornate belt buckle and carries a variety of weapons.

COMBAT/TACTICS: Scroud wields a +3 Sword that is +5 vs. Good and wears a Ring of Protection +3.

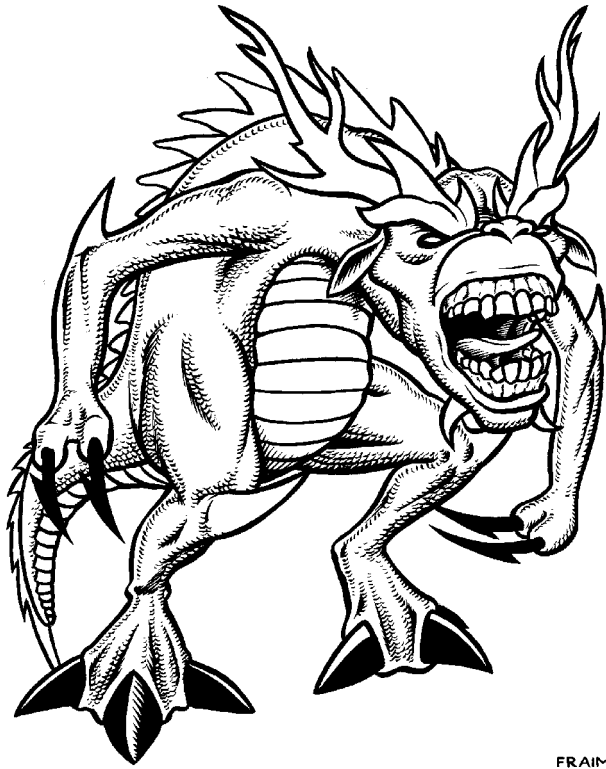
Type II Demons eat constantly and will attack almost anything that moves. However, Scroud's Intelligence allows him to suppress that urge. He can use the following powers, as a 9th level caster, at will: Darkness 15' Radius, Fear (as wand), Levitate, Detect Invisibility, Telekinesis (300 pounds) and Gate in another Type II Demon (20% chance of success).

Additionally, Scroud has a special belt buckle. When activated, it causes an eerie blue flame to surround him, causing 250 points of damage to anyone who ventures within three feet of the demon. Anyone killed by the flame instantly has his soul sucked into the buckle, where Scroud uses it for his own purposes.

Thanks to the buckle, Scroud has gained the following additional powers: Detect Magic (3 times per day), Identify (once per day) and Invisibility (once per day).

HABITAT/SOCIETY: Long ago, Scroud stumbled upon an abandoned castle in a little known corner of Tattarus. There he found the belt

Lord Scroud
AKA: --
TITLES: Demon Lord
HACKFACTOR: 45
EP VALUE: 4000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (7' tall)
MOVEMENT: 6", 12" Swim
PSIONIC ABILITY: 100
ATTACK/DEFENSE MODES: E/F, G
MORALE: Courageous (13)
ARMOR CLASS: -2 (-5 with ring)
NO. OF ATTACKS: 1 or 3
DAMAGE/ATTACK: See description or 1-3/1-3/4-16
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 55%
HIT DICE: 9 (89 hit points)



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The Demon Lord Scroud

buckle and after a careful search of the rest of the castle, found his other magic items. Knowing that others would take his prizes, he has been careful to conceal them. Recently, he was able to dispatch a Type III Demon and now becomes more confident with each passing day. He figures if he lays low for a few hundred years, picking off smaller demons strategically, he can make a name for himself. So far, none of the higher demons have discovered the castle he now holds.

ECOLOGY: Scroud was created from the warmongering, chaotic evil soul of an ancient barbarian king. He is unaware of any changes on Garweeze Wurld since his many thousands of years in the Abyss. Scroud is immune to distractions, such as throwing round pebbles at his feet.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The heart of Lord Scroud can be used in the creation of a Chime of Hunger.

HIDE/TROPHY ITEMS: Nil

TREASURE: Px3 plus the magic items described above

OTHER: Scroud's belt buckle is a demonic artifact that once belonged to a now dead Demon Lord. Should it be discovered by high-ranking demons, they will come for it.

Prince Kraas

DESCRIPTION: Prince Kraas, in his true form, resembles a handsome but very sinister-looking birdman with four wings and a superior smile. Prince Kraas' body looks human – except for his beak, the talons on his feet and the feathers on his head and wings.

COMBAT/TACTICS: Prince Kraas seldom carries a weapon, preferring to send his bodyguards (6 Type VI Demons) into melee. He can summon 4-23 Harpies (50%), 3-14 Perytons (25%) or 4-15 Gargoyles (25%) with

a 90% chance of success. He can Gate in 1-4 Succubi (75% chance of success). Prince Kraas has infravision and ultravision out to 120 feet and regenerates one hit point per round.

The Demon Prince Kraas can use the following powers, as an 18th level caster, at will: Astral Travel, Call Lightning, Control Weather, Darkness 20' Radius, Flesh to Stone, Shape Change, Statue, Symbol (Pain, Hopelessness or Death each once per day), Tongues, Unholy Word, Windwalk and Wish.

Kraas has a breath weapon that he can use three times per day for any of the following effects: Creeping Doom, Insect Plague or a Poison Gas breath equal to that of an ancient Green Dragon.

HABITAT/SOCIETY: Kraas does not compete for power, as he considers himself above all competition. He rules the skies above the lower planes and is on good terms with most major daemons, demons and demodands. He goes to and from the Prime Material Plane at will and any evil-aligned flying creature of five Hit Dice or fewer will obey his every command.

Prince Kraas

AKA: Duke of Foul Winds

TITLE: Prince of the Abyssal Sky

HACKFACTOR: 194

EP VALUE: 75,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Gawdlike (21)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (11' tall)

MOVEMENT: 12", 36", 24" Fly (A)

PSIONIC ABILITY: 255

ATTACK/DEFENSE MODES: All/Immune to Psionic Attacks

MORALE: Fanatic (20)

ARMOR CLASS: -9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon +8

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +2 or better weapons to hit

MAGIC RESISTANCE: 90%

HIT DICE: 155 hit points (26 Hit Dice)

*Prince Kraas, Demon Prince of the Abyssal Sky*

Saying Kraas' name three times will summon him. He will honor almost anyone's request, attempting to twist it into something more chaotic and evil thus making the requestor more evil. His favorite activity is the corruption of lawful good clerics and paladins.

Kraas has a great sense of humor and pays respect to those able to outwit him. He prefers a battle of wits with his victims to direct confrontation. Prince Kraas' lair is a gigantic cage lined with the souls of his victims.

ECOLOGY: Prince Kraas receives the souls of all chaotic evil flying creatures and those who lose when playing his complex games. Most intelligent demons are smart enough to pay homage to Prince Kraas and not tick him off. Dealing with Kraas is a risky enterprise for all but the most clever. A popular halfling rumor states that Prince Kraas will gratefully serve anyone who offers him rice bran crackers. This is only partly true, as Kraas will grab the victim and sautee him and then serve his masterfully flavored corpse on a nice bed of rice bran crackers to his favored guests.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: A through H x 10
OTHER: Scrolls that are penned with one of Prince Kraas' feathers are said never to fail.



The Demon Prince Murgan

Prince Murgan

DESCRIPTION: Murgan is one of the more handsome of the Demon Princes, appearing as a human with black skin, glowing green eyes, pointed ears, fangs and six fingers and toes on each hand and foot. Murgan is a snappy dresser and always carries either his sword or guisarme. He always has 1-3 Lamia with him. There is also a 75% chance that he will have a Succubus, Dark Enchantress or Type VI Demon following him and attempting to get his attention.

COMBAT/TACTICS: Murgan can employ one of two weapons: a huge wavy-bladed sword that drips acid (5-8 points of damage per hit and non-living material must save vs. acid on a 20 or be disintegrated) or a +1 guisarme (if so, his AC to -6). Otherwise, he uses his +3 huge shield with the sword.

Murgan has the following powers usable, as a 20th level caster, at will: Alter Reality (for another), Chaos, Continual Darkness, Disintegrate (once per day), Dispel Magic, Duo-Dimension, Emotion, Magic Missile

Prince Murgan
AKA: The Handsome One
TITLE: Demon Prince
HACKFACTOR: 185
EP VALUE: 60,000 (material form only)
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (21)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (8' tall)
MOVEMENT: 12"
PSIONIC ABILITY: 266
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -9
NO. OF ATTACKS: 2 or 4
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better weapons to hit
MAGIC RESISTANCE: 70%
HIT DICE: 186 hit points (27 Hit Dice)

(5 missiles), Mirror Image, Polymorph Any Object (once per day), Polymorph Other (twice per day), Polymorph Self, Read Languages, Read Magic, Telekinesis (1500 pounds), Teleport, Trap the Soul (once per week), Vanish, Veil (once per day) and Water Breathing.

He causes Fear within a 60-foot range and can Gate in 1-2 Type VI Demonesses (60% of the time) or Ebony Deaths (40%) without fail.

HABITAT/SOCIETY: Murgan is a sworn enemy of Dread and Skullsplitter. At one point, he was winning a war with them before he was summoned and imprisoned on the Prime Material Plane. He eventually escaped, only to be trapped on his home plane for a century. He has sworn revenge against everyone involved.

Murgan's power was compromised during the last war, so he is looking to rebuild. He loves to barter for the souls of chaotic evil people who are vain and good-looking or want to be.

Murgan is extremely popular among female demons – all female demons have favorable reactions to Murgan.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: A lock of the Demon Prince's hair can be used to create a Philter of Persuasiveness that is permanent.
HIDE/TROPHY ITEMS: Nil
TREASURE: A through H x 2
OTHER: Nil

Taur'Raad

DESCRIPTION: Appearing as a Minotaur with an Ogre's body, Taur'Raad's horns curve out and forward. His body is covered in black hair, his tail is bovine and his broad hands and feet have stubby fingers

and toes. He usually carries a huge bardiche.

COMBAT/TACTICS: Taur'Raad will attack with his bardiche for 11-20 points of damage, along with his other two attacks. Armor and other objects struck by his weapon must save vs. crushing blow or be destroyed. He is 75% likely to have 2-5 Minotaurs at maximum hit points with him and once per day he can summon 5-8 more.

Taur'Raad has the following powers usable, as a 19th level caster, at will: Darkness 10' Radius, Detect Invisibility, Detect Magic, Dispel Magic, Levitate, Phantasmal Force, Telekinesis (7500 pounds) and Teleport. Three times per day he can Maze, Wall Passage and Wall of Stone. Once per day he can bellow and cause those within a 30-foot radius to save vs. spell or flee in panic for six rounds. He has 120-foot infravision and can hear twice as well as a normal human.

Taur'Raad speaks the Common and Minotaur tongues and has a limited telepathic communication with animals. He can spew forth unholy water six times per day, with a ten-yard range that inflicts 16-64 points of damage to creatures of the upper planes. Each spewed amount is sufficient to affect one man-sized creature.

HABITAT/SOCIETY: Taur'Raad lives in a gigantic maze which comprises most of the 582nd plane. Taur'Raad's favorite thing to do is to lure travelers there so that they can get lost and die. He automatically gains the souls from Minotaurs that worship him.

ECOLOGY: Taur'Raad's power grows as does the population of Minotaurs and thus, it is also his weakness. Should he show any

Taur'Raad

AKA: Gawd of Minotaurs
TITLE: Demon Lord
HACKFACTOR: 83
EP VALUE: 45,000 (material form only)
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (17)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (12' tall)
MOVEMENT: 24"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/5-8/11-20
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better weapons to hit
MAGIC RESISTANCE: 75%
HIT DICE: 106 hit points (19 Hit Dice)



The Demon Lord Taur'Raad

inking of moving up in prestige, he will most likely get cut off at the knees by other demons. He once humiliated An'Gnarl in combat and the Demon Prince has been looking to get even ever since. Any live Minotaur that sees Taur'Raad gains +3 to-hit and +6 damage for the remainder of that combat.

YIELD:

MEDICINAL: Unholy water from Taur'Raad could be used in constructing Arrows of Slaying creatures of the upper planes.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Taur'Raad's horns could be made into relics capable of controlling Minotaurs.

TREASURE: B, D, E, H (x5)

OTHER: Taur'Raad's bardiche is non-magical, but considered a holy relic among Minotaurs. It is worth 35,000 gp.

Uthbos Evaar

DESCRIPTION: Uthbos Evaar has a hulking body covered in coarse hair. His mouth is marred by oversized fangs and he is hunched over like an ape. He has large muscular arms and bat-like ears covered with thick fur. His fur is a pale blue color and his pallid skin is gray. The demon's tail is hairless and ends in a bony spike. Uthbos Evaar demands perfect pronunciation and grammar from anyone who speaks with him and will correct anyone who speaks improperly.

COMBAT/TACTICS: This huge fiend has the strength of a storm giant and each fist can bash for 13-18 points of damage. He can also bite for 3-18 points of damage and his tail can slash for 1-12. The tail can also entwine a victim, holding him fast.

Uthbos has the following powers usable, as a 20th level caster, at will: Darkness 30' Radius, Dispel Magic, Polymorph Others, Polymorph Self, Hypnotic Pattern, Misdirection, Suggestion, Programmed Illusion, Telekinesis (1000 pounds), Teleport and Veil. Once per day he can use Prismatic Sphere, Plane Shift and Power Word Blind. He can Gate in 1-4 Type I Demons (60% chance of success).

He has the power to deceive other Demon Princes into believing that they have been summoned 75% of the time. It is 85% likely that those princes will attack the nearest creatures in a rage. Uthbos is immune to Charm, Command, Dominate, Hypnotize, Suggestion, and any mind-influencing spell or power. He speaks all known human languages and can telepathically speak with other creatures.

HABITAT/SOCIETY: Uthbos was once trapped in Garweeze Wurd and has sworn revenge against all humans and their pets. When he escaped

Uthbos Evaar

AKA: Dweomer Destroyer
TITLE: Prince of Deception
HACKFACTOR: 101
EP VALUE: 50,000 (material form only)
CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Gawdlike (22)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: H (18' tall)
MOVEMENT: 12", 18" Fly (D)
PSIONIC ABILITY: 233
ATTACK/DEFENSE MODES: All/All
MORALE: Fearless (19)
ARMOR CLASS: -2
NO. OF ATTACKS: 3 and 1
DAMAGE/ATTACK: See description
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 70% and special
HIT DICE: 233 hit points (22 hit dice)



Uthbos Evaar, the Demon Prince of Deception

he brought two adventurers back to his lair and made them his slaves until they were rescued. Uthbos Evaar's Abysmal Plane is flat and totally featureless, but alive with the demon's wishes. Uthbos can shape the terrain at his whim and it is rumored that magic items lose their power there. Only relics and artifacts are immune.

ECOLOGY: Uthbos once had a staff that acted as a Staff of Command, Rod of Beguiling and Rod of Rulership all rolled into one. It was stolen when he was imprisoned in Garweeze Wurld and he is scouring the lower planes for it – as are most other Demon Princes.

Uthbos is currently rebuilding his power base. He is a schemer and is preparing one big power play to put him back on top. He is an enemy of Dread and Anthraxus, but allied with Asmodeus.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of the demon can be crafted into artifacts of immense power.

TREASURE: A, B, D, E, H (x5)

OTHER: Nil

Zyandal

DESCRIPTION: The infamous Queen Zyandal sometimes takes the form of a giant black widow spider, but also enjoys appearing as a beautiful drow elf (stats in parentheses).

COMBAT/TACTICS: Zyandal enjoys the company of spiders of all sorts and they obey her smallest commands unquestioningly. In her spider form, Zyandal is able to shoot webs 30 feet (as per the Web spell, but they also cause 1-4 points of poison damage per round). Her bite does 4-16 points of damage, plus victims must save vs. poison at -4 or die immediately. In her drow form, she will use the finest and most pow-

erful drow weapons available.

Zyandal has the following demon powers usable, as a 19th level caster, at will: Comprehend Languages, Confusion (by gaze), Darkness 10' Radius and Dispel Magic. Twice per day she can use Phase Door, Read Magic, and Shape Change, Summon Spiders (9-16 large, 7-12 huge, 2-8 giant or 1-4 phase, GM's choice), Teleport Without Error, Tongues and True Seeing. She can also Gate in a Type I through III (66% chance of success, roll 1d6 for random type).

In her drow form she has the spells of a 16th level magic-user/14th level cleric, but cannot wear armor or use her psionics. Zyandal cannot be hit by non-magical silver of less than +1 enchantment. Cold, electrical and gas attacks cause only half damage. Holy water inflicts 6-21 (3d6+3) points of damage upon her. Zyandal can Heal herself three times per day.

The Demon Queen of Spiders has infravision and ultravision with 120-foot range. She has standard demon telepathy. Her psionic powers include Body Equilibrium, Clairvoyance, Domination, Dimension Walking, Mind Bar, Molecular Rearrangement and Probability Travel, all at 16th level.

HABITAT/SOCIETY: Drow elves worship the demoness and she serves them as it amuses her. She will seldom be encountered in her lair on any plane as she is prone to wander. She would love to see Garweeze Wurld covered in darkness so her drow and spiders could rule the planet. These dark dreams have yet to be realized and for the moment, she

Zyandal

AKA: Demon Queen of Spiders

TITLE: Lesser Gawddess

HACKFACTOR: 158

EP VALUE: 12,471 (material form only)

CLIMATE/TERRAIN: Abyss

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Gawdlike (24)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (M)

MOVEMENT: 1", 9", 15"

PSIONIC ABILITY: 266

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -10 (-2)

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 4-16+poison & webs

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 70%

HIT DICE: 99 hit points (19 Hit Dice)



Zyandal, the Demon Queen of Spiders

seems content with ruling most of the NetherDeep. She does not participate in Abyssmal politics, as her regions have been secure for thousands of years. She has a fondness for large flawless diamonds and this weakness may be exploited by mortals who wish services from her.

ECOLOGY: All drow elf souls go directly to the demoness, although she will occasionally bargain for a soul because it amuses her. She also acquires the souls of all spiderkind, but it is unknown how many spiders actually worship her. In her drow elf form, Zyandal is a real tease.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Q x 5, H, Ax3

OTHER: Any piece of the demoness is considered a holy relic by evil drow elves. This includes hair, fingernails and webbing.

Demon Minions

Dark Enchantress

DESCRIPTION: The Dark Enchantresses appear as elven females, although they have ebony black skin, glossy black finger nails, long black hair and always wear black clothes. Their blood is a viscous black and they prefer the most pitch-black of lairs. Often, the Enchantress will cleverly disguise her leathery demon wings. Those encountering these female demons report being struck by their exquisite beauty before noticing the blackness of their souls.

Combat/Tactics: As the Keepers of Lore, the Dark Enchantresses spend nearly all of their time studying forgotten tomes of ancient evil. Thus, each Enchantress has the powers of an 11-18th level magic-user. However, because they are not professionally schooled in the magical arts, they suffer a 5% cumulative spell failure chance per spell cast in any given day.

Dark Enchantresses can cast the following, at their magic-user level, at will: (Note: these spell powers do not have a chance for failure associated with them nor do they count towards the cumulative chance for failure.) Charm Person, Darkness 5' Radius, Detect Magic, Legend Lore, Identify, Know Alignment, Telekinesis (200 pounds), Teleport and Gate in a Type I-X Demon (45% chance of success) twice per day. Once per day they can Energy Drain.

They have the psionic powers of Sensitivity to Psychic Impressions and Probability Travel.

Dark Enchantress

AKA: Dark Succubus

TITLES: Keepers of Lore

HACKFACTOR: 31

EP VALUE: 13,000+1,000 per level over 11

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-3

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: 200

ATTACK/DEFENSE MODES: All/All

MORALE: Half-hearted (9)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-8 (fingernails)

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 75%

HIT DICE: 10+2



Dark Enchantress

HABITAT/SOCIETY: Created from the souls of chaotic evil witches and female magic-users, these demonesses keep the history of all Nefarians. Unfortunately, their skills are not admired by most. Demon Princes and Lords sometimes use Dark Enchantresses as pawns to legitimize their takeovers of parts of the lower planes with historical evidence. This can prove rather difficult, as Dark Enchantresses are ironically cursed so that they cannot tell a lie.

ECOLOGY: Dark Enchantresses have much to offer magic-users looking to sell their souls. They often deal with Night Hags and make regular trips to the Prime Material Plane. Most of their souls come from witches, whom they tutor and from anyone foolish enough to dance with demons.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Dark Enchantress hair can be used in the process of creating a permanent Gate to the lower planes.

HIDE/TROPHY ITEMS: Nil

TREASURE: H, S, T and spellbook

OTHER: The blood of a Dark Enchantress is highly magical and can be used to Delude a greater demon or less for six turns – if he can be tricked into drinking it.

Ebony Death

DESCRIPTION: Ebony Death demons appear as skeletons, with bone-tight black leather stretched across their bones. Two bony horns protrude just over the eye sockets and the entire demon is covered in red slime. Ebonies carry a variety of weapons and usually begin combat with a volley of missile attacks.

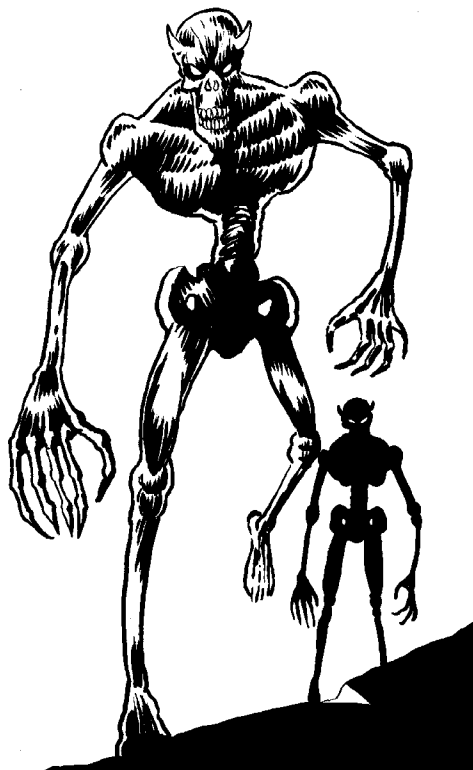
COMBAT/TACTICS: Half of all Ebony Deaths carry 1-6 spears and half wield slings with 2-8 bullets each. All Ebony Deaths have 19 Strength.

Ambushes always start with a volley of deadly missiles, followed by a vicious hand-to-hand battle. Ebonies enjoy the tortured screams of their victims and there is a 25% chance that if a PC screams loudly enough, the Ebony will give up its initiative on the next round, gloating in satisfaction. In melee, Ebony Deaths prefer clubs, staves and other weapons containing absolutely no iron. In combat, the reddish slime of the demon causes weapons to slide off its body. Puncturing or hacking weapons do only half damage to them. Cold-wrought iron inflicts +2 points of damage per strike.

Ebony Deaths have the following powers usable, as 12th level casters, at will: Darkness 5' Radius, Fear (by touch), Levitate, Fly, Dispel Magic, Polymorph Self, Heat Metal (as a 14th level cleric), and Gate in another Ebony Death (25% chance of success). It also has a gaze attack equivalent to a Ray of Enfeeblement cast by a 12th level caster but with a 20-foot range. They also have 9th level thief abilities.

HABITAT/SOCIETY: Ebony Death demons are used as hit squads by Demon Lords and Princes against their lesser brethren. For this reason, they are hated by all demons of Type V and lower. These demons fell

Ebony Death
AKA: Horned Horror, Leather Demon
TITLES: Minor Demon
HACKFACTOR: 40
EP VALUE: 4000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3 or 1-6
SIZE: M (7' tall)
MOVEMENT: 15"
PSIONIC ABILITY: 140
ATTACK/DEFENSE MODES: A,C,E/F,G,H
MORALE: Foolhardy (16)
ARMOR CLASS: -3
NO. OF ATTACKS: 1 or 3
DAMAGE/ATTACK: By weapon +7 or 2-5/2-5/2-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 50%
HIT DICE: 7+14



Ebony Death

out of favor with Dread because they worked for his successors. Since then, the Ebony Death have been working for other high-ranking daemons and demons.

ECOLOGY: Ebony Deaths are created from the souls of chaotic evil thieves and assassins. Ironically, these souls failed to achieve any real power in life, but in death they are feared and despised.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: The slime from an Ebony Death can be used in the making of Oil of Invulnerability (2-12 applications per demon).
HIDE/TROPHY ITEMS: The Ebony's hide can be made into leather armor and enchanted up to +5 but the wearer will become chaotic evil in 2-5 months, even if the armor is removed. Chaotic evil wearers become Ebony Deaths during the next 1-4 months.
TREASURE: C
OTHER: Nil

Hordlings

DESCRIPTION: These Nefarians come in a variety of shapes and sizes according to the chart in the Ecology section of this description. The GM should prepare any Hordlings before the game session begins.

COMBAT/TACTICS: Like most Nefarians, they are incredibly selfish. They always attack the weak and flee from any organized show of strength from their opponents. Hordlings can become 75% invisible if they concentrate for one turn. They all have standard ultravision.

HABITAT/SOCIETY: The souls of chaotic evil beings begin as the Least Demons known as Hordlings. They roam the vast wastes of the lower planes in search of great treasure that they rarely hold onto. Hordlings are too self-centered to care who rules the lower planes. They universally dislike and are disliked by all beings.

ECOLOGY: To determine the abilities, size and shape of a hordling, roll on the charts below:

SIZE:	1 = small	2-3 = man-sized	4 = large
HEAD:	1 = wedge-shaped	2 = conical	
	3 = star-shaped	4 = spherical	
	5 = cubical	6 = ovoid	
HEAD ADORNMENT:		1 = bald	
	2 = mane	3 = bony ridges	
	4 = derby	5 = 2-8 spikes	
	6 = 1-4 Horns	(damage 1point per spike, 1-2 per horn)	

Hordlings
AKA: Nefarious Nasties
TITLES: Least Demons
HACKFACTOR: Variable
EP VALUE: 650/975/1400/2000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Common in Abyss, Very Rare elsewhere
ORGANIZATION: Solitary or Mobs
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Semi to Very (2-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 or 1-6
SIZE: S to L
MOVEMENT: 6"/9"/12"/15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 3/2/1/0
NO. OF ATTACKS: See description
DAMAGE/ATTACK: (Base) 1-3/1-3 (hands) 1-4 (bite)
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 0%/5%/15%/30%
HIT DICE: 6+3/7+2/8+1/9

*Hordlings (Least Demons)*

STRENGTH:	12 + 1d4 (+1 or +2 to-hit, +1 to +4 damage)
COLOR:	1 = black-brown 2 = russet-red 3 = orange-yellow 4 = olive-green 5 = blue-purple 6 = gray-white
VISAGE:	1 = gibbering, drooling 2 = glaring, menacing 3 = smiling, leering 4 = wrinkled, seamed 5 = rotting, tattered 6 = hanging, flaccid
EYE COLOR:	1 = dull black 2 = shiny black 3 = ebony black 4 = jet black 5 = light black 6 = dark black
EYE SHAPE:	1 = huge, protruding 2 = small, stalked 3 = large, turreted 4 = small, sunken 5 = large, round 6 = small, slitted
EARS:	1 = large, pointed 2 = small pointed 3 = large, drooping 4 = large, bat-like 5 = huge-humanoid 6 = none
NOSE:	1 = wide, protruding 2 = slits only 3 = hanging snout 4 = long, pointed 5 = large, warted 6 = beaked
TORSO:	1 = fat 2 = rubbery 3 = gaunt 4 = narrow, long 5 = wide 6 = short, thick
MOUTH:	1 = Tusks (plus +1 to +3 on bite damage) 2 = Fangs (blood drain 1-4 per round) 3 = Long Canines (Dmg 1-8 with bite) 4 = Crushing teeth (Dmg 1-6), 5 = Saw-toothed (Dmg 2-8), 6 = Roll twice, damage cumulative.
HANDS:	1 = large, thick-fingered (Dmg 2-8 strangulation), 2 = Claws (Dmg 2-5/2-5) 3 = Talons (Dmg 1-6/1-6) 4 = Pinchers (Dmg 1-4/1-4) 5 = Barbed (Dmg 1 per round, held fast) 6 = Roll once on this chart and one on the special attacks chart.
MOVEMENT:	1-2 = Wings 13-24" Fly (D to B) 3 = Hopping 10-30 feet 4 = Swimming 13-24" 5 = add 3" to movement 6 = roll twice on this chart and once on the special defenses chart.

SPECIAL ATTACKS: 1 = Breath: Stinking Cloud (as 7th level caster) once per day
2 = Gaze: equal to a Ray of Enfeeblement (as 6th level caster) once per day
3 = Double attacks once per turn
4 = Pyrotechnics 3 times per day
5 = Acid spit in 30-foot range for 2-12 points of damage (save vs. breath weapon for half damage)
6 = Two or four additional limbs (roll on the hands chart again).

SPECIAL DEFENSES: 1 = +2 or better weapon to hit
2 = Immune to fire and acid
3 = Immune to cold, gas and poison
4 = Immune to Magic Missile and electricity
5 = Immune to illusions and mental attacks
6 = Regenerates 2-5 hit points per turn

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Hordling blood can be used by evil clerics in lieu of other material components for a Regenerate spell, but the victim is 25% likely to acquire some sort of deformity. There is a 5% chance that it is a beneficial deformity (roll randomly on the chart above).

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Loogey Spit Demon

DESCRIPTION: Among the minor inhabitants of the Abyss, few are more annoying than the Loogey Spit Demon. This tiny wretch has talons too big for its body, a mouth full of fangs, no nose and no eyes. They appear in a variety of shades of red. The Loogey Spit Demon always babbles loudly, so other members of the pack will know their location.

COMBAT/TACTICS: Loogey Spit Demons can sense targets and suffer no penalties to-hit due to blindness. They concentrate all their attacks on a victim's face (at -2 to-hit). Any natural 18 or 19 to-hit strikes the sinus cavity, causing the victim painful damage. There is a percentage chance equal to the damage that the victim will lose his sense of smell and double that chance of a sinus infection. On a natural roll of 20, the damage is done to the eyes. In this case, there is a percentage chance equal to the damage of the character going blind. (This effect supersedes the critical hit table in the GMG.)

Loogey Spit Demon

AKA: Sinus Invaders

TITLES: Minor Demon

HACKFACTOR: 13

EP VALUE: 995

CLIMATE/TERRAIN: Abyss

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-5 or 4-16

SIZE: S (3' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-4/1-6

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 25%

HIT DICE: 5+5

Loogey Spit Demons attack a character wearing a great helm at -8 to-hit. The GM must judge other to-hit penalties depending on the degree of head and eye protection. When unable to reach an opponent, Loogey Spit Demons hurl globules of saliva at opponents to annoy them. If two or more demons hit a victim's face, the victim gets -2 to-hit for three rounds unless he forgoes one attack to wipe his face.

HABITAT/SOCIETY: Loogey Spit Demons are the equivalent of vermin in the Abyss. They can be encountered almost anywhere in the Abyss. A Loogey Spit Demon that successfully removes the eyes and nose of a victim will place them on his own face. These items meld with the demon's face and give him the ability to see and smell for 24 hours. During that time, if the demon acquires even one soul, he can be promoted to a Predator Demon.

ECOLOGY: Created from the souls of chaotic evil wretches who could not appreciate any sort of goodness, Loogey Spit Demons run in packs and endlessly babble. They are like lemmings, as the lead Loogey Spit Demon will sometimes lead others over a cliff or into the maw of a giant fiend. Larger daemons and demons sometimes allow adventurers into their lairs just to serve as exterminators (if the adventurers get too far, minions will be sent to deal with them).

Summoned Loogey Spit Demons can be forced to perform services. Should a Loogey Spit Demon successfully kill anyone on the Prime Material Plane, it is instantly transported back to the Abyss with that person's soul. The victim's soul can be rescued by re-summoning the Loogey Spit Demon or Raising the victim within 24 hours.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Mangy Demon

DESCRIPTION: Wandering the lower planes in search of soul power and high-ranking demons to serve are the pathetic Mangy Demons. They are disheveled creatures with filthy matted hair, poorly trimmed claws and ragged clothes. 25% of all Mangy Demons carry a crude hand-made sign, written in their own blood, that reads: "Will Work For Souls".

COMBAT/TACTICS: Mangy Demons attack with their claws and their bite. Very rarely, they wield some sort of weapon (20% chance), but it is likely to be taken away by the first larger demon that comes across the creature.

Mangy Demon

AKA: Beggar Fiends**TITLE:** The Lost Ones**HACKFACTOR:** 5**EP VALUE:** 500**CLIMATE/TERRAIN:** the Lower Planes**FREQUENCY:** Common**ORGANIZATION:** Packs**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Average (8-10)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 2-20**SIZE:** M (4'-6' tall)**MOVEMENT:** 15"**PSIONIC ABILITY:** 80**ATTACK/DEFENSE MODES:** A/F**MORALE:** Timid (6)**ARMOR CLASS:** 2**NO. OF ATTACKS:** 3**DAMAGE/ATTACK:** 1-4/1-4/1-6**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** See description**MAGIC RESISTANCE:** 25%**HIT DICE:** 4

Mangy Demons are the souls of chaotic evil beggars.

Mangy Demons will attempt to join both sides during any Nefarian war, but the more powerful Demon Lords and Princes rarely acknowledge their presence.

Mangy Demons have only the following powers usable, as 4th level casters, at will (unless otherwise noted): Darkness 5' Radius, Detect Magic and Fear (3 times per day).

HABITAT/SOCIETY: Mangy Demons are not welcome in any of the lower planes but do not have the power to leave. Their horribly weak and pitiful forms offend the sensibilities of all high-ranking demons. Even the most minor demon will go out of its way just to slap down a Mangy Demon and take whatever treasure he happens to be clutching.

ECOLOGY: Created from the souls of evil beggars, these demons are the absolute lowest rung on the ladder ranking all Nefarians. If summoned, these demons are anxious to serve but offer little of value to PCs. Some Mangy Demons have been accidentally set loose upon the Prime Material Plane – these sad creatures often simply return to their old haunts to beg for change.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of a Mangy Demon is perfect for making ink to inscribe a Cursed Scroll.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Nathraak (Lesser Demon)

DESCRIPTION: The pathetic Nathraak appear as hairless humanoids with malformed limbs, pointy skulls, large features and backwards ears. They carry a bizarre assortment of weapons. Nathraak will often be found trying to move treasure and weapons back to their lairs, but their malformed hands constantly drop and break everything.

COMBAT/TACTICS: Nathraak prefer to fight with bizarre polearms, including snap tongs (close on a victim with a successful hit, inflicting 2-8 points of damage per round until victim breaks free), the double crescent blade head (1-8/1-10/1-12 points of damage), a saw-tooth flatchet (as a +1 broadsword) and a three-armed blade thrown from an atlatl-like device (5-14 points of damage, with a maximum range of 150 yards).

Nathraak Demons have the following powers usable, as 9th level casters, at will: Darkness 5' Radius, Fear (by touch), Fly, Telekinesis (100 pounds) and Teleport once per day. They have a 15% chance of opening a Gate, but since no other demon would ever help them, any creature that shows up will immediately turn around, walk back through the gate and may even stop briefly to slap the Nathraak for its insolence.

HABITAT/SOCIETY: Nathraak Demons are despised for their weakness and thus are perpetually abused even by Type I and other minor demons. They are often employed as guards, since they are good for little else than sounding an alarm.

ECOLOGY: Nathraak Demons are the chaotic evil souls of very rich merchants who abused their wealth and power. They continue to suf-

Nathraak

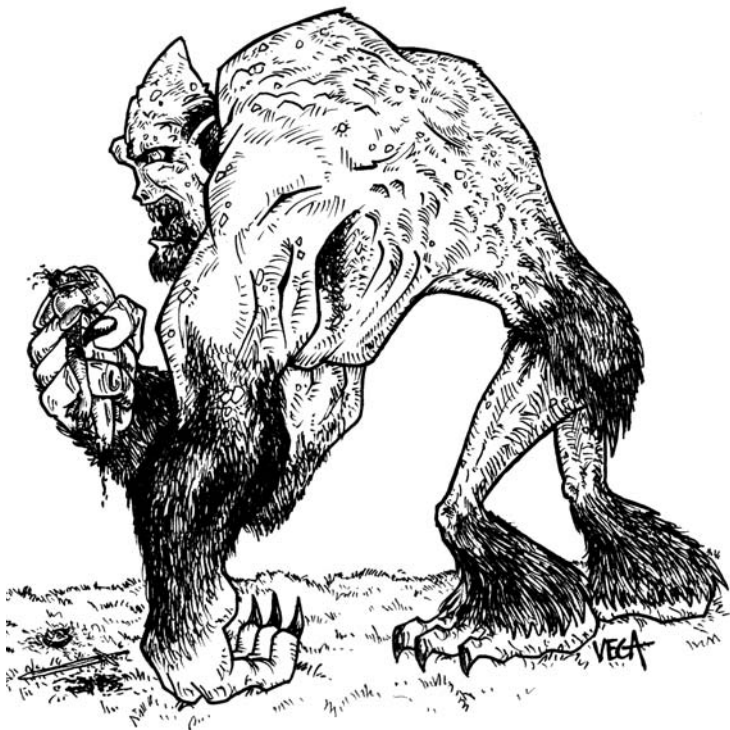
AKA: The Malformed, The Twisted
TITLE: Lesser Demon
HACKFACTOR: 17
EP VALUE: 770
CLIMATE/TERRAIN: Abyss
FREQUENCY: Common
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-4 or 3-12
SIZE: M (5'-7' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 1
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon or 2-7/2-7
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 40%
HIT DICE: 5+1

fer perpetually for their misdeeds and very rarely rise above their low stations. Nathraak who fail their masters are torn limb from limb and consumed. They are often summoned by mortals, because they are far easier to control than most demons.

YIELD:

MEDICINAL:	Nil
SPELL COMPONENTS:	Nil
HIDE/TROPHY ITEMS:	Nil
TREASURE:	L (x10), M (x5), O, Q
OTHER:	Nil

Nefaryn	Immature	Mature
AKA:	Demonling	Cemetery Fiend
TITLE:	Major Demon	Major Demon
HACKFACTOR:	13 to 22	25 to 35
EP VALUE:	2000	4000
CLIMATE/TERRAIN:	Desolate Wastes	Abyss
FREQUENCY:	Very Rare	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (11-12)	High (11-12)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1	1
SIZE:	M (7' tall)	M (7' tall)
MOVEMENT:	15", 15" Fly (C)	15", 15" Fly (C)
PSIONIC ABILITY:	See description	See description
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Daring (15)
ARMOR CLASS:	5 (or lower)	-5
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-8/2-8/3-12	2-8/2-8/3-12
SPECIAL ATTACKS:	See description	See description
SPECIAL DEFENSES:	See description	See description
MAGIC RESISTANCE:	0-45%	50%
HIT DICE:	5 to 5+19	5+20



Nathraak (Lesser Demon)

Nefaryn (Lesser Demon)

DESCRIPTION: Resembling hideous Gargoyles with tattered wings, pointed heads and misshapen fangs, the Nefaryn Demons have scaly, sinewy bodies. Their coloration is usually coal black, but can range from a rich brown-black to an ashy gray-black. Nefaryn are spawned in the lower planes, randomly travel the Prime Material Plane, then occasionally travel back to the lower planes. They are very indecisive and unreliable demons.

COMBAT/TACTICS: Nefaryn Demons have a Death Stealing gaze which causes a victim to save vs. spell or become a Ghast (or Ghoul if demi-human or humanoid) upon his eventual death. They may alternatively use their death touch (in lieu of other attacks). The target, if hit, must save vs. death magic or die immediately and become a Shadow under the Nefaryn's control. Any Ghosts or Ghouls created will also be under the demon's control. Death Stealing has a range of 20 feet. Each power can be used once per round, but only once per day for each hit point bonus above +1.

Nefaryn Demons can move silently, hide in shadows, hear noise and backstab as a thief, level equal to 1/2 their hit point bonus. They can only be hit by cold-wrought iron or +1 or better magic weapons.

They have the ability to shift their colors but cannot decide which color to stay with. This ability gives the Nefaryn Demon a 50% chance to hide in shadows, as they blend in well despite the constant changing. They have a Strength of 18.

Immature Nefaryn Demon: Immature Nefaryn have an AC of 5 and 5 Hit Dice when they first arrive in the Prime Material Plane. For every human they slay, they gain one hit point and for every two they better their AC by 1 and gain 5% magic resistance. Immature Nefaryn can shed a Darkness 5' Radius (always centered on themselves) at will. They can Cause Shadows (20' Radius) at will, causing shadowy conditions anywhere except in total darkness. These shadows last one turn unless the Nefaryn renews them.

Mature Nefaryn Demon: Mature Nefaryn have the same powers as Immature Nefaryn, as well as the following, as 12th level casters where applicable: Summon 2-5 Ghosts once per day on the Astral Plane, Energy Drain (as an 18th level magic-user) at will, Etherealness twice per day, Paralyzation (10-foot radius) once per day, Regenerate up to 20 hp per day, Silence 15' Radius, Teleport and Volley Attack once per day, with a 20 yard range. Volley Attack reverses one attack to the demon, sending it back at the attacker.

Helpless victims cause Nefaryn Demons to hesitate 1-4 rounds, as they figure out which of their many powers they should use.

HABITAT/SOCIETY: Nefaryn Demons thought about creating a separate society, but then changed their minds. They are born on the Abysmal Planes, then travel to the Prime Material Plane in order to slay humans and figure out what they are going to do after gaining Mature status. They prefer desolate areas such as graveyards and abandoned towns.

ECOLOGY: The Nefaryn Demons are created from the chaotic evil souls of those who hate humans and demi-humans, but could not think of a good way to seriously vent their rage.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Qx5, F (Immature), H (Mature in Abyss)

OTHER: The neck bone of a mature Nefaryn can be crafted a Ring of Vampiric Regeneration.

Predator Demon (Greater Demon)

DESCRIPTION: Predator Demons are wily hunters that roam all of the planes of existence in search of their quarry. They use a variety of excellent guises, but most choose to appear as vaguely humanoid with deep red to black shell-like exteriors, mouths full of sharpened fangs and long, needle-like claws.

COMBAT/TACTICS: Predator Demons can, instead of a claw attack, use a large spear for 3-22 points of damage. They each have a Gauntlet of Magic Missiles with 10-100 charges, which fires three missiles per charge. They can use this once per round in lieu of a melee attack.

Predator Demons have the following powers usable, as 9th level casters, at will: Darkness 10' Radius, Detect Invisibility, Detect Magic, Dispel Magic, Levitate, Audible Glamer, Invisibility, Detect Snares and Pits (automatically) and Telekinesis (up to 500 pounds).

They never Gate other demons for help, but have been known to Gate away demons that get in their way (Chance of success is 100% minus 5% per other demon's Hit Die. Demon Lords and Princes are immune). Gated demons usually end up many miles away, on the wrong plane or even dumped into a pool of molten lava. Needless to say, these demons are quite annoyed and will seek revenge at the earliest opportunity.

HABITAT/SOCIETY: Predator Demons are all about honor in combat and those who lose their gauntlet are expected to recover it within 24 hours or destroy themselves. Some large Predator Demons have escaped this fate by killing one of their own kind and taking that demon's gauntlet. Predator Demons are experts at setting all sorts of traps (base 90% chance). Every Demon Lord or Prince has at least one of these demons on their payroll to maintain and improve security in their castle or lair.

ECOLOGY: Predator Demons are the hungry souls of hunters from all periods of history, including some souls that predate written history altogether. These demons are the lower planes' most efficient killers and no quarry has yet succeeded in escaping them. The fiends have a base 100% Tracking skill and can track anyone up to three planes away from the Predator's location.

Predators demand high prices for their services and always deliver their man. Only the most powerful Nefarians can afford their fees. Over two thousand years ago, a Demon Prince failed to pay his Predator and ended up with his head on a pike at the entrance to his own castle.

All Predator Demons' traps are elaborate and deceptive works of art. The most infamous Predator Demon is known as Pang. He has made it known throughout the lower planes that those who manage to evade his traps successfully will be allowed to go free. No one has yet accomplished this task.

Predator Demon

AKA: Pang's Pitkeeper, Slaytor

TITLE: Prince of Traps

HACKFACTOR: 59

EP VALUE: 13,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Genius (18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-2

SIZE: L (10' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: -2

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-8/1-8/1-12

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +1 or better weapons to hit

MAGIC RESISTANCE: 35%

HIT DICE: 15+1

YIELD:

MEDICINAL: Those who eat the brain of a Predator Demon must make a system shock roll. Success means a thief gains one level of experience, plus a permanent 10% bonus to his Find/Remove Traps ability. Non-thieves gain a 35% chance to Find/Remove Traps. Failure means instant death.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: B, D, E

OTHER: The gauntlet of a Predator Demon is worth 30,000 gp and can be recharged with Magic Missile spells or souls. It tends to attract other Predator Demons from the moment it is taken.

Quasit (Minor Demon)

DESCRIPTION: The chaotic evil counterparts to Imps, these creatures are much uglier and can polymorph. They often choose to appear as bats, giant centipedes, frogs, wolves, cats, dawgs, etc. However, while the Imp's disguises are perfect, the Quasit's polymorphed form often includes tiny horns and other subtle hints of its demonic origins.

COMBAT/TACTICS: The aggressive Quasit has no problem jumping into the fray and attacking with its claws and bite. Its claws are coated with a toxin that causes the victim to save vs. poison or lose one point of Dexterity for 2-12 rounds. The effect is cumulative. Quasits can only be harmed by cold iron or magic weapons. They have a 25% magic resistance, save as 7 Hit Dice monsters and are immune to fire, cold and lightning.

Quasits have the following powers usable, as 4th level casters, at will: Invisibility, Detect Good, Detect Magic, Blast of Fear (30-foot radius, once per day) and once per week they can Commune with the lower planes (up to six questions).

HABITAT/SOCIETY: Like imps, Quasits are sent to the Prime Material Plane to spread evil by assisting chaotic evil magic-users and clerics.

Quasit
AKA: Mini-Demons, Demonlites
TITLE: Minor Demon
HACKFACTOR: 11
EP VALUE: 2000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: T (2' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-2/1-2/1-4
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 25%
HIT DICE: 3



A Quasit polymorphed as a wolf...or is it?

They frequently answer Find Familiar spells of the most chaotic evil spell casters. Quasits are not subtle and will often lose their temper, taunting their masters to be more aggressive.

Although they are technically in control of their summoner, Quasits retain a great degree of independence and ambition for power. They will take booty wherever they find it, especially off the bodies of those they slay unless their master is very aggressive and threatening.

Familiar Quasits confer the following powers upon their master: Telepathy up to one mile, the ability to see through the Quasit's eyes (including infravision), 25% magic resistance, regenerate 1 hit point per round and the ability to memorize and cast spells as if one level higher when the Quasit is in range. If the Quasit is killed, the master loses four levels immediately. If the master is killed, the Quasit attempts to steal his belongings and flee to the lower planes with his former master's soul.

ECOLOGY: Quasits most often serve as errand boys and toadies. They are created from the chaotic evil souls of impatient and aggressive individuals, especially bullies. They will never let their master sign a contract with a Soul Broker or similar agent as they consider their master's soul their property. Quasits fear larger demons and hide behind their masters when they see anything resembling one.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of a Quasit can be used to ink a Protection from Magic Scroll.

HIDE/TROPHY ITEMS: Nil

TREASURE: Qx3

OTHER: Nil

Spawn, Demon

DESCRIPTION: Demon Spawn are the human offspring of demons and humans. More human than demon, the demon blood that flows in their veins usually gives them sharp, angular features, but these do not translate into higher Comeliness scores as would ordinarily be expected.

COMBAT/TACTICS: Demon Spawn will have powers and combat abilities equal to their chosen class. Most of these creatures are magic-users (60%), some are fighters (20%) and a very few are clerics (10%) and thieves (10%).

In addition to their normal abilities, Demon Spawn can, as 5th level casters, use the following: Darkness 15' Radius (once per day) and Infravision 60'. They take -1 die of damage from electricity, fire or poison gas attacks. They can Gate in one demon (5%

Spawn, Demon
AKA: Demon Offspring
TITLE: Half-Breed
HACKFACTOR: Variable
EP VALUE: Variable
CLIMATE/TERRAIN: Prime Mat. Plane
FREQUENCY: Rare
ORGANIZATION: Any
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Variable
NO. APPEARING: 2-8
SIZE: M
MOVEMENT: 15"
PSIONIC ABILITY: (50% likely)
ATTACK/DEFENSE MODES: (See above)
MORALE: Brave (14)
ARMOR CLASS: 10 (without armor)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 25%
HIT DICE: Variable



Demon Spawn

chance of succes) of the type with whom they share blood, although the demon will expect to be paid for the interruption.

Regardless of class, the Demon Spawn gain the following abilities: At 3rd level, the Demon Spawn can Detect Magic once per day. At 5th level the Demon Spawn can Teleport once a week. At 7th level, they can shift to the Astral or Ethereal Planes once per week. Finally, at 9th level, the Demon Spawn can use Telekinesis (200 pounds) and Plane Shift to the lower planes.

Demon Spawn magic-users may memorize one extra spell per level. Any “evil” spell (i.e. Protection from Good and any Necromancy spells) can be cast twice for each memorization and have 150% normal duration.

The downside of being Demon Spawn is that they always register as “evil” for Detect Evil, Know Alignment and similar spells, regardless of the Demon Spawn’s actual alignment. They take one point of damage from touching holy water and 2-12 points of damage if they drink it.

Daemons, demons and devils instantly recognize Demon Spawn and its “blood lineage”; thus, any enemies of the Demon Spawn’s ancestor are the Demon Spawn’s enemies. Allies of the demonic ancestor are unlikely to reveal that they are allies, but may avoid attacking the Demon Spawn if it suits them (65% chance).

HABITAT/SOCIETY: Demon Spawn freely mix with human society and some do not even know their heritage. Those that do know what they are do their best to hide the secret. All Demon Spawn are destined to end up in the Nefarian Realms, but 25% of them will keep their abilities, while the other 75% lose 10-100% of them. Occasionally, a gawd will take pity on a Demon Spawn and “cure” it of its demon blood.

ECOLOGY: Most Demon Spawn have an affinity for magic, so 60% of them become magic-users. Although they do not necessarily have to be evil, 65% are the same alignment as their demonic ancestor. 10% are lawful evil, 10% are neutral evil, 10% are a variant of neutral and 5% are good, but can never be lawful good. Demon Spawn can regain 1-6 hit points by drinking the blood of a living creature. (The creature takes equivalent damage.)

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of Demon Spawn can be used to bind it into service via a contract written in its blood.

HIDE/TROPHY ITEMS: Nil

TREASURE: Variable, according to class and level. Demon Spawn do not acquire amulets until they die and end up in the Abyss.

OTHER: Nil

Succubus (Lesser Demon)

DESCRIPTION: Succubi are a sight to behold. In their true form, they are monstrous humanoid females with sagging skin, many needle-like fangs and small leathery wings. In their usual disguise, they are gorgeous, scantily clad women with soft, lilting voices. They prefer to work alone.

COMBAT/TACTICS: Succubi use the power of seduction to put their prey in vulnerable positions. A Succubus loose on the Prime Material Plane is a dangerous thing, as the demones is likely to accumulate hundreds of victims before being discovered for what she truly is.

Succubi have the following powers usable at will: Darkness 5’ Radius, become Ethereal (as oil), Charm Person, Forget, ESP, Clairvoyance, Suggestion, Shape Change (to a human, demi-human or humanoid of the same approximate height and weight) and Gate (40% chance of success) in a Type IV Demon (70%), Type VI (25%) or a Lord or Prince (5% chance).

HABITAT/SOCIETY: Because of their beauty and charm, these demoneses get away with murder on or off their home planes, even with daemons or devils. There is no dark desire that a Succubus cannot fulfill. Succubi love to entice evil souls with the hope of love and then break their hearts. Typical scams involve the Succubi “returning” a lost love (i.e. replacing her).

ECOLOGY: The most evil and shrewish female souls may eventually become Succubi. They have medium power but great influence, thus they play a dangerous game with much more powerful demons. Every unique demon, except Gar’Rangeeze, has a stable of Succubi in their service. The line between user and used often gets blurred with these female demons. A few enterprising Succubi have their own operations on the Prime Material Plane.

YIELD:

MEDICINAL: Succubi hair can be used for a Potion of Lust, which works like a Philter of Love but wears off by dawn.

Succubus

AKA: Dark Mistresses

TITLE: Lesser Demon

HACKFACTOR: 28

EP VALUE: 5000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

No. APPEARING: 1

SIZE: M (6’ tall)

MOVEMENT: 12”, 18” Fly (C)

PSIONIC ABILITY: 200

ATTACK/DEFENSE MODES: D/G, I

MORALE: Foolhardy (16)

ARMOR CLASS: 0

No. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/1-3

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: 70%

HIT DICE: 6



Succubus

SPELL COMPONENTS: Succubi blood can be used in a powerful binding spell used by evil witches and female magic-users.

HIDE/TROPHY ITEMS: Nil

TREASURE: A, H, plus an extensive, if wanton, wardrobe.

OTHER: Nil

Type I Demon

DESCRIPTION: The weakest of all the numbered types of demons always appears as a random, bizarre combination of human and vulture. Their vile stink is worse than a hundred bird's soiled nests.

COMBAT/TACTICS: The Type I Demon attacks viciously with all four clawed feet and its beak in a single round. Its foreclaws inflict 1-4 points of damage per hit. The fiend's rear claws each strike for 1-8 points of damage and its beak can inflict 1-6 points of damage. Type I Demons can be struck by normal weapons.

They can create Darkness in a five foot radius, Detect Invisibility, use Telekinesis

Type I Demon

AKA: Vrock, Arbac Kai

TITLE: Bottom Feeders

HACKFACTOR: 22

EP VALUE: 975

CLIMATE/TERRAIN: Abyss

FREQUENCY: Common

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-3 or 1-6

SIZE: L (8 1/2' tall)

MOVEMENT: 12", 18" Fly (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 0

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 1-4/1-4/1-8/1-8/1-6

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 50%

HIT DICE: 8



Type I Demon (aka Arbac Kai)

(200 pounds) and Gate in another Type I Demon (10% chance of success). Type I Demons are used in great numbers as cannon fodder in the endless warfare waged throughout the lower planes.

HABITAT/SOCIETY: Type I Demons are fond of human flesh and never pass up a chance to dine on it. They prize precious gems and stones, and are easily bribed due to their insatiable greed. Because of their relative weakness, they must swear fealty to higher demons just to keep their powers. Type I Demons offer little to mortals looking to sell their souls; only the most desperate, and short-sighted clerics and magic-users would consider it.

ECOLOGY: Type I Demons are created from the evil souls of misers, they hoard anything they can get rather than spend it. Type I Demons are known for making poor trades. In one famous case a Type I Demon traded his own Amulet for what he thought was another demon's Amulet, but was actually a piece of stale fruitcake.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Type I Demon feathers can be used by for evil magic-users and clerics to inscribe scrolls.

HIDE/TROPHY ITEMS: Nil

TREASURE: R

OTHER: Nil

Type II Demon

DESCRIPTION: Shorter but more powerful than the Type I Demons, the Type IIs resemble crazed, vicious humanoids with heavy horns and scaly hides similar to those of some Jurassic Creatures. Their large teeth sink into the toughest flesh and their wide frog-like mouths voraciously swallow anything the demon can shove into them.

COMBAT/TACTICS: Belrkad-Deezes eat constantly and will attack almost anything that moves. They can use the following powers, as 9th level casters, at will: Darkness 15' Radius, Fear (as wand), Levitate, Detect Invisibility, Telekinesis (300 pounds) and Gate in another Type II Demon (20% chance of success).

If they get their hands on anything smaller than a short sword, they will swallow it, unless they know for sure that it cannot be consumed.

HABITAT/SOCIETY: Type IIs roam the lower planes devouring anything that is too slow to run away. They have been known to bite rocks and taste lava. Oddly enough, they will not cannibalize another Type II Demon.

ECOLOGY: Created from the souls of chaotic evil gluttons, the foul Belrkad-Deeze demons suffer an eternity knowing only hunger. They spend very little time on the Prime Material Plane, since their hunger usually drives them into inhabited cities in a search for food and straight into the swords of those who would slay them. Unless a PC has an endless supply of food, it is difficult to bribe a Type II. They often work for Demon Lords, who can remove their hunger for short periods of time.

Type II Demon
AKA: Belrkad-Deeze
TITLE: Toadies
HACKFACTOR: 33
EP VALUE: 2000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Common
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3 or 1-6
SIZE: L (7 1/2' tall)
MOVEMENT: 6", 12" Swim
PSIONIC ABILITY: 100
ATTACK/DEFENSE MODES: E/F, G
MORALE: Brave (14)
ARMOR CLASS: -2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/4-16
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 55%
HIT DICE: 9



Type II Demon (aka Belrkad-Deeze)

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: The heart of a Type II Demon can be used in the creation of a Chime of Hunger.
HIDE/TROPHY ITEMS: Nil
TREASURE: P
OTHER: Nil

Type III Demon

DESCRIPTION: These dawg-headed, goat-horned, four-armed monsters are covered with a wrinkled hide. Two of their arms end in pinchers and their ears resemble limp, torn bat's wings.

COMBAT/TACTICS: Type III Demons are vicious brawlers that are employed as Sergeants in the armies of the Abyss. They lead Type I and IIs by being the most bold and violent. Their pinchers do 2-12/2-12 points of damage and their bite 1-6.

Type IIIs can use the following powers, as 10th level casters, at will: Darkness 10' Radius, Fear (as wand), Levitate, Pyrotechnics, Polymorph Self, Telekinesis (400 pounds) and Gate in a Type 1-III (30% chance of success).

Type III Demon
AKA: Caarungkor
TITLE: Dawgs of War
HACKFACTOR: 38
EP VALUE: 6000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3 or 1-6
SIZE: L (9 1/2' tall)
MOVEMENT: 9"
PSIONIC ABILITY: 100
ATTACK/DEFENSE MODES: E/F
MORALE: Daring (15)
ARMOR CLASS: -4
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 2-12/2-12/1-3/1-3/1-6
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 60%
HIT DICE: 10



Type III Demon (aka Caarungkor)

HABITAT/SOCIETY: Caarungkors possess sound tactics but never engage in any complex schemes. They often purchase the souls of losing military commanders – offering to turn the tide of battle by participating on the leader's behalf. On the lower planes, they hold their own, but there are plenty of demons to boss them around. Caarungkors will not hesitate to kill a Type I or II Demon for looking at them cross-eyed.

ECOLOGY: Created from the souls of chaotic evil soldiers, Caarungkors live for battle and the hunt. If given a personal belonging of a target, they are faultless trackers, even tracking targets across planes.

YIELD:

MEDICINAL: Drinking the blood of a Caarungkor changes the imbiber into a homicidal maniac unless he makes a save vs. spell.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Q, R

OTHER: Nil

Type IV Demon

DESCRIPTION: Combining the worst features of an ape, bear and swan, the Type IV Demons have individual names. They speaking in bel-lowing, growling voices.

COMBAT/TACTICS: Their wings are unable to lift their ponderous bulk, but they have the ability to Fly (as spell) at will. Additionally, they can only be hit by +1 or better magic weapons.

They have the following powers usable, as 11th level casters, at will: Darkness 10' Radius, Create Illusion (as wand), Fear (as wand), Levitate (as a 12th level caster), Detect Magic, Read Languages, Dispel Magic, Polymorph Self, Telekinesis (500 pounds), Project Image, Symbol of Fear or Discord and Gate in a Type I-IV (60% chance of success).

HABITAT/SOCIETY: Type IV Demons are the favored soldiers of Dread due to their boisterous behavior. They have a short attention span and enjoy mayhem and destruction; however, they demand respect at all costs and often join demonic armies in hopes of getting a title worthy of their battle prowess. (i.e. First Lieutenant in Charge of Disemboweling, 2nd Quartermaster in Charge of Ear Collecting, Reichmaster Scalper, etc.)

Type IV Demons always take gruesome trophies from their fallen enemies. Their lairs are also filled with mementos of their many trips to the Prime Material Plane. Type IV Demons despise all magic-user types.

Type IV Demon

AKA: Dravor

TITLE: Apes of War

HACKFACTOR: 43

EP VALUE: 12,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-3 or 1-6

SIZE: L (10 1/2' tall)

MOVEMENT: 9", 12" Fly (D)

PSIONIC ABILITY: 150

ATTACK/DEFENSE MODES: A,C,E/F,
G, H

MORALE: Foolhardy (16)

ARMOR CLASS: -1

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-4/2-8

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: 65%

HIT DICE: 11



Type IV Demon (aka Dravor)

They hate to be summoned but are much more likely (50%) to listen to an evil cleric with an aggressive demeanor.

ECOLOGY: Type IV Demons are created from the chaotic evil souls of petty tyrants. No amount of praise or ego rubbing will sate them. They are enterprising and a few have operations on the Prime Material Plane. When brokering, they can offer slightly more than the Type III Demons and are willing to listen to offers of service for great rewards (90% of the time). These demons are fond of human flesh and blood.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Certain evil magic tomes are bound in the hides of Type IVs. Evil magic-users and clerics will pay upwards of 12,000 gp for the hide of the creature.

TREASURE: E

OTHER: Nil

Type V Demon

DESCRIPTION: These demons have the body of an enormous snake, the six-armed torso of a humanoid female and the most cantankerous personalities in the lower planes. They respond poorly to all nicknames and fly into a rage at the slightest negative comment about their appearance.

COMBAT/TACTICS: Type V Demons always carry a full complement of swords and axes. Each weapon has a 60% chance of being magical, but never intelligent, as the Type V Demons find the chatter from such items distracting when they are engaged in the act of gutting an opponent. These demonesses can also constrict opponents with their tails.

They have the following powers usable, as 11th level casters, at will: Darkness 5' Radius, Charm Person, Levitate, Read Magic, Read Languages, Detect Invisibility, Pyrotechnics, Dispel Magic, Polymorph

Self and Project Image. Their chance of Gating in other demons depends on the type: Type I (50%), Type II (40%), Type III (30%), Type IV (20%), Type VI (10%) or one of the Demon Lords or Princes (5%).

Type V Demons are all business in a fight and never engage in any verbal banter with their victims. They will attack, without provocation, anything remotely resembling a Succubus.

HABITAT/SOCIETY: Lesser demons cower before the cruel and domineering Type V Demon. They are considered elite fighters and rarely pass on an opportunity to “embarrass the boys”. Despite what seems to be unity, their cadres do not last long. They often break ranks and find new comrades. There are a few Type V concubines in the finest palaces of the lower planes, but they are treated with the utmost respect. Demon Lords and Princes often keep a Type V Demon around, as they run extremely tight households.

ECOLOGY: Created from the souls of chaotic evil, domineering women, Type V Demons respond much more affably to female summoners, allowing some latitude in their dealings, especially if it puts an evil female in power. To perform services, they demand sacrifices of no less than 4th level male fighters. The bigger the task, the higher level or more numerous the sacrifices need to be. Paladins make ideal sacrifices to Type V Demons and are often brought alive for elaborate rituals.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

Type V Demon

AKA: Errol-Sta

TITLE: Blade of the Abyss

HACKFACTOR: 46

EP VALUE: 10,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-3 or 1-6

SIZE: L (7' tall)

MOVEMENT: 12"

PSIONIC ABILITY: 130

ATTACK/DEFENSE MODES: A,E/F, G, H

MORALE: Defiant (17)

ARMOR CLASS: -7/-5

NO. OF ATTACKS: 7

DAMAGE/ATTACK: 2-8 & 6 by weapon

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: 70%

HIT DICE: 7+7

HIDE/TROPHY ITEMS: The skin from a Type V Demon can be made into scale mail (enchanted up to +8) that only evil fighters can wear, or be used to bind an evil spell caster's spell book.

TREASURE: G

OTHER: Nil

Type VI Demon

DESCRIPTION: Resembling the classic winged fiend, only six Type VI Demons are known to exist. They carry whips and swords with lightning-bolt-shaped blades and are often engulfed in fire when they attack. When more than one is present, they jokingly refer to each other as “brother”. Klandum Kai is the only one of the six that never seems to get the joke.

COMBAT/TACTICS: In lieu of its claw attacks, the creature can attack with both of its weapons. In a single melee round the fiend can attack with two weapons simultaneously – its +1 Sword of Wounding for 2-9 points of damage, plus bleeding, and its whip, which does 1-3 points of damage. Anyone hit by the whip has a 4 in 6 chance of being pulled into the demon's flames for 4-24 additional points of damage.

Type VI Demons have the following powers usable at will: Darkness 10' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Pyrotechnics, Dispel Magic, Suggestion, Telekinesis (600 pounds), Symbol (of Fear, Discord, Sleep or Stunning). They can also Gate in a Type III Demon (75% chance of success) or Type IV (25% chance of success).

HABITAT/SOCIETY: These demons are the most organized of the chaotic demon hordes. They run their own petty fiefdoms on the outskirts of the kingdoms of Demon Princes and Lords. They rarely socialize with Type V Demons and typically employ huge numbers of witless minions in their armies.

All six of these demons have operations on the Prime Material Plane, some in conjunction with Demon Lords and Princes to whom they have sworn fealty.

ECOLOGY: The Type VI Demons are said to be the souls of the six most ruthless chaotic evil barbarian kings, but no one can be sure. With proper invoking, offerings and promises, Type VI Demons will cooperate with PCs for a time, but will attempt to assume command at every opportunity. Should one of the six ever be truly slain, the other five will take it as a personal affront and will avenge their “brother.”

Type VI Demon

AKA: Furgis Kai, Flame Demon

TITLE: Fists of the Abyss

HACKFACTOR: 49

EP VALUE: 17,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-3 or 1-6

SIZE: L (12' tall)

MOVEMENT: 6", 15" Fly (D)

PSIONIC ABILITY: 180

ATTACK/DEFENSE MODES: A,B,C,E/F, G, H

MORALE: Resolved (18)

ARMOR CLASS: -2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: 75%

HIT DICE: 8+8



Type V Demon (aka Errol-Sta)



Type VI Demon (aka Furgis Kai)

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The whips of these demons are immune to fire. Each sword is worth 60,000 gp and is thoroughly chaotic evil. Each whip is worth 20,000 gp.

TREASURE: F, G

OTHER: It is conceivable that if a Type VI Demon were slain, its body parts would be useful to create weapons of evil.

Type VII Demon

DESCRIPTION: These large, muscular demons have no eyes – they are completely blind. They have two “seeing-eye Quasits”, one on each shoulder (most often in the form of a common Imp), telling them where to attack by speaking quietly in each of the demon’s pointy ears.

COMBAT/TACTICS: These blind fiends are capable of rending victims for 2-8/2-8 points of damage, if they can catch them. The Quasit servants on either shoulder will be at maximum hit points (see Nefarian: Quasit). Sometimes, if the Quasit servants are annoyed with their master, they may mislead him. PCs who free the Quasits may also end up “blinding” the monster, but the fiends will stay if they fail a morale check. Additionally, Type VIIs have a breath weapon (usable 7 times/day) that does 6-36 points of damage, half if a save vs. breath weapon succeeds.

They can use the following powers at will: Darkness 10’ Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Pyrotechnics, Fireball (must roll to hit, 10d6), Dispel

Magic, Suggestion, Telekinesis (700 pounds) and Symbol of Fear, Discord, Sleep or Stunning. They can Gate in a Type IV (80% chance of success) or a Type V (20%). They are immune to Dancing Lights, illusions, blindness and all visually distracting spells and similar effects.

HABITAT/SOCIETY: Despite their handicap, these demons continue to build up demonic armies and seek power among their own kind.

ECOLOGY: It is said that the blind demons were once chaotic evil despots whose reach exceeded their grasp. Summoners must be careful that any deals struck with the demon include keeping his Quasits in line.

Type VII Demon

AKA: Blind Demon, Gri’Parkus

TITLE: Unseeing Fiends

HACKFACTOR: 54

EP VALUE: 14,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-3 or 1-5

SIZE: L (12’ tall)

MOVEMENT: 6”, 12” Fly (E)

PSIONIC ABILITY: 190

ATTACK/DEFENSE MODES: A,B,C,E/F,
G, H

MORALE: Fearless (19)

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/2-8

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: 80%

HIT DICE: 9+9

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: F, G x3

OTHER: The leashes that bind a Quasit to its demon can be used to bind other creatures from the lower planes.



Type VII Demon (aka Gri’Parkus)

Type VIII Demon

DESCRIPTION: Sometimes known as the “Sons of Dread”, these demons have two muscular arms and a huge cluster of eight tentacles on their backs. Type VIII Demons have huge claws and twisted, angry simian faces. They always carry an ornate Scepter of Ebony.

COMBAT/TACTICS: The Type VIII Demon can strike with its many tentacles (ten hit points to sever) and on a natural 20 lifts a victim off the ground and automatically does damage each round. (This effect supersedes the critical hits table in the GMG.) Each carries a powerful Scepter of Ebony that inflicts 2-20 points of damage and has the ability to Soul Steal. Victims struck must save vs. spell or the demon acquires their souls. On a natural 20, the victim gets no save and his soul goes directly to the demon.

Type VIII Demons can use the following powers, as 10th level casters, at will: Darkness 20' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Animate Dead, Pyrotechnics, Fireball (must roll to-hit, 10d6 damage), Dispel Magic, Suggestion, Telekinesis (700 pounds), Symbol of Fear, Discord, Sleep

Type VIII Demon

AKA: Hectorgai, Sons of Dread
TITLE: Demon Baron
HACKFACTOR: 59
EP VALUE: 17,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3 or 1-4
SIZE: H (13' tall)
MOVEMENT: 12"
PSIONIC ABILITY: 200
ATTACK/DEFENSE MODES: All/F, G, H
MORALE: Fanatic (20)
ARMOR CLASS: -4
NO. OF ATTACKS: 9
DAMAGE/ATTACK: 1-6x8/2-20 (scepter)
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: 85%
HIT DICE: 10+10



Type VIII Demon (aka Hectorgai)

or Stunning. They can Gate in a Type IV Demon (50% chance of success), a Type V (30%) or a Type VI (20%).

HABITAT/SOCIETY: These powerful demons are considered radicals. They frequently wage war to promote the “purity” and “superiority” of the demon race. The Type VIII Demons barely tolerate Dread’s presence because they have grudgingly learned to respect him, but they are getting anxious as the time for revolution approaches.

ECOLOGY: The ironic thing about these chaotic evil souls is that they were never royalty in life, though they especially enjoy torturing the souls of former rulers. If summoned, they demand no less than 66 sacrifices before they will grant a single audience. They refuse to serve any monarch directly as they consider it beneath their station.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: H x5

OTHER: The Scepters are worth 100,000 gp each, but are evilly aligned. Other Type VIII Demons will certainly come to reclaim their brother’s weapon and avenge him.

Type IX Demon

DESCRIPTION: These creatures look exactly alike and use that to their advantage to confuse summoners. With huge horns, four arms, wings and cloven feet, Type IX Demons are always anxious to cause confusion and mayhem wherever they go.

COMBAT/TACTICS: Type IX Demons may charge an opponent to gore with their horns. This inflicts 3-30 points of damage and can knock down a stone wall up to 10 feet thick. They carry a trident, but will throw it away after the first round. If anyone attempts to pick it up, it will burn for 1-8 points of damage (permanent Heat Metal).

They can use the following powers, as 10th level casters, at will: Darkness 20' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Animate Dead, Pyrotechnics, Fireball (must roll to-hit), Dispel Magic, Suggestion, Project Image, Telekinesis (800 pounds), Symbol of Fear, Discord, Sleep or Stunning. They can Gate in a Type II through VII Demon (85% chance of success, roll 1d6 for random type).

HABITAT/SOCIETY: The Type IX Demons are castle wreckers and are employed as generals in many demon’s armies. They lead by smashing their way into fortresses, while hordes of demons trail behind to mop

Type IX Demon

AKA: Izartai Kreem
TITLE: Duke of Suffering and Despair
HACKFACTOR: 61
EP VALUE: 19,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3
SIZE: H (14' tall)
MOVEMENT: 12", 18" Fly (E)
PSIONIC ABILITY: 210
ATTACK/DEFENSE MODES: All/F, G, H, I
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-8x4
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: 90%
HIT DICE: 11+11



Type IX Demon (aka Izartai Kreem)

up anyone left standing. They have absolutely no allegiance to anyone or anything and would love to see the Abyss crumble into chaos.

ECOLOGY: Type IX Demons are ancient and little is known about their origins. They are in contact with various chaotic gawds, hoping to hasten the destruction of the Universe. They like treasure, so they will put their plans on hold to perform a service for a summoner or lead an army across the lower planes. Type IX Demons are more chaotic than evil. Their puzzling behavior has led more than one magic-user to make the fatal mistake of letting his guard down.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The horns of a Type IX Demon can be crafted into a powerful (evil) magical horn.

TREASURE: B, C, D

OTHER: The tridents left behind by Type IX Demons can be sold for up to 8000 gp. However, all Type IX Demons can hear any sound or conversation within 20 feet of the trident, unless it is encased in over ten feet of solid stone.

Type X Demon

DESCRIPTION: These incredibly bloated demons shake the ground when they walk. Where their eye sockets should be there are two twisted horns ending in bulging eyes. Type X Demons have a huge, Gnoll-like muzzle and they waddle when they walk.

COMBAT/TACTICS: Because of their bloated condition, Type X Demons are poor brawlers and always employ 2-12 Type III Demon bodyguards lead by 1-2 Type IV Demons.

Type X Demons can use the following powers, as 12th level casters, at will: Darkness 20' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Clairvoyance, Clairaudience, Dispel Magic, ESP, Suggestion, Project Image, Telekinesis (800 pounds) and Symbol of Fear, Discord, Sleep or Stunning.

They can Gate in a Type I through X Demon (95% chance of success, roll 1d10 for random type).

HABITAT/SOCIETY: These demons are the eyes and ears of Demon Princes. Dread listens to Type X Demons more than any other type. They attempt to provide him with as much good info as they can. However, in return they exploit

his resources. Other demons are loyal to the Type X Demons, as they often give away powerful weapons out of a treasure hoard in trade for spellbooks, scrolls and other knowledge. Each Type X Demon has a powerful Crystal Ball at his disposal, which he uses to spy on other creatures, especially those on the Prime Material Plane.

ECOLOGY: These fat demons thirst for knowledge rather than battle, which makes them unpopular with most of the upper echelon demons. Dread is often criticized for speaking with them. Type X Demons



Type X Demon (aka Jaarvis Slurge)

Type X Demon

AKA: Jaarvis Slurge

TITLE: Counselor

HACKFACTOR: 60

EP VALUE: 25,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-2

SIZE: H (15' tall)

MOVEMENT: 6"

ARMOR CLASS: -2

PSIONIC ABILITY: 250

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +2 or better to hit

MAGIC RESISTANCE: 95%

HIT DICE: 12+12

gather much of their power from personal deals with evil magic-users and theft from other demons.

YIELD:

MEDICINAL: Eating the flesh of one of these demons will make the imbiber forever chaotic evil, but he will gain two levels of experience as a magic-user or, if a non-magic-user, the powers of a 1st level magic-user in addition to his other abilities.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: E x 5, T x 10

OTHER: Nil

Type XI Demon

DESCRIPTION: This grotesquely bloated demon has a leering, humanoid face with enormous, jewel-like eyes. Wherever he walks, all water within ten feet evaporates. Some cultures worship this demon as a fire gawd.

COMBAT/TACTICS: The Type XI Demon known as Pagnyr'Parkus claws with each hand for 1-8 points of damage and bites for 1-12. His touch causes withering (as the staff) and his bite causes the same rotting disease that Mummies spread. He is always followed by a procession of 2-12 Mummies who take no damage from fire unless it is magical. All potions brought within ten feet of a Type XI Demon must save vs. spell or be destroyed.

Type XI Demon

AKA: Pagnyr'Parkus
TITLE: Gawd of the Wastes
HACKFACTOR: 119
EP VALUE: 35,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-Genius (19)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: H (17' tall)
MOVEMENT: 6"
PSIONIC ABILITY: 275
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-12/1-8/1-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: 100%
HIT DICE: 120 hit points (18 Hit Dice)

The demon can use the following powers, as an 18th level caster, at will: Darkness 20' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Clairvoyance, Clairaudience, Dispel Magic, ESP, Suggestion, Project Image, Telekinesis (800 pounds), Symbol of Fear, Death, Discord, Sleep or Stunning. He can also Gate in a Type I through X Demon (95% chance of success, roll 1d10 for random type).

HABITAT/SOCIETY: Pagnyr'Parkus has been building his power base in the lower planes for quite some time. He seeks to create an alliance to topple Asmodeus, as he is jealous of the devil's power and influence. So far his suggestions have been met with mixed reactions.

Pagnyr'Parkus was once allied with Skullsplitter and the twosome still have a non-violent, if uneasy, relationship. His current plot involves increasing his followers' power until they are able to summon him to the Prime Material Plane permanently.

ECOLOGY: Legends say that Pagnyr'Parkus may have been a Mummy or a Necromancer in his former life, but this remains unconfirmed.



Type XI Demon (aka Pagnyr'Parkus)

His temples are a tempting target for thieves and adventure-seekers, as they are always filled with precious relics, gems and tribute paid in all types of coin. These temples bring in a steady flow of sacrifices and he continues to grant his followers powers, especially over Mummies.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A x 5, E x 5, F x 5

OTHER: Nil

Nefarians: Devils

Devils: The lawful evil devils have a complex but stable hierarchy that they attempt to impose over all of the Nine Hells. A devil will always abide by the rules but seeks to twist them to his own personal advantage. Some devils can be charming, reliable and almost noble in personality but are pure evil. Devils are the most patient of the lower planes creatures, waiting centuries for their schemes to unfold.

Instead of amulets, devils have talismans. These special inscriptions can keep a lesser devil at a PC's command for 9 days, a greater devil for 9 hours and get an Arch-Devil to perform one (relatively brief) service. PCs attempting to profit from ordering devils must make a human sacrifice to activate the talisman. Other PCs or PCs forced to use the talisman are not required to make such evil offerings. If the talisman is not protected in a magic circle, there is a 10% chance per day of summoning the devil that is linked to the talisman. Greater and Arch-Devils instantly know about unprotected talismans and send minions to destroy them.

Devils can travel to Gehenna, Hades, Acheron, the Astral and Ethereal Planes at will, but seldom travel to the Astral Plane. Binding devils is difficult, as they seek to subvert the wording of the terms of service. Magic circles keep devils at bay as long as the candles continue to burn, but only by inscribing the true name of the devil can any permanent protection be maintained. Greater devils and above can only be hit by silver or magic weapons. Unless otherwise noted, devils with 6 Hit Dice or more have an 18/66 Strength, those with under 6 Hit Dice have 16/66 Strength.

Devils have the following powers usable at will: Charm Person, Suggestion, Improved Phantasmal Force, Teleport Without Error, Know Alignment, cause Fear (strength varies) and Animate Dead. They take no damage from fire and half damage from cold or poison gases. All devils have a special form of telepathy that allows them to understand and converse with any intelligent creature. For spell-like abilities, use the Nefarian's Hit Dice as its caster level unless otherwise noted.

Devil Hierarchy: Devil titles actually mean something and are a measure of the creature's power. At the top are Arch-Devils, the rulers. Asmodeus is an Arch-Devil and was voted into office by his peers. Including Asmodeus, there are seven Arch-Devils, each ruling several of the lower planes. Evilynn, also known as the Princess of Hell, is the daughter of Asmodeus. The title is honorary; however, due to her father's influence and power, she ranks just below an Arch-Devil.

Just below Evilynn are the Dukes. There are hundreds of such beings, but only the most powerful ones are listed here. They constantly vie for the Arch-Devil positions, even though they serve them as generals and minor rulers. Dukes will have at least one city-sized region of Hell under their control.

Greater devils are powerful beings, but most have few followers. They serve as officers in the armies of Hell. Occasionally, the most powerful ones have their own fortresses. Lesser devils are the soldiers of Hell. They take orders from greater devils hoping to curry their favor and become greater devils themselves. Least devils are pitiful specimens of devil-kind. They take orders from almost any other devil. Some half-breeds are even willful enough to treat them badly.

What follows are detailed descriptions of the known Devils, listed alphabetically within two divisions: Devil Royalty and Devil Minions.

Devil Royalty

Asmodeus (Arch-Devil)

DESCRIPTION: Asmodeus is a handsome devil and by far the most charming. In his true form he appears as a red-skinned human, with horns, mustache, beard, tail, cape and pitchfork. He will only be in his true form on his home plane, Hell's posh Ninth Plane. Anywhere else he uses one of his many disguises.

COMBAT/TACTICS: The Arch-Devil Asmodeus finds combat distasteful and beneath him. Assuming one can get past his legions of Pit Fiends and greater and lesser devils, he still prefers to talk rather than fight. Asmodeus can only be hit by +3 or better weapons. Like all devils, he can only be truly slain on his home plane. If slain anywhere else, he will reform in Hell 24 hours later.

Asmodeus has the following powers, which he can employ once per round, as a 30th level caster, at will: Pyrotechnics, Produce Flame, Wall of Fire, Ice Storm, Wall of Ice, Continual Light, Read Language,

Read Magic, Detect Invisibility, Locate Object, Invisibility, Dispel Magic, Hold Person, Hold Monster, Shape Change, Beguile, Rulership, Mass Charm, Geas, Restoration, Raise Dead, Plane Shift, Gate, or fulfill another's Wish. Once per day, he can use: Symbol of Pain, Insanity, Hopelessness (save vs. spell at -2 or submit to his will) and Unholy Word.

Asmodeus can summon one greater or two lesser demons. His gaze causes Fear and Weakness or Chill (save vs. spell or be slowed by 50%, -5 to-hit). Asmodeus carries a simple-looking pitchfork (+3) that acts as a Rod of Absorption. It can Cause Serious Wounds to whomever

touches it (no save). It also shoots a bolt of lightning, a cone of frost, a jet of acid or a cone of flame equal to the breath weapon of an ancient Blue, White, Black or Red dragon.

HABITAT/SOCIETY: Asmodeus holds court in his palace and requires that all Arch-Devils pay homage to him once a year. He has numerous allies among the other Nefarians (though any sign of weakness would leave him very alone) and legions at his command and most would do anything to curry his favor.

Asmodeus

AKA: Gorgan'Mar, Old Scratch
TITLE: Devil King, Arch-Devil
HACKFACTOR: 370
EP VALUE: 1,000,000
CLIMATE/TERRAIN: Hell
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-Genius (20)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: H (13 1/2' tall)
MOVEMENT: 12", 24" Fly
PSIONIC ABILITY: 366
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-14
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 90%
HIT DICE: 199 hit points (30 Hit Dice)



The Arch-Devil Asmodeus (aka Gorgan'Mar)

Asmodeus is an expert in all skills and loves to challenge mortals to tests, which he very rarely loses. He has also been known to grant his expert skills to mortals in exchange for souls. His lair is rumored to contain a room full of golden fiddles. Asmodeus can Gate and Plane Shift to any of the lower planes, but can only use the power to leave the Prime Material Plane. Should a mortal speak aloud one of his names, he can Gate or Plane Shift to the mortal's location.

ECOLOGY: It is rumored that Asmodeus was the first soul to arrive in Hell, though the truth of this is unknown. Asmodeus does little to dissuade rumors about him. Should Asmodeus be slain, Hell would be plunged into chaos, as he has been the stabilizing factor for centuries.

YIELD:

MEDICINAL: Unknown.

SPELL COMPONENTS: Asmodeus's body parts can be crafted into relics of unspeakably evil power, able to control most devils.

HIDE/TROPHY ITEMS: Nil

TREASURE: A, D, H, Z (x1000 in lair)

OTHER: Asmodeus sometimes carries a ruby rod instead of a pitchfork. It has the same powers as the pitchfork. The rod alone is worth over 1,000,000 gp, aside from its magical powers.



Burgraad Baydylax, Arch-Devil

Burgraad Baydylax (Arch-Devil)

DESCRIPTION: This handsome well-dressed devil has slanted, glowing red eyes and stubby horns on his forehead. His ears are pointed and his moustache is neatly groomed. Burgraad Baydylax is dreadfully efficient and neat.

COMBAT/TACTICS: Burgraad's weapon of choice is a +4 staff, decorated with evil runes, that glows with power whenever it is held by an evil-aligned creature. Anyone struck by this staff must save vs. spell or be affected as by a Symbol of Pain.

Burgraad can use the following abilities, as a 20th level caster, at will: Animate Dead, Beguile, Charm Person, Detect Magic, Dispel Illusion, Detect Invisibility, Dispel Magic, Geas, Improved Phantasmal Force, Invisibility, Know Alignment, Light, Produce Flame, Pyrotechnics, Raise Dead, Read Languages, Read Magic, Shape Change, Suggestion, Teleport, Wall of Fire and fulfill another's Wish.

Three times per day he can use a Symbol of Pain and once per day he can speak an Unholy Word. His stare causes Fear (save vs. spell negates). He has an 85% chance of summoning 1-4 De'vee'Yants (50%) or 1-3 Horned Devils (50%).

HABITAT/SOCIETY: Burgraad rules the fourth layer of Hell. He hates Mephistopheles and follows Malefane. From his towering basalt

Burgraad Baydylax

AKA: Lord of Pain and Sufferings

TITLE: Arch-Devil

HACKFACTOR: 225

EP VALUE: 30,000 (material form only)

CLIMATE/TERRAIN: Hell

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Genius (17)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: L (10' tall)

MOVEMENT: 9", 15" Fly (B)

PSIONIC ABILITY: 279

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: by weapon +7

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 80%

HIT DICE: 154 hit points (24 Hit Dice)

palace, Burgraad dictates the behavior of the majority of the devils in his smoking level of Hell. Constantly on guard for usurpers, Burgraad, like most devil rulers, rules with an iron fist. Unlike most beings of the lower planes, he cannot bear sloppiness. Better than 35% of his forces are occupied by various scullery tasks throughout the Fourth Level to make it sparkle. If Burgraad should find a single rock out of place, his anger could rage for centuries.

ECOLOGY: Burgraad prefers everything to be done with pride and his schemes reflect that. Only the neatest magic-users and evil clerics can summon Burgraad, as he refuses to buy the souls of "common slob".

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A through E x 10

OTHER: Burgraad's staff is worth 40,000 gp, but is a symbol of power on the 4th layer and thus, if it is taken, other devils will come looking for it.

De'Yin Vay (Duke of Hell)

DESCRIPTION: This devil has the body of a large, muscular human and the head of a large wolf. His constant companion is a large Winter Wolf. De'Yin Vay is a loyal vassal of Lord Gargruss Vlaadmaar and will be encountered somewhere on his plane.

COMBAT/TACTICS: De'Yin Vay likes to bite his victims with his large, wolfish canine teeth for 3-12 points of damage or crush them with his huge +3 mace. His Winter Wolf sidekick has maximum hit points, gets +3 to-hit and to damage and has 25% magic resistance.

De'Yin Vay can use the following powers, as a 20th level caster, at will: Animate Dead, Charm Monster, Detect Magic, Detect Invisibility, Dispel Magic, Fly, Geas, Know Alignment, Polymorph Self, Produce Flame, Read Languages, Read Magic, Suggestion, Teleport, Wall of Ice and fulfill another's Limited Wish. His gaze causes Fear. Once per day, he can use a Symbol of Hopelessness. He is able to summon 1-4 Bone Devils (60% chance of success) and regenerate 1-12 hit points per turn. On the Prime Material Plane, he can control all wolves within a one-mile radius.

HABITAT/SOCIETY: The Fanged Duke commands up to 40 companies of Bone Devils for Lord Gargruss and runs one of the tightest armies in Hell. Although loyal to Lord Gargruss, he sees no reason why he could not make a grab for power himself.

ECOLOGY: The Fanged Duke has an exclusive contract on all Werewolf souls that go to Hell. He has a few operations on the Prime Material Plane and occasionally makes forays there. He is seen as an up-and-coming power and Asmodeus has complimented him on his strategies more than once.

De'Yin Vay

AKA: Wolfhead, The Fanged Duke
TITLE: Duke of Hell
HACKFACTOR: 159
EP VALUE: 28,000 (material form only)
CLIMATE/TERRAIN: Hell
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (17)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: L (9' tall)
MOVEMENT: 18"
PSIONIC ABILITY: 229
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -2
NO. OF ATTACKS: 1 and 1
DAMAGE/ATTACK: By weapon +7/3-12
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 70%
HIT DICE: 126 hit points (19 Hit Dice)



The Devil De'Yin Vay, Duke of Hell

YIELD:

MEDICINAL: De'Yin Vay's blood causes Lycanthropy if imbibed.
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: G, F (x10 in lair)
OTHER: The magic items De'Yin Vay wields are from the Prime Material Plane and are not evil-aligned.

Duke Atan'Nyus (Arch-Devil)

DESCRIPTION: Atan'Nyus is a reddish-gold devil with huge scaly wings that gleam like rubies. He looks like a typical devil, but his enormous girth and broad face set him apart. The Arch-Devil has tried to cut back on all the heavy partying, but cannot pass up a buffet or an open bar.

COMBAT/TACTICS: Duke Atan'Nyus' weapon of choice is a fauchard-fork that inflicts 1-8 points of damage and affects victims as a Sword of Wounding.

Atan'Nyus has the following powers usable, as a 20th level caster, at will: Animate Dead, Beguile, Charm Person, Detect Invisibility, Detect Magic, Dispel Magic, Fool's Gold, Geas, Improved Phantasmal Force, Invisibility, Know Alignment, Produce Flame, Pyrotechnics, Raise Dead, Read Languages, Read Magic, Shape Change, Suggestion, Teleport, Wall of Fire and fulfill another's Wish.

Once per day the Arch-Devil can use a Symbol of Hopelessness and pronounce an Unholy Word. He gaze causes Fear (save vs. spell negates) and he can summon 1-3 Horned Devils (50%) or 1-3 Devee'yants (50%) with an 80% success rate.

HABITAT/SOCIETY: Atan'Nyus, along with Vorgaal'Lad, supposedly supports Mephistopheles, but neither devil has ever disobeyed Asmodeus. Atan'Nyus's realm is the Third Layer, a boundless area of rifts, slime streams, falling hot ash and volcanoes. Atan'Nyus rides a Nightmare of the largest size and has a pack of Hell Hounds. He loves to hunt new prey in his domain, especially prey that screams.

ECOLOGY: Atan'Nyus collects the souls of all lawful evil hunters and various others from his various soul brokers and agents. He enjoys taking trophies from his battles and his treasury is rumored to be vast. Atan'Nyus was not fat when his castle was built long ago and the bloated fiend can now only enter or exit through the impressive front gate, as the rest of the windows and doors are too small for him.

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil

Duke Atan'Nyus

AKA: Lord of Slime, Bloated Lord
TITLE: Arch-Devil
HACKFACTOR: 217
EP VALUE: 32,000 (material form only)
CLIMATE/TERRAIN: Hell
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (17)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: L (12' tall)
MOVEMENT: 6", 12" (D)
PSIONIC ABILITY: 259
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -3
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon +7
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 75%
HIT DICE: 139 hit points (24 Hit Dice)

HIDE/TROPHY ITEMS: Nil

TREASURE: E, H x20

OTHER: The Duke's fauchard-fork is worth 110,000 gp.

Duke Braax Mourgon (Duke of Hell)

DESCRIPTION: Appearing as a well-formed humanoid with golden skin, Braax Mourgon's dark head sports a small pair of bull's horns that curve forward and his mouth is a twisted maw of fangs. The lower half of his body is rather bovine, a fact he is proud to display. He loves to collect the symbols of all the military officers he defeats in combat.

COMBAT/TACTICS: Braax's favorite suit of armor is a suit of +3 bronze plate mail, masterfully crafted in an ancient style. He wields a +2 morning star with a bronze handle that can telescope from four to eight feet long.

Braax can use the following powers, as a 20th level caster, at will: Alter Self, Animate Dead, Cause Serious Wounds, Detect Invisibility, Detect Magic, Dispel Magic,

Duke Braax Mourgon

AKA: Baron of Carnage

TITLE: Duke of Hell

HACKFACTOR: 197

EP VALUE: 35,000 (material form only)

CLIMATE/TERRAIN: Hell

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exceptional (16)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: L (8' tall)

MOVEMENT: 12"

PSIONIC ABILITY: 206

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon +6

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 70%

HIT DICE: 106 hit points (23 Hit Dice)



The Devil, Duke Braax Mourgon

Invisibility, Know Alignment, Produce Fire, Pyrotechnics, Read Languages, Read Magic, Shape Change (twice per day), Suggestion, Teleport, Windwalk and fulfill another's Limited Wish. Once per day he can employ a Symbol of Stunning. He radiates Fear in a 20-foot radius and can summon 1-4 Horned Devils (65% chance of success). He regenerates one hit point per round.

HABITAT/SOCIETY: Braax Mourgon, or General, as he prefers to be called, commands exactly 66 companies of Horned Devils for Duke Atan'Nyus. Although loyal to his master, Braax believes that he knows more from his experiences as a soldier in the field, fighting in the trenches. This leads him to make decisions that countermand his master's orders. In all respects, Braax is a brilliant military strategist and is feared by other military leaders in Hell. Most demons dislike the General and Braax does not put any trust in them or daemons.

ECOLOGY: Braax claims the souls of lawful evil soldiers (the "grunts") who die in the line of duty. He is very picky and only collects the best. Braax has much to offer an experienced fighter looking to sell his soul.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: G, P

OTHER: Braax's morning star is worth 25,000 gp and his armor is worth 5000 gp. Braax Mourgon's bones can be used to fashion a Rod of Rulership in the unlikely event that the devil is defeated.

Evilynn (Princess of Hell)

DESCRIPTION: Evilynn is an incredibly beautiful female with copper-colored skin, bronze wings, forked tail and horns. She is always dressed to kill and does whatever amuses her. She is often followed by an entourage of catty Dark Soulstresses and Soulsters (1-4) who hang on her every word and laugh at all of her jokes.

COMBAT/TACTICS: Evilynn will only enter into combat directly when she cannot get her way. She wields a +4 short sword with the powers of a Dagger of Venom. Evilynn will always make verbal demands before attacking.

Evilynn has the following powers usable, as a 20th level caster, at will: Animate Dead, Charm Monster, Charm Person, Dispel Magic, Improved Phantasmal Force, Know Alignment, Poison, Polymorph Self, Produce Flame, Read Languages, Read Magic, Suggestion, Teleport and fulfill another's Limited Wish. Once per day she can use

Evilynn

AKA: Princess

TITLE: Princess of Hell,
Daughter of Asmodeus

HACKFACTOR: 107

EP VALUE: 20,000 (material form only)

CLIMATE/TERRAIN: Hell

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exceptional (15)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: L (9' tall)

MOVEMENT: 15", 30" Fly (B)

PSIONIC ABILITY: 206

ATTACK/DEFENSE MODES: All/All

MORALE: Foolhardy (16)

ARMOR CLASS: -2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon +4

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 60%

HIT DICE: 69 hit points (15 Hit Dice)



The Devil Evilynn, Princess of Hell

a Finger of Death. She can cause Fear by speaking to an individual (save vs. spell negates) and can summon 1-2 Horned Devils (70% chance of success). She regenerates two hit points per turn.

HABITAT/SOCIETY: The stereotypical spoiled rich kid, Evilynn likes to infuriate her father by carousing with his rivals and “bad boy” demons. Most of the greater devils know to stay clear of her, as she is nothing but trouble. Asmodeus threatens to ground her all the time, but rarely follows through on his threats.

ECOLOGY: Evilynn demands (and gets) all the souls of lawful evil, spoiled noblewomen. When on the Prime Material Plane, Evilynn loves to play with the hearts of men, insisting she will “turn good” just to please them if they will just sell their soul to her. Asmodeus has forbidden her to enter into any more contracts, but she continues to defy him, sometimes granting wishes for nothing.

Those who are able to amuse Evilynn eventually begin to bore her and they end up stranded somewhere in Hell or in a very compromising position on the Prime Material Plane. She loves to visit red-light districts in Garweeze Wurld. This angers Asmodeus to no end.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C through E x 10

OTHER: Evilynn’s short sword is worth 8,000 gp. Her blood is perfect for a Potion of Lust.

Harbinger (Duke of Hell)

DESCRIPTION: Harbinger looks like a tall satyr, but with an elven head and thin devilish horns. His cloven feet make it awkward for him to come to a complete stop when he is running or landing – he is often found a few dozen yards from whatever message he was carrying.

COMBAT/TACTICS: Harbinger likes to talk his way out of confrontations with his foes, but if pressed into battle, he carries a silver Sword of Wounding.

Harbinger has the following abilities usable, as a 20th level caster, at will: Animate Dead, Bestow Curse, Charm Person or Mammal, Chaos, Emotion, Feeblemind (once per day), Forget, Fumble, Hypnotism, Improved Phantasmal Force, Illusionary Script, Improved Invisibility, Know Alignment, Message, Misdirection, Non-detection, Polymorph Self, Protection from Good, Suggestion, Teleport, Tongues, Ventriloquism and Whispering Wind. Once per day he can use a Symbol of

Discord or Sleep (19 levels or 99 hit points, a save vs. spell leaves a victim merely dozing with a 1 in 20 chance of waking). He can cause Fear by touch and summon 1-4 Dark Sultresses (50% chance of success). Harbinger regenerates one hit point per round.

HABITAT/SOCIETY: Harbinger is Vorgaal’Lad’s favorite toady and that’s just the way he likes it. He often uses his boss’s fearsome reputation to his own advantage – frightening other devils. Harbinger loves to deliver bad news and can be found just about anywhere in Hell.

ECOLOGY: Harbinger insists he is a reliable messenger, despite the fact that he once crashed delivering a message to Mephistopheles, fell into the moat and was frozen for a year and a half.



The Devil Harbinger, Duke of Hell

Harbinger

AKA: Twister of Words

TITLE: Duke of Hell, Messenger

HACKFACTOR: 94

EP VALUE: 29,000 (material form only)

CLIMATE/TERRAIN: Hell

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Supra-Genius (20)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (5 1/2' tall)

MOVEMENT: 15", 30" Fly (D)

PSIONIC ABILITY: 239

ATTACK/DEFENSE MODES: All/All

MORALE: Fearless (19)

ARMOR CLASS: -2

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon +3

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 75%

HIT DICE: 86 hit points (14 Hit Dice)

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: G, H, 30% of a message

OTHER: Harbinger's sword is rumored to be intelligent, but it does not like the fiend and will not allow the devil to use any of its other powers.

Lord Gargruss Vlaadmaar (Arch-Devil)

DESCRIPTION: Lord Gargruss has the lower body of a snake and the upper torso and head of an ape with a single, central horn. The only armor he ever deigns to wear is a pair of shoulder plates from a +3 suit of plate mail.

COMBAT/TACTICS: Gargruss loves to rend his foes with his claws for 3-18 points of damage each and then stab them with his poisonous tail (2-8, save vs. poison at -4 or die).

He has the following powers usable, as a 23rd level caster, at will: Ice Storm, Wall of Ice, Light, Read Languages, Read Magic, Detect Invisibility, Locate Object, Dispel Magic, Invisibility, Shape Change, Beguile, Geas, Raise Dead and fulfill another's Wish.

Once per day he can use a Symbol of Pain and an Unholy Word. The Arch-Devil's gaze causes Fear (save vs. spell negates) and he can summon one or two Bone Devils (90% chance of success) or a single Ice Devil (40% chance of success). Lord Gargruss possesses a magic horn,



The Arch-Devil, Lord Gargruss Vlaadmaar

Lord Gargruss Vlaadmaar

AKA: Beast Lord, Jungle Devil**TITLE:** Arch-Devil**HACKFACTOR:** 212**EP VALUE:** 40,000 (material form only)**CLIMATE/TERRAIN:** Hell**FREQUENCY:** Unique**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Exceptional (15)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 1**SIZE:** H (10' tall, 30' long)**MOVEMENT:** 3", 18" Fly (C)**PSIONIC ABILITY:** 213**ATTACK/DEFENSE MODES:** All/All**MORALE:** Fanatic (20)**ARMOR CLASS:** -3**NO. OF ATTACKS:** 3**DAMAGE/ATTACK:** 3-18/3-18/2-8**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** +2 or better to hit**MAGIC RESISTANCE:** 75%**HIT DICE:** 133 (23 Hit Dice)

usable once per week, that can summon 5-20 Minotaurs who will fight to the death for him. Lord Gargruss has a 24 Strength.

HABITAT/SOCIETY: Ruler of the 5th level of Hell, Lord Gargruss Vlaadmaar has a great castle in the center of the plane. Gargruss spends most of his time trying to manage his vast empire, although he would rather be fighting. He is always looking for a way to start a war.

ECOLOGY: Gargruss has worshippers among the primitive tribes and jungle-related humanoids in Garweeze Wurd. There is a very large cult of jungle shamans who exclusively worship Gargruss and receive animalistic powers in return for their devotion.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A through Z

OTHER: Nil

Malefane (Arch-Devil)

DESCRIPTION: Malefane appears as an oversized humanoid fly with huge, multi-faceted eyes. He has a high-pitched voice, which is sometimes difficult to hear.

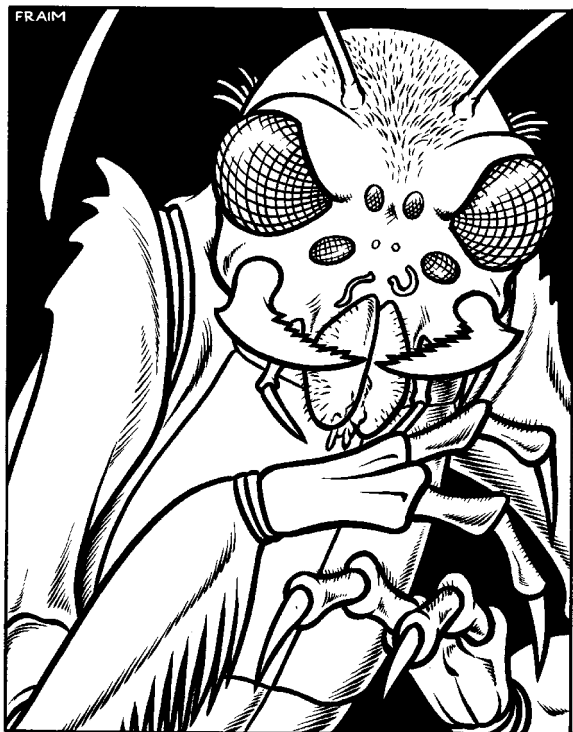
COMBAT/TACTICS: With a successful to-hit roll, Malefane grasps his chosen victim with his clawed forelimbs (no damage) before biting the next round. Malefane's bite automatically hits, inflicting 2-12 points of damage and delivering a deadly poison (save vs. poison at -2 or die immediately). The victim can break free with a successful bend bars/lift gates roll, if he has an action before the bite strikes. Those who die forfeit their souls to the Arch-Devil. His gaze causes Weakness (save vs. magic or collapse trembling for 1-4 rounds) and Fear (as wand).

Malefane can use the following powers once per round, as a 25th level caster, at will: Pyrotechnics, Produce Flame, Wall of Fire, Continual Light, Read Language, Read Magic, Detect Invisibility, Locate Object, Invisibility, Dispel Magic, Shape Change, Beguile, Rulership, Hold Person, Charm Monster, Geas, Restoration, Raise Dead and fulfill another's Wish. Once per day he can summon 1-4 greater devils, use Symbols of Pain and Insanity and Unholy Word.

HABITAT/SOCIETY: The two layers of Hell this devil controls (the 6th and 7th) are called Malbolge (a black, stony plane filled with stinking vapors and fire pits) and Maladomini (moated castles and his great fortress). He seeks a way to overthrow Asmodeus while appearing loyal.

Arch-Devil Malefane

AKA: Lord of Flies, Baalzebul**TITLE:** Arch-Devil**HACKFACTOR:** 253**EP VALUE:** 800,000**CLIMATE/TERRAIN:** Hell**FREQUENCY:** Unique**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Genius (18)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 1**SIZE:** L (12' tall)**MOVEMENT:** 9", 24" Fly (C)**PSIONIC ABILITY:** 313**ATTACK/DEFENSE MODES:** All/All**MORALE:** Fearless (19)**ARMOR CLASS:** -5**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 2-12 + poison**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** +3 or better to hit**MAGIC RESISTANCE:** 85%**HIT DICE:** 166 hit point (25 Hit Dice)

*The Arch-Devil Malefane*

ECOLOGY: Malefane automatically gets the souls of lawful evil insect creatures and employs hundreds of soul brokers on many planes. He is a tough negotiator.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Malefane's horns and body are highly magical and could be used to create artifacts of great evil.

HABITAT/SOCIETY: The 8th layer Hell is ruled by Mephistopheles, but his aim is to wrest the 4th layer from Burgraad Baydylax and even challenge Asmodeus. His great Iron Citadel, somewhere in the icy mountain range on that frozen plane, is the scene of much intrigue, plotting and zany misunderstandings. The 8th layer's population of Pit Fiend and Horned Devils is located in the outer marches, where pits of oozing slime and steam bubble. Ice Devils are the main occupants of the rest of the plane.

ECOLOGY: Mephistopheles needs tremendous power if he is to stand up against Burgraad and hold the 4th plane. Because of this, he is anxious to barter for gold, magic items and slaves. He is likely to grant power to those who attack Burgraad's forces on his behalf. Though unconfirmed, it is widely known that in life Mephistopheles was a feared dictator.

Mephistopheles

AKA: Ruler of the 8th, King of Intolerable Pain

TITLE: Arch-Devil

HACKFACTOR: 229

EP VALUE: 49,000 (material form only)

CLIMATE/TERRAIN: Hell

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Supra-Genius (20)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: L (9' tall)

MOVEMENT: 15", 18" Fly (C)

PSIONIC ABILITY: 309

ATTACK/DEFENSE MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -6

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon +9

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 85%

HIT DICE: 188 hit points (23 Hit Dice)

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C, D, G, H x 10

OTHER: Mephistopheles' fork is worth 45,000 gp and is lawful evil-aligned.

Mephistopheles (Arch-Devil)

DESCRIPTION: Mephistopheles is a tall, blue-black humanoid with sharp, handsome features. His horns are honed to fine points. His eyes have blood-red irises and pupils. Mephistopheles was once known for his rousing speeches, but for centuries now his voice sounds like a whispering wind and listeners must strain to hear him.

COMBAT/TACTICS: Mephistopheles has a great, three-tined +3 fork that can, at his slightest command, deliver 3-12 points of cold, electrical or fire damage (save vs. spell for half). Each function of the fork can be used three times per day.

Mephistopheles has the following powers usable, as a 20th level caster, at will: Animate Dead, Beguile, Charm Person, Cone of Cold, Detect Invisibility, Detect Magic, Dispel Illusion, Dispel Magic, Geas, Ice Storm, Improved Phantasmal Force, Invisibility, Know Alignment, Produce Flame, Polymorph Self, Raise Dead, Read Languages, Read Magic, Rulership (once per day), Shape Change (once per day), Suggestion, Teleport, Wall of Ice and fulfill another's Wish.

He can use Unholy Word once per day and can cause Fear by gaze (save vs. spell) or 10-foot radius (save vs. rods, etc). He can summon 1-3 Ice Devils (90% chance of success).

*The Arch-Devil Mephistopheles*

Saugass Baydylax (Duke of Hell)

DESCRIPTION: Resembling a Pit Fiend with a larger, more refined head and smaller wings, Saugass has a rust-red colored hide. Despite his rough-and-tumble appearance, Saugass Baydylax is extremely friendly and has a mellifluous speaking voice.

COMBAT/TACTICS: Saugass prefers not to enter battle directly, but when he does it is with a Net of Snaring and a +3 trident.

Saugass has the following powers usable, as a 20th level caster, at will: Animate Dead, Detect Invisibility, Detect Magic, Heal (twice per day), Hold Monster, Invisibility, Know Alignment, Polymorph Self, Produce Flame, Pyrotechnics, Ray of Enfeeblement, Read Languages, Read Magic, Shocking Grasp, Suggestion, Teleport, Wall of Fire and fulfill another's Limited Wish. He can cause Fear in a 30-foot radius by changing the tone of his voice (save vs. rods negates). He can use a Symbol of Persuasion once per day. He can summon a Pit Fiend (75% chance of success).

HABITAT/SOCIETY: Saugass is the ultimate infernal networker. There is not one Nefarian he is not on very good terms with in Hell. Commanding two companies of Pit Fiends in the service of

Saugass Baydylax
AKA: Vassal to Mephistopheles, Baron of Agony
TITLE: Duke of Hell
HACKFACTOR: 158
EP VALUE: 30,000 (material form only)
CLIMATE/TERRAIN: Hell
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (17)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: H (13 1/2' tall)
MOVEMENT: 9", 18" Fly (B)
PSIONIC ABILITY: 275
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -4
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon +8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 65%
HIT DICE: 111 hit points (19 Hit Dice)



The Devil Saugass Baydylax, Duke of Hell

Mephistopheles, he rules the Eighth Layer, second only to his master. Saugass is known for passing out little cards – when the name on the card is read, it disappears in a puff of foul-smelling smoke and Saugass Baydylax appears.

ECOLOGY: His brother, Burgraad, and he are not on speaking terms. There is a 20% chance that anyone who summons him will instead be met by an illusion that promises to “return the summoner’s request at a later time”. If anyone seeks an introduction to anyone in all of the Nine Hells, Saugass Baydylax is the devil to talk to.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: His blood can be used to make a Philter of Persuasiveness.
HIDE/TROPHY ITEMS: Nil
TREASURE: H x 8
OTHER: Saugass’s magic items are worth 35,000 gp collectively.

Thraar (Arch-Devil)

DESCRIPTION: Thraar is a great square-bodied creature with red-orange skin, short arms and legs and squarish hands and feet. His feet and head are horned and his head is huge, with a large, gaping mouth.

COMBAT/TACTICS: Thraar carries a whip made from a strange pliable metal. Each of the whip’s six tails can deal 1-4 points of damage. Each point costs one charge and it has 20 charges per turn. The damage is electrical (no save). When not attacking with his weapon of choice, Thraar can butt with his horns for 4-16 points of damage, or claw his opponent for 8-11 points of damage per hand.

Thraar can use the following powers, as a 20th level caster, at will: Affect Normal Fires, Animate Dead, Beguile, Burning Hands (16 points of damage), Detect Invisibility, Detect Magic, Fire Charm, Fly, Geas, Improved Phantasmal Force, Know Alignment, Polymorph Self, Produce Fire, Pyrotechnics, Raise Dead, Read Languages, Read Magic, Suggestion, Teleport Without Error, Wall of Fire and fulfill another's Limited Wish. Once per day Thraar can use Flame Strike, Symbol of Stunning and an Unholy Word. He can breathe forth a cloud of Fear that affects 1-8 persons within 30 feet (save vs. breath weapon or flee). He can summon 1-3 Horned Devils (80% chance of success).

HABITAT/SOCIETY: Thraar hates Lord Gargruss, as the devil is always making fun of his ugly head. If it were not for Malefane, there would be open warfare between the two. This amuses Mephistopheles, who attempts to exploit the situation at every turn. Succubi and their ilk

Thraar
AKA: Viceroy of Malefane
TITLE: Arch-Devil, Grand Duke
HACKFACTOR: 185
EP VALUE: 42,000 (material form only)
CLIMATE/TERRAIN: Hell
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (16)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: L (14 1/2' tall)
MOVEMENT: 12"
PSIONIC ABILITY: 226
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 8-11/8-11/4-16
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 70%
HIT DICE: 126 hit points (20 Hit Dice)

*The Arch-Devil Thraar*

actively avoid Thraar, and call him the “Grand Dork”. Thraar has been known to attack any female who laughs out loud in his presence.

ECOLOGY: Thraar collects the lawful evil souls of all misfits. While he promises them that in Hell they will gain the acceptance they have always wanted, Thraar’s minions are frequently mocked by other devils. Thraar offers beauty to the ugly and poise to the awkward. Despite his lack of popularity, he has amassed a great deal of power.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A through D, G, H x 10

OTHER: Thraar’s whip is worth 90,000 gp.

Vorgaal’Lad (Arch-Devil)

DESCRIPTION: Vorgaal’Lad dresses in kingly accouterment and resembles a very tall elf with horns. Only one of his feet is cloven and he conceals his spiked tail under his robes.

COMBAT/TACTICS: He carries a Rod of Rulership in one hand and a Staff of Striking (double strength) in the other.

Vorgaal’Lad has the following power usable, as a 21st level caster, at will: Pyrotechnics, Produce Flame, Wall of Fire, Light, Read Magic, Read Languages, Detect Invisibility, Shape Change, Beguile, Geas, Restoration, Raise Dead and fulfill another’s Wish. He can summon 1-3 Dark Soutresses (80% chance of success). Once per day, he can use Symbol of

Vorgaal’Lad

AKA: He of the Iron Fist

TITLE: Arch-Devil

HACKFACTOR: 193

EP VALUE: 75,000

CLIMATE/TERRAIN: Hell

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Genius (18)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (7’ tall)

MOVEMENT: 15”

PSIONIC ABILITY: All

ATTACK/DEFENSE MODES: All/All

MORALE: Defiant (17)

ARMOR CLASS: -2

NO. OF ATTACKS: See description

DAMAGE/ATTACK: See description

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 80%

HIT DICE: 144 hit points (22 Hit Dice)

*Vorgaal’Lad, Arch-Devil*

Pain and Unholy Word. His stare causes Fear or Chill (as a Chill Touch spell) to all those who fail to save vs. spell.

HABITAT/SOCIETY: Vorgaal’Lad is a busy ruler and lords over thousands of minions who do all of his fighting for him. His city is called Dis and from there he rules all of the 2nd layer of Hell. Demons annoy him and he constantly works to undo their power and devise raids into the Abyss. If Vorgaal’Lad is challenged to a battle, he will wave away the request, summoning devils and muttering, “Not now. Couldn’t possibly.”

ECOLOGY: While Asmodeus has the best-known soul brokers working for him, Vorgaal’Lad’s brokers are the most efficient. Nothing upsets Vorgaal’Lad more than a missed quota. He prefers to use magic items that mimic his powers. Thus, he has amassed an impressive hoard.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A through Z x10

OTHER: Vorgaal’Lad’s spine could be made into a Rod of Rulership allowing one to rule the 2nd layer of Hell in his stead.

Devil Minions

Bone Devil (Lesser Devil)

DESCRIPTION: Bone Devils, also called Marrow Devils, are skeletal fiends with reinforced bony limbs and cruel claws. 50% of these fiends also have a segmented, ivory scorpion’s tail (bash for 2-8 points of damage, drains 1-4 Strength points). They often carry large weapons resembling crude meat hooks.

COMBAT/TACTICS: Bone Devils either claw viciously or fight with their meat hook, used to snare opponents. Any creature hit by the meat hook has a 50% chance of being stuck. Stuck victims will be drained of 1-4 Strength points unless the victim successfully saves vs. poison, and hit by the fiend’s other clawed hand for 2-8 points of damage. Strength loss lasts

for 1-6 turns. A Bone Devil without a meat hook can strike with its claws but cannot drain a victim's Strength.

Bone Devils can use the following powers once per round, as 9th level casters: Fear 5' Radius, Improved Phantasmal Force, Fly, Invisibility, Detect Invisibility, Fear and summon another Bone Devil (40% chance of success). Once per day they can create a Wall of Ice.

HABITAT/SOCIETY: Bone Devils prefer the chilling cold rather than well-heated surroundings. They inhabit the 5th layer of Hell and have ultravision that extends 60 feet. Bone Devils serve as minor officers throughout the devil's armies. Their attacks in battle are organized and will be equally spread amongst all opponents.

ECOLOGY: Bone Devils are created from the souls of lawful evil poisoners whose hearts were so cold that they poisoned someone they loved. Bone Devils always feel the chill of the dead they helped create. They offer expert advice on poisons to those who wish to sell their souls.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Q, G

OTHER: Bone Devil meat hooks are worth 300 gp and can be used to summon other Bone Devils. The devil's poison lasts forever. 1-4 doses can be harvested from each Bone Devil.

Bone Devil

AKA: Ivory Devil, Marrow Devil

TITLE: Lesser Devil

HACKFACTOR: 44

EP VALUE: 5000

CLIMATE/TERRAIN: Hell

FREQUENCY: Uncommon

ORGANIZATION: Small units

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-2 or 2-8

SIZE: L (9 1/2 tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: -1

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 3-12 or 2-8/2-8

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 40%

HIT DICE: 9

Dark Minion (Least Devil)

DESCRIPTION: Dark Minions appear as hairless humans with eyes devoid of pupils. There is a 10% chance they will be holding a weapon. If part of an army, all will have some sort of crude weapon.

COMBAT/TACTICS: Dark Minions overwhelm opponents by sheer numbers. In the Infernal Regions or areas of evil, they regenerate one hit point per round. They cannot regenerate damage inflicted by holy objects. Dark Minions reform if slain in the cause of evil, 1% of those thus slain reform as a Devil Hordling. They are immune to mental spells and mental attacks.

HABITAT/SOCIETY: Dark Minions are blind, deaf and unable to speak. They are sensitive to mental commands from stronger devils and can sense each other. They readily obey all commands in order to lessen their eternal pain and torment. If not under the command of a stronger force, they will attack any non-Nefarian they run across.

ECOLOGY: Lawful evil souls end up as Dark Minions. After a thousand years of service, they are upgraded to Devil Hordlings. Contrary to popular myth, Dark Minions cannot be fooled by a screaming fool running headlong into a pack of them.

Dark Minion

AKA: The Damned, Blind Ones

TITLE: Least Devil

HACKFACTOR: 2

EP VALUE: 70

CLIMATE/TERRAIN: Hell

FREQUENCY: Common

ORGANIZATION: Legions

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Lawful Evil

NO. APPEARING: 10-100

SIZE: M

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 9

NO. OF ATTACKS: 2 or 1

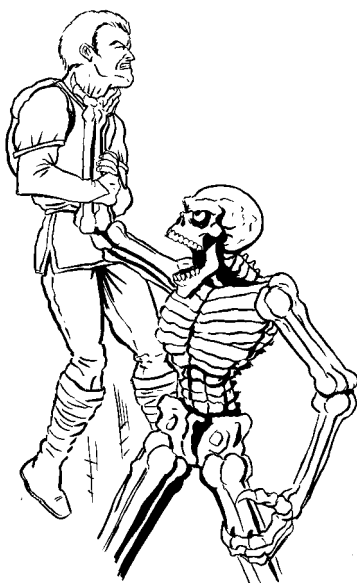
DAMAGE/ATTACK: 1-2(x2) or by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: Standard

HIT DICE: 1



Bone Devil (Lesser Devil)



Dark Minions (Least Devils)

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Dark Soulstress (Lesser Devil)

DESCRIPTION: Dark Soulstress Devils can appear as either male or female (although the rarer male ones are called "Dark Soulsters"). In their regular guise, these devils resemble attractive humans with glossy black hair, delicate bat-like wings and vaguely sulfur-furred or ashy complexions. They always wear scanty clothing, ornate armbands and other bejeweled items.

COMBAT/TACTICS: Dark Soulstresses are equipped with a Rope of Entanglement and a Dagger of Venom that causes terrible, caustic wounds (save vs. poison or faint for 1-6 rounds from the pain.)

Dark Soulstresses have the following powers usable, as 7th level casters, once per day: Fear (by gaze), Detect Invisibility, Locate Object, Invisibility, Polymorph Self, Produce Flame or summon other Dark Soulstresses (25% chance of success).

Dark Soulstress**AKA:** Soul Retrievers of Evil**TITLE:** Lesser Devil**HACKFACTOR:** 19**EP VALUE:** 1850**CLIMATE/TERRAIN:** Hell**FREQUENCY:** Uncommon**ORGANIZATION:** Small units**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Average (8-10)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 1-3 or 4-16**SIZE:** M (6' tall)**MOVEMENT:** 6", 21" Fly (C)**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Confident (12)**ARMOR CLASS:** 2**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 2-8**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** See description**MAGIC RESISTANCE:** 30%**HIT DICE:** 6+6*Dark Soulstress (Lesser Devil)*

HABITAT/SOCIETY: Dark Soulstresses are poor dealmakers and have little to offer in trade. However, they are particularly adept at kidnapping victims and are usually sent to the Prime Material Plane to catch an evil-aligned victim and bring him to Hell. They have little strategy, as most of their trips to the Prime Material Plane are short.

ECOLOGY: Dark Soulstresses are created from the lawful evil souls of kidnappers and those who would separate families.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The slender bones from the wings of Dark Soulstresses can be used to scribe scrolls of Energy Drain, Gate or Plane Shift.

HIDE/TROPHY ITEMS: Nil

TREASURE: C, D

OTHER: The Rope of Entanglement and Dagger of Venom will function normally, although they are evil-aligned and kill victims, rather than subdue them. Good-aligned PCs receive double EPs for destroying them.

Devee'yant (Lesser Devil)

DESCRIPTION: These devils are hunched over humanoids, with scaly skin and tail, spiny protrusions, taloned feet and pointed ears. Their beards are usually greasy and their mouths and eyes are always leering. Devee'yants decorate their faces with suggestive markings and always look like they are up to something. They carry huge polearms and maintain a collection of provocative demonic "art".

COMBAT/TACTICS: They prefer to attack with a saw-tooth glaive equipped with a hook that does 1-3 points of damage and holds a victim fast until he makes a successful open doors rolls. If fighting without weapons, a Devee'yant who strikes for more than 8 points of damage forces the victim to save vs. poison or come down with a rash that lowers Dexterity by one point per round for four rounds.

Devee'yants can use the following powers, as 5th level casters, at will: Affect Normal Fires, Fear (by touch), Produce Flame and summon another Devee'yant (35% chance of success).

HABITAT/SOCIETY: Devee'yants are unpopular in Hell and most devils do what they can to avoid direct contact with these perverted fiends. They are prone to violence, cruelty and "weird" behavior. They have turned the Third Plane of Hell into a "Den of Sleaze". Devee'yants never pass up an opportunity to humiliate a foe in the most disgusting manner possible.

Devee'yant**AKA:** Infernal Pervert**TITLE:** Lesser Devil**HACKFACTOR:** 27**EP VALUE:** 1400**CLIMATE/TERRAIN:** Hell**FREQUENCY:** Common**ORGANIZATION:** Packs**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Average to Very (8-12)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 1-2 or 4-10**SIZE:** M (6 1/2' tall)**MOVEMENT:** 15"**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fearless (19)**ARMOR CLASS:** 1**NO. OF ATTACKS:** 1 or 3**DAMAGE/ATTACK:** By weapon or
1-8/1-2/1-2**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** See description**MAGIC RESISTANCE:** 45%**HIT DICE:** 6+6



Deve'yant (Lesser Devil)

ECOLOGY: Created from the lawful evil souls of deviant smut peddlers, Deve'yant Devils always search for, but never find, satisfaction. Only the most disturbed and depraved evil magic-users would sell their soul to a Deve'yant Devil.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Certain wealthy fetishists will pay exorbitant fees to have Deve'yants summoned for their exclusive parties.



Hell Sentinel (Lesser Devil)

HABITAT/SOCIETY: Sentinel Devils populate the 3rd and 4th layers of Hell. They are followers, not leaders, and rarely take initiative on their own. These devils are typically (90%) encountered while guarding a specific locale or item at the command of their master. Most diligently work their allotted time, hoping that one day an Archdevil might reward them with their own little Hellish fief to lord over in their retirement.

ECOLOGY: Those unfortunate PCs who have made any sort of deal with a Sentinel Devil must constantly urge the fiend to come through on his end of the bargain.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: The tail of a Sentinel Devil makes a good makeshift morning star (2-7 points of damage, good for 100 hits against any daemon, devil or demon).

Hell Sentinel (Lesser Devil)

DESCRIPTION: Hell Sentinels are dark, angular devils with long limbs and sharp, tiny horns covering every inch of their bodies. They use these and their barbed tails to inflict as much damage as possible.

COMBAT/TACTICS: Sentinel devils fight with both claws for 2-8 points of damage each, or their spiked tail for 3-12 points of damage per hit. With a successful to-hit roll, the spikes on the Sentinel's forearms rake for an additional 1-4 points of damage.

Sentinel Devils can use the following powers once per round: Fear (by touch), Pyrotechnics, Produce Flame, Hold Person and summon another Sentinel Devil (30% chance of success).

Hell Sentinel

AKA: Horn Fiend, Mission Devils

TITLE: Lesser Devil

HACKFACTOR: 22

EP VALUE: 2000

CLIMATE/TERRAIN: Hell

FREQUENCY: Uncommon

ORGANIZATION: Small units

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-2 or 3-12

SIZE: M (7' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 0

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-8/2-8/3-12

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 35%

HIT DICE: 8

Hell Spawn (Lesser Devil)

DESCRIPTION: A group of specialized devils, Hell Spawn are red-skinned humanoids with muscular bodies, claws and demonically horned heads. They are encountered in and around the entrances to Hell.

COMBAT/TACTICS: Always appearing in organized units of at least six creatures, Hell Spawn never attack those who attempt to enter Hell or those who belong in Hell. They will viciously attack anyone trying to get out. Each hit from a Hell Spawn can potentially drain a level (victims get a save vs. death magic to negate).

Hell Spawn have the following powers usable, as 9th level casters, at will: Know Alignment, Dispel Magic (once per day), Protection from Good and a group of 100 or more can cast a Dispel Good once per day.

HABITAT/SOCIETY: Formerly the souls of chaotic evil guards who failed in life, if these devils fail in their duties in any way, they are immediate-

ly destroyed and replaced. There are always exactly 666 Hell Spawn in existence. They can all be summoned simultaneously to guard Hell's Gates in case of attack. There is a 30% chance that 1-2 Death Dawgs will be guarding the Gates of Hell along with the Hell Spawn.

ECOLOGY: Hell Spawn are granted power by the Arch-Devils. Hell Spawn that successfully drain the life force from a creature turn it into a Mo Jo Zombie. A Hell Spawn that is victorious in battle is 5% likely to attract the attention of an Arch-Devil and be promoted to a Duke.

YIELD:

MEDICINAL: Eating the meat of a Hell Spawn restores lost levels, but the consumer must make a system shock roll to survive and a save vs. poison or become chaotic evil. (Victims can be cured with a Dispel Evil.)

SPELL COMPONENTS: The blood of a Hell Spawn can be used in lieu of other material components for an Energy Drain spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Hell Spawn cannot be summoned away from Hell's Gates, making their blood rare and worth 50 gp per vial. Their carcasses are worth 100-800 gp each.

Hell Spawn

AKA: Infernal Doormen
TITLES: Lesser Devils, Gate Guards
HACKFACTOR: 34
EP VALUE: 4000
CLIMATE/TERRAIN: Hell's Gate
FREQUENCY: Common
ORGANIZATION: Unit
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 6-12 or 666
SIZE: L (10' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -2
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS: Energy drain
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 35%
HIT DICE: 10+6



Hell Spawn (Lesser Devil)

Horned Devil (Lesser Devil)

DESCRIPTION: Horned Devils are classic-looking devils sporting scaly bodies, pointed tails, fangs and large horns on their heads. They employ a variety of weapons, including a barbed whip (25%), a two-pronged pitchfork (25%) and a deadly pair of +2 scimitars.

COMBAT/TACTICS: The Horned Devils' scimitars are +2 to-hit and to damage, and hack into victims for 1-8 points of damage each. Their two-pronged pitchfork does 2-12 points of damage. The barbed whip causes 1-4 points of damage, and stuns victims for the same number of rounds as damage inflicted unless the victim makes a successful saving throw vs. spell.

If unarmed, Horned Devils attack with a claw/claw/bite/tail routine, which adds one point of bleeding damage per turn until the victim's wounds are bound by someone with the healing proficiency, or healed through magical means.

Horned Devils have the following powers usable at will: Fear (as wand, but in a 5-foot radius), Pyrotechnics, Produce Flame, ESP, Detect Magic, Improved Phantasmal Force and summon another Horned Devil (50% chance of success). Once per day, they can create a Wall of Fire of triple strength (3-24 points of damage).

Horned Devil

AKA: Antler Devil, Damned Soldiers
TITLE: Lesser Devil
HACKFACTOR: 27
EP VALUE: 1400
CLIMATE/TERRAIN: Hell
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1-2 or 2-5
SIZE: L (9' tall)
MOVEMENT: 9", 18" Fly (B)
PSIONIC ABILITY: 113
ATTACK/DEFENSE MODES: B,C/F,G,H
MORALE: Brave (14)
ARMOR CLASS: -5
NO. OF ATTACKS: 4 or 1+ by weapon
DAMAGE/ATTACK: 1-4/1-4/2-5/1-3 or 1-3/by weapon
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 50%
HIT DICE: 5+5



Horned Devil (Lesser Devil)

HABITAT/SOCIETY: These devils are common to the sixth and seventh planes. They hate and fear anything stronger than themselves. Each Horned Devil has its own corner of Hell that it rules as a petty tyrant. Some have made forays into games of power beyond their station, but most have been slapped down by smarter and more powerful devils.

ECOLOGY: Horned Devils are the lawful evil souls of petty tyrants, bureaucrats, supervisors and the like. Unbeknownst to them, they have been cursed forever – Horned Devils can never exceed their station and will know only perpetual frustration.



Ice Devil

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hides of these devils can be sculpted into scale mail armor of +2 to +5 enchantment.

TREASURE: I

OTHER: Any of the weapons from one of these fiends is worth at least 250 gp. The horns can be crafted into minor magical horns or sold to collectors as a mounted pair for 500 gp.

Ice Devil (Greater Devil)

DESCRIPTION: Ice Devils are giant, armored insectoids with barbed tails. Their soulless, many-faceted eyes reflect the stuff of nightmares. Parents scare their children with tales of these monsters.

COMBAT/TACTICS: They fight with both claws and mandibles. 25% of all Ice Devils carry a great spear that does 2-12 points of damage and those struck must save vs. spell or become Slowed for 1-4 rounds, due to the intense cold and numbness.

Ice Devils have the following powers usable at will: Fly, Wall of Ice, Detect Magic, Detect Invisibility and Polymorph Self. They can Gate in two Bone Devils (60% chance of success) or another Ice Devil (30% chance of success). They can call forth an Ice Storm once per day. They radiate Fear in a 10-foot radius and have an effective 18 Strength. They regenerate one hit point per round and have 60-foot ultravision.

HABITAT/SOCIETY: Ice Devils inhabit the frigid 8th layer of Hell. This layer is covered with snowfields, snow mountains, snow dunes, snow forts and snow storms of every kind. There is a 10% chance that when PCs encounter a group of Freeze Friends, one will be making a snow angel, as this is a popular joke among Ice Devils in this part of Hell.

ECOLOGY: Ice Devils tend to remain mostly among their own kind and keep to themselves, but some enter into complex arrangements with other devils.

Ice Devil

AKA: Freeze Fiend

TITLE: Greater Devil

HACKFACTOR: 92

EP VALUE: 7000

CLIMATE/TERRAIN: Hell

FREQUENCY: Uncommon

ORGANIZATION: Small groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 or 1-4

SIZE: L (10 1/2' tall)

MOVEMENT: 6"

PSIONIC ABILITY: 166

ATTACK/DEFENSE MODES: C, D/F, G, H

MORALE: Foolhardy (16)

ARMOR CLASS: -4

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 2-8/2-8/3-12 or 2-12

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: +2 or better to hit

MAGIC RESISTANCE: 55%

HIT DICE: 11

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of an Ice Devil can be used for most cold-based spells, causing one extra point of damage per damage die.

HIDE/TROPHY ITEMS: The hides of these devils can be made into shields that are +1, +4 vs. Nefarians, but –2 vs. Ice Devils.

TREASURE: H

OTHER: The great spear is worth 300 gp.

Lemure Devil (Least Devil)

DESCRIPTION: Lemure Devils are vaguely humanoid blobs with large loosely-fleshed faces and oozing skin. They cannot wear armor or clothing.

COMBAT/TACTICS: Lemure Devils attack all non-devils immediately unless ordered otherwise. They regenerate one hit point per round. Only blessed objects (swords, holy water, etc) or other outer planar creatures can permanently destroy Lemures. They are immune to Sleep, charm and all mind-affecting spells and powers other than illusions.

HABITAT/SOCIETY: Lemure Devils inhabit all of the Nine Hells, shambling to and fro, suffering from wounds in their environment or from short-tempered devils. Despite their slow movement, cruel devils give them assignments such as, "Deliver this letter to Lord Gargruss! Quickly!" One determined Lemure is still catching up with Vorgaal'Lad to warn him of an impending attack by demons that ended 4000 years ago.

Lemure Devil

AKA: Lost Souls

TITLE: Least Devil

HACKFACTOR: 4

EP VALUE: 130

CLIMATE/TERRAIN: Hell

FREQUENCY: Common

ORGANIZATION: Swarms

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Lawful Evil

NO. APPEARING: 5-30

SIZE: M

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3 or by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: Standard

HIT DICE: 3

*Lemure Devils*

ECOLOGY: All lawful evil souls begin as Lemures after death. They are consigned to endure Hell's fires and other devils' violence, wrath and odd senses of humor. Lemures that survive the torment, attacks and appetite of other devils may advance in rank. After sufficient suffering, Lemures that somehow stand out (e.g. served their superior excellently) or show promise might be promoted to lesser devils.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Pit Fiend (Greater Devil)

DESCRIPTION: Pit Fiends are huge, muscular, winged humanoids with horrible bat-like heads and large fangs. These devils enjoy multiple tattoos, body piercings and brandings. The personal servants of Asmodeus, there are no tougher devils in Hell than the Pit Fiends (according to their own propaganda).

COMBAT/TACTICS: Pit Fiends wield two weapons: a jagged club that inflicts 8-14 (2d4+6) points of damage and a wicked scourge that inflicts 7-12 points of damage. They have a 24 Strength.

Besides their weapons, the Pit Fiends have the following powers usable, as 15th level casters, at will: Pyrotechnics, Produce Flame, Wall of Fire, Detect

Pit Fiend

AKA: Gorge Devil**TITLE:** Greater Devil**HACKFACTOR:** 112**EP VALUE:** 16,000**CLIMATE/TERRAIN:** Hell**FREQUENCY:** Rare**ORGANIZATION:** Small Groups**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Exceptional (15-16)**ALIGNMENT:** Lawful Evil**NO.APPEARING:** 1 or 1-3**SIZE:** L (12' tall)**MOVEMENT:** 6", 15" Fly (B)**PSIONIC ABILITY:** 213**ATTACK/DEFENSE MODES:** A,C,E/G,H,I**MORALE:** Fanatic (20)**ARMOR CLASS:** -3**NO. OF ATTACKS:** 2**DAMAGE/ATTACK:** 8-14/7-12**SPECIAL ATTACKS:** See description**SPECIAL DEFENSES:** +2 or better to hit**MAGIC RESISTANCE:** 65%**HIT DICE:** 13*Pit Fiend*

Magic, Detect Invisibility, Polymorph Self, Hold Person and Gate 1-3 Horned Devils (70% chance of success). Once per day they can use a Symbol of Pain and they shed Fear in a 20-foot radius. They regenerate two hit points per round and, if flying, can also strike with both of their clawed feet for 2-8 points of damage each.

HABITAT/SOCIETY: It is said that Pit Fiends are dangerous because they are so loyal to Asmodeus. They will not steal from him or betray him. 2% of Pit Fiends are mercenaries who work for other devils, daemons or demons. Such Pit Fiends live to serve the highest bidder and are effective and ruthless warriors. They enjoy dangerous sports such as Dark Minion eating contests and lava drinking on the lowest planes.

ECOLOGY: Pit Fiends serve the "greater evil." Summoned Pit Fiends are limited in what they can do by the edicts of Asmodeus. A Pit Fiend will never turn down a request to show how tough he is, but will not do anything obviously suicidal or stupid.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A Regenerate scroll can be inked with the blood of one Pit Fiend.

HIDE/TROPHY ITEMS: The fangs of these devils can be crafted into Daggers of Wounding.

TREASURE: G, H

OTHER: The weapons of these devils are worthless; however, there is a 90% chance an ally of the owner will seek to retrieve them. (After all, the honor of devil-kind must be preserved.)

Soul Broker (Lesser Devil)

DESCRIPTION: Soul Brokers look very human except for their horns, tails, forked tongues and sometimes (25%) cloven feet and leathery wings. They are always handsome, neatly groomed and present a professional attitude. They never seem to be bothered by any attempt at personal or professional insults.

COMBAT/TACTICS: Soul Brokers almost never enter into combat unless forced or ordered to do so by their client. Each one has a small

magic weapon, usually a Dagger of Venom.

Soul Brokers have the following powers usable at will: Charm Person, Know Alignment, Detect Magic, Read Magic, Detect Invisibility, Clairvoyance, Clairaudience, fulfill another's Limited Wish, Plane Shift, Teleport without Error and Polymorph Self. Once per day they can deliver a Flame Strike.

HABITAT/SOCIETY: All Arch-Devils have Soul Brokers in their employ. They are sent to the Prime Material Plane when someone wants to sell their soul. Most can broker a Wish or Limited Wish, but they have to justify the reason to their masters, so they will not do it for just anyone.

Should a seller agree to terms, a contract written in the seller's blood must be signed. Should the seller die at any time, the soul will go directly to the Soul Broker's client. These devils are crafty and have orders to buy souls at the best possible rate. All Soul Broker Devils are slick, amiable fellows and often have several small "temptations" that they give freely to prospective clients.

ECOLOGY: The best Soul Broker Devils work for Asmodeus – the weakest ones are usually new and hungry. Soul Brokers that sign bad

Soul Broker Devil

AKA: Arbiter of Hell, Devil's Advocate
TITLE: Lesser Devil
HACKFACTOR: 28
EP VALUE: 5000
CLIMATE/TERRAIN: Hell
FREQUENCY: Common
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very to Exc. (11-16)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1 or 2-5
SIZE: M (6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 35%
HIT DICE: 5+5

deals, void contracts or otherwise lose souls may be violently or even terminally dealt with by their employer. The motto of all Soul Brokers is, "Hell is for closers".

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: H
OTHER: All Soul Brokers carry at least six contracts on their person. These blank parchments can be used to write contracts bound in blood.

Spiny Devil (Least Devil)

DESCRIPTION: Spiny Devils have spiny backs, wings, pointed ears and long, sharp toenails and no hair. The spines extend all the way down the tail. These creatures carry a large pitchfork and many chew "Hell Chaw", a viscous, poisonous molten substance that is the devil equivalent of chewing tobacco. They can spit this chaw up to 30 feet for 1-4 points of damage (save vs. poison at -2 if ingested or chewed).

COMBAT/TACTICS: When aloft, the devils can use their feet (1-4/1-4 points of damage). If they hurl themselves onto an opponent they can take no other action but 1-4 spines automatically wound the target (for 1d4-1 points of damage per spine).

Spiny Devil

AKA: Hordling Herder
TITLE: Least Devil
HACKFACTOR: 12
EP VALUE: 270
CLIMATE/TERRAIN: Hell
FREQUENCY: Common
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Avg. to Very (8-12)
ALIGNMENT: Lawful Evil
NO. APPEARING: 2-5 or 5-20
SIZE: S (3' tall)
MOVEMENT: 6", 18" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 3
NO. OF ATTACKS: 1 and/or 2
DAMAGE/ATTACK: By weapon or 1-4/1-4
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: 25%
HIT DICE: 3+3

Spiny Devils have the following powers usable at will: Affect Normal Fires, Change Self, Command, Produce Flame, Scare and summon a Sentinel Devil (5% chance of success).



Soul Broker (Lesser Devil)



Spiny Devil (Lesser Devil)

HABITAT/SOCIETY: Spiny Devils are common throughout all the planes of Hell, especially the 2nd through 5th layers. They are used as couriers, wine stewards, caddies, busboys, Lemure herders, gardeners, toenail clippers, back-scratchers, door jams and other menial positions. Each year, they wrangle herds of Lemure Devils from one end of Hell to the other, branding those who might be of special use to their masters.

ECOLOGY: Spiny Devils prefer to avoid combat, but do enjoy spitting on their foes from above. Their unique brand of “chaw” stains even newly waxed and polished plate mail.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The blood of a Spiny Devil can be used to create a flame that will not go out unless quenched with holy water.



Nefarians: Other Denizens

Nefarian: Bullweiller

DESCRIPTION: In the lower planes there are vast, demonic prairies – wild and untamed. Inhabiting these plains are the Bullweillers. These bovines were so evil, so malicious in life that in death, great forces gave them special status.

Much larger than normal bulls, Bullweillers have some of the same features – long sharp horns on their heads, four cloven hooves and similar body shape. However, Bullweillers have eyes that burn red and mouths full of sharp fangs. They also shoot fire from their nostrils and reek of brimstone.

COMBAT/TACTICS: Bullweillers have a Death Charge attack that deals double damage on a successful hit and tears off a limb on a natural to-hit roll of 20. (This effect supersedes a roll on the critical hits table in the GMG, but consult the GMG for effects). They need at least 30 feet to gain momentum for the Death Charge. Thankfully, their animal intelligence prevents them from coordinating their attacks, but their evil cunning may lead them to hold their attack until a party of adventurers is in the center of a herd.

Due to their demonic origins, Bullweillers generate a natural Protection from Good aura. On the other hand, they cannot attack anyone standing in the area of a Ward Off Evil spell and attack at –2 to-hit against anyone with a Protection from Evil power.

Bullweiller

AKA: Mad Cows, Cursed Cattle

HACKFACTOR: 8

EP VALUE: 1400

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-20

SIZE: L (7' at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12

SPECIAL ATTACKS: Death Charge

SPECIAL DEFENSES: Head is
AC 1, Protection from Good

MAGIC RESISTANCE: Standard

HIT DICE: 5

HABITAT/SOCIETY: Stampingeding across the lower planes, Bullweillers graze on hapless souls. Occasionally, a particularly sadistic magic-user summons them, or they might on occasion find their way through a carelessly unguarded portal to the Prime Material Plane.

ECOLOGY: Created from the souls of vile and loathsome cows, these evil bovines are not part of the natural world. They never tire, do not sleep and eat living beings because they like the screams of their victims. Nefarians eat them to replenish their evil energies. (One Bullweiller can restore a Nefarian to full hit points.) Some Nefarians keep a supply of these creatures on hand and mark them with a brand. Should someone kill or steal one of these branded Bullweillers, it is 30% likely the owner will come looking for the rustler.

YIELD:

MEDICINAL: The meat is highly toxic (save vs. poison or die).

SPELL COMPONENTS: The blood of a Bullweiller can be used in a Ward Off Good spell, causing good creatures to attack at –3 to-hit and granting the recipient +3 to saving throws against attacks from good creatures. The casting time is five segments.

HIDE/TROPHY ITEMS: The hide can be made into armor of up to +3 enchantment. However, anyone of good alignment wearing the armor suffers 1-4 points of damage every round. Also, the person will be forced to change alignment if they wear the armor for more than a day.

TREASURE: Nil

OTHER: Bullweiller horns are perfectly suited for the creation of magic horns of all types.

Nefarian: Devil Dawg

DESCRIPTION: These stark white hounds have blue eyes and live in snow or frost covered regions where they are invisible from 30 feet away. Some say that Devil Dawgs were created by Asmodeus himself but this is untrue. Devil Dawgs are pure dawg in its most evil form.

COMBAT/TACTICS: Devil Dawgs bite for 2-8 points of damage, but on a roll of a natural 20 or at least four more than they need to hit, they

latch onto the throat for double damage. (This effect supersedes the critical hits table in the GMG.). Victims must make a Constitution check or fall unconscious for 2-8 rounds. Those who are bitten bleed for 3-12 points of damage per round until healed and will die without medical assistance in four rounds regardless. Devil Dawgs can use bursts of speed (30") for three turns, but then must slow to their regular movement for another three turns. The howl of a Devil Dawg causes Fear in any character 3rd level or lower unless they save vs. spells at -4. Devil Dawgs are especially savage when attacking messengers.

HABITAT/SOCIETY: Roaming in packs on an endless search for food, these bad dawgs are smart enough to use their protective coloration to their best advantage.

ECOLOGY: Packs are lead by the alpha male, although the alpha female is constantly on him for staying out too late. Devil Dawgs plant their larvae into the corpses of victims, allowing their young to burst forth in just one to two weeks, fully grown.

YIELD:

MEDICINAL: Saliva from Devil Dawgs is excellent for cleaning wounds, eliminating the chances of disease if applied properly.
SPELL COMPONENTS: Devil Dawg teeth can be used to Cause Fear. This adds a material component to the spell and doubles the casting time, but victims get -2 to saving throws.
HIDE/TROPHY ITEMS: Devil Dawg coats are worth 20-50 gp each. Although they make warm clothing, they are not suitable for enchantment.
TREASURE: Nil
OTHER: Nil

Devil Dawg
AKA: Caninus-Satanus
HACKFACTOR: 7
EP VALUE: 420
CLIMATE/TERRAIN: Sub arctic to arctic
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 4-16
SIZE: M (3' at shoulder)
MOVEMENT: 12" (30")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Throat attack
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6

Diakk	Tall	Broad
AKA:	Hades Crane	Hell's Pelican
TITLE:	Hordling	Hordling
HACKFACTOR:	19	21
EP VALUE:	1400	2000
CLIMATE/TERRAIN:	Hades	Hades
FREQUENCY:	Common	Common
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low to Average (5-10)	Low to Average (5-10)
ALIGNMENT:	Neutral Evil (Lawful)	Neutral Evil (Lawful)
NO. APPEARING:	2-16	2-16
SIZE:	L	M
MOVEMENT:	21" or 12"	21" or 12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Daring (15)
ARMOR CLASS:	0	3
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-12	2-8/2-8
SPECIAL ATTACKS:	See description	See description
SPECIAL DEFENSES:	See description	See description
MAGIC RESISTANCE:	30%	30%
HIT DICE:	6+6	8+8

Nefarian: Diakk

DESCRIPTION: Tall Diakk resemble huge storks with sharp bills. Broad Diakk are short, squat and pelican-like with thick arms and claws. Their feather colors vary wildly, although most of their feathers will be black. It is said that each black feather represents an evil act.

COMBAT/TACTICS: Tall Diakk deliver short, quick stabbing attacks with their long beaks for 1-12 points of damage. Broad Diakk attack with their claws for 2-8/2-8. There will usually be an even number of each type in an encounter. They work together to maximize their destructive capability. Diakk have the following powers, as a 6th level



FRAIM

Tall Diakk (aka Hades Crane)



Devil Dawgs take a bite out of the Prime Material Plane.

caster: Weakness (by touch or attack), Jump (twice per day), Audible Glamer (once per day) and Ray of Enfeeblement (only usable when four Diakk operate together, as a 13th level magic-user).

HABITAT/SOCIETY: Upon encountering PCs, the strongest of the flock will assess the enemy's strength. Any sign of weakness will invoke an all-out attack. The Diakk have lawful tendencies, because they tend to be more organized than their daemon-kin. Still, flocks do not trust one other and will not work together. Flocks manage to stay together for mutual protection, as other Nefarians are prone to eat Diakks. Greater and lesser daemons and some Night Hags use Diakks as guard dawgs of sorts.

ECOLOGY: The majority of neutral evil souls that evolve beyond their suffering state end up as Diakks. These creatures rarely rise above their station, as they have neither the ability nor the power to do so. Diakks do not possess standard daemon powers as they are not true daemons.

YIELD:

MEDICINAL: Eating the brain of a Diakk gives the consumer a glimpse into the life of the neutral evil soul when it was alive.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Diakk feathers can be used by evil clerics and neutral evil magic-users to inscribe scrolls.

TREASURE: Nil

OTHER: Nil



Face Seeking Claw

they could no longer cast spells. Although the demons are long since gone, their hands remain to torture the Damned.

ECOLOGY: Legends say that Zarba himself summoned these creatures to teach him the secrets of different hand spells. Magic-users looking for the same information can summon these creatures through a special ceremony and by sacrificing powerful, hand-related magic items.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: 50% of all hands wear a magic ring of some kind, however, this ring will be too large for a human or demi-human.

OTHER: Nil

Nefarian: Face Seeking Claw

DESCRIPTION: A Face Seeking Claw resembles a two-foot wide, disembodied demonic clawed hand. It can fly and leap at a decent rate, but is not very maneuverable in flight.

COMBAT/TACTICS: Face Seeking Claws usually strike victims in the face when they hit. PCs wearing helmets are better protected and take -2 points of damage. Alternately, the claw may grab a victim by the head and lift him up. Victims that do not hold onto the claw when they are lifted, run the risk of breaking their necks. (Constitution check avoids this, but each round inflicts a cumulative -2 penalty.) Those lifted suffer half damage (1d6 points) each round.

The most deadly power of these claws is their ability to cast all of the Zarba's Hand spells as 18th level magic-users. They can cast one such spell each round, working up from the less powerful spells to Zarba's Crushing Hand.

HABITAT/SOCIETY: Face Seeking Claws are rumored to be the powerful claws of demonic magic-users. So powerful were these creatures that all of the Abyss rose up against them and cut off their hands so

Face Seeking Claw

AKA: Hand of Doom

HACKFACTOR: 42

EP VALUE: 2000

CLIMATE/TERRAIN: Hell

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: S (2' across)

MOVEMENT: 9" Fly (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 2-12 or Grab

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: 25%

HIT DICE: 10

Nefarian: Frightmare

DESCRIPTION: Frightmares are Nefarious horses with a bunch of tentacles where a natural horse's head should be. When at rest, the tentacles take the vague shape of a horse's head, but can split apart so that the eyestalks point in all directions. Their coats are red, black and brown and often covered with festering wounds.

COMBAT/TACTICS: The favored steed of demons, Frightmares attack with their razor-sharp front hooves for 2-12 points of damage each and bite with their mouth stalks for 1-8. Once per week, Frightmares can breathe a colorful cloud of mystic energy ten feet wide, 20 feet long and ten feet high. All those within the cloud must save vs. spell or lose one experience level.

Anyone viewing a Frightmare for the first time must save vs. spell or flee in panic for 2-12 rounds. Creatures of two Hit Dice or less automatically fail their saving throw the first time they see a Frightmare. Any strikes against the Horse Horror's head cause the stalks to separate. This halves the damage the steed takes, but the Frightmare attacks at -2 to-hit for the

next two rounds. Anyone viewing this for the first time must save vs. spell again or flee in panic for 1-6 rounds.

HABITAT/SOCIETY: Frightmares travel in herds throughout the lower planes. Frightmares can also travel through the Astral and Ethereal Planes. Demons use them as steeds because they enjoy their unabated viciousness. Most are ridden "wild" or untrained – it is difficult to break and train a Frightmare, and most demons lack the patience and discipline for such activities.

ECOLOGY: Like most Nefarious creatures, Frightmares do not need to eat, breathe or sleep. They are immune to poisons, take no damage from fire and cannot be controlled or put to sleep by magic. A circle of cold iron or a line of iron shavings at a doorway keeps a Frightmare from crossing. A circle of Protection from Evil also keeps them at bay. Killing a Frightmare sends it back to the lower planes for ten years. It can only truly be killed on the lower planes.

Victims of the Frightmare's breath can regain their level by eating its heart. However, this makes the victim violently ill and he must make a system shock roll or fall into a coma for 2-12 weeks. A Cure All spell can bring the victim out of the coma.

Frightmare
AKA: Evil Equine, Satanic Steed
HACKFACTOR: 42
EP VALUE: 3600
CLIMATE/TERRAIN: Any, lower planes
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (6' at shoulder)
MOVEMENT: 24"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/2-12/1-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: Nil
HIT DICE: 7+3



Frightmare

YIELD:
MEDICINAL: See above.
SPELL COMPONENTS: Frightmare tentacles can be used to cast an Energy Drain spell in lieu of other components.
HIDE/TROPHY ITEMS: Frightmare hide can be tanned into leather that can accept powerful enchantment, from +1 to +8.
TREASURE: Nil
OTHER: Frightmare tentacles can be used to create a necklace that provides a 50% resistance to energy draining attacks.

Nefarian: HellCat

DESCRIPTION: Native to Hell, these creatures are found in the company of powerful lawful evil characters. They appear as black cats, except that they are the size of cows. HellCats enjoy playing with halfling-sized balls of yarn – or for that matter actual bound halflings.

COMBAT/TACTICS: Only magical weapons can harm HellCats, but the magic bonus does not count when applying damage. They have a 20% magic resistance and are immune to all mind controlling spells and Sleep. HellCats seldom attack neutral evil and lawful neutral beings, and rarely attack lawful evil creatures – but eagerly attack all others.

HellCat
AKA: Pit Feline, Evil Kitty
HACKFACTOR: 16
EP VALUE: 1400
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: L (5' at the shoulder)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-5/2-5/2-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See description
MAGIC RESISTANCE: See description
HIT DICE: 7+2



HellCat

HABITAT/SOCIETY: Lawful evil creatures befriended by HellCats will be contacted telepathically. The creature's telepathy has a 90-foot range. It will serve a master, urging him to commit deeds of ever-increasingly evil. In return, it demands one live human each week to feast upon, or it will turn against its master.

HellCats always attempt to befriend evil clerics first, then, in the following order, magic-users, fighters, torchbearers and thieves. These selfish fiends have no compunctions about abandoning a current master for the company of a more powerful one.

ECOLOGY: HellCats can serve on the Prime Material Plane for up to a year and a day. Thereafter, they must return to Hell. When a HellCat returns to the Prime Material Plane it is not obligated to serve the same master. If slain, HellCats return to Hell for a year and a day. They plot the downfall of their slayers, and when they return to the Prime Material Plane to find a new master, they seek revenge. HellCats hate HellHounds.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: HellCat fur can be used in lieu of other material spell components for an Anti-Animal Shell spell.

HIDE/TROPHY ITEMS: HellCat hide can be used to create cloaks of a magical nature.

TREASURE: Nil

OTHER: Nil

Nefarian: Hellephant

DESCRIPTION: These monstrous creatures are as big as most castles. Hellephants are black with red eyes, with six-foot long adamantite tusks protruding lance-like from their heads. Hellephants are extremely nimble for their size. When flying they use their large ears to maneuver.

COMBAT/TACTICS: Hellephants prefer to swoop down and impale larger creatures, diving from the sky and ramming victims with both tusks for 12-42 (6d6+6) points of damage total, while they enjoy trampling smaller ones under their feet for 5-50. Once per turn, Hellephants can spit globs of a substance similar to Greek fire. This covers an area of 32 square feet and inflicts 9-16 points of damage per round for 4-9 rounds.

The Hellephant can also attempt to pin opponents. Victims must save vs. breath weapon to escape the plummeting mass or be violently flattened. This attack kills up to five small or three man-sized creatures, while dealing 9-42 (3d12+6) points of damage per round to larger crea-

Hellephant

AKA: Malevolent Mastodon

HACKFACTOR: 87

EP VALUE: 15,000

CLIMATE/TERRAIN: Lower planes

FREQUENCY: Very Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-8

SIZE: G (40'+ at the shoulder)

MOVEMENT: 20", 30" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 2

NO. OF ATTACKS: 8

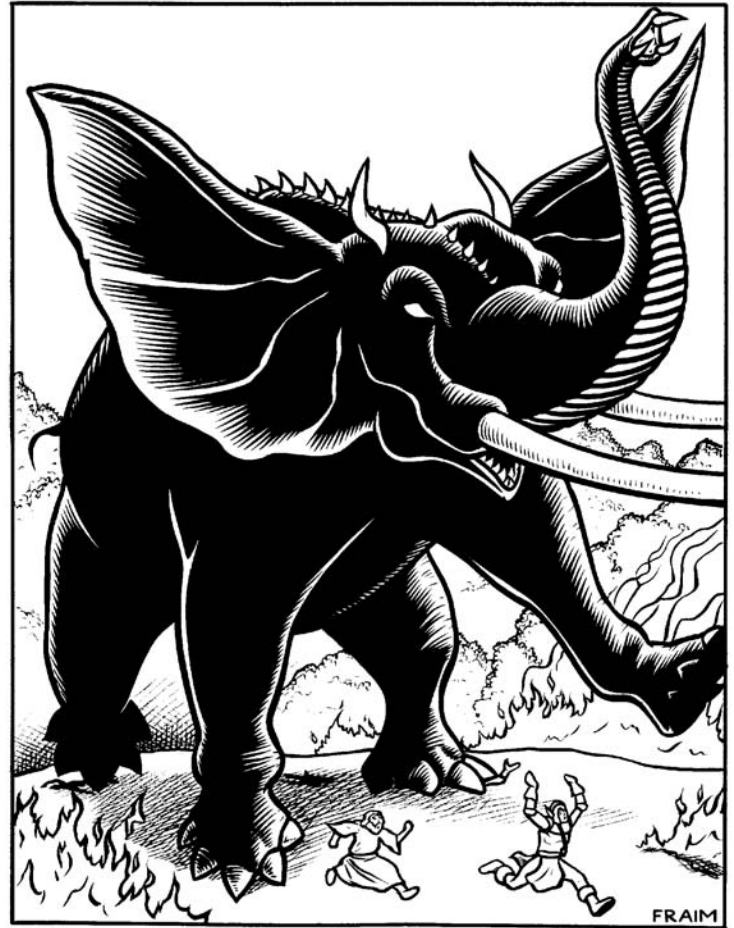
DAMAGE/ATTACK: See description

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: See description

HIT DICE: 15+15



Hellephant

tures (and Hellephants). They are masters of their domains and fear nothing short of a great wyrm dragon or Arch-Devil. When away from their herds, Hellephants attack anything in sight, including members of their own species.

Hellephants have extremely tough hides and are immune to all forms of normal and Nefaric fire. Fire-related spells do half normal damage (save for one quarter damage, if applicable). Hellephants are immune to charm spells.

HABITAT/SOCIETY: Hellephants lair in the mountains of Hell, Acheron and Gehennah. In these lairs there is a 15% chance of finding 1-4 young Hellephants. Young Hellephants have only 50% stats (HD, damage, etc.) of adult Hellephants, but 100% of the foul temperament, something more than one adventurer has learned too late.

Hellephants roam the lower planes in herds that rarely grow larger than two males, two females and four young. They travel single file, holding each other's tails with their trunks. Hellephants are only be found outside the lower planes as battle mounts for powerful Nefarians.

ECOLOGY: Hellephants cannot be tamed, but are willing to serve as mounts to sate their lust for killing. Huge wars fought throughout the lower planes keep the Hellephant population in check, but their great value in battle and inherent orneriness prevents their extinction. Contrary to a popular Nefarian rumor, Hellephants cannot be killed by feeding them blessed peanuts.

YIELD:

MEDICINAL: Unknown

SPELL COMPONENTS: Using Hellephant feces (as a replacement for bat guano) in Fireball spells increases the damage by 1d4 per level of the caster but doubles the casting time to 6 segments.

HIDE/TROPHY ITEMS: Using Hellephant hide in leather or hide armor gives it automatic +2 to AC. The tusks make great lances (or hurdy-gurdy keys), though they will dissolve into nothingness within 48 hours unless kept in shade or darkness.

OTHER: Nil

Nefarian: HellGoat

DESCRIPTION: HellGoats always have black coats and nasty barbs on their horns. HellGoats are the herd animals of the lower planes and they make normal Goats uneasy.

COMBAT/TACTICS: HellGoats can charge opponents for double damage at +3 to-hit (minimum 30 feet to build up momentum). They can also breathe fire for 1-12 points of damage (half if the victim successfully saves vs. breath weapon) every three rounds. They browse in herds of 2-12 individuals and are known to be cunning and tricky.

HABITAT/SOCIETY: HellGoats are the bane of good shepherds everywhere. They hide themselves in herds of normal goats during the day, waiting for a chance to make trouble. Their

HellGoat

AKA: Nefaric Herd Beast

HACKFACTOR: 4

EP VALUE: 375

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Evil Herd

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-12

SIZE: M

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 6

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 2-8 or 1-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: 50% fire resistance

MAGIC RESISTANCE: Save as 6 Hit Dice monster

HIT DICE: 2+2

appearance frightens humanoids with less than 1 Hit Die (as a Fear spell, no save), so they are often sought as guards for evil temples.

ECOLOGY: HellGoats sometimes befriend PCs, then abuse their trust by eating useful items. Would-be shepherds should be careful, lest they wake up with half their armor and all their scrolls and potions eaten. Hags of all types like to raise HellGoats.

YIELD:

MEDICINAL: HellGoat meat is poisonous to all but creatures of the lower planes.

SPELL COMPONENTS: It is believed that powdered HellGoat horn is perfect for Circles of Protection and Circles of Summoning.

HIDE/TROPHY ITEMS: HellGoat hide is excellent for enchantment, providing +1 to +3 protection.

TREASURE: Nil

OTHER: Nil

Nefarian: HellHound

DESCRIPTION: HellHounds are large canines with red-brown fur and glowing red eyes. Their teeth, tongue and paws are black. They stand three feet tall at the shoulder, smell of sulfur and have an eerie, hollow bark.

COMBAT/TACTICS: These clever hunters move silently, giving opponents -5 on their surprise rolls. One or two members of the pack will ambush the party while the rest circle around and attack from behind and the flanks within 2-5 rounds. HellHounds bark frequently to frighten their prey.

HellHounds can breathe fire in a cylinder two feet in diameter and 30 feet long. The damage is equal to one hit point per HellHound's Hit Die, but a save vs. breath weapon halves the damage. HellHounds can bite and breathe at the same time. On a natural 20 to-hit with a bite, the breath automatically does full damage, in addition to the damage determined by the critical hit table (puncturing) in the GMG. HellHounds are immune to fire, are surprised only 2 in 10 times and can see hidden or invisible creatures 50% of the time.

HABITAT/SOCIETY: HellHounds are native to Hell, where they roam in packs. Summoned to the Prime Material Plane, they seek to twist commands so they can easily complete tasks or escape entirely and run wild. In any HellHound pack, the leader will have 7 Hit Dice. The HellHounds' territory covers 1d10+4 square miles, centered on their den. Pups (2-8 per litter) are equal to 10% of an adult's size and strength. Pups grow 5% each month until adulthood (4 Hit Dice). HellHound pups of two months inflict one point of damage with their

HellHound

AKA: Caninus-Malicious

HACKFACTOR: 18 (4 HD), 23 (5 HD), 27 (6 HD), 32 (7 HD)

EP VALUE: 420 (4 HD), 650 (5 HD), 975 (6 HD), 1400 (7 HD)

CLIMATE/TERRAIN: Any land

FREQUENCY: Very Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Lawful Evil

NO. APPEARING: 2-8

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: Breathe fire

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: Standard

HIT DICE: 4 to 7



HellGoat



HellHounds

fiery breath (two points at seven months, three points at 12 months, reaching adulthood at 16 months).

HellHounds can act as retrievers and are sometimes sent to fetch things. They like to play with any item they cannot eat – such as noisy sacks of treasure or pixie-fairies in barrels. Most containers succumb to the breath of the HellHound and the contents spill all over the den. Scrolls, paper and other flammables do not survive unless they are somehow protected.

ECOLOGY: HellHounds do not belong in Garweeze Wurd and most major cities that know of a nearby den enact strict extermination policies. They are sought after as guard dawgs by creatures such as Fire Giants. HellHounds hate HellCats and chase them on sight.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The beast's snout can magically "track" creatures of the lower planes, as scrying or a Reflecting Pool spell.

HIDE/TROPHY ITEMS: HellHound hides can be used to bind spell books. Along with an enchantment of fire resistance such books will be protected from all fires including those on all the planes of Hell and even the Elemental Plane of Fire.

TREASURE: C

OTHER: The tongue can be used to make a Potion of Fire Breath.

Nefarian: HellSpider

DESCRIPTION: At first glance this spider appears to be a normal one, albeit with a two-foot diameter body. The HellSpider is equipped with two rough-edged mandibles. Its sticky webs span the length of the corridors where it makes its lairs.

COMBAT/TACTICS: The Flint Spider can bite for 1-6 points of damage. Its webs are extremely flammable, but the HellSpiders themselves are immune to all fire attacks.

Should the HellSpider bite metal armor, there is a 25% chance the strike will shoot forth sparks, igniting the webs. Webs ignite instantly from these sparks, causing 2-12 points of damage in a ten-foot radius.

If this happens or if the Flint Spider is exposed to any sort of fire, it swells to double its size, doubling its hit points and gaining +2 to-hit and damage for two to three rounds. 10% of the time they triple in size (triple hit points, +3 to-hit and to damage).

HABITAT/SOCIETY: HellSpiders are annoyed by debris and immediately remove it from the vicinity of their lairs. HellSpiders do not keep treasure, but the belongings and remains of their previous victims will be in a neat pile somewhere near its lair.

ECOLOGY: The Flint Spider is capable of making tiny sparks with its rough-edged mandibles. It does this from time to time in order to set its own webs on fire as part of a "spring cleaning" ritual once per month. It then rebuilds a new web. When this occurs, the heat from the flames cause the Flint Spider to grow 2-3 times its size in a like number of rounds. As the new web is spun over the course of several hours or even days, the spider shrinks back down to its normal size.

YIELD:

MEDICINAL: The blood of Flint Spiders can soothe burns.

SPELL COMPONENTS: Flint Spider web glands can be used as a material component while casting a Web spell to increase the flame damage done when the Web is set on fire (add 1d4 damage to all creatures caught within web).

HellSpider

AKA: Flint Spider

HACKFACTOR: 4

EP VALUE: 130

CLIMATE/TERRAIN: Subterranean, remote areas

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (2' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

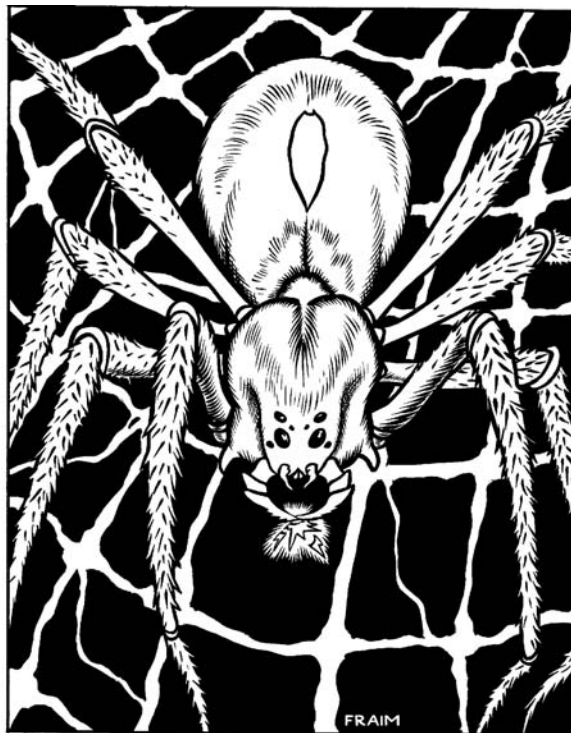
DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: Immune to fire

MAGIC RESISTANCE: Standard

HIT DICE: 2



HellSpider

HIDE/TROPHY ITEMS: Nil
 TREASURE: Incidental
 OTHER: Flint Spider web glands and the substance they contain are highly valued by thieves for devising flame traps. Thieves' guilds will pay 20-120 gp per gland.

Nefarian: Imp

DESCRIPTION: Imps are small humanoids with leathery bat wings, a barbed tail, horns, red skin and a gleaming set of fangs. Some are ugly, but many are charming little devils with slicked back hair. They are commonly encountered in the form of an animal such as a large spider, raven, goat or bat. Limp-Wristed Imps are flighty and effeminate. Penster is a unique Imp, who attained the rank of Battlelord, but is now Kaleb's slave.

COMBAT/TACTICS: In its true form, the Imp attacks with its poisonous tail. Anyone failing a save vs. poison when struck dies instantly. (Those who successfully save take 1 point of damage.) When polymorphed into an animal, the Imp can use that animal's natural attacks.

Imps have the following spell-like powers usable, as 5th level casters, at will: Detect Good, Detect Magic, and Invisibility. Once per day they can cast Suggestion. Imps are immune to cold, fire and electricity. They save as 7 Hit Dice creatures and can be harmed only by silver or magic weapons. They regenerate one hit point per round.

Limp-Wristed: These Imps are more clever than Common Imps and tend to use subterfuge against their opponents. They have all the powers of a Common Imp but can cast Suggestion at will. These Imps concoct elaborate schemes that may take decades to unfold.



Common Imp

Imp	Common	Limp-Wristed	Penster
AKA:	Demi-Devils	Lil' Bastards, Mini-devil	Lil' Battlelord
TITLE:	Lesser Devils	Lesser Devils	Slave to Kaleb
HACKFACTOR:	13	15	17
EP VALUE:	1400	2000	2000
CLIMATE/TERRAIN:	Hell	Hell	Hell
FREQUENCY:	Very Rare	Very Rare	Unique
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Very (11-12)	Exceptional (15)
ALIGNMENT:	Lawful Evil	Lawful Evil	Lawful Evil
NO. APPEARING:	1	1	1
SIZE:	T (2' tall)	T (2' tall)	T (2' tall)
MOVEMENT:	6", 18" Fly (A)	6", 18" Fly (A)	6", 18" Fly (A)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Timid (6)	Confident (12)
ARMOR CLASS:	2	2	2
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	1-4	1-4
SPECIAL ATTACKS:	See description	See description	See description
SPECIAL DEFENSES:	See description	See description	See description
MAGIC RESISTANCE:	25%	25%	25%
HIT DICE:	2+2	2	2+2

Penster: Penster was originally a Common Imp, but has the following additional powers: Clairvoyance and Clairaudience once per day and Pyrotechnics twice per day (as a 5th level caster). Additionally, Penster has an elaborate network of spies who inform him of goings-on in the lower and Prime Material Plane. He always seems well-informed, which is presumably the reason Kaleb allows Penster to serve him.

HABITAT/SOCIETY: Imps are sent to the Prime Material Plane to spread mischief by assisting evil magic-users and clerics. They frequently answer the Find Familiar spells of lawful evil spellcasters. Imps use their powers to take control of their summoner. Although under the control of its summoner, an Imp retains a great degree of its ambition for power. They take booty wherever they find it.

As familiars, Imps confer the following powers to their masters: Telepathy up to one mile, see through the Imp's eyes (including infravision), 25% magic resistance, regenerate one hit point per round and cast spells as if one level higher when the Imp is in range. If the Imp is killed, the master loses four levels immediately. If the master is killed, the Imp attempts to take his belongings and flee with his former master's soul.

Limp-Wristed: These Imps will take control of a summoner as well, but will use him to corrupt other souls. Limp-Wristed Imps have been known to bring their masters back from death only when a scheme has yet to unfold. Once their scheme comes to fruition, the Imp will do everything in its power to kill off its summoner.

Penster: Thanks to his considerable intelligence, Penster has amassed a great deal of power. Kaleb once put the precocious Imp in charge of one of his divisions. Unfortunately, Penster's power went to his head and he made a fatal blunder during a battle. His army was demolished and Kaleb, as punishment, enslaved the Imp. Penster never spent any significant time in Garweeze Wurld, only enough to grant services in exchange for service and loyalty from individuals. Penster is currently engaged in a scheme to trick Kaleb into battle with a fighter who wields a relic. He hopes that in battle his chain will be severed and Kaleb will be defeated.

ECOLOGY: Imps are Hell's errand boys and toadies. Imps are jealous of Soul Brokers, as they aspire to reach such a position. They will never

allow their master to sign a contract with a Soul Broker, as they consider their master's souls their property.

Penster: Penster was originally a lawful evil thief who died over 10,000 years ago. He has achieved more status in Hell than he ever did in life. It is rumored that if one could find an artifact from Penster's past life, they would hold power over the little devil.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of an Imp can be used in the ink for a Scroll of Protection from Magic.

HIDE/TROPHY ITEMS: Nil

TREASURE: O (Penster may have some hidden in a secret cache)

OTHER: Imp tails can be turned into Daggers of Venom.

Nefarian: Impling

DESCRIPTION: Implings may be the missing link between goblins and Imps. These creatures stand almost as tall as goblins, but more closely resemble Imps. They dress in light armor and carry weapons appropriate to their size.

COMBAT/TACTICS: Implings regenerate 1 hit point per round, even after being chopped into tiny bits. They have 50% immunity to fire and fire-related spells. However, blessed or holy weapons instantly kill an Impling, and they cannot regenerate within ten feet of a holy symbol or object. Their tails have a poisonous sting. Victims struck must save vs. poison or lose 10-100% of their current hit points (if 100%, the victim dies). Implings make use of magic items, especially weapons, and can use items specific to magic-users. Twice per day, an Impling can cast Darkness 5' Radius.

HABITAT/SOCIETY: Implings live on the fringes of society on the Prime Material Plane, but only exist comfortably in the lower planes. There will almost always be a portal to the lower planes within a mile of an Impling lair. Implings enjoy torture, pain, acquiring souls and basket weaving. All Implings have the latter skill, but become defensive when asked about it as no Impling has yet mastered the craft.

ECOLOGY: Sages cannot agree whether this creature is a highly evolved goblin, an Imp or some blend of the two. Although Implings can be trapped inside a Protection from Evil circle, they cannot be summoned. Because Implings are accomplished liars, pinning down their origins is difficult.

YIELD:

MEDICINAL: The blood of an Impling is poisonous (the imbiber



Impling

must save vs. poison or die).

SPELL COMPONENTS: Impling blood can be used in a Ward Off Good spell in lieu of other spell components.

HIDE/TROPHY ITEMS: Nil

TREASURE: Z (coins will be in lair)

OTHER: Nil

Nefarian: Shadow Demon

DESCRIPTION: Shadow Demons look like the shadow of a twisted demon. They are actually demons trapped within their own shadows and are not at all happy about it.

COMBAT/TACTICS: The creature is immune to fire, cold, lightning and sarcasm. A Light spell cast upon the creature affects it as a Fireball cast by the same level magic-user. Its wings allow it a leaping attack, up to 30 feet, giving the creature two additional attacks with its clawed feet. It can also move in an odd, half-flying, half-running motion at 18" one round in every ten.

All Shadow Demons fear bright light and will avoid it if possible. In darkness, Shadow Demons have a morale of Fanatic (20), this drops to Daring (15) under dark or shadowy conditions, Average (11) under medium light and Timid (6) in bright light. The lighter the area, the lower the AC:

Shadow Demon

AKA: Shadow of the Abyss

HACKFACTOR: 24

EP VALUE: 1075

CLIMATE/TERRAIN: Lower Planes

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night/Darkness

DIET: Living Beings

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (4' to 7' tall)

MOVEMENT: 12" (See description)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: See description

ARMOR CLASS: 9/5/1 (See description)

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-8/1-6/1-6

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: See description

HIT DICE: 7+3



Shadow Demon

Daylight or equivalent: AC 9, double damage from all attacks
 Torchlight AC 5, gets +1 to-hit
 Darkness AC 1, gets +2 to-hit

Once per day Shadow Demons can cast Darkness 10' Radius and Fear (30-foot radius). Once per week they can attempt to Magic Jar a victim. If the victim saves, the Shadow Demon will be stunned for 1-3 rounds. Shadow Demons are turned as "special" on the Undead Turning table.

HABITAT/SOCIETY: A Shadow Demon is a demon imprisoned in its own shadow. Its primary motivation is to regain a corporeal existence and wreak horrible vengeance against those who imprisoned it. Shadow Demons can only rarely be reasoned with and then only if they are promised freedom. They have been known to torture anyone for information that could free them.

ECOLOGY: Shadow Demons can be freed by a Wish spell or a long-forgotten ceremony that requires the willing participation of the original captor. Freeing a Shadow Demon will not improve its temperament.

YIELD:

- MEDICINAL: Nil
- SPELL COMPONENTS: Nil
- HIDE/TROPHY ITEMS: Nil
- TREASURE: Nil
- OTHER: Nil

Nefarian: Soul Cloaker

DESCRIPTION: Soul Cloakers are contained in magical vessels and are summoned from a deep pit in the lower planes. They appear as shifting masses of deepest blackness.

COMBAT/TACTICS: Soul Cloakers have no physical attack, but those who die within range find their souls instantly drawn toward it. The creature then absorbs the soul. As long as a victim's soul is trapped in a Soul

Cloaker, he cannot be Resurrected, Raised or Reincarnated. Should the Soul Cloaker be killed, it dissolves into a puddle of foul liquid and the souls are free.

If threatened, the Soul Cloaker will call upon one of the souls within its body. The soul rises up and appears as a Ghost, but is actually AC 3 and has the same Hit Dice and hit points as it did in life. This soul can attack living beings, dealing 1-8 points of chilling damage. These souls can only be hit by magical weapons. If the soul is slain, it is destroyed and can never be Reincarnated, Resurrected or Raised. These spells can, however, be cast while the soul is attacking. The soul can make a saving throw vs. spell every round to halt its own attacks against former friends.

Soul Cloaker
AKA: Life Battery, Shakra Sponge
HACKFACTOR: 12
EP VALUE: 175
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Soulivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (5' around)
MOVEMENT: Nil
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 1
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5

HABITAT/SOCIETY: Soul Cloakers are summoned by creatures of the lower planes to collect souls claimed as their own. Summoning requires a great deal of power, so each Soul Cloaker is protected by a magical vessel. These vessels have powers on par with their creators. To determine randomly, roll (1d20) on this chart:

- 1-3 50% Magic Resistance
- 4-6 Minor Globe of Invulnerability
- 7-8 Globe of Invulnerability
- 9-10 75% Magic Resistance
- 11 Need +2 or better weapons to harm
- 12 Need +3 or better weapons to harm
- 13 Vessel Surrounded by Wall of Force (does not affect Soul Ghosts)
- 14 Vessel drains 1 hit point per round from anyone within 50-foot radius
- 15 Vessel radiates Hellfire, inflicting 1-6 points of damage to anyone in 30-foot radius (no save).
- 16 Roll Twice (cumulative)
- 17 Roll Three times (cumulative)
- 18 Harming the Soul Cloaker summons the creator's minions (consult the creator's Gate ability and roll)
- 19 Harming the Soul Cloaker summons the creator.
- 20 The vessel and Soul Cloaker can only be harmed by one particularly magic and/or holy item.

ECOLOGY: Soul Cloakers are neutral. Some sages dispute whether or not Soul Cloakers are actually alive. It is not unheard of for neutral-aligned creatures to collect souls using the Cloaker's abilities.

YIELD:

- MEDICINAL: Nil
- SPELL COMPONENTS: Nil
- HIDE/TROPHY ITEMS: Nil
- TREASURE: Nil
- OTHER: Nil

Soul Flyer	Lesser	Greater
AKA:	Undead Demon	Demon Undead
HACKFACTOR:	8	35
EP VALUE:	420	2000
CLIMATE/TERRAIN:	Hell/Wasteland	Hell
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Small groups	Solitary
ACTIVITY CYCLE:	Night/Darkness	Night/Darkness
DIET:	Soulivore	Soulivore
INTELLIGENCE:	Very (11-12)	Exceptional (15-16)
ALIGNMENT:	Chaotic Evil	Neutral Evil
NO. APPEARING:	1-6	1
SIZE:	M (5' to 6' tall)	L (7' to 9' tall)
MOVEMENT:	12"	15"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Defiant (17)
ARMOR CLASS:	3	-3
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	See description	See description
SPECIAL ATTACKS:	See description	See description
SPECIAL DEFENSES:	+1 or better to hit	+2 or better to hit
MAGIC RESISTANCE:	Nil	25%
HIT DICE:	3	6

Nefarian: Soul Flyer

DESCRIPTION: If there were such a thing as an undead demon, the Soul Flyer would qualify. Once a proud race whose reach exceeded their grasp, these creatures were soundly routed ages ago. As punishment, their arms were ripped from their insectoid-humanoid bodies. They bear horrible wounds from their millennia-old conflict. The arms of a Soul Flyer are semi-transparent and actually exist on the Ethereal Plane (no matter what plane the Soul Flyer inhabits).

COMBAT/TACTICS: When a Soul Flyer attacks, it passes its "hands" through a victim, damaging the soul. Lesser Soul Flyers drain 1 point of Constitution per hit, while Greater Soul Flyers drain 1-6 Constitution points per hit. Should a victim's Constitution drop to zero or below, he dies and can never be Raised, Reincarnated or Resurrected.

Should a victim's Constitution drop below three, a Soul Flyer will attempt to Magic Jar into the body. Lesser Flyers can attempt this once per day, while Greater Flyers may do so at any time. They do not require a special receptacle for their souls, as this is an inherent ability. They can pass through any solid object.

Soul Flyers have the same defenses as demons and Undead creatures. On the Ethereal Plane, the AC of a Soul Flyer improves by two and their claws cause 1-6/1-6 points of damage.

HABITAT/SOCIETY: Flyers can escape to the Prime Material Plane only by hijacking a body via Magic Jar.

ECOLOGY: Soul Flyers were driven out of the lower planes eons ago. Recently, the creatures have gained influence by allying with certain powerful daemons and some are rumored to have returned to Hades.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Nefarian: Soul Larva

DESCRIPTION: Soul Larvae appear as sickly yellow grubs with very angry, distorted humanoid faces.

COMBAT/TACTICS: Soul Larvae can bite for 2-5 points of damage each round.

HABITAT/SOCIETY: Soul Larvae are evil souls used by higher ranking Nefarians to form Quasits and Imps. Liches employ their essence to maintain their power and Night Hags use them to bargain for freedom from the lower planes. Soul Larvae will very rarely be encountered outside of the presence of some sort of powerful evil magic-user, Lich or denizen of the lower planes.

ECOLOGY: Soul Larvae are often eaten by other Nefarians.

Soul Larva

AKA: Malicious Maggots

HACKFACTOR: 0

EP VALUE: 35

CLIMATE/TERRAIN: Hades

FREQUENCY: Common (lower planes), Rare (Prime Material Plane)

ORGANIZATION: Swarms

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Any Evil

NO. APPEARING: 10-40

SIZE: M (4' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Soul Larvae are highly magical and are used by creatures of the lower planes in a variety of evil spells.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Soul Larvae are worth 1000 gp each, but evil creatures would rather slay the owner than pay. However, some have magic items they cannot use and bargain with them to obtain Soul Larvae.



Soul Larva



HACKLOPEDIA OF BEASTS – VOLUME V: MEENLOCK TO NEFARIAN: OTHER, SOUL LARVA

The Hacklopedia of Beasts: This comprehensive set of reference manuals is a must for HackMaster GMs. In this volume, terrifying monsters whose names begin with the letters Mee-Nef are described in sometimes-frightening scientific detail. Every monster in the Fourth Edition Hacklopedia has been revised, edited, and updated and they have had their HackFactors beefed up to bring them in line with the rest of the game. Among other features, readers will learn about monster social structures, activity cycles, diets, attack modes (including special attacks), morale and even how to make the most of their kills by salvaging potentially valuable monster remains.

Nowadays the quick march of events and the rapidity of new discoveries, the expansion of human activity and the additions of arcane learning require a work such as the Hacklopedia of Beasts. This book provides a detailed list of creatures both large and small from the flora and fauna of Garweeze Wurld and beyond.

Type XI Demon

AKA: Pagnyr'Parkus
TITLE: Gawd of the Wastes
HACKFACTOR: 119
EP VALUE: 35,000
CLIMATE/TERRAIN: Abyss
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-Genius (19)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: H (17' tall)
MOVEMENT: 6"
PSIONIC ABILITY: 275
ATTACK/DEFENSE MODES: All/All
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-12/1-8/1-8
SPECIAL ATTACKS: See description
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: 100%
HIT DICE: 120 hit points (18 Hit Dice)

Type XI Demon*

DESCRIPTION: This grotesquely bloated demon has a leering, humanoid face with enormous, jewel-like eyes. Wherever he walks, all water within ten feet evaporates. Some cultures worship this demon as a fire gawd.

COMBAT/TACTICS: The Type XI Demon known as Pagnyr'Parkus claws with each hand for 1-8 points of damage and bites for 1-12. His touch causes withering (as the staff) and his bite causes the same rotting disease that Mummies spread. All potions brought within ten feet of a Type XI Demon must save vs. spell or be destroyed.



The demon can use the following powers, as an 18th level caster, at will: Darkness 20' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Clairvoyance, Clairaudience, Dispel Magic, ESP, Suggestion, Project Image, Telekinesis (800 pounds), Symbol of Fear, Death, Discord, Sleep or Stunning. He can also Gate in a Type I through X Demon (95% chance of success, roll 1d10 for random type).

HABITAT/SOCIETY: Pagnyr'Parkus has been building his power base in the lower planes for quite some time. He seeks to create an alliance to topple Asmodeus, as he is jealous of the devil's power and influence. So far his suggestions have been met with mixed reactions.

ECOLOGY: Legends say that Pagnyr'Parkus may have been a Mummy or a Necromancer in his former life, but this remains unconfirmed. His temples are a tempting target for thieves and adventure-seekers, as they are always filled with precious relics, gems and tribute paid in all types of coin.

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: A x 5, E x 5, F x 5
OTHER: Nil

* Excerpted from page 101.



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