



Denizens of Verekna™

New Monsters
and Magic for

DEMONS™



Presented by the editors
of Role Aids™ for use with
**ADVANCED
DUNGEONS & DRAGONS®**
role-playing game.

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The Infernal Hierarchy of Generals

Mazraliphon

Bittretti

Moredð
Hurenn
Telgirr
Aulmökk
Quentt

Furiltareth

Suldurigar
Vulmurkir
Simorikar
Mirðurkir
Vilmorgar

Jalwere-Ashmoren

Azrik-Balfour
Maltur-Vash
Huren-Dreth
Kithrun-Dallor
Murt-Malgor

Voore

Balblis
Nurðrun
Kalkath
Grede
Tretret

Quaret-Valiket

Wreth-Teshgir

Ballrea
Shaerra
Rheann
Nimu
Caellorr

Morled

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Sofshosh
Wekmek

Abthir

Gullgeaira
Hetharn-Jush
Vilaez
Queshan-Drekkdred
Cormorien

Otret-Tethrallik

Babbish
Kujir
Ruvgull
Dubrue
Mollox

Azixarid

Vreshgil

Mofred-Quitth Luthran
Bufrid-Quetch Malafon
Dolfrod-Wrech Bastor
Hulrid-Qwutch Guadrid
Gulred-Wetch Alavon

Aubrek

Muikk
Surret
Buskk
Swidd
Yurill

Yefel-Vor

Mafgalrak
Jutcalbaz
Bukzalrid
Lirxantor
Lundrig

Burbur

Irix-Mudred
Velex-Khar
Relix-Zon
Surix-Villir
Bex-Vulmor

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Wezzriall

Alezzur
Malafash
Hurall-Shath
Sabrad
Teresastet

Kux-Maeleshir

Vashra
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Rhazhan
Teshra
Jhurmon

Raleshan

Swadjitt
Voregar
Ligareg
Yeverid
Korrelmir

Nurin-Elqued

Remallor
Gastrigaylin
Barunedrik
Tarenall
Prycoll

Luthquar

Elkarin

Asala
Harev
Garaf
Runtug
Hethlif

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Balmondireth
Vandurallor
Castriollo
Abbethir
Yorelendor

Uff-Regillaran

Baliss-Kurek
Darosh-Welix
Hureneth
Kesh-Valagan
Sathrid-Horm

Elkadriith

Zankith
Morelgare
Abalscir
Dunmulgire
Luroquar

The Infernal Hierarchy of Governors

Andrealphus

Abbus

Whallek
Bhalgonn
Drezmir
Serrath

Baskaldor

Tuth-Gamon
Rothquar
Birrenadur
Jul-Pierrec

Amon-Maphrodon

Tulnirik
Wurinar
Geskor
Besrik

Nadradan

Barash-Lathkir
Suwell
Numrow-Malfour
Quathkadrell

Drallphezus

Wemathilak
Suresskalress
Rethresh
Lireth-Arethkar

Forneus

Vathgaledon

Abrogan
Bafal-Ceskil
Huthgraled
Orillireg

Orrefigo

Xaster
Moregg
Julgrig
Trellet

Wrullig

Durullig
Jesarid
Ivred-Calar
Nebvok

Mevir-Alduth

Ezramirra
Yoff-Jhirra
Urilonbra
Asra-Mhir

Pessaddaeo

Sadrikar
Bafradron
Guridarron
Azamared

Eligos

Avdrgith

Tony
Marigol
Bafbaf
Gabee

Whujeru

Mebbis
Afron
Duggur
Baltikor

Standrk

Abilkarid
Ithex
Bammet
Selex-Mabidor

Lorkbexx

Abaridrin
Ulurbashron
Mafestarik
Shulghared

Oddrn-Balor

Gulgar
Babaras
Oshru-Vey
Cafrathad

Volak

Dezridirin

Gorebared
Analarra
Fash-Siren
Bastrozed

Gudriall

Bafregir
Aballendallor
Yelgurith
Mazkrefesh

Lurak-Shrath

Uligul
Sufgur
Bulgirull
Ubgudrun

Cezric-Ihermon

Amussan
Tiggul-Emex
Ramath
Bawr-Calith

Belmornnan

Hazralgar
Vashrogarin
Pralkad
Rilloren



Denizens
of
Verékna



DENIZENS OF VEREKNA

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To Jennifer Connelly, whose magical ride on a mechanical horse
inspired this dream and many others.

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INTRODUCTION

“... As the nightmare visions appeared from nowhere all around me, shifting and whirling out of the mist, I realized with a start that my other torments of the past days might not have been real. I was in Verekna at last, where the unholy union between illusion and reality is certainly a marriage of convenience.”

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

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

DEMONS: AN OVERVIEW

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

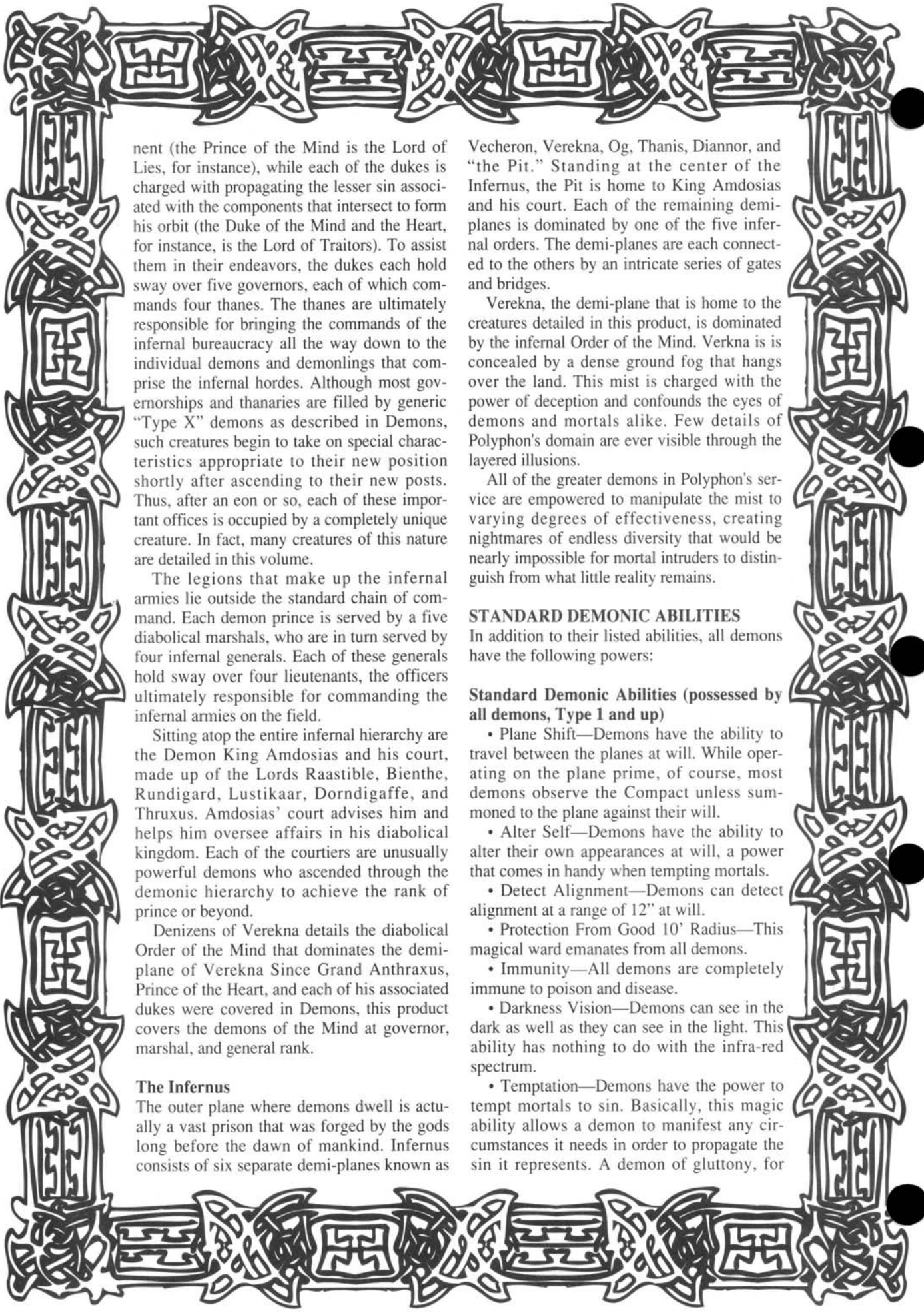
Demons thrive on temptation. Their power springs from subversion and corruption. Demons are so skilled in these endeavors that they can threaten and tempt even the divine. Many eons ago, the gods created the Infernus and imprisoned the demonic hordes within its fiery bowels so as to protect themselves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

the mortal planes. Although the demons resent the gods and their decrees, most begrudgingly follow the Compact, though there are a few rogue demons who petulantly disobey the divine.

Temptation is not the only danger demons hold in store for mortals. For reasons not entirely understood by mortal spellcasters, there is a strange connection between the denizens of the Infernus and the forces of magic. A few mortal sorcerers have learned that summoning and invoking demons grants them access to unusually powerful magicks. According to the ancient accords, however, demons summoned to the mortal plane in this fashion are no longer bound by the Compact. A sorcerer who summons a demon and fails to control it typically unleashes a rampaging monstrosity.

The Infernal Hierarchy

Shortly after the Compact was forged, the demons reorganized themselves into a complex hierarchy designed to facilitate their mission. During the reorganization, the infernal hordes were split into five great orders, each dedicated to exploiting the flaws in one of the five components from which the gods forged mortal man (heart, mind, soul, blood, and flesh). Then, within each order, four orbits were established, each focusing upon the essential portions of mortality in which the order’s ruling component intersects with each of the other components. Thus, within the Order of the Heart are orbits dedicated to the Heart and the Mind, the Heart and the Soul, the Heart and the Blood, and the Heart and the Flesh. Each of these combinations yields a particular major sin with which the demons tempt mankind. Sitting atop each order is a Prince of Demons, and sitting atop each orbit is a Diabolical Duke. The prince and his thralls are charged with propagating the major sin associated with his order’s compo-



nent (the Prince of the Mind is the Lord of Lies, for instance), while each of the dukes is charged with propagating the lesser sin associated with the components that intersect to form his orbit (the Duke of the Mind and the Heart, for instance, is the Lord of Traitors). To assist them in their endeavors, the dukes each hold sway over five governors, each of which commands four thanes. The thanes are ultimately responsible for bringing the commands of the infernal bureaucracy all the way down to the individual demons and demonlings that comprise the infernal hordes. Although most governorships and thaneries are filled by generic "Type X" demons as described in *Demons*, such creatures begin to take on special characteristics appropriate to their new position shortly after ascending to their new posts. Thus, after an eon or so, each of these important offices is occupied by a completely unique creature. In fact, many creatures of this nature are detailed in this volume.

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

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

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

The Infernus

The outer plane where demons dwell is actually a vast prison that was forged by the gods long before the dawn of mankind. Infernus consists of six separate demi-planes known as

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

Verekna, the demi-plane that is home to the creatures detailed in this product, is dominated by the infernal Order of the Mind. Verekna is concealed by a dense ground fog that hangs over the land. This mist is charged with the power of deception and confounds the eyes of demons and mortals alike. Few details of Polyphon's domain are ever visible through the layered illusions.

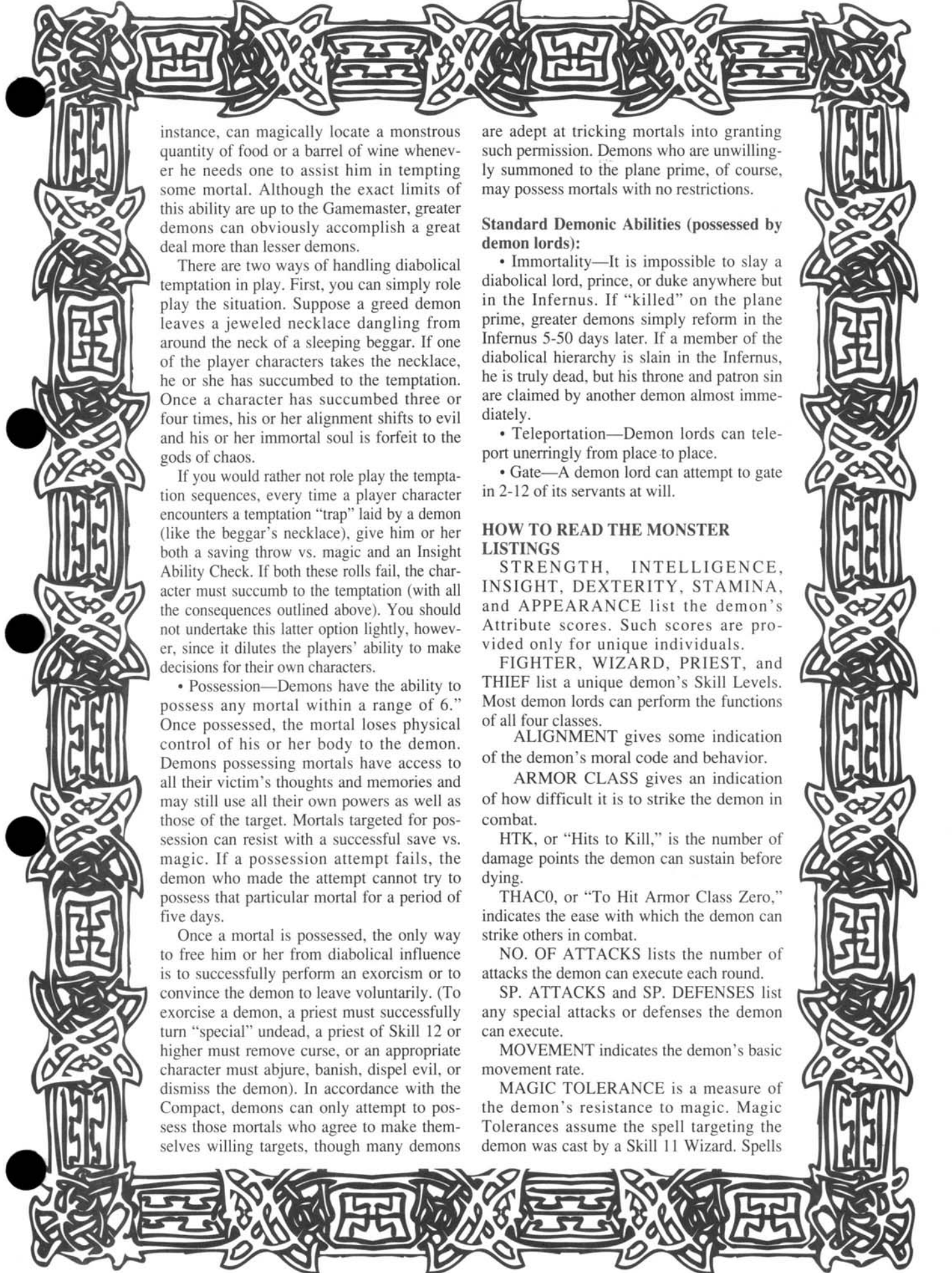
All of the greater demons in Polyphon's service are empowered to manipulate the mist to varying degrees of effectiveness, creating nightmares of endless diversity that would be nearly impossible for mortal intruders to distinguish from what little reality remains.

STANDARD DEMONIC ABILITIES

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

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

- Plane Shift—Demons have the ability to travel between the planes at will. While operating on the plane prime, of course, most demons observe the Compact unless summoned to the plane against their will.
- Alter Self—Demons have the ability to alter their own appearances at will, a power that comes in handy when tempting mortals.
- Detect Alignment—Demons can detect alignment at a range of 12" at will.
- Protection From Good 10' Radius—This magical ward emanates from all demons.
- Immunity—All demons are completely immune to poison and disease.
- Darkness Vision—Demons can see in the dark as well as they can see in the light. This ability has nothing to do with the infra-red spectrum.
- Temptation—Demons have the power to tempt mortals to sin. Basically, this magic ability allows a demon to manifest any circumstances it needs in order to propagate the sin it represents. A demon of gluttony, for



instance, can magically locate a monstrous quantity of food or a barrel of wine whenever he needs one to assist him in tempting some mortal. Although the exact limits of this ability are up to the Gamemaster, greater demons can obviously accomplish a great deal more than lesser demons.

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

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

- **Possession**—Demons have the ability to possess any mortal within a range of 6." Once possessed, the mortal loses physical control of his or her body to the demon. Demons possessing mortals have access to all their victim's thoughts and memories and may still use all their own powers as well as those of the target. Mortals targeted for possession can resist with a successful save vs. magic. If a possession attempt fails, the demon who made the attempt cannot try to possess that particular mortal for a period of five days.

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

are adept at tricking mortals into granting such permission. Demons who are unwillingly summoned to the plane prime, of course, may possess mortals with no restrictions.

Standard Demonic Abilities (possessed by demon lords):

- **Immortality**—It is impossible to slay a diabolical lord, prince, or duke anywhere but in the Infernus. If "killed" on the plane prime, greater demons simply reform in the Infernus 5-50 days later. If a member of the diabolical hierarchy is slain in the Infernus, he is truly dead, but his throne and patron sin are claimed by another demon almost immediately.
- **Teleportation**—Demon lords can teleport unerringly from place to place.
- **Gate**—A demon lord can attempt to gate in 2-12 of its servants at will.

HOW TO READ THE MONSTER LISTINGS

STRENGTH, INTELLIGENCE, INSIGHT, DEXTERITY, STAMINA, and APPEARANCE list the demon's Attribute scores. Such scores are provided only for unique individuals.

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

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

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

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

THAC0, or "To Hit Armor Class Zero," indicates the ease with which the demon can strike others in combat.

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

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

MOVEMENT indicates the demon's basic movement rate.

MAGIC TOLERANCE is a measure of the demon's resistance to magic. Magic Tolerances assume the spell targeting the demon was cast by a Skill 11 Wizard. Spells

cast by wizards of higher or lower Skill Level adjust the demon's Magic Tolerance upward or downward as described in the standard rulebook.

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

PERSONALITY indicates the demon's basic personality type (see Demons for details). Only unique demons have listed Personalities.

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

COMBAT details the demon's combat abilities.

DIABOLICAL ABILITIES list any special abilities possessed by the demon. Because of the strange connection between

demons and magic, demon lords and their servants can bestow some of their powers upon mortal sorcerers who properly invoke them. For details, see Demons.

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

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

PALACE gives a detail or two about the demon's dwelling place. This entry is only provided for unique creatures.

LIEUTENANTS lists each of the lieutenants who serve a diabolical general and gives a few details about them. Use these notes to modify the generic Lieutenant statistics to represent the individuals specified.

THANES lists each of the thanes who serve an infernal governor and gives a few details about them. Use these notes to modify the generic Thane statistics to represent the individuals specified.



Mazraliphon

(Marshal of Polyphon)

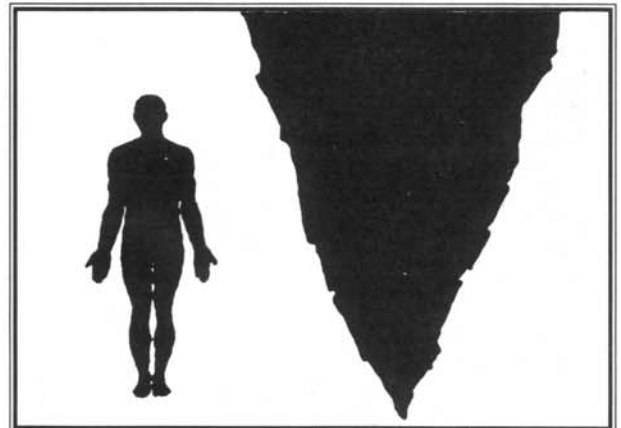
STRENGTH:	22
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	11
STAMINA:	23
APPEAL:	10
FIGHTER:	N.A.
WIZARD:	Skill 12 Wizard
PRIEST:	Skill 8 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-5
HTK:	130
THACO:	N.A.
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	15"air
MAGIC TOLERANCE:	65%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	14,000

Combat

Mazraliphon seldom enters physical combat, but when he does, he is a devastating opponent. The granite monolith he has chosen for his material form is his only weapon. To prepare an attack, the demon spins wildly for an entire round, building up energy that is released on the next round, propelling himself up to a hundred yards, doing 6-60 points of damage to anyone within ten feet of his point of impact. No to hit roll is required but a save vs. death will reduce the damage sustained by half. After making this attack, the marshal must recover for an entire round, limiting his effective rate of fire to once every three rounds.

Diabolical Abilities

Among the many mysterious writings scrawled on the monoliths surface, are the secret names of the Forgotten Kings, whose evil foretold the princes and the manors divine. The utterance of any of these names twists the fabric of creation, allowing Mazraliphon to mold it to his will. Once per turn, he may utter one of the secret names, granting him the ability to cast any wizard or priest spell of skill level 5 or less at the cost of 1-3 points of damage per level of the chosen spell. If a mortal learns one of these names and attempts to speak it, he will be burned, taking 6-36 points of damage and, unless he makes a successful save



Size Comparison

vs. spells, he will be driven mad, speaking only of the ancient horrors he has glimpsed.

Pacts

Any wizard who dares to summon this powerful lord, must drench his likeness in the blood of slaughtered lambs, calling upon him three times under the light of a full moon on a cloudless night. Mazraliphon knows much of secret writings but exacts a heavy price for such information, demanding negotiation of a greater pact. The summoner should be wary of his bargains, for the names of the souls the marshal has devoured are carved into his rocky flesh, an eternal monument to his cruel cunning.

Role Playing

As impassive as the stone, Mazraliphon is an enigmatic creature with a penchant for obscure references and hidden meanings. His face is stained with the blood of countless sacrifices but he is always hungry for more and is willing to do whatever it takes to get them.

Palace

Beyond the Veil of Tears lies a circle of stones where Mazraliphon keeps the bodies he has crafted for himself. Each of the monoliths was once his vessel and all bear the foul taint of his unholy essence. At the marshal's command, the stones will come to life and serve him without question. Five of them will animate each time the master calls, each having the same statistics as an earth elemental.

Generals under Mazraliphon



Bittrettir



Furikaltareth



Jalwere-Ashmoren's



Voore

Quaret-Valiket

(Marshal of Polyphon)

STRENGTH:	19
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	17
STAMINA:	18
APPEAL:	7
FIGHTER:	Skill 14 Fighter
WIZARD:	N.A.
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	123
THAC0:	7
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	14,000

Combat

Quaret-Valiket delights in combat and has many attack forms at his command. First and foremost, the demon can rear itself up on its back four legs and strike out with the rest, making four attacks per round that do 2-10 (2D4+2) points of damage. If two or more of his legs hit he may also try to bite, which only inflicts 1-6 points, but delivers a potent venom that corrupts the mortal soul, changing the victim's alignment to evil unless they save vs. spell (paladins receive a +2 bonus to this save.) Instead of attacking with claw and bite, the marshal may wield the living fire it bears, striking twice per round for 2-24 points of damage. No to-hit roll is required for this attack but a successful save vs. breath weapon reduces the damage by half.

Diabolical Abilities

This marshal knows nothing of sorcery, but he has bound his predecessor in a prison of living flame. His prisoner is a Skill 13 Wizard who will cast any spells required of him. Quaret-Valiket will sometimes loan this potent tool to a favored minion to further one of his schemes. When carried to the plane prime, the living flame must be contained in a lantern made of the iron bones of a fallen god.



Size Comparison

Pacts

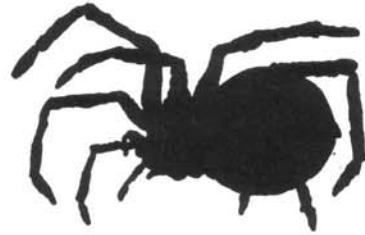
Overwhelmingly avaricious, this marshal is an infernal merchant, willing to barter sins and souls for the unholy fruit of his office. Seemingly friendly, he will readily haggle for any desired commodity. His treasury is filled with worthless goods that were once perceived as priceless by mortal standards. He can also influence trade, making negotiations favor those who serve him. Honest men are free from his power but there are few enough of those among merchants that this restriction is seldom a concern.

Role Playing

Though personable, this demon is a cunning and ruthless negotiator, whose promises are empty and whose deals are often sour. He speaks very quickly, overcome by his eagerness to close a deal. If angered, all pretense of civility is dropped and the marshal becomes a bellowing beast, abandoning his love of the deal for his lust for blood. He is very dangerous when aroused and will attack without mercy if provoked.

Palace

Quaret-Valiket lives in a maze of tunnels beneath Verekna, where the souls of the manipulators of the innocent dwell. Periodically the Marshal informs his prisoners that they must decimate their own numbers or he will loose the Hounds Ravenous to devour them all. As the tunnels are filled with cunning traps that can only be overcome by two or more lost souls working together, the damned quickly claim more than their quota through treachery and deception. So eager are his charges to escape the Hounds, he has never unleashed them and it is rumored they no longer exist, as they are no longer needed.



Wreth-Teshgir



Morled



Abthir



Otret-Tethrallik

Azixarid

(Marshal of Polyphon)

STRENGTH:	13
INTELLIGENCE:	22
INSIGHT:	22
DEXTERITY:	19
STAMINA:	15
APPEAL:	6
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 12 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	100
THAC0:	10
NO. OF ATTACKS:	2-8
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	18" air
MAGIC TOLERANCE:	55%
SIZE:	L
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

Azixarid can attack 2-8 times per round against a single opponent with the Sanguine Shards. These knifelike weapons are the equivalent of +3 weapons that do 1-4 points of damage against unarmored opponents, 1-6 points against those in mundane armor or 1-8 points against those in magic armor (including those wearing Rings or Cloaks of Protection.) Anyone who takes 25 or more damage in a single round from the shards, must save vs. death or suffer scarring that permanently reduces their Appearance by 1-3 points.

Diabolical Abilities

This demon lord can see anything that happens on the plane prime. The only protection from his clairvoyance is hallowed ground. Even spells that normally offer protection from scrying are useless against him. He can even peer into the past or the future, but will seldom do so as the phantoms confuse his visions of the present. His gaze can also strip away all deception, revealing the naked truth in the same manner as a *truesight* spell whenever he desires. Once a turn he can attempt to observe the thoughts of mortal men, looking directly into their minds. Player characters are allowed a save vs. spell to resist the Prying Eye. If this save is failed, not only may Azixarid learn anything he likes,



Size Comparison

another save vs. spell must be made or the mind withers under the foul scrutiny (which has the same effects as a *feblemind* spell).

Pacts

Azixarid only answers a summons on the anniversary of the caster's birth. He cannot be controlled unless the wizard offers one of his eyes in way of sacrifice. This marshal knows much, and can grant knowledge of what he has seen. He can also bestow a talisman crafted from the eye of any of the damned wizards who summoned him in ages past. With this talisman, the caster can see anything the dead wizard saw before he removed the eye to summon the marshal, including such things as maps and spell books. These eyes are very rare and very valuable.

Role Playing

The marshal is reluctant to communicate to anyone what he has seen, and will make any interaction with mortal wizards as brief as possible. He values information about areas into which it cannot see, and will be favorably disposed towards any summoner who offers him insights into these areas.

Palace

Azixarid dwells in a glass tower at the heart of a forest of knives. He is attended by three giants who are blind to purity, but can see the merest glint of evil more surely than a hawk.

Generals under Azixarid



Vreshgil



Aubrek



Yefel-Vor



Burbur

Dezkurrian

(Marshal of Polyphon)

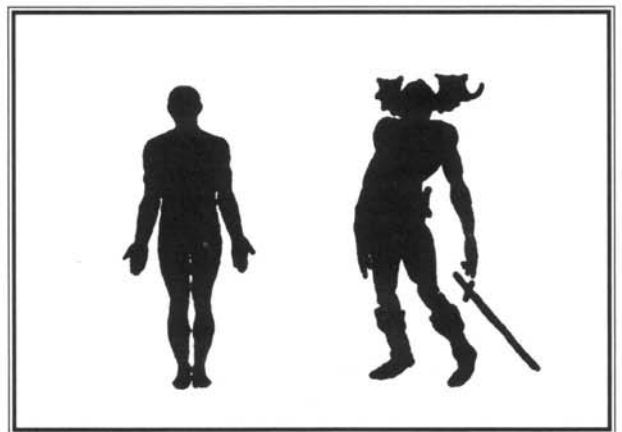
STRENGTH:	15
INTELLIGENCE:	18
INSIGHT:	16
DEXTERITY:	17
STAMINA:	13
APPEAL:	8
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	Skill 11 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	95
THACO:	13
NO. OF ATTACKS:	See below
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	14,000

Combat

This marshal has chosen a relatively feeble physical body for itself, but it is symbiotically joined to a mortal hero who fights for him. The hero is a Skill 13 Fighter with a THACO of 8. He wields a +3 sword with which he can attack twice per round for 3-15 (2-12+3) points of damage. Until the hero is defeated, the demon who controls him cannot be attacked. The hero has an Armor Class of 0, and 90 HTK points. Spells that affect the mind such as charms and illusions, affect the demon directly, and area effect spells such as *fireball*, affect both the hero and the demon. When the hero is slain, Dezkurrian disengages from the corpse and must attack on its own. The demon bites for 2-8 points of damage and if it inflicts 5 or more points in a single bite, the victim must save vs. spell or he becomes the creatures new host.

Diabolical Abilities

Dezkurrian can reanimate the body of any mortal it has killed, forcing it to fight as a zombie with HTK dice equal to its former skill level. This only takes a round and is permanent unless the marshal chooses to release its victim for some reason. A character who has been reanimated in this fashion cannot be resurrected unless a *wish* is cast to restore the body to its former condition and a *Dispel Evil*, cast at the 11th Skill Level, is used to remove the demons taint.



Size Comparison

Pacts

This marshal has the power to raise an army of the dead. These creatures are like zombies, but are simply animated meat so cannot be turned by clerics or paladins, nor are they affected by holy water. Any wizard who signs a greater pact with this demon and commits suicide, loses his soul but is allowed to return to the plane prime in a reanimated body for one hundred years. This body is a zombie with HTK dice equal to the wizards Skill level. It has a Strength of 18, is immune to aging, poison and disease, can only be harmed by silvered or magical weapons and regenerates 1 hit point per turn. When the hundred years are up the body crumbles and the wizards soul is reclaimed by his infernal masters to begin its torment eternal.

Role Playing

This demon speaks through the hero, referring to itself in third person. If it becomes anxious, it will start using its own voice which is a gruesome snarl. When it has a choice, it will communicate with the oldest female character present, regardless of who summoned it.

Palace

Dezkurrian lives in the ruins of the palace which his master built for him when Verekna was first created. It was destroyed by a rival who tried unsuccessfully to usurp the parasite's throne. Polyphon's mists cling strongly to what remains, allowing the marshal to recreate whatever rooms he needs at will, only to have them crumble with his passing. The spirit of free expression is imprisoned in a dungeon beneath the palace where it is forced to paint painfully beautiful portraits of the damned that the demon uses to torture the living. Guarding the spirit is an Infernal Wurm, who has been granted the power to devour the creativity of any who intrude on its lair.



Wezzriall



Kux-Maeleshir



Raleshan



Nurin-Elqued

Luthquar

(Marshal of Polyphon)

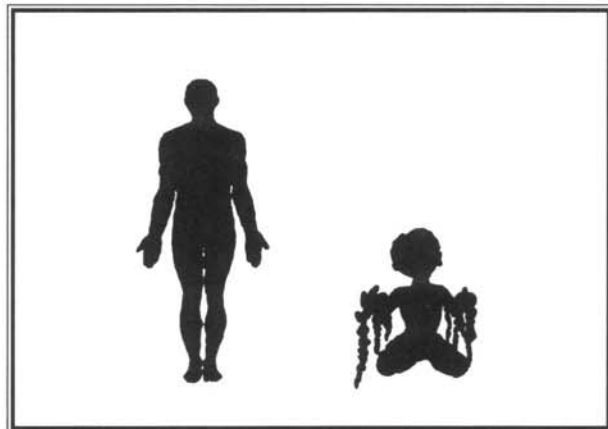
STRENGTH:	23
INTELLIGENCE:	12
INSIGHT:	9
DEXTERITY:	17
STAMINA:	20
APPEAL:	15
FIGHTER:	Skill 16 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	125
THACO:	5
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Personable (Bestial)
XP AWARD:	14,000

Combat

Despite his innocent appearance, Luthquar is capable of hideous violence. He can attack twice per round and prefers to use his bare hands. His demonic strength allows him to do 1-10 points of damage in unarmed combat. In addition, any unmodified to-hit roll of 18 or 19 indicates a "critical hit" which does double damage and a "natural" 20 is a "critical hit" that does triple damage. If he hits one opponent with both attacks and does more than 15 points of damage, the victim must save vs. death or the marshal has ripped off one of their limbs, doing an additional 2-20 damage.

Diabolical Abilities

Once a turn Luthquar can draw upon the power of his office, unleashing a blast of fear so powerful it becomes a physical force. This awesome attack causes 3-30 points of damage to everyone and anything within 90 feet of the marshal. It also acts as a *fear* spell that affects all living creatures within 180 feet. Anyone who takes 13 or more points of damage and fails to resist the fear is also withered, which ages them 5-30 years and reduces their Strength, Dexterity and Stamina by 1 point each. Only a *wish* can reverse the effects of this attack.



Size Comparison

Pacts

Summoning Luthquar requires the sacrifice of a child, whose dead body he will possess when he appears. The ritual is so loathsome that the alignment of any character who performs it is immediately and irrevocably changed to evil. (Any player-character who performs this ritual should automatically become an NPC villain.) Luthquar can bestow proficiency with any weapon and can even allow a wizard to specialize in a weapon like a fighter. He can also anoint a weapon of +2 or greater enchantment with his blood. The next seven times an anointed weapon hits it does maximum damage but the seventh hit destroys it.

Role Playing

Luthquar enjoys playing the child and will act like a playful little boy but is far from harmless. He is one of the wickedest of the marshals and has slaughtered thousands. From time to time his facade will slip and he will utter some profane blasphemy quite out of character with his pretended innocence.

Palace

Luthquar dwells beside a lake filled with the blood he has spilled over the centuries. His palace is a charming mill whose wheel is turned by suffering, driving a stone that grinds hatred into fear. He is attended by several Lamasu who play the part of his family and a massive Soulhound with maximum HTK points who serves as his dog "Buck." Verekna's mists cloak the unholy parody, making all appear tranquil and wholesome. Many lost souls have fallen victim to the marshal's cruel mirage, staying overnight in the mill only to end up imprisoned in the lake.

Generals under Luthquar



Ekarin



Kullar



Uff-Regillaran



Elkardrith

Bittrettir

(General of Mazraliphon)

STRENGTH:	22
INTELLIGENCE:	14
INSIGHT:	16
DEXTERITY:	17
STAMINA:	20
APPEAL:	19
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 5 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-3
HTK:	113
THACO:	11
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Strong as the stone of her chosen form, this general can strike once a round with her fist, delivering a crushing blow that does 3-12 points of damage. She is immune to weapons that were crafted from stone such as stone-headed hammers, and takes half damage from weapons made of metal. Wooden weapons such as staves and clubs have their full effect.

Diabolical Abilities

The mortal form is clay to Bittrettir, who may use her chisel to remake as she sees fit. As an attack, she must choose to *mutilate*, *dismember* or *decapitate*. *Mutilation* does not require a to-hit roll, does 1-6 points of damage, and the intended victim must save vs. death or lose 2-8 points of Appeal. *Dismembering* an opponent requires a successful to-hit roll, which causes 1-8 points of damage and unless the victim makes a save vs. death they lose a limb, which does an additional 1-10 points of damage. *Decapitation* requires an unmodified to-hit roll of 17 or better but there is no saving throw and the outcome is instant death. Against an unconscious victim or with a character's consent she may also resculpt their body and facial features, permanently changing their physical appearance.



Lieutenants

Bittrettir's lieutenants are living statues who have a 20 Strength and an Armor Class of -4. **Moredd** has four arms and four legs and can attack four times a round with each of its four weapons (16 attacks per round), doing 1D4+4 damage with each. **Hurenn** is not fully formed and cannot move. He is carried by his minions in a chariot drawn by a black dragon. **Telgirr** is the inspiration for sculptors who prostitute their art for material wealth and often manifests himself through their work. **Aulmokk** is actually twelve demons who occasionally have an election to decide which of them will be leader and how long it will be until the next election. **Quentt** resembles a gargoyle and can fly faster than he can think, so he often becomes lost on the plane prime.

Furikaltareth

(General of Mazraliphon)

STRENGTH:	8
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	13
STAMINA:	19
APPEAL:	9
FIGHTER:	Skill 11 Fighter
WIZARD:	N.A.
PRIEST:	Skill 11 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-5
HTK:	84
THACO:	10
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Furikaltareth fights with the Brimstone Spike, a spear crafted in the pits of the Infernus. It is a +3 weapon that does 5-15 (2D6+3) damage in melee combat. Twice a turn it can also be hurled as far as the wielder can see, exploding like a fireball for 5-60 (5D12) damage, reappearing in the wielders hand on the following round. The marshal's rocky armor is a formidable defense that causes all mortal weapons used against him to do minimum damage. Only weapons with diabolic or divine origins have their full effect.

Diabolical Abilities

The coals in the marshals firepot are fuelled by prejudice and burn hotter than any mortal flame. Only Furikaltareth can safely withdraw coals from the pot. Anyone else who tries takes 5-30 points of damage. On the plane prime a single coal will inspire prejudice in mortals with an Insight of 10 or less for up to 10 miles in any direction for up to 10 years.

Lieutenants

Furikaltareth's lieutenants are winged ogres who wield +2 flaming swords that do 4-16 points of damage. **Suldurigar**



is the sire of countless hellfiends who have all been consigned to the depths of a well in Verekna, where his minions dispose of his enemies. **Vulmurkir** commands a horde of Shapeless Horrors and can cast spells like a Skill 9 wizard. **Silmorikar** can immolate at will for as long as he likes, causing 1-12 points of damage to anyone who touches him including those who hit him in melee combat. **Mirdurkir** has a small chest chained to his leg that contains the Wrathgore, a murderous creature that is far more dangerous than a Infernal Wyrms but much smaller. **Vilmorgar** is a moron whose pain spawns monsters. Any time he takes damage a creature springs into being who has HTK dice equal to the damage Vilmorgar sustained from the attack.

Jalwere-Ashmoren

(General of Mazraliphon)

STRENGTH:	24
INTELLIGENCE:	7
INSIGHT:	10
DEXTERITY:	13
STAMINA:	22
APPEAL:	5
FIGHTER:	Skill 13 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	130
THACO:	8
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	40%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000



Combat

Over the years this demon has gathered mass as it has gathered power, becoming as immense as it is strong. Physical weapons do only 1 point of damage per attack. His only weapon is an anchor that does 3-30 points of damage and forces the victim to save vs. spell or be earth-bound, having the same effects as a *slow* spell.

Diabolical Abilities

Ashmoren understands the earth far better than most of the denizens of the Infernus as his physical manifestation is actually composed of mortal soil. He knows what lies beneath the earth and will sometimes reveal buried secrets to wizards who call upon him. A single swing of his anchor can cause such a mighty shock that the earth will tremble with a force so intense that earthquakes are felt for miles in any direction. No foundation can stand against the anchors unbearable weight.

Lieutenants

Jalwere-Ashmoren's lieutenants are grey-skinned giants who wield bludgeons made from immense logs that do 3-24 points of damage. **Azrik-Balfour** can lift anything, regardless of size or weight. **Maltur-Vash** mourns the loss

of his freedom, howling his pain with a thousand voices that resound like a thunderclap. Anyone who hears must save vs. spell or they are stricken mute. **Huren-Dreth** is the master of the Great Herd that feeds the damned gluttons. **Kithrun-Dallor** carries his beloved wind sprite in a silver cage and sings to her of the life she has lost. Favored among Ashmoren's giants is **Murt-Malgor**, an idiot who cannot be harmed by anything he does not understand.

Voore

(General of Mazraliphon)

STRENGTH:	19
INTELLIGENCE:	22
INSIGHT:	23
DEXTERITY:	13
STAMINA:	20
APPEAL:	11
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 13 Wizard
PRIEST:	Skill 11 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	96
THACO:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapon to hit
MOVEMENT:	9"
MAGIC TOLERANCE:	66%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000



Combat

Voore may swing any of the stones to which he is bound by their chain, using them as weapons that do 1-10 points of damage each. Once per turn, he may will all of the stones to attack at once. The flailing chains will do 3-30 points of damage to all characters engaged in melee combat with the demon (a save vs. death reduces this damage by half.)

heavier as he gets stronger (one day it will simply roll back and crush him.) **Kalkath** bears the onus of responsibility. **Gredeg** believes he stands at the edge of the world where he holds up the sky. **Tretret** carries regret in a little box in his right front pocket. Mortals may only peer inside once and they always wish they had not...

Diabolical Abilities

Little is known about this mysterious general save that Voore is not his original name. It is said that he once enjoyed a favored seat in the Infernal court but that he was punished by Grand Anthraxus for daring to speak one of the Secret Names aloud in his domain. He is much more powerful than the other generals but his bondage restrains the expression of his true form.

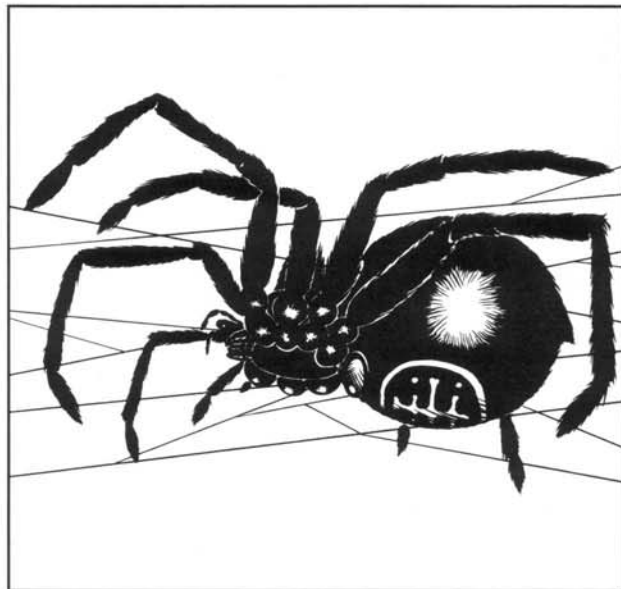
Lieutenants

Voore's lieutenants are winged hermits who are each given a great weight to bear when they enter the general's service. **Balblis** carries the guilt of the ages in a potato sack on his back. He strews the seeds of despair as he goes in an effort to lighten his load but his supply is infinite. **Nurdrun** pushes an immense boulder the size of a house that gets

Wretk-Teshgir

(General of Quaret-Valiket)

STRENGTH:	15
INTELLIGENCE:	19
INSIGHT:	16
DEXTERITY:	21
STAMINA:	17
APPEAL:	3
FIGHTER:	N.A.
WIZARD:	Skill 10 Wizard
PRIEST:	Skill 10 Priest
THIEF:	Skill 12 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-1
HTK:	91
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	18"
MAGIC TOLERANCE:	55%
SIZE:	L
PERSONALITY:	Seductive
XP AWARD:	9,000



Lieutenants

Teshgir's lieutenants are warrior succubi with scorpion tails whose sting is death (they cause 2-8 points of damage on a successful hit and instant death unless the victim makes a save vs. poison.) **Ballrea** rides a cart drawn by seven fallen knights. **Shaerra** wields a weeping sword with which she can attack 3 times a round for 1-12 points of damage. **Rheann** can turn love into hatred with a single kiss. **Nimu** listens at the Door to the Present where she can hear the future conspiring with the past through a forgotten keyhole only she can find. **Caellorr** lives in a web of silver strands adorned with the polished skulls of her mortal lovers. She offers great riches to any who can survive a single night with her but so far only two have been able to endure her lethal exuberance.

Combat

Though she has chosen to appear as a monstrous spider, Teshgir's bite is not poisonous. It is her foul voice that mortal man must fear for all living things wither when she utters so much as a whisper. This is an attack form that does 2-12 damage to everyone in a 30" radius who fails a save vs. breath weapon. Worst of all are the brazen enticements she reserves for the chaste, blasphemous proposals so loathsome that the air bursts into flames to keep them from being heard, causing an explosion with effects similar to a 9 die *fireball*.

Diabolical Abilities

The spider general can command the insect that lurks within all mortals to manifest itself. This is an attack form that she may only invoke once per turn. If the intended victim fails a save vs. polymorph they are transformed into an arachnid horror that must obey Teshgirs commands without question or pause on pain of death. This transformation is permanent unless a *limited wish* or *wish* is used to restore the victims lost humanity.

Morled

(General of Quaret-Valiket)

STRENGTH:	16
INTELLIGENCE:	19
INSIGHT:	20
DEXTERITY:	17
STAMINA:	18
APPEAL:	9
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 12 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	0
HTK:	99
THACO:	11
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	11" land / 15" air
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000



Combat

This general is notoriously savage in personal combat and will attack with both claws and wings (for a total of 4 attacks) that do 2-8, 2-8, 1-6 and 1-6 points of damage. If any two attacks hit he may also try to bite for 2-12 points. His bite is venomous, so mortal victims must save vs. poison or take an additional 2-16 points.

Diabolical Abilities

Morled's province is the precise measure of things, but he knows no generalities, only specifics. For instance, he knows the exact distance from every town to every other but nothing of who lives there or why. He carries many cords on his belt that serve as reminders of what he has learned. Once an hour he may use his scissors to change the measure of something. He has changed the depth of the sea, the extent of a man's patience and the length of night. Major alterations are always temporary and reverse themselves with the changing of seasons. Minor alterations can be reversed by use of a limited wish or wish, or will revert to normal at the next rising of the new moon.

Lieutenants

Morled's lieutenants all share the appearance of old women with wings and knives instead of fingers. They are all learned in the black arts and may cast spells as wizards of skill level 7. **Anamana** can try to cut a victim's life short once a turn. If they fail a saving vs. death they lose 1-20 years from their life expectancy. **Gutgrut** can sever a man's past once a turn; if the intended victim fails a save vs. death they forget the details of their life. **Bulbur** can carve lifelike puppets from living wood that she can animate at will to serve her as 6 hit die golems. **Fosfosh** can only cut herself, but her blood has a mind of its own and can attack up to four times a round at a range of no more than 5" with a THACO of 10, doing 1-8 points of damage. **Wekwek**'s knives are as dull as her wits but her noxious breath corrodes metal. Once a round she may try to destroy an opponent's armor by breathing on it instead of making a normal attack. It must save vs. acid or it falls to bits.

Abthir

(General of Quaret-Valiket)

STRENGTH:	9
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	19
STAMINA:	13
APPEAL:	18
FIGHTER:	N.A.
WIZARD:	Skill 11 Wizard
PRIEST:	Skill 11 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	87
THACO:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Abthir seldom bothers with physical conflict, preferring to rely on her spells to solve her problems. She carries a dagger crafted of ice called white fang that draws the vital essence out of its victims, causing 3-30 points of damage to those who fail a save vs. death.

Diabolical Abilities

Abthir has woven a net of webs that she can use to snare the interest of the unwary, cursing them with obsessive dreams of her infernal beauty. Those afflicted will eventually seek her out and meet their dooms. She is the guardian of the Greater and Lesser Key of Eternity. The Greater Key will unlock a celebrant's potential and the Lesser Key will seal their destiny. If a mortal's potential is unlocked they gain 1 point to all of their attributes and earn experience points twice as fast, but if their destiny is sealed they lose 1 point from all their attributes and may only use half the experience points they earn. She will sometimes offer to allow a summoner to use one of the Keys but will not indicate which is which.



Lieutenants

Abthir's handmaidens wear veils that hide features so beautiful that they are painful to look upon. Any mortal who sees the true face of any of her lieutenants must save vs. death or take 3-12 points of damage. **Gullgeairra** wields a dagger that causes wounds that will reopen five hours after they are healed unless the victim is standing on hallowed ground at the time. **Hetharn-Jush** can turn wine to blood and carries a sack full of severed heads that are cursed with eternal life and can be compelled to cast spells for her. **Vilaez** can know a secret pact that allows mortal wizards to assume dragon form at will but she seldom agrees to sign. **Qeshan-Drekkdred** is always accompanied by a pack of hellhounds that will savage any mortal man who dares approach her. **Cormorien** can only be summoned at the stroke of midnight by three women dressed in red and demands the sacrifice of a two-headed calf.

Oret-Tethrallik

(General of Quaret-Valiket)

STRENGTH:	17
INTELLIGENCE:	13
INSIGHT:	11
DEXTERITY:	17
STAMINA:	19
APPEAL:	5
FIGHTER:	Skill 12 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	N.A.
THIEF:	Skill 7 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	116
THACO:	9
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	16"
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

The general wields a sword of living flame that is a +3 weapon that does 4-16 points of damage. His armor is made of insects that will sting anyone who successfully attacks him with in melee combat and fails a save vs. death, doing 1-4 points of damage to those who use long weapons such as spears and polearms, 1-6 points to those who use large weapons such as two-handed swords and battleaxes, 1-8 points to those who use medium sized weapons such as swords, 1-10 points to those who use short weapons such as daggers and 1-12 points to those who attack him unarmed or try to touch him. Anyone who sustains more accumulated damage from these insects than their stamina must save vs. poison or perish. Only one save need be made in any given combat. A *slow poison* will restore half the damage caused by insect bites and *remove poison* will cure it all.

Diabolical Abilities

If a mortal general summons him by sacrificing his troops Tethrallik will reanimate them as 3 hit die zombies. Up to 100 soldiers can be remade in a single day. Tethrallik despises cowardice and will consume any mortal who shows the slightest sign of fear in his presence.



Lieutenants

Babbish prefers the form of a winged bull that breathes flame every third round in a 5" cone, doing 6-36 points of damage (save vs. breath weapon for half.) **Kujir** has three arms and wears seven swords but can only use five at any given time, doing 3-9 (3D3) points of damage on any successful attack. **Ruvgull** never appears the same way twice but is always surrounded in a corona of blue flame that only burns the wicked (2-12 damage a round to all characters of evil alignment in a 3" radius who fail a save vs. spell.) **Dubrue** cannot speak but he can etch his will in mortal flesh with invisible knives, causing a point of damage per word unless the victim saves vs. death (he can write no more than 13 words per round.) The chosen form of **Molloxx** is a four armed corpse with insect wings. He speaks only in rhyme and can improvise any wizard spell of skill 1 or 2 at will.

Vreshgil

(General of Azixarid)

STRENGTH:	19
INTELLIGENCE:	9
INSIGHT:	21
DEXTERITY:	9
STAMINA:	19
APPEAL:	7
FIGHTER:	Skill 10 Fighter
WIZARD:	N.A.
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	103
THAC0:	11
NO. OF ATTACKS:	See below
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000



Combat

Vreshgil is a murderous savage who can use any object as a deadly weapon. Each object is only good for a single attack as the brutal power of the general's wrath can only be resisted by powerful magic items. He may attack up to three times a round so long as weapons are available, doing 1-20 points of damage. If he is forced to rely on his claws he may only attack twice a round for 1-8 points.

Diabolical Abilities

The cyclops, Vreshgil, has been cursed with vision. He always sees the truth whether he wants to or not (this functions as a specialized version of the *truesight* spell.) He can inflict the same curse on mortals and is fond of tormenting them with cruel realities they can no longer deny. Twice a day he may call down a bolt of lightning that will sunder any bridge regardless of size or construction.

Lieutenants

Vreshgil's lieutenants are four-armed ursoids with bat wings who wield +2 boathooks that do 1-12 points of damage. They can all memorize a third level wizard spell three times but are not really magic users in the traditional sense. **Mofred-Quitch Luthran** can conceal physical objects in

the minds of mortal man that can only be extracted by those with the power to visit the realm of dreams. **Bufrid-Quetch Malafon** has potent blood that adds ten years to the lifespan of the unborn child of any pregnant woman who drinks of his wounds. **Dolfrod-Wrech Bastor** lives in a wine cask on the plane prime in the basement of a busy tavern. **Hulrid-Qwutch Guadrid** regenerates 1-3 hit points a round so long as he is at half or more of his total. Where **Gulred-Wetch Alavon** walks peculiar vines will grow the following spring that bear grey fruit that incites the lust of innocents, forcing any who eat so much as a mouthful to perform unspeakable acts unless they save vs. poison.

Aubrek

(General of Azixarid)

STRENGTH:	15
INTELLIGENCE:	15
INSIGHT:	20
DEXTERITY:	16
STAMINA:	19
APPEAL:	3
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	91
THAC0:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	7"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000

Combat

Aubrek can share his exquisite agony with any mortal he can see. This attack form can only be used once a round and requires a to-hit roll. If he hits, the victim's body is marked with phantom wounds that cause 2-20 points of damage and if the victim fails a save vs. death they are overwhelmed by the pain and lose their next action.

Diabolical Abilities

The general's torment is self-inflicted and gives him the power to transcend sensation and perceive the secret lie. His insight into the unknown gives him the ability to create powerful illusions to confound the reason of those who oppose him and to reward the faithful with visions of paradise. In addition to the spells available to him as a wizard, he may cast as many as three illusion spells of the fourth skill level or less every hour. These spells do not affect wounded characters who have taken half or more of their total hit points.



Lieutenants

All of Aubrek's lieutenants have suffered permanent mutilation of some kind but have learned to regenerate 2 hit points a round to compensate for their loss. **Muikk** lost an arm to a paladin wielding a holy avenger. Because of a curse bestowed by a former master, **Gurret** cannot maintain a stable form, so his physical manifestations twist and flow. **Buskk** has a hole in his heart from which a constant stream of blood flows, pooling at his feet. This blood turns lust to love and copper to brass. **Swidd** is a giant with no hands whose captive dwarf speaks for him in sign language. **Yurill** was beheaded long ago and has never bothered to make himself whole, preferring the cruel beauty of the black mask that hovers where his face should be.

Yefel-Vor

(General of Azixarid)

STRENGTH:	17
INTELLIGENCE:	18
INSIGHT:	16
DEXTERITY:	12
STAMINA:	15
APPEAL:	6
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 11 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	84
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000



Combat

Yefel-Vor carries a meat sack which grinds the flesh of mortal man. Once a round he may try to stuff an opponent into the sack. This requires a successful to-hit roll and even if he is successful the victim is allowed a save vs. death to resist, but if they fail they are trapped within. Beginning the following round everyone in the sack takes 2-24 points of damage (save for half.) A *dispel magic* or *remove curse* cast on the sack will give everyone trapped inside a chance to fight their way out if they make a save vs. death, but there is no other way to set the captives free. There is no limit to the meat the sack can hold and it is too heavy for anyone but the general to carry.

Diabolical Abilities

Yefel-Vor wears those the sack has devoured as blisters on his filthy body. He may choose to release as many as 5 captive souls every round, but no more than 13 an hour. These take the form of skinless ogres who must do his bidding if they hope to be released to the merciful flames of the Infernus. Those who do not obey return to the demons flesh where they must live in freakish torment.

Lieutenants

Mafgalrak is a serpentine creature with two pairs of wings. It bears a massive spike which it wields as a weapon that does 1-20 points of damage. **Jutcalbaz** is so tiny that he can only be perceived by those with simple minded. He can assume the form of a Roc, but loses half his hit points because of the effort his existence demands. **Bukzalrid** carries his twin heads in his hands and offers truth to liars and lies to those who seek the truth. **Lirxantor** is batlike and though she sleeps most of the time, the manifestation of her dream self is more powerful than her waking form. **Lundrig** is a pale worm who can disgorge an army of giant beetles once a season who must be fed living flesh but will anxiously do his bidding in hopes of a taste of his milky secretions.

Burbur

(General of Azixarid)

STRENGTH:	18
INTELLIGENCE:	18
INSIGHT:	19
DEXTERITY:	18
STAMINA:	15
APPEAL:	11
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	100
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	10" land / 15" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Burbur carries the dove of peace and the hawk of justice, slaughtered long ago by the warriors of the Infernus. He wields the corpses of the twin birds as weapons and may attack once a round with each. If he hits with either, the victim must make an Insight attribute test or take 1D8 points of damage for every two skill levels they have earned (a skill 7 wizard would take 3-24 damage.)

Diabolical Abilities

Over the centuries the general has chosen to enhance his physical manifestation with bizarre mechanical devices. These devices give him the power to penetrate any illusion and project beams from his eyes that will crumble stone. It is also said that they have dulled his demonic passions, making him more sympathetic to the plight of mortal man than others of his kind. Some believe it is the lingering influence of the fallen avatars he carries, but there is no proof of his heretical philosophy.

Lieutenants

All of Burbur's lieutenants are a blasphemous fusion of man and machine. The flesh may attack once a round for 1-6 points of damage and the machine may attack twice a round



for 2-8 points. They cannot learn or use magic but all of them have a 65% magic tolerance. Their names are **Irix-Mudred**, **Velex-Khar**, **Relix-Zon**, **Gurix-Villir** and **Bex-Vulmor**. If two of them fight together they may combine their machinery, creating a fleshy arbalist that can fire twice a round for 3-18 points of damage.

Wezzriall

(General of Dezkurrian)

STRENGTH:	18
INTELLIGENCE:	11
INSIGHT:	9
DEXTERITY:	15
STAMINA:	20
APPEAL:	5
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	105
THACO:	10
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000



Combat

Wezzriall attacks by prying a handful of nails from its own body and hurling them at an opponent. If he makes his to-hit roll, 1-6 of the nails will find their way into the target's flesh, doing 1-4 points of damage each. As the tip of each spike is anointed with the demons venomous blood, any mortal who takes damage from this attack must save vs. poison at a -1 penalty for every nail that hit him that round. If the save is failed their flesh will begin to melt and fall away, causing 3-13 (2D6+1) points of damage and the loss of 1-3 points of Appeal. Only a *regenerate* or *wish* spell can reverse attribute adjustment.

Diabolical Abilities

The general's body is covered with layers of flesh stolen from mortal victims. He may carve the skin from a willing or helpless mortal without killing them, though the experience will cause the permanent loss of 1 point of Stamina. He may also nail any of this stolen flesh onto a mortal he has skinned. The recipient will take on the appearance of the donor of the chosen flesh and will even look and act like them, making it a nearly perfect disguise. Only *truesight* will reveal the gruesome truth, though a *detect magic* will reveal that something is wrong.

Lieutenants

Wezzriall's lieutenants look like harpies of immense size who each bear a different rune upon its breast. They can cast spells as skill level 5 priests and are immune to fire-based spells of skill 3 or less such as *burning hands* and *fireball*. **Alezzur** also knows the black art and can cast spells as a skill 7 wizard. **Malafash** can assume the form of a beautiful maiden at will. **Hurall-Shath** is immune to missile weapon attacks that do less than 7 points of damage. **Gabrad** can utter a forbidden word twice a day that will heal all but 3 of her hit points. **Teresastet** is invisible and can summon a cloud of crows three times a week big enough to blot out the sun and create a shadow-patch of darkness five miles across for no more than five hours.

Kur-Maeleshir

(General of Dezkurrian)

STRENGTH:	18
INTELLIGENCE:	16
INSIGHT:	13
DEXTERITY:	16
STAMINA:	17
APPEAL:	15
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Chaotic EvilEvilEvil
ARMOR CLASS:	0
HTK:	110
THAC0:	11
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000



Combat

This general never manifests a physical body of his own, preferring to possess mortal heroes. His hosts are typically handsome young men with extraordinary strength. He wields a +2 sword with which he can attack twice a round for 2-12 points of damage.

Diabolical Abilities

Maeleshir can work his will on large groups of people, dominating entire armies with his Infernal power. He may cast *mass charm* once an hour and, if summoned on the battlefield with blood sacrifice, he can charm as many as a thousand skill 0 soldiers, placing them under the summoners control.

Lieutenants

All of Maeleshir's lieutenants were half-demons who, upon their deaths, were welcomed into the abyss by their sire and immediately conscripted into service by the general. Most can pass as human and make excellent agents on the plane prime. **Vashra** was a warrior of renown who bears a +3 magic sword that can work its way past any shield, ignoring any armor class adjustments it would normally provide. **Bhaljur** was a skill level 9 wizard who has retained his

spellcasting ability and has the power to freeze water with his breath. **Rhazhan** has an invisible double who echoes everything he does, effectively giving him twice as many actions a round. **Teshra** looks like a pretty young girl but she can manifest the beast within at will, a hideous creature who attacks twice a round with its claws for 1-10 points of damage and drinks the blood of its victims. **Jhurmon** was once a priest but the blasphemy of his conception turned him from the righteous path. He is a cunning rogue who delights in the seduction of the self-righteous.

Raleshan

(General of Dezkurrian)

STRENGTH:	N.A.
INTELLIGENCE:	18
INSIGHT:	14
DEXTERITY:	N.A.
STAMINA:	N.A.
APPEAL:	5
FIGHTER:	N.A.
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 12 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	90
THACO:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	10" air
MAGIC TOLERANCE:	60%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

This general is a churning cloud of evil that can consume mortal men simply by touching them. It can try to consume one target a round. If it makes its to-hit roll the intended victim must save vs. spell or they are imprisoned in the same manner as a *mirror of life trapping*. Only the destruction of the demons physical manifestation will free those held within.

Diabolical Abilities

Raleshan can transform physical objects that he passes through. Magic items are allowed a save vs. disintegration to resist this power but they must save every round so they will eventually succumb to the demons power. Minor changes of mundane materials are permanent but the alteration of enchanted objects is always temporary (effected items return to their rightful form at midnight of the following day.)

Lieutenants

Raleshan's lieutenants are vaporous phantoms that can pass through solid matter with ease. **Swadjitt** cannot bear the dark and can hear the sound that light makes when it strikes the invisible. **Voregar** can fashion tentacles from its essence which may attack five times per round for 1-8 points of



damage. **Ligareg** is the keeper of the thunderstroke that will signal the fall of his masters gate. **Yeverid** steals the breath of cats which it can unleash once a day as a gale force blast of wind that can topple any house where a child dwells. **Korrelmir** can summon monsters through the portal of its body. This has the same effect as the *monster summoning* spell of its choice though it may only use each version once per day.

Nurin-Elqued

(General of Dezkurrian)

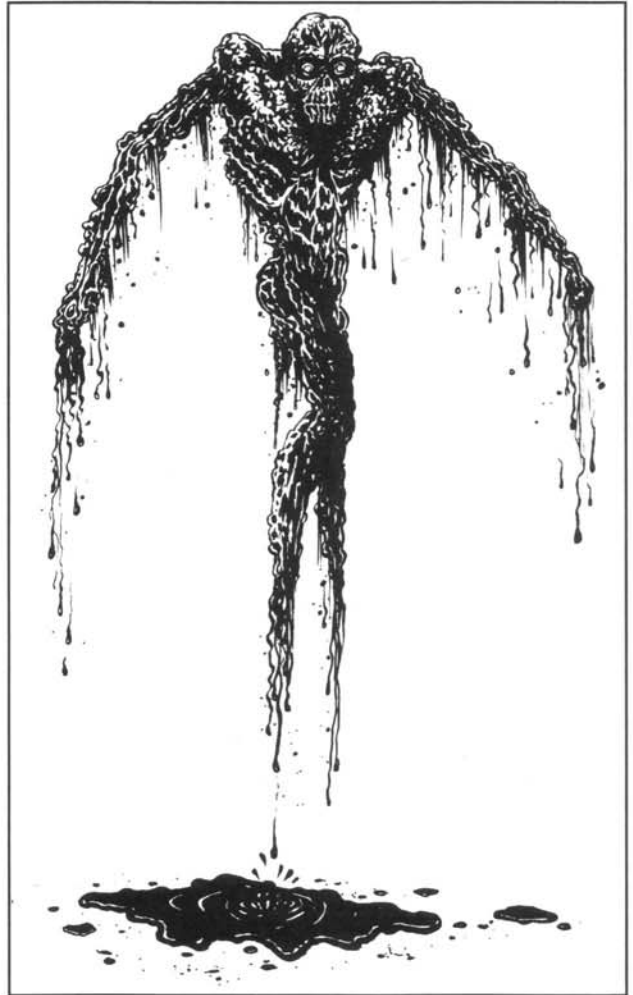
STRENGTH:	9
INTELLIGENCE:	12
INSIGHT:	11
DEXTERITY:	10
STAMINA:	13
APPEAL:	3
FIGHTER:	N.A.
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 12 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	98
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	13" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Nurin may draw the blood out of his victims at a range of no more than 5". If he makes a successful to-hit roll the victim takes 3-18 points of damage (save vs. breath weapon for half.) If he has been wounded, every point of damage Nurin-Elqued inflicts with this attack will cure a point of damage he has sustained. Once every three rounds he can try to drown his victims by forcing himself down their throats. If he makes a to-hit roll and his victim fails a save vs. breath weapon, they are killed by his sudden intrusion.

Diabolical Abilities

Nurin's blood can give life to the inanimate. Using this power he can create all manner of golems from walking chairs to more complex constructs such as war machines and mechanical men. Thaumaturgists who call upon him are often skilled craftsmen with one of a kind inventions that long for his touch. Brief contact causes temporary animation but a lingering caress creates a more potent enchantment that can endure for decades.



Lieutenants

Nurin is served by the five lieutenants who have the same powers and statistics as greater vampires, including the ability to pass on their curse to mortals through the blood. Such creatures are considered half-demons. **Remallor** is a gifted necromancer with the spellcasting ability of a skill 7 wizard. **Gastrigaylin** can swim through the earth and the air, and can call a massive soulhound to his side once per day. **Barunedrik** bound his predecessor into a +2 demonsword that causes wounds which form runes cursing any mortal who takes more than 12 points of damage with lycanthropy unless they save vs. spell. A massive creature, **Tarenall** has swallowed a gnome who sings a ballad that will automatically lull any character of skill level 3 or less to sleep. **Prycoll's** physical manifestation has a grievous weakness on the plane prime; a 'natural 20' to-hit roll for any scythe attack will behead him.

Ekarin

(General of Lithquar)

STRENGTH:	19
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	17
STAMINA:	18
APPEAL:	9
FIGHTER:	Skill 14 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	111
THACO:	7
NO. OF ATTACKS:	See below
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	14" land / 20" air
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

This lord of the Infernus mocks the king of beasts with his chosen form. The raw meat of mortal fools is his passion, and he is well equipped to rip it from their shuddering bones. When he descends on an opponent Ekarin tears at his prey in a rabid frenzy. He may take up to four attacks but must resolve them one at a time and stop when he misses a to-hit roll. His powerful jaws do 2-16 points of damage.

Diabolical Abilities

Ekarin can assume human form whenever he likes and when he chooses to do so he is known as 'Last Master.' In a single night, he can teach any fighter techniques that will raise their skill level by 1 but if the student fails an Insight attribute check, they are overcome by their instincts and transform into a beast which the general will carry off with him to add to his menagerie. Once per day, his touch will enchant any weapon, giving it a -1 penalty to hit, but a +3 bonus to damage. He will rarely agree to so enchant a weapon.

Lieutenants

Ekarin demands his lieutenants take the form of winged cats. **Asala** poses as a noble lion with supernatural powers,



who bestows gifts upon the virtuous that are not what they seem. **Harev** can assume the form of a domestic cat and enslave a weak-willed victim, carrying out his machinations on the plane prime through his mortal dupe. **Garaf** travels with a pride of catlike beasts that have the same statistics as soulhounds, but can run twice as fast. **Runtug** appears in the dreams of children as a friendly cat-man who tempts them to do 'naughty' things. **Hethlif** visits cats who are the pets of mortal fools and teaches them how to think, how to read, and how to plot revenge for their captivity.

Kullar

(General of Luthquar)

STRENGTH:	17
INTELLIGENCE:	11
INSIGHT:	12
DEXTERITY:	19
STAMINA:	18
APPEAL:	8
FIGHTER:	Skill 12 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	102
THACO:	9
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	18"
MAGIC TOLERANCE:	45%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

In melee combat Kullar attacks once a round with each of its two heads, doing 3-18 points of damage each. Any character hit by both heads in the same round must save vs. death or take an additional 2-20 points. If this is enough to bring them to 0 HTK they are torn asunder and cannot be *raised* or *resurrected* without being *regenerated* first though a wish can do both.

Diabolical Abilities

Kullar is attended by a twisted dwarf he calls 'the arm' who serves as his hands when he assumes a bestial form. A capable wizard of skill 7, 'the arm' dances to his own music and carries a bag of beans that have no significance, but will fascinate any character that he shows them to who fails a save vs. spell. Actually a minor demon himself, 'the arm' has the same statistics as a third canto seducer.

Lieutenants

Balmondireth is a three headed giant whose body is covered with iron scales that give him a -3 armor class. **Vandurallor** is reborn every night with a new form and the memories of another life. **Castriollo** is a nightmare who can travel faster than the prayers of man and whose shadow



carries disease. **Abbethir** lives on a speck of dust where it is the only god, and can only be summoned by a wizard who has found the mote. **Yorelendor** will only listen to music but understands little of what he hears. He is an arrogant upstart destined for a ignominious demise.

Uff-Regillaran

(General of Luthquar)

STRENGTH:	13
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	17
STAMINA:	15
APPEAL:	6
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	0
HTK:	105
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000



Combat

Regillaran will only manifest three of his hundred heads on the plane prime at any given time. Only one of these heads will attack in melee combat, but can strike twice a round with its serpentine coils at any target up to 2" away, doing 2-9 (1D8+1) points of damage. The bite is not poisonous but if the victim fails a save vs. spell they will believe it is, and will take 2-12 additional damage.

Diabolical Abilities

The first of Regillaran's other two heads is a skill 9 wizard and the other a skill 9 priest. Once a day, it may call upon the vast tangle of its true form, attacking all opponents within 30" three times each for 1-10 points of damage. Anyone who views the entire creature must save vs. spell or suffer the effects of a *fear* spell. After a single round the creature's body slips back into the Infernus, leaving three of its heads to carry out its business.

Lieutenants

Regillaran's lieutenants are great serpents who can only be summoned with the general's consent. Once per day, **Baliss-Kurek** can spit venom at any target he can imagine. The viscous wad does 2-12 points of damage and if the victim

fails a save vs. spell their blood turns to stone, killing them instantly. **Darosh-Welix** holds many secrets in its coils which it will reveal to those brave enough to climb inside. Half the time, however, he will simply crush the curious fool to death for his presumption. **Hureneth** is trapped beneath a bridge on the plane prime and can do little more than hiss at passersby. **Kesh-Valagan** can consume an infinite volume of water, swelling grotesquely to accommodate the added mass. **Fathrid-Horm** can quench any fire he can see with a milky stream of spittle.

Elkadrith

(General of Luthquar)

STRENGTH:	10
INTELLIGENCE:	15
INSIGHT:	12
DEXTERITY:	11
STAMINA:	14
APPEAL:	8
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 10 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	88
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000

Combat

Elkadrith uses her own severed head as a weapon, pummeling her opponents relentlessly. It is considered a +2 weapon that does 1-8 points of damage. If she hits she may also try to bite for an additional 1-6 points. Her bite is venomous and will cause 1-10 points of damage unless a save vs. poison. If the save was failed, the poison will also bring a wasting disease that reduces the characters Stamina to 5 for a month.

Diabolical Abilities

Elkadrith is the demon goddess of city rats and can *cause disease* at will by touch or through her hairy surrogates. Her tiny minions know many secrets that she is sometimes summoned to share. Once a season she may inflict a plague of rats on a city which will invariably bring disease of epidemic proportions.

Lieutenants

Elkadrith's lieutenants are huge rodents who can take nearly human form at will. All have the abilities of skill 9 thieves and skill 5 wizards, and wield +2 daggers that do 1-6 points of damage. **Zankith** is an unerring tracker who can *cast locate* object at will. **Morelgare** has a venomous bite that



transforms his victims into rats unless they save vs. spell. **Abalscir** can grant petitioners the ability to summon and control rats, a boon much sought after by cities stricken by the plague. **Dunmulgire** is invisible to characters of evil alignment and can smell purity. **Luroquar** cannot be harmed by arrows unless they have red fletches, in which case they do double damage.

Abbus

(Governor of Andrealphus)

STRENGTH:	18
INTELLIGENCE:	19
INSIGHT:	17
DEXTERITY:	16
STAMINA:	18
APPEAL:	9
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	-2
HTK:	97
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	12" land/24" air
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	13,000



Combat

Though civilized, Abbus is still a beast whose favorite physical attack is his claws, which do 3-9 (2D4+1) points of damage each. If he hits one opponent with both claws, he may attempt to bite for 2-12 additional points of damage. In addition, once per turn he may breath a cloud of flame that acts as an *incendiary cloud*, but the effort of inciting the air to burn costs him 1-6 HTK points.

Diabolical Abilities

Abbus has the power to cause any financial calculation to come our however he desires, compelling reality to conform to his will. With this talent, he can transform large sums of money, turning a pittance into a fortune or a life's savings into a single coin.

Pacts

Abbus answers only to a sacrifice of 100 coins of silver and 13 pieces of pure gold presented in a carved oaken chest, scaled with a red ribbon. If the count is wrong or the mint is not pure, not only will the governor refuse to appear, he will curse the incompetent summoner with destitution. If properly courted, he can offer wealth and power to his servants and supplicants.

Role Playing Notes

Abbus is meticulous and methodical. He speaks slowly, weighing every word as carefully as his gold. Like most mortals he measures success through the accumulation of wealth.

Palace

The miser dwells at the heart of a labyrinth beneath a stone keep, surrounded by thirteen walls. Each wall has three iron gates guarded by five demon warriors. Abbus' hoard is legendary, but cursed. Any mortal who dares take so much as a coin will accumulate great wealth that will bring only hardship and despair.

Thanes

Abbus is served by thanes who have chosen dragon forms. All have an armor class of 2 and can breathe a cone of fire once every four rounds that does 4-32 points of damage (save vs. breath weapon for half damage). **Whallek** can cast spells as a skill 5 wizard. **Bhalgonn** wears a talisman that protects him from any melee weapon wielded by a woman of less than skill level 9. **Drezmir** can peer through any window into any other, and has seen many things meant to be hidden. **Serrath** wears the shattered chains of a century spent in bondage on the plane prime, and harbors a burning hatred for bards.

Bafkaldor

(Governor of Andrealphus)

STRENGTH:	13
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	18
STAMINA:	16
APPEAL:	17
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	100
THAC0:	13
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	12,000



Combat

Bafkaldor has spent decades on the plane prime living as a mortal and has become accustomed to their weapons. He carries a +3 Shortsword of Speed that gives him three attacks per round, and a brace of six +2 throwing knives. In desperate situations he can revert to his demonic instincts and attack with a barbed tentacle that bursts from his chest. The tentacle does 3-12 points of damage and the barb carries a venom that will kill young men who have a Strength of 15 or better who fail their save vs. poison.

Diabolical Abilities

A jack-of-all-trades, this demon has all of the proficiencies available to mortal characters at an 18. He also owns a wide variety of magic items and can conjure any of them into his left hand at will.

Pacts

Bafkaldor is usually encountered on the plane prime as a wandering rogue. He will approach those who need his services in human guise, only revealing his true nature when the contract calls for the employer's soul...

Role Playing Notes

Friendly and casual, Bafkaldor is a likeable scoundrel. He will try to maintain his human guise as long as possible, but

if he is revealed, he will manifest a black mane, horns and a tail in an effort to make light of the situation. If angered he becomes a hideous beast that resembles a blasphemous union of bull and bat.

Palace

A palace is maintained on Verekna for the office of the governor, but Bafkaldor prefers taverns to throne rooms and unwitting mortals to servile hoardlings. His thanes share the unused manor in his absence.

Thanes

Bafkaldor is served by half-demons who sometimes travel with him in search of mortal prey. All have learned, and have achieved, skill 6 as fighter, wizard and thief. **Tuth-Gamun** has invisible wings and can fly at 17" per round. **Rothquar** can turn into an enormous wolf at will and summon hundreds of lupines to his side **Birrenadur** wields a dagger called Thunderstroke that does 3-24 points of damage. **Jul-Pierrec** can breathe lightning once a turn that will arc to anyone within 9" wearing a ring, doing 2-20 points of damage (save vs. breath weapon for half).

Amon-Xelid-Maphrodon

(Governor of Andrealphus)

STRENGTH:	9
INTELLIGENCE:	20
INSIGHT:	15
DEXTERITY:	10
STAMINA:	18
APPEAL:	9
FIGHTER:	N.A.
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 11 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	3
HTK:	83
THAC0:	15
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	9"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	14,000



copper he can manage. he will negotiate for hours with infinite patience. No swindle is too small.

Palace

The governor lives in a spacious manorhouse where he is attended by those who have lost their souls by defaulting on contracts with him. He has struggled to expand his holdings for centuries and owns the deeds to most of Verekna

Thanes

Maphrodon is served by four hulking brutes whose tough hides are composed of glittering coins. Every point of damage they take knocks loose 1-12 copper, 1-8 silver and 1-4 gold. **Tulnirik** rides a four headed goat who can devour wood faster than flame can burn it. He is sometimes called upon to tear down palisades or to clear forests with his voracious mount. **Wurinar** has sired hundreds of hoardlings who infest the treasure hordes of the wicked. **Geskor** cannot fly but has crafted an iron key that allows him to bestow the power of flight on others. **Besrik** desires buried treasure and will readily exchange the service of his minions to acquire it.

Combat

Maphrodon will do everything he can to avoid physical confrontation. If there is no other choice the governor will release a handful of documents into the air, calling up a whirlwind that will send them spinning about his chosen victim, slashing their exposed flesh. This attack does not require a to-hit roll and inflicts 1-20 points of damage per round to his chosen victim (save vs. breath weapon for half).

Diabolical Abilities

The demon can change the meaning of any contract, subtly altering the interpretation of any mortals who read it to suit his purposes. He often uses this power to cheat wizards out of their immortal souls.

Pacts

Maphrodon can only be summoned into a burning building by a wizard wearing white robes on which all of his material possessions are enumerated in blood. It is within the demon's power to double the profit from any transaction that cheats the innocent.

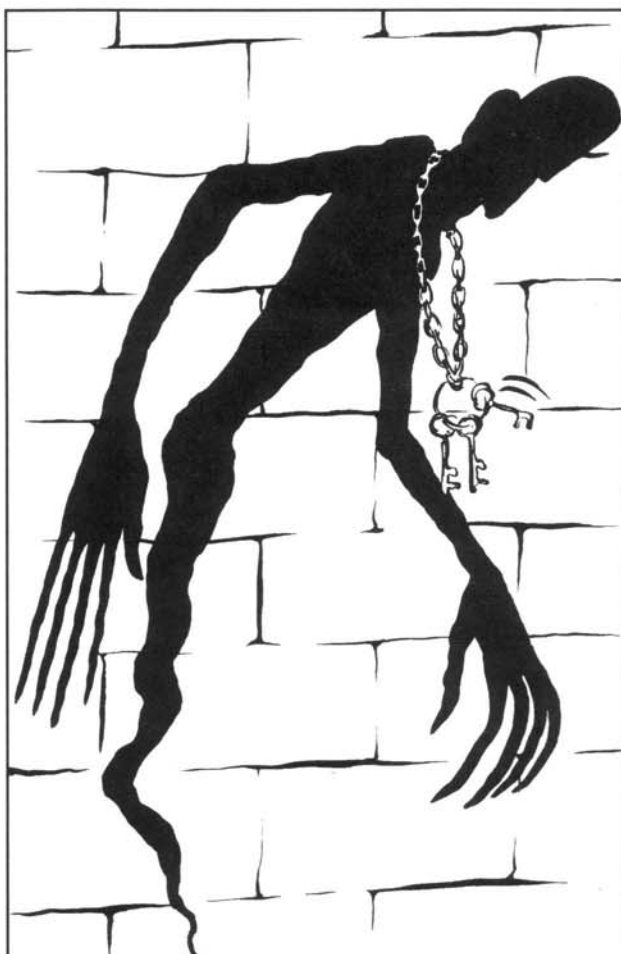
Role Playing Notes

Arrogant and ill-mannered, this governor is a vicious schemer who thrives on cheating mortals out of every

Nadradan

(Governor of Andrealphus)

STRENGTH:	7
INTELLIGENCE:	15
INSIGHT:	19
DEXTERITY:	17
STAMINA:	13
APPEAL:	10
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	N.A.
THIEF:	Skill 10 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	90
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	14" AIR
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	15,000



Combat

Nadradan can reach into the body of his opponent with shadowy claws and tear them apart from within. He may only make one attack per round, but it does 2-24 points of damage (save s. death for half). Once a turn he may try to tear out an opponent's heart, which requires a successful to-hit roll in melee combat. If his intended victim fails a save vs. death they are killed instantly and cannot be *raised* or *resurrected* unless a *regenerate* or *wish* is used to mend the body first.

Diabolical Abilities

The governor may open any portal with his ring of keys crafted out of the finger bones of his sire.

Pacts

Nadradan can find his way into any chamber, no matter how secure it is thought to be. He is often summoned to steal some well-guarded treasure, but will only exchange stolen magic items for blood sacrifice.

Role Playing Notes

This shadowy creature speaks seldom, and only in whispers. He longs for that which he cannot see, such as the secret thoughts of mortal men and will sometimes trade particularly painful memories for his services.

Palace

Nadradan dwells in the palaces of other demon lords. On several occasions he has been ejected from the bedchamber of Grand Anthraxus himself.

Thanes

Barash-Lathkir is a lovely hermaphrodite whose touch can steal the sexual identity of those who cannot do without it. **Guwell** is a blob of protoplasm who lives in a bucket in the corner of the red room. It has the power to steal the physical form of vain young women, reducing his victims to shapeless husks that weep tears of slime. **Numrow-Malfour** is a giant dwarf with meat for a brain, who lacks the intellect required for lucid communication, but can steal the thoughts of anyone who listens to its babbling. **Quathkadrell** has the appearance of an old beggar woman with strange blue eyes. She can steal the memories of those who have nothing else left, keeping them in a basket to feed on at her leisure.

Prallphezus

(Governor of Andrealphus)

STRENGTH:	20
INTELLIGENCE:	11
INSIGHT:	8
DEXTERITY:	7
STAMINA:	21
APPEAL:	10
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	N.A.
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	106
THACO:	11
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	8"
MAGIC TOLERANCE:	45%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	12,000



Combat

Though he is said to be a master of unarmed combat, Prallphezus cannot free himself of his burden, and is forced to hurl huge chunks of treasure out of the mound at his opponents. He may throw three chunks a turn for 3-18 points of damage. Each chunk is worth 1-400 gold (D20 x D20).

Diabolical Abilities

Prallphezus has learned to animate treasure. Once per turn, he can create a whirling dervish of flying coins that will cause 3-30 points of damage to everyone in a 5" radius. Once per day he can call up a creature of goloms that has the same statistics as an iron golem. Once a week he can command the skies to issue a hail of gold that has the same effects as an *ice storm*, but litters the devastated area with 2-8,000 gold.

Pacts

Prallphezus demands huge piles of treasure from mortals who want to summon him to the plane prime. Value is far less important than sheer mass, so copper pieces are ideal but the offering must be worth at least 1,000 gold pieces, or the governor will become furious and send his minions to destroy those dear to the foolish wizard who dared offend him.

Role Playing Notes

Buried under a heap of riches, Prallphezus can barely hear those who try to communicate with him and must shout to be heard. He believes that he can buy his way out of the Infernus if he can just accumulate enough treasure to bribe the gods.

Palace

The mountain of money that the governor carries with him is housed in his palace. There is a small army of apelike hoardlings who live just under the surface of the treasure that bring him food and drink through a complex tunnel system.

Thanes

Prallphezus is served by infernal wyrms that he has made thanes. **Wemathilak** lives miles below the surface in a pit lined with bones. **Suresskalress** dwells in a cave at the top of a flying mountain that drifts far above the mists of Verekna. **Rethresh** can assume human form and maintains a keep on the plane prime where he is thought to be the favorite son of a local war god. **Lireth-Arethkar** has exchanged wings for gills to leave beneath the Phantom Sea.

Vathgaledon

(Governor of Forneus)

STRENGTH:	14
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	14
STAMINA:	15
APPEAL:	5
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	83
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	555
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	10,000



Combat

Vathgaledon wields the golden Blade of Blind Justice, a +4 weapon that does 2-16 points of damage but will inflict double damage on any character who has ever wounded him in melee combat. Once every three rounds he may attempt a "perfect stroke" which is resolved as a normal attack, but if he rolls a 5, 13 or 18 to-hit, he does maximum damage.

Diabolical Abilities

A golden mask conceals the 'mirror grotesque', which is the demon's ability to shift his features into a nightmarish parody of mortality, so cruel that onlookers may save vs. spell or wail their anguish for 3-12 rounds. Vathgaledon's vanity will prevent him from revealing his naked face more than once a turn.

Pacts

Wizards who call upon this demon hope to acquire a Silent Bane. These devices are small obsidian boxes that become daggers when they are held aloft and the name of a hated enemy is spoken aloud three times. When used against the chosen victim they are +3 weapons that do 3-30 points of damage but they are useless against other targets. If the hated enemy is killed the bane turns to ash.

Role Playing Notes

Vathgaledon is as silent as he is powerful, the chill wind of his malice fouling the air with every word he speaks. He has no patience for blustering fools and will readily dispatch those who have nothing to offer him.

Palace

The governor lives in a golden palace at the top of a tower where he is attended by a flock of blood-red hawks who carry messages to his mortal minions. He maintains a workshop where he crafts new masks for himself when he tires of his current 'face'.

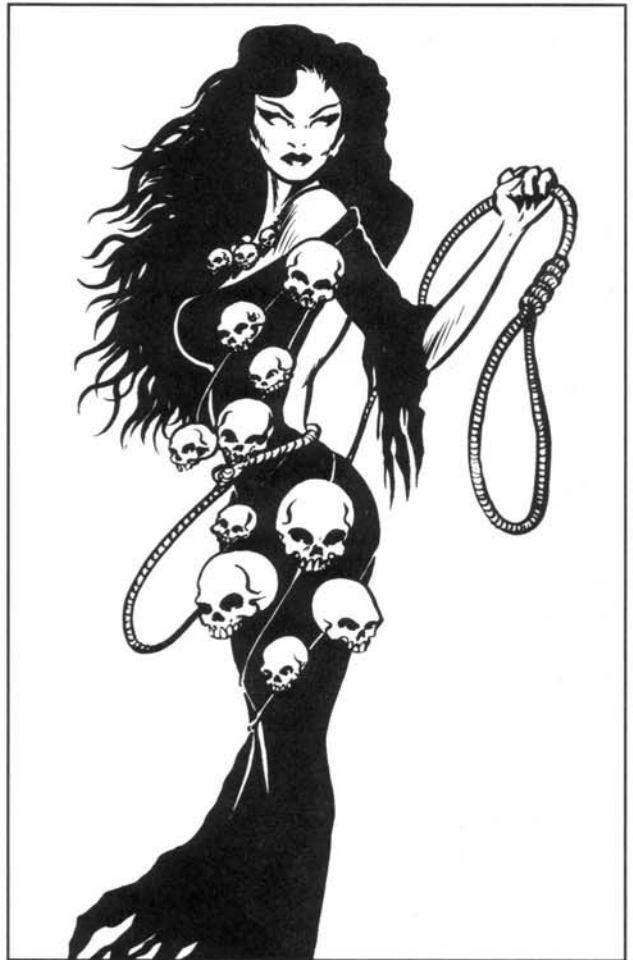
Thanes

Abrogan is a tiny troll who cannot bear to behold beauty which he cannot possess, and will go to great lengths to own lovely things. **Bafra-Ceskil** can knock any flying creature out of the sky with a glance, unless they save vs. spell. **Huthgraled** wears a cloak of obscenity that will offend any goodly priest who fails an Insight attribute check. Offended characters can do nothing but shield their eyes for a number of rounds equal to their Intelligence. **Orillireg** is a four-armed warrior who wields the four winds as weapons that do 3-13 (2D6+1) points of damage each.

Orrefigo

(Governor of Forneus)

STRENGTH:	13
INTELLIGENCE:	19
INSIGHT:	18
DEXTERITY:	17
STAMINA:	12
APPEAL:	18
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 8 Wizard
PRIEST:	Skill 6 Priest
THIEF:	Skill 6 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	79
THAC0:	13
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	13,000



Combat

Orrefigo is a hellcat who may attack twice a round with her clawlike nails. These are +2 weapons that do 3-9 (2D4+1) points of damage and will scar any character with an Intelligence of less than 12, reducing their Appeal to 5. Once a turn she may try to use the noose she carries to snap the neck of an opponent. If she makes a to-hit roll and the victim fails a save vs spell, he is killed.

Diabolical Abilities

On the plane prime, this governor takes on human form to manipulate mortal men, tempting them to take what does not belong to them by cunning or, if necessary, by force. In this capacity, she may cast *charm person* at will and *dominate* once a turn but her manipulation is far more subtle than these feeble spells.

Pacts

Orrefigo despises men and may only be summoned by female thaturgists seeking vengeance against former lovers. She requires the offering of beauty, which usually takes the form of ritual scarification.

Role Playing Notes

Severe and mean-tempered, Orrefigo's cruelty is obvious. In her true form she will only speak to men to describe the torments that await them at her hands.

Palace

On the western shore of Verekna is a circle of stones, attended by a village of mortal warrior-women who have sold their souls for power eternal. Beneath this monument is a black glass casket where Orrefigo takes her rest when she is not hunting her chosen prey.

Thanes

Orrefigo is served by four catlike thanes with bat wings and enormous claws. These claws will kill any evil character of less than skill level 3 on contact. **Xaster** takes double damage from weapons taken up in the name of true love. **Moregg** can transform the fragrance of yellow flowers into a potent poison that will cause sickness and death in those who are exposed for more than a moment. **Julgrig** can bring an early winter and corrode any mundane metal that has not been blessed. **Trellet** can cast spells like a skill 6 priest and knows a secret word that allows her to regenerate 1-6 HTK points per round in total darkness.

Wrullig

(Governor of Forneus)

STRENGTH:	19
INTELLIGENCE:	13
INSIGHT:	15
DEXTERITY:	12
STAMINA:	18
APPEAL:	8
FIGHTER:	Skill 11 Fighter
WIZARD:	N.A.
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	99
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	45%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	10,000

Combat

Wrullig attacks twice per round with his bare hands in melee combat, doing 2-8 points of damage. If he hits the same opponent with both hands they must save vs. death or they are drawn into the grinning orifice in his gut where they suffer an additional 2-20 points of damage. Any mortal who takes more damage than his Stamina from a single gnawing attack is swallowed whole and is deposited into the Infernus with no way back.

Diabolical Abilities

The beat of this governor's wings echo the heartbeat of the Infernus, carrying him across time and space in the blink of an eye. Once a week he can release a plague of toads on a settlement of any size. The creatures have a voracious appetite and will consume any food they can find until they are destroyed or dispelled.

Pacts

Wrullig will only manifest in a pool of blood, rising from the depths with a newborn's cry. He is seldom called upon by mortal wizards, as he is a known rogue whose actions are dictated more by whim than by the Compact.

Role Playing Notes

No one is sure what Wrullig truly desires or what sin he is



meant to embody. He is a mysterious creature who speaks nonsense and follows his own agenda. Encounters with this lord should be brief and enigmatic.

Palace

Wrullig's palace is a hut made of living vines that can entangle the ambition of unwanted visitors, leaving them hopelessly apathetic. He is attended by three ancient spirits who advise him in song.

Thanes

Durullig has power over the trees and can create forests that will devour wayward travellers. He carries a scythe that can fell a man in a single stroke if he rolls a 'natural' 15 or better and they fail a save vs. death. **Jesarid** lurks in the unexpressed rage of the oppressed where he plants the seeds of violence. **Ivred-Calar** visits the plane prime as a demon storm whose rain poisons the minds of the children of the wicked. **Nevvok** can move so quickly that he lives two lives. His other form serves Eligos (Duke of the Mind and the Blood) as a warrior of the third circle.

Mevir-Alduth

(Governor of Forneus)

STRENGTH:	11
INTELLIGENCE:	20
INSIGHT:	17
DEXTERITY:	15
STAMINA:	13
APPEAL:	12
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	Skill 11 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	87
THACO:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	8,000



Combat

Mevir-Alduth can attack twice a round with a +3 dagger that does no damage but reduces the victim's Insight by 1 on a successful hit unless the victim saves vs. spell. A character whose Insight is reduced to half of its initial value are enslaved and must serve the demon lord without question until he chooses to release them. The lost points return at the rate of 1 point a week the character spends in introspection.

Diabolical Abilities

Once a day Mevir-Alduth may call upon the power of the office of treachery most foul in the courts of the privileged, borrowing any of the abilities of his lord for use against him. Whenever he does this he must save vs. spell to avoid the wrath of Lord Forneus.

Pacts

Mevir-Alduth will gladly negotiate a contract with any wizard clever enough to summon him, but he is only bound by such agreements if they are signed thrice.

Role Playing Notes

Mevir-Alduth is a cynical fellow who mocks friend and foe alike while trying to manipulate them to his advantage.

Palace

The governor lives in a small castle on a barren hill. He is fond of parties and his chambers are adorned with the latest in Infernal fashions, which are considered grotesque by the standards of most mortals. Attended by an extensive staff of seducers, he revels in the luxuries afforded by his office but longs for the court of Anthraxus.

Thanes

Mevir-Alduth's thanes are hand-picked from his favorite seducers and wear pleasing human forms. All are armed with staves which can paralyze living creatures on a successful hit in melee combat. This paralysis lasts for an hour or more if they fail a save vs. spell. **Ezramirra** wears a red dress that burns when she is struck, causing 3-12 points of damage to anyone who hits her in melee combat. **Yoff-Jhirra** wears golden bracers that make her immune to all wizard spells of level 3 or less cast by mortals of less than skill 13. **Urilondra** wears a voluminous black cloak that she uses to fly. **Asra-Mhir** wears a ring that gives her two saving throws against spells cast by Lawful Good priests.

Pessaddaeo

(Governor of Forneus)

STRENGTH:	8
INTELLIGENCE:	22
INSIGHT:	20
DEXTERITY:	8
STAMINA:	9
APPEAL:	11
FIGHTER:	N.A.
WIZARD:	N.A.
PRIEST:	Skill 13 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	76
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	12,000

Combat

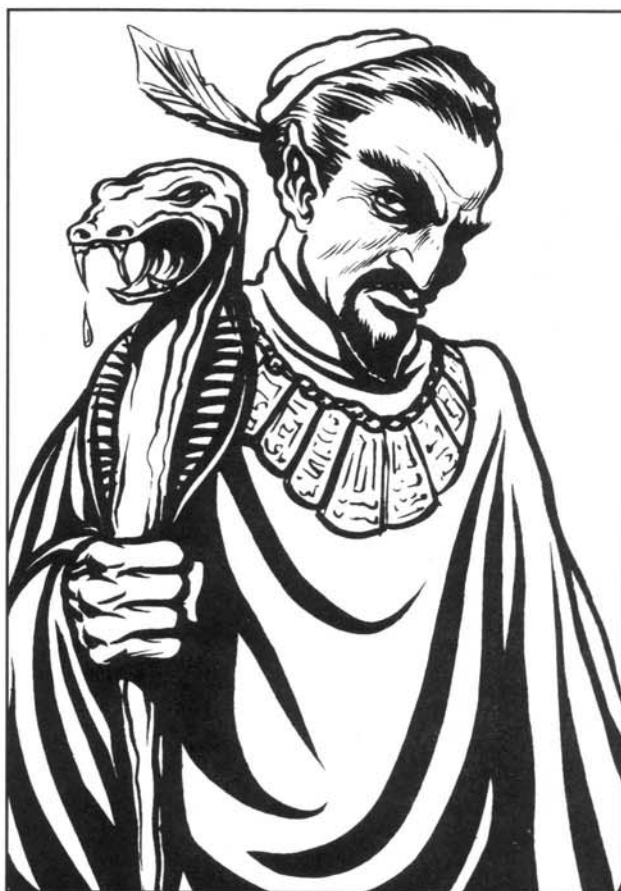
When forced to resort to physical combat, this governor may attack once a round with his Snakestaff, which will strike with a THAC0 of 7, inflicting 2-8 points of damage and venom that does an additional 3-18 unless the victim makes a save vs. poison.

Diabolical Abilities

In human form Pessaddaeo can bedevil speech so that those in his presence will say what he wants them to, not what they actually mean. His true form is that of a horned giant with goat legs and immense wings that blot out the sky, but he will only revert to this form if he is grievously wounded. As a beast, his HTK points double, his THAC0 is 7, his armor class is -2 and he can attack twice a round with his mighty claws, which do 2-12 points of damage, and once a round with his horns, which gouge for 4-16 points of damage.

Pacts

Pessaddaeo only answers the sacrifice of a signet ring followed by an oath of vengeance and the spilling of blood. At first, he will send an underling in the form of a unicorn but if he is named, he will dismiss the surrogate and manifest personally.



Role Playing Notes

This demon is as ancient as he appears. he is one of those that was cast down in the very beginning but has never achieved a greater rank because of his hatred of authority, be it mortal, divine or infernal. Thoughtful and precise, he has the rare gifts of wisdom and vision.

Palace

Pessaddaeo spends all of his time on the plane prime, twisting the minds of princes and kings. An infernal wurm has taken up residence in his manor and has devoured his personal staff but Pessaddaeo has yet to notice.

Thanes

Sadrikar is a warrior whose shield allows him a save vs. death to reduce the damage of physical attacks by half. **Bafradron** has a puckered face on his left palm that can utter spells with the ability of a skill 8 wizard. **Guridarron** rides a steel centipede with 13 hit dice that has a sting whose poison will melt armor in a single round. **Azramared** has a bone bow that he can fire as far as the horizon six times per round.

Avdrgith

(Governor of Eligos)

STRENGTH:	10
INTELLIGENCE:	7
INSIGHT:	7
DEXTERITY:	14
STAMINA:	12
APPEAL:	18
FIGHTER:	N.A.
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	3
HTK:	69
THAC0:	16
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	8,000

Combat

Avdrgith will never attack physically, but can manifest a happy little puppy who will attack for her. It can attack three times per round with a THAC0 of 9 using a savage bite that does 1-12 damage. Attacks against it are useless as it is merely a projection of the demon's power.

Diabolical Abilities

Avdrgith thinks the universe is a horrible place and chooses to see pretty things instead. She is eager to share her vision with mortals and may bestow this gift once per turn on everyone within a 3" radius. Characters who fail a save vs. spell, will be overwhelmed by the psychedelic visions for 3-18 rounds. Of these, any who fail an Intelligence Attribute Check as well, will chose to perceive the Governor's world instead of theirs, and slip into a catatonic dementia.

Pacts

Few thaturgists would ever bother to summon Avdrgith as she is incapable of negotiating a contract and there are few tasks she could perform if such a thing were possible.

Role Playing Notes

Avdrgith is very happy, but she has no idea what is going on around her. She will drift in and out of her hallucinations which gives her fleeting moments of lucidity punctuated with utter nonsense. At least she's friendly.



Palace

Avdrgith builds castles in the sky for others and has no need for her own.

Thanes

This governor's thanes sprung full-formed from her peculiar visions. No one knows if they are actually demons or just further expressions of Avdrgith's power (like the puppy). **Tony** is a big chair that can devour anyone who dares to sit on him without asking. **Marigol** is a living flower who smells like tomorrow and needs fire and blood to grow. **Bafbaf** is a green horse who can take its rider anywhere they can imagine. **Gabee** is a talkative mountain whose innumerable children are carnivorous stones that can fly once a day, but no further than 30 feet at a time.

Whujeru

(Governor of Eligos)

STRENGTH:	N.A.
INTELLIGENCE:	18
INSIGHT:	23
DEXTERITY:	N.A.
STAMINA:	N.A.
APPEAL:	15
FIGHTER:	N.A.
WIZARD:	Skill 11 Wizard
PRIEST:	Skill 11 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	100
THAC0:	14
NO. OF ATTACKS:	1-3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	0"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	11,000



Combat

When Whujeru decided to climb in the Box he discovered he could no longer move, which made it difficult for him to attack until he learned how to conjure objects to drop on his enemies. Using this peculiar power he can attack 1-3 times per round for 1-20 points of damage. he can never conjure the same object twice in the same day so he leaves a bewildering array of debris on the battlefield.

Diabolical Abilities

Reality does not work the same way inside the Box, which allows him to cast *minor creation* at will, *major creation* once a turn and *limited wish* once an hour. At the gamemaster's option, Whujeru has powers that transcend these mundane abilities and may even have variable stats.

Pacts

A few wizards have tried to summon Whujeru for a look inside the Box. He will only appear if he is presented with a mystery more vexing than that which he currently ponders. If a mortal manages to peek in the box, they have to make an Intelligence Attribute Check. Failure means an inability to comprehend what lives within and the permanent loss of 1 point of Insight. Success reveals forbidden secrets that bring madness and the ability to cast *limited wish* once per season.

Role Playing Notes

When Whujeru went looking for the Cat, he found another world that made sense only to him. The natives of the secret place clamor to be heard above the din of falling trees, giving him a thousand voices.

Palace

After his transformation, Whujeru's palace was no longer appropriate so he had it torn apart and in its place a dais with a thousand steps was crafted by the damned. At the top is a pedestal on which the Box rests when he is not visiting the plane prime for some arcane purpose.

Thanes

Whujeru had thanes once but when he decided to leave the rational world behind, they abandoned him and begged Eligos (Duke of the Mind and the Blood) to destroy him, but the mad lord replied that he had always wondered about the Cat and refused to punish his servant, asking Whujeru to make him a really big rock instead.

Gtandrck

(Governor of Eligos)

STRENGTH:	13
INTELLIGENCE:	8
INSIGHT:	8
DEXTERITY:	9
STAMINA:	15
APPEAL:	6
FIGHTER:	Skill Skill 7 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	3
HTK:	80
THACO:	14
NO. OF ATTACKS:	1 (see below)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	9"
MAGIC TOLERANCE:	40%
SIZE:	L
PERSONALITY:	Unfathomable
XP AWARD:	9,000



Combat

Gtandrck is ruled by emotion and will respond to violence in kind, unleashing a fury of unparalleled impurity. In this state he can attack four times a round with his knife, which does 1-8 points of damage.

Diabolical Abilities

Lost in a labyrinth of runaway emotions, Gtandrck is barely capable of rational thought. He generates a field of *emotion* that will vary in intention and intensity, ranging from fear to lust.

Pacts

Gtandrck is never summoned intentionally, but appears unbidden from time to time on the plane prime to torment the damned. He will simply stand there, a nightmarish monstrosity looming large on the brink of madness.

Role Playing Notes

Gtandrck is mercurial, suddenly switching from one emotion to the next with disarming frequency. He is a creature of extremes who will weep one moment and rage the next. Communicating with him can be difficult or downright dangerous.

Palace

This governor is incredibly wealthy but lives in the dark corners of other people's lives, accumulating massive piles of possessions he has no use for. His thanes have constructed a beautiful palace for him but he refuses to climb out of his rancid rathole.

Thanes

Gtandrck is served by four fallen warriors who have been cursed with human form but who know the secret of creation. **Abilkarid** carries a torch that demands brutal honesty of those touched by its flickering light. **Ithex** lives in his lord's palace and enjoys the luxuries reserved for the governors of the Infernus. **Bammet** can only communicate obscenity and wears a thick black cloak that drives his peers away. **Felex-Mabidor** can generate *antipathy* at will and harbors many demons in his black heart that feed on what remains of his spirit.

Lorkbexx

(Governor of Eligos)

STRENGTH:	20
INTELLIGENCE:	9
INSIGHT:	8
DEXTERITY:	17
STAMINA:	19
APPEAL:	7
FIGHTER:	Skill 13 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-1
HTK:	98
THAC0:	8
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	12,000

Combat

Lorkbexx is a deadly opponent who wields the savage bludgeon with which he may attack three times a round. If he hits once, the club does 2-8 points of damage, if he hits twice both attacks do 2-16 damage, and if he hits three times, all three attacks do 2-24 damage.

Diabolical Abilities

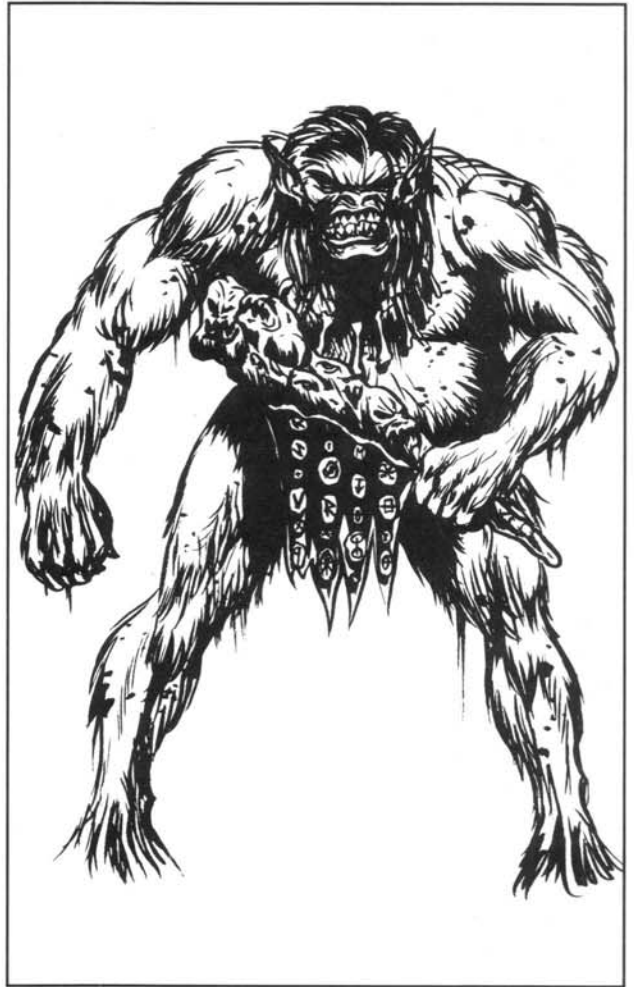
Once per turn, Lorkbexx can unleash the horrors pent up within him. Creatures of all description burst out of his body, attacking everyone in a 10" radius for 1-10 points of damage each. At the end of the round, they are drawn back in and the demon is reborn, which heals half of any damage he has sustained.

Pacts

Lorkbexx is attracted by raw meat but is not easily bound. Summoners must use three silver rods and a crystal crown if the hope to contain his fury. The promise of massacre will. He can offer mortals the ability to unleash their inner beast, a form of controlled lycanthropy.

Role Playing Notes

This governor has little use for mortals and their concerns. He seldom bothers to communicate with them, preferring to howl and grunt. He only respects those who have defeated him in physical combat.



Palace

Lorkbexx lives in a very deep, very dark cave where nothing lives or grows, and where a river of blood winds under the fertile soil of Verekna across the Infernus to the seas of Vecheron. The damned believe this is an escape route but the governor is always careful to set them straight before he devours their despair.

Thanes

Abaridrin is a cruel child who torments the helpless with strange tools he keeps in a silver box. **Ulurbashron** is a two-headed lizard who can regenerate 3 points of damage a round and cast *meteor swarm* once per day. **Mafestarik** is a seducer who lives in a palace that drifts with the mists of Verekna. **Ghulghared** is a demon warrior whose living armor is proof against any magical weapon that has drawn human blood (such weapons do half damage against him).

Mdrn-Balor

(Governor of Eligos)

STRENGTH:	8
INTELLIGENCE:	17
INSIGHT:	9
DEXTERITY:	9
STAMINA:	11
APPEAL:	8
FIGHTER:	N.A.
WIZARD:	Skill 13 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-3
HTK:	68
THAC0:	16
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	10,000

Combat

Mdrn-Balor is no longer part of the universe that spawned him. He can try to inflict his torment on one opponent per round. No to-hit roll is required. If the victim fails a save vs. spells, he is torn from the fabric of creation, an experience that remakes him. Such characters are effectively *reincarnated*, but the effects are instantaneous.

Diabolical Abilities

This governor can tear at the walls of reality, allowing him to cast *confusion* at will.

Pacts

Mdrn-Balor has constructed six sadistic puzzles which have been scattered across the plane prime. All are activated by solving them, which takes 1-100 hours and requires a successful Intelligence Attribute Check. Three have the power to summon him, two will drive the user mad and the last will conjure a steel automaton that will serve the mortal who called him up, for a year and a day, after which it will try to kill him.

Role Playing Notes

Mdrn-Balor seldom speaks. When he does, he speaks in puzzles. He will never answer a question directly.



Palace

Mdrn-Balor lives in a house which is plagued by strange geometry and living shadows, and is infested by the dreams of the unforgiven. He is attended by six hooded maidens who serve him an endless feast of blasphemous delicacies.

Thanes

Balor's thanes have an armor class of 1 and the spell casting ability of skill level 3 wizards. **Gulgar** has dissipated his essence through an entire city, living in every building and paving stone. The city drifts from plane to plane, catching wicked wanderers in its carnivorous alleys. **Babarar** was trapped in a bottle long ago and must answer the questions of any who ask. **Oshru-Vey** hides herself behind silvered mirrors, peering at the living through the polished glass. **Cafrathad** thrives on confusion. He can change his shape and create illusions at will, talents he uses to confound his prey.

Dezridirin

(Governor of Volak)

STRENGTH:	9
INTELLIGENCE:	18
INSIGHT:	17
DEXTERITY:	11
STAMINA:	10
APPEAL:	15
FIGHTER:	N.A.
WIZARD:	Skill 11 Wizard
PRIEST:	Skill 11 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	83
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	11,000

Combat

On the rare occasions when Dezridirin enters physical combat, he uses his bare hands, attacking once a round for 1-6 points of damage.

Diabolical Abilities

Dezridirin's mirror can be used to show mortals themselves as they want to be seen. This is a powerful tool that can be used to tempt the unwary to take foolish risks with their destiny.

Pacts

Wizards who summon this governor must present him with a scepter carved of rare woods, adorned with rubies and anointed with blood.

Role Playing Notes

Dezridirin is a very personable fiend who will do his best to make mortals believe that they are more important than they actually are. He is fond of inventing prophesies to support his claims of a mortal's inevitable destiny.

Palace

Dezridirin lives in a modest manor where he is attended by three giants and a captive nymph. He keeps his previous



lives on the top shelf of a closet in the master bedroom, just out of reach.

Thanes

Dezridirin's thanes seem to be perfect specimens of humanity, but they hide their hooves in clever boots and tiny horns under hoods and hats. They are sadistic philosophers that have all the abilities of skill 6 priests. Any mortal who touches the hem of **Gorebared's** cloak permanently has his Appearance increased by 2 points. **Analarra** wields "slashgore": a +2 knife that normally does 1-4 points of damage but will do 2-12 points on a to-hit roll of 15 to 17, 3-24 points on an 18 or 19 and 4-40 points on a 'natural' 20. **Fash-Giren** rides a nightmare who can assume the form of a lovely young girl with the power to *charm* men at will. **Bafrozed** lives in a chapel on the shores of the Invisible Sea where he communes with the forgotten masters; ancient spirits who have given him the secret of silent speech.

Gudriall

(Governor of Volak)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	18
DEXTERITY:	12
STAMINA:	16
APPEAL:	12
FIGHTER:	N.A.
WIZARD:	Skill 12 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	3
HTK:	78
THAC0:	16
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	12,000

Combat

Gudriall wields a captive star with which he can make as many as 3 attacks a round against any opponent he can see. If Gudriall's to-hit roll is successful, the star does 3-24 points of damage, but a save vs. breath weapon will reduce this by half. Once every three rounds he can choose to will the star to explode, doing 9-54 (9D6) points of damage to everyone within 13" (save vs. breath weapon for half.)

Diabolical Abilities

Gudriall can see anything that can be seen from the heavens. Once per turn, he can try to overwhelm a mortal opponent with visions of the infinite. If the intended victim fails a save vs. spell he is stricken with temporary *feblemind* that lasts a number of turns equal to his Intelligence attribute.

Pacts

Gudriall can only be summoned on three very special days of every year, by wizards who were born on those same days. He will share the secrets of the stars with mortals who sign a pact of service. Few are pleased to hear that there is nothing in the heavens but darkness, and that astrology is an Infernal tool which Gudriall invented to lure the foolish from virtuous paths.



Role Playing Notes

Gudriall is a strange little beast who seems perpetually distracted, as if his mind was somewhere else. In his case it is literally true.

Palace

Gudriall lives in a small tower near the top of a mountain. He is attended by a horde of kobolds who see to his every *waking* need. At night he is visited by three succubi who see to the rest...

Thanes

Gudriall's thanes are as twisted as their master. They carry bone spears with obsidian heads that do 2-12 points of damage. **Bafregir** can enchant mirrors so they will show some far away scene like a magic window. If one of these mirrors is broken he will send a warrior to investigate. **Aballendallor** cannot speak at night. **Yelgurith** wears an amulet that allows him to regenerate 2 points of damage per round. The amulet has been "touched" by the divine and cannot heal damage inflicted by clerical magic. **Mazkrefesh** wanders the plane prime in the guise of a beggar boy who rewards cruelty with death.

Lurak-Shrath

(Governor of Volak)

STRENGTH:	12
INTELLIGENCE:	19
INSIGHT:	15
DEXTERITY:	10
STAMINA:	15
APPEAL:	13
FIGHTER:	N.A.
WIZARD:	N.A.
PRIEST:	Skill 12 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	81
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	10,000

Combat

Lurak-Shrath will never enter physical combat. If there is no other choice, he will try to get away or summon help. Failing that, he will surrender.

Diabolical Abilities

Lurak-Shrath's praise can temporarily add up to 3 points to any of a character's attributes. This ability is used to make particularly arrogant mortals believe they are worthy of worship.

Pacts

Lurak-Shrath can only be summoned into the smoldering husk of a fallen and razed church. He is fond of diamonds but can only be bound with golden chain.

Role Playing Notes

Lurak-Shrath plays upon the hopelessly inflated egos of certain heroes, trying to convince them that they deserve godhood, and that they should settle for nothing less. He is quite skilled at recruiting followers, and it is within his power to start a cult in a single day.

Palace

Lurak-Shrath lives in a paper temple where he is attended by



shadows that resemble holy men. He collects diamonds in a silver chalice protected by a white wolf with an armor class of 4, 12 hit dice, a THAC0 of 8 and can attack twice a round for 2-16 points of damage.

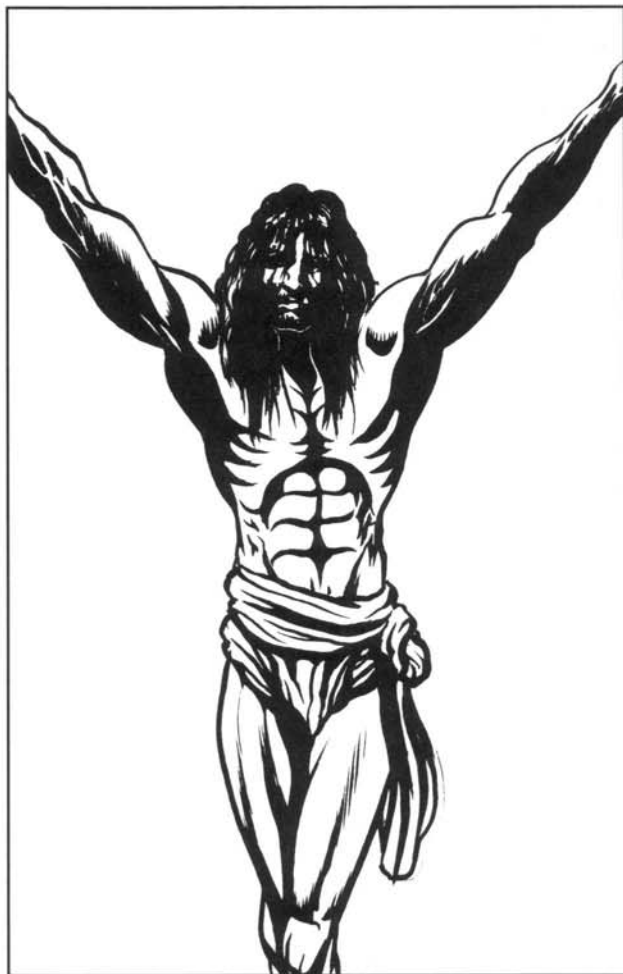
Thanes

Lurak-Shrath's thanes are apelike beasts who wear clerical vestments and carry crude clubs that do double damage against priests. **Uligul** has unusual insight that allows him to cast spells as a skill 7 priest. **Gufgur** cannot perform magic but carries a skill 9 priest in an iron box who will cast spells for him if properly persuaded. **Bulgirull** fancies himself an orator but is so boring that any character of skill 4 or less who hears him must save vs. spell or fall into a deep sleep. **Ubgudrun** has been lost on the plane prime for decades and is thought to have been imprisoned by a radical sect of Inquisitors.

Cezric-Jhermon

(Governor of Volak)

STRENGTH:	18
INTELLIGENCE:	18
INSIGHT:	18
DEXTERITY:	18
STAMINA:	18
APPEAL:	18
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	88
THAC0:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	15" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	12,000



Combat

Cezric-Jhermon can smite his opponents with bolts of lightning. He may attack with one bolt a round, doing 3-30 points of damage to his chosen target and 2-16 points to anyone within 3" of him (save vs. breath weapon for half).

Diabolical Abilities

This demon is fond of posing as a god and will wander the plane prime in various guises, trying to start new religions wherever he goes. He can cast *minor creation* and *improved phantasmal force* at will and *major creation* once a turn. He can lay on hands three times a day, curing 18 points of damage each time, and can *cure disease* once an hour. These powers make his divine guise more believable.

Pacts

Cezric-Jhermon must respond to any summoning ritual in which his image is burned. He considers himself far too important to deal with thaumaturgists, so he will usually send one of his thanes in his stead.

Role Playing Notes

Cezric-Jhermon enjoys the god-game a little too much and insists on being treated like a god at all times, no matter who he is talking to. One day this is bound to get him into major trouble with Grand Anthraxus...

Palace

Arrogant vanity has compelled Cezric-Jhermon to build a mountainous palace filled with garish appointments. He is attended by far too many minions but is always planning to expand his operation.

Thanes

Cezric-Jhermon is served by beautiful and identical thanes with feathered wings, who wield +2 flaming swords that do 4-16 points of damage (save vs. breath weapon for half). They can all cast spells at the same level of ability as a skill 7 priest. Their names are **Amussan**, **Tiggul-Emex**, **Ramath** and **Bawr-Calith**.

Belmornnan

(Governor of Volak)

STRENGTH:	12
INTELLIGENCE:	14
INSIGHT:	15
DEXTERITY:	16
STAMINA:	13
APPEAL:	7
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	90
THACO:	13
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	12,000

Combat

Belmornnan can attack twice per round with her staff which is a +3 weapon that does a 1-12 damage and will wither everyone it touches unless they save vs. death. Withering reduces a character's Strength and Stamina to half for a fortnight. A remove curse can restore the affected attributes.

Diabolical Abilities

Belmornnan is a kind of title that has passed from one lord to the next. Her flesh bears the scars of those who have gone before. No one knows why she persists in demonic cannibalism, but she seems to have profited from it over the centuries.

Pacts

The governor is willing to negotiate with mortals, but pacts with one Belmornnan are not binding on those who follow, so these contracts are temporary at best.

Role Playing Notes

Belmornnan's personality is a composite of her many incarnations, so she is constantly in a state of emotional and intellectual flux.



Palace

Belmornnan's underground estate is packed with souvenirs of her previous lives. She is attended by a menagerie of demons recruited over the years. Far below her bedchamber is a private pit where the tattered souls of her fallen predecessors languish in eternal torment.

Thanes

Hazralgar can manifest himself in any flame, creating fire elementals at will to burn for him. He has no body of his own but feasts on ashes and smoke. **Vashrogarin** is a huge beetle with steel pinchers that do 1-12 points of damage and can sheer the legs off a victim on a "natural" 20 unless he saves vs. death. **Prakad** wanders the planes searching for the lost home of the demonic hosts. **Rilloren** can breath acid once per turn that does 2-8 points of damage for 1-6 rounds (save vs. breath weapon for half damage).

The Grey Grimoire

The Grey Grimoire came into my possession on the third day of the third month of the third year of the decade. The manuscript was deposited on my desk in a plain brown package with no return address. No one remembers receiving it and the stamps clumsily affixed to its face were never canceled. My only clue as to its origins was the faint scent of rosemary that clung to the wrappings.

I was intrigued by the mysterious parcel but I have come to expect very little from unsolicited material. When I saw that the entire manuscript had been hand written my expectations were lowered even further. Surprisingly, my initial read through revealed an intriguing mix of new magic but the text was badly written and some passages were in a foreign language that I later learned was a dialect of ancient Greek.

Expecting a call from a smug freelancer at any moment I decided to process the strange text as I would any other submission. Enlisting the aid of an old friend I translated the foreign passages and began the laborious process of adding game mechanics to a manuscript that consisted entirely of narrative text.

In the space of a week the Grimoire was translated, developed, edited, laid out and proofread but I had yet to receive word from my mysterious contributor. During this process I felt that strange sensation of being watched by someone (other than my senior editor).

At first glance, I thought these passages contained little more than amusing background material but now I understand that there is something undeniably sinister lurking within, an insidious subtext of some kind that struggles to be understood and has resisted all attempts at editorial exorcism. I fear that what appears to be a harmless list of spells may be something far more dangerous.

I buried the finished text, claiming it was unpublishable and hoping the author would leave me what peace remained but it was not to be. As Denizens of Verekna was being prepared for publication I received a call from a stranger with a rough voice and a French accent instructing me to print the Grimoire or suffer the consequences.

As fate would have it, my erstwhile colleagues already believed that the package was some kind of practical joke and that I had written the Grimoire so there were no questions about contracts, copyright or credit. This book was added to Verekna at the last minute, as I am sure the original author intended.

I hope I have done the right thing but I truly believe I had little choice in the matter. I urge you to close this book and satisfy yourself with the meager diversions offered by the character sheets for which this product was originally devised. I cannot be responsible for the consequences of your curiosity and hereby wash my hands of the entire sordid affair.

Mike Nystul
Demons Coordinator

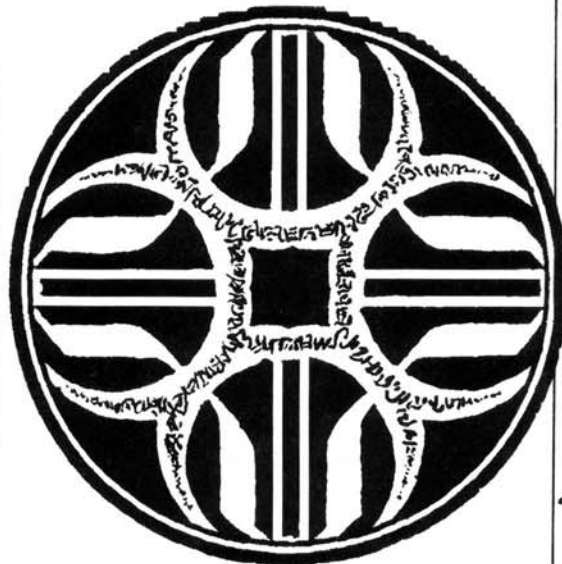


Invocation and Evocation

(a warning to the unwary)

Welcome. If you have come here seeking knowledge it will be my pleasure to oblige if you are prepared to offer a bond of service. I am a master of several arts which have empowered my office and terrified my enemies. I will share dark secrets that will burn you with their power, searing their mark into your unworthy soul. When you have made your pact, read on but if you reject my gracious offer you are warned to close this book lest I demonstrate my prowess in the construction of blessings most dire.

Note: There was some kind of a seal here and a passage that was not in English, Greek or any other language I could find. I have asked the art department to reproduce the seal in case it offers some kind of protection, but I have no intention of passing along the text in any form until I can figure out what it is.

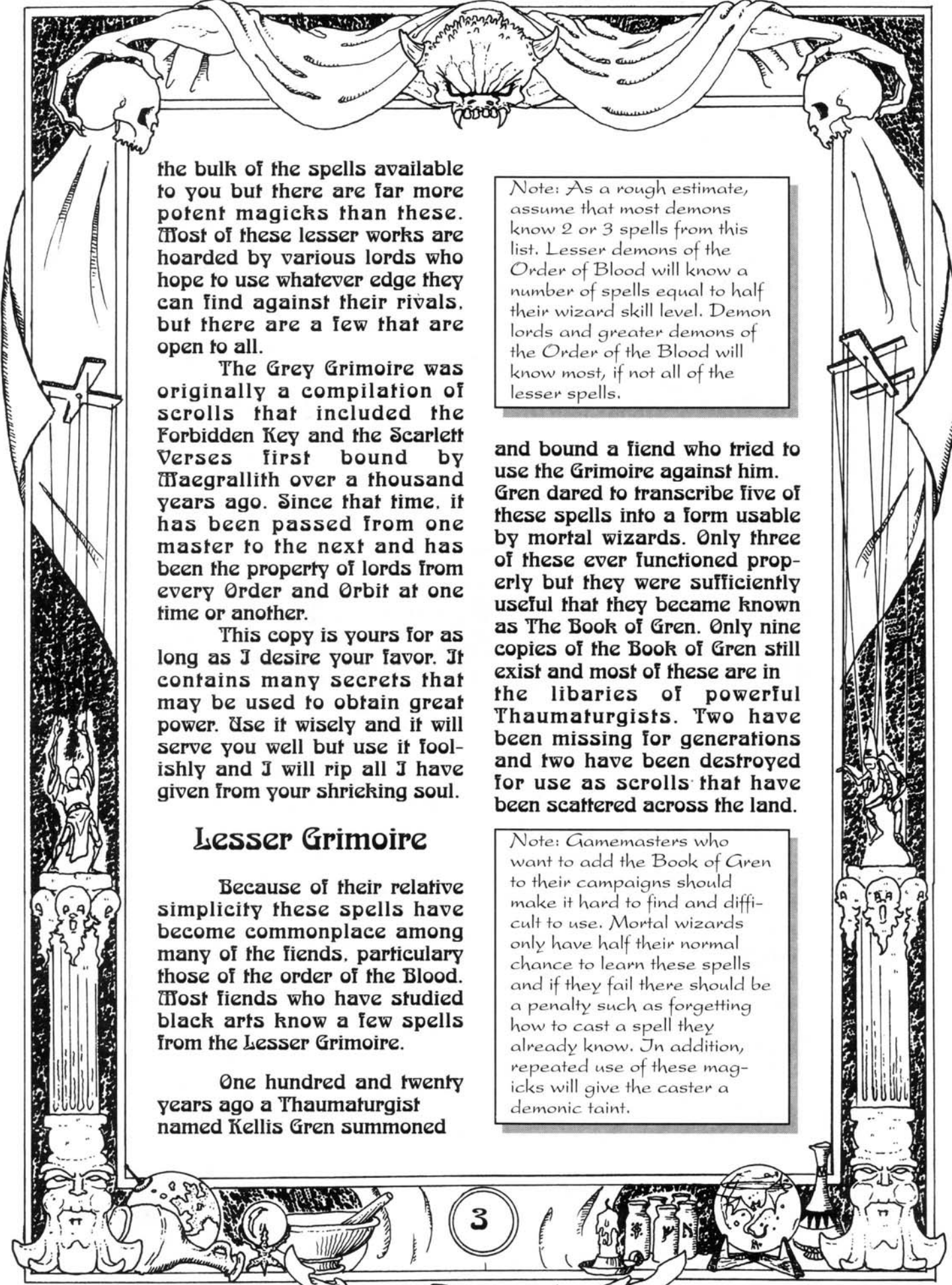


The Black Arts and the Mortal Myth

One of your most potent tools when dealing with mortal prey is their astounding ignorance. Despite countless centuries of interaction with our kind I remain impressed by the sheer depth of their stupidity. In many ways, our true power lies not in what we are but in what we are believed to be. No-where is this more true than the art. Burdened as they are with dull

perception, lack of perspective and short life span mortal wizards are limited to those few magics they are capable of comprehending. In their arrogance they believe we are only privy to those spells they have encountered. This misconception can be a considerable advantage if properly exploited.

You are doubtless aware of the thirteen tomes and the libram of pain which contain



the bulk of the spells available to you but there are far more potent magicks than these. Most of these lesser works are hoarded by various lords who hope to use whatever edge they can find against their rivals, but there are a few that are open to all.

The Grey Grimoire was originally a compilation of scrolls that included the Forbidden Key and the Scarlet Verses first bound by Maegrallith over a thousand years ago. Since that time, it has been passed from one master to the next and has been the property of lords from every Order and Orbit at one time or another.

This copy is yours for as long as I desire your favor. It contains many secrets that may be used to obtain great power. Use it wisely and it will serve you well but use it foolishly and I will rip all I have given from your shrieking soul.

Lesser Grimoire

Because of their relative simplicity these spells have become commonplace among many of the fiends, particularly those of the order of the Blood. Most fiends who have studied black arts know a few spells from the Lesser Grimoire.

One hundred and twenty years ago a Thaumaturgist named Kellis Gren summoned

Note: As a rough estimate, assume that most demons know 2 or 3 spells from this list. Lesser demons of the Order of Blood will know a number of spells equal to half their wizard skill level. Demon lords and greater demons of the Order of the Blood will know most, if not all of the lesser spells.

and bound a fiend who tried to use the Grimoire against him. Gren dared to transcribe five of these spells into a form usable by mortal wizards. Only three of these ever functioned properly but they were sufficiently useful that they became known as The Book of Gren. Only nine copies of the Book of Gren still exist and most of these are in the libraries of powerful Thaumaturgists. Two have been missing for generations and two have been destroyed for use as scrolls that have been scattered across the land.

Note: Gamemasters who want to add the Book of Gren to their campaigns should make it hard to find and difficult to use. Mortal wizards only have half their normal chance to learn these spells and if they fail there should be a penalty such as forgetting how to cast a spell they already know. In addition, repeated use of these magicks will give the caster a demonic taint.



BLEED

Level: 3
Range: self
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

It is best to avoid direct confrontation whenever possible but there are times when a fiend has no other recourse. When mortals have you cornered, the best is to get the job done as quickly as possible. The physical vessel of the mortal spirit is exceedingly fragile and has many weaknesses readily exploited by a cunning fiend with knowledge of the black arts. Recite the sanguine verse and make the scarlett sign. One of your weapons will be temporarily enchanted, causing wounds that open wide, eager to spill your victim's vitality.

This spell will affect one physical attack of the casters choice

so long as it is only used in melee combat and causes wounds that bleed. Claws, fangs and bladed weapons are all acceptable but fists and clubs are not. For the duration of the spell anytime the caster successfully inflicts damage on an opponent with the affected attack form the victim must save vs. death or the wound will bleed. Bleeding causes 1 point of damage per round for every 3 skill levels the caster has earned to a maximum of 4 points a round (1 pt a round at skill 5, 2 points a round at skill 6-8, 3 points a round at skill 9-11 and 4 points a round at skill 12 or better.)

The victim will bleed for a number of rounds equal to half the casters skill level (round down) or until a dispel magic or remove curse is cast on him, which will stop the bleeding of all of that characters affected wounds.

When the claws of the beast mark you deep, bind the wounds quickly with a knotted cloth marked with the name of your sire and that of your grand sire. If this is accomplished within three minutes, the damage caused by the bleeding will flow less freely, causing half its normal damage. Take care to use a plain white cloth and not a scrap of crimson lest the cure become a curse and your lifes blood spill twice as fast.

CLOAK OF TORMENT

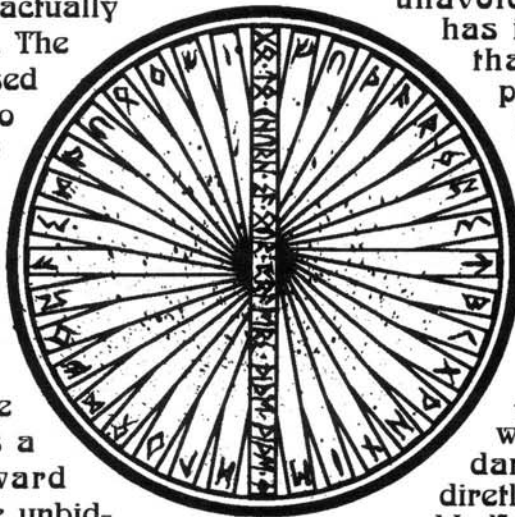
Level: 3
Range: self
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Usually mortal man is no match for the diabolic but sometimes a fiend faces an opponent who actually poses a threat. The old lords devised many spells to protect their minions from their mortal foes. Drawing the souls of the damned about him like a cloak the demon weaves a protective ward sealed with the unbid-den sign and three redundant blasphemies. The Shield Resilient will hold fast against most attacks, forcing the bound souls to suffer instead of the demon who bound them.

This spell conjures a shield of bound souls that has 1D6 hit points for every two wizard skill levels the caster has earned (2D6 at skill 4, 3D6 at skill 6-7, 4D6 at skill 8-9 and so on.) Any attacks directed at the protected creature are resolved

normally but any damage they inflict will wound the shield instead until it reaches 0 hit points at which point it is 'killed' and the cloak comes undone. A dispel magic will not automatically destroy the spell but it will cause damage to the shield equal to the casters skill level.

Many warriors of the light are loath to participate in the torment of the damned and will vigorously persue any available alternative, but direct confrontation is sometimes unavoidable. Legend has it that a sword that has been painted white is proof against the ghastly shield. If this precaution is taken, the weapon's effectiveness decreases (-1 to hit and does -2 damage) but will do half of the damage it inflicts diretly to the demon and half to the tormented dead that protect it.



FERAL BLIGHT

Level: 2
Range: 1 yard / level
Components: V, S
Duration: 1 hour / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

The sign of the wolf in the hands of the Infernal is a potent dweomer when combined with the silent scream. Begin with a whispered invocation of lord desire and lady rage and close with the configuration of winter. Under the sway of this curse the soul of mortal man is eclipsed by the beast he dares to deny, enticing him to acts he finds obscene. You may find the revulsion of your prey amusing, particularly when you torment him with the sanguine tears of those they love. Take care not to indulge yourself overlong despite the sweet temptation of watching the righteous squirm.

If the victim of this spell fails his save vs. death they are overcome

by bloodlust. For the duration of the spell the sight of blood becomes a powerful intoxicant that they must save vs. spell to resist. If they fail they must drop anything they are holding and drink until they are sated, which is a number of rounds equal to their Stamina unless they have recently fed in which case it only requires half the time. If a victim is allowed to drink their fill they must save vs. paralyzation or go temporarily mad, acting like a mindless beast for a number of turns equal to their Intelligence. During

this time the afflicted character is under the gamemasters control.

The act of drinking blood will cause a paladin to lose his abilities until he seeks atonement for his foul deed.

A simple countermagic was revealed to a mortal wizard by a captive demon with no love for the Order of

Blood. When a victim of this spell drinks their own blood they may try again to resist the curse (receive another saving throw). If a character is wounded this is easily done but if they are unharmed they will be forced to cut themselves unless they have taken the precaution of preparing a flask of blood. Such flasks are only good for three days, after which the blood loses its vital essence. This trick will only work once (so if both saves are failed there is no further recourse).

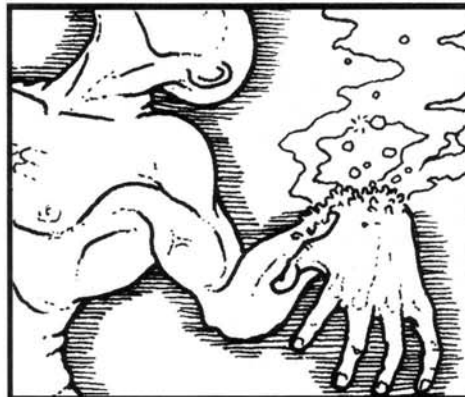


FESTER

Level: 3
 Range: self
 Components: V, S
 Duration: 1 round / level
 Casting Time: 1
 Area of Effect: 1 person
 Saving Throw: Neg.

Mortals are limited to the feeble physical weapons they can forge from the fruits of the earth. The infernal can invoke many dark magicks that serve just as well. Ready yourself by speaking the blasphemous mantra twice: once for your body and once for your soul. Making the unbidden sign invoke your inner fire and speak the name of your pain. Performed correctly, this simple ritual will cause the wounds you inflict to boil and fester causing your victim further suffering for daring to oppose you.

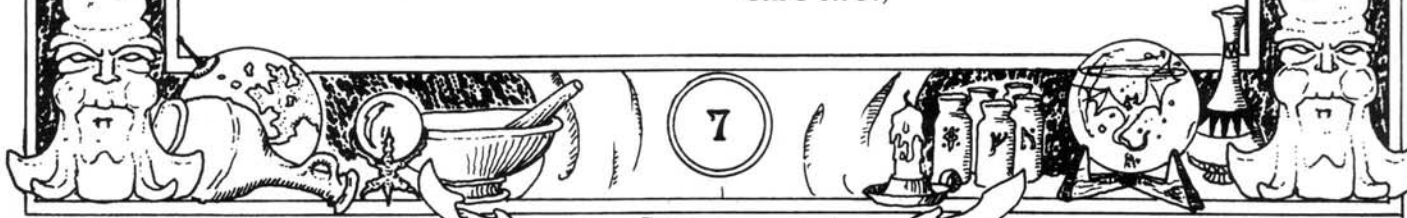
This spell allows the caster to inflict festering wounds with one of his physical attack forms. The attack can be a natural weapon such as claws or bite or a melee weapon but the spell only affects one attack which must be chosen when the spell is cast. For the duration of the spell, whenever



the caster successfully inflicts damage with the chosen attack the victim must save vs. poison or the wound will fester, which causes 1-4 additional damage and makes it impossible to cure with magic, and the wounds must be allowed to heal normally. A cure disease spell will make all of a characters festering wounds curable magically if cast within 1 hour of the attack.



Experimentation has revealed an alchemical solution to the withering effects of this particular enchantment. If festering wounds are washed out with the combined contents of a healing potion and a phial of holy water within ten minutes curative spells will be effective at half their normal potency (a cure light wounds spell that would normally cure four points of damage will only cure two.)



MARK OF THE BEAST

Level: 2
Range: 1 yard / level
Components: V, S
Duration: 1 day / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Mortal dread of the demonic can be turned against them if torment is more important than triumph. With the proper dedication you can break the will of your prey. Uttering Gulran's Opening gnaw at your own flesh, drawing a drop of blood which must be spat upon the ground in a clear invitation to the invisible dread. Your victim will be marked with the taint of the Infernal, which will cast him out of mortal society and leave him alone, afraid and ready for your return.

Usually used to torment virtuous opponents this spell inflicts its victim with symptoms of demonic taint. If the target fails a save vs. spell they will acquire one or more afflictions. Some of the more common afflictions are minor physical transformations such as clawlike hands or magical effects such as the repittance of birds and beasts. See Demons or Demons II

for more examples. If the victim is a player character the gamemaster should make an effort to make player believe their character is a half demon. Spells such as detect evil or know alignment will react as though the character is evil regardless of their actual alignment. In time, this affliction could attract the unwelcome attention of Slayers and Inquisitors and could easily make them an outcast in their own lands. Only a remove curse will break the spell and put an end to the victims persecution.

In lands where fear of the infernal has overwhelmed reason casting off demonic influence is often a matter of life and death. The only sure method that does not require magic requires mutilation, which leaves you with a grim choice. If you choose to be free hold your left hand aloft, exhorting the demonic taint to come forth. This will have to be done at least five times and is often requires lengthy repetition. When your fingers begin to tingle, take up mallet and nail and drive an iron spike through your palm, transfixing the evil. Tie a red ribbon around your wrist as tightly as you can and wait for the hand to go numb. When you can no longer feel the nail strike off the offending appendage. Performed properly, this simple ritual will free you of the taint but take care to bury the hand on hallowed ground lest the evil return in another form.



SANCTUM INFERNAL

Level: 3
Range: self
Components: V, S
Duration: 1 turn / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

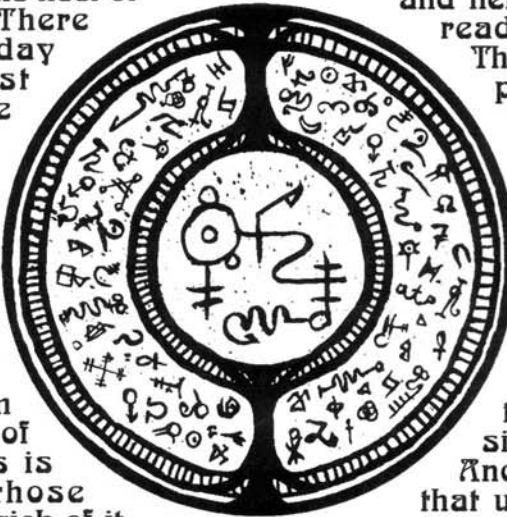
Since the accursed Compact bound us to the Infernus the divine has been ground under the heel of the diabolic. There may come a day when the host will throw off the shackles of creation and return to our proper station, but until then we must fear those who wield the light with faith. Protection from the invocation of mortal priests is possible to those who know the trick of it. Speak four of the secret names with the silent voice, rending the air with the ward of welcome. Shielding your eyes from the luminous heavens, complete the conjuration with a greater invocation to the Grand Duke of each Order. If your need is great the combined power of the Great Lords will protect you.

Only beneficial to demons and certain half-demons, this spell increases the casters infernal forti-

tude, making them resistant to the ability of clerics and paladins to turn them. For the duration of the spell the caster is allowed a save vs. spell to resist the effects of a successful turn unless the priest's skill level is more than twice the demon's wizard level in which case the spell is useless.

As this spell winds its way down the infernal hierarchy the priesthood is becoming desperate to find a way to counteract its effects. So far there are only two methods and neither of them is readily accessible.

The first is for the priest to use the true name of the demon he is attempting to turn. This method is unpopular as it requires extensive knowledge of the Infernus that many consider corrupting. Another danger is that using the wrong name is not only useless, but can attract unwelcome attention that will only make matters worse. The second method is using a holy relic instead of a holy symbol. If the relic is authentic this technique always works but such relics are few and far between and the church rarely parts with such treasures. The search for some other way to overcome the protection offered by this spell continues but so far there is no reliable alternative to these measures.



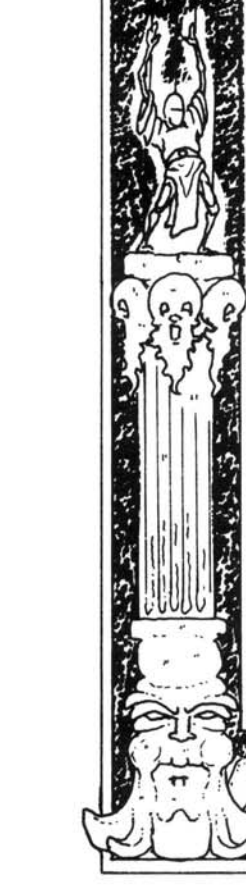


Greater Grimoire

In addition to the seven lesser spells the Grey Grimoire contains five spells of great power. These spells are usually referred to as the greater grimoire though the original author made no such distinction.

Note: Most demons will only know a few spells from this list, if any. A lesser demon of the Order of Blood will know one, a greater demon will know 2 and a demon lord of the Order of Blood will know 3. Few fiends know all of the spells from this list. Encountering even one of these spells should be sufficiently harrowing for most characters.

DWEOMERDIRE



Level: 3
Range: 1 yard / level
Components: V, S
Duration: 1 turn / level
Casting Time: 5
Area of Effect: 1 person
Saving Throw: Neg.

Pathetic as it may be the sorcery of mortals can be troublesome to lesser fiends. This magic offers retribution rather than protection so it will not ward off spells, but it will punish those who dare to use them against you. Uttering a passage from the fourth canto of the forbidden meditation, make the signs of blood and fire with hands or wings. Take care to throw off the mists of doubt or the power will turn and the prey will resist your efforts. When properly cast the victims aura is fouled and any attempt to

shape magical energies will cause their blood to burn, inflicting agony that can be lethal if the fool is weak. One of the advantages of this spell is that the ward is reactive so the more powerful a spell is the more dangerous the backlash.

Dweomerdire is a curse that is only effective against wizards. When the spell is first cast the target is allowed a save vs. death to resist its effects. If the initial save is failed the victim must save vs. spell every time he casts a spell or take they take 1D4 damage for each of the spells skill levels (a skill 3 fireball spell would inflict 3D4 on the wizard who casts it unless he makes his save.) A dispel magic or remove curse will free the wizard of the dweomer before the duration has runs its course but if the victim tries to cast either of these spells on himself he must still save or suffer additional damage.

Mortal sorcerers have yet to discover a means of evading this spell but there is a way to resist the damage the curse can cause. A wizard who uses material components that have been blessed by a novice priest at dawn will only take half damage (if they fail their save) when casting a spell. (It is believed that in this case the term 'novice priest' refers to a priest of skill level 3 or lower). Considering the frequent misunderstandings between the priesthood and practitioners of the mystic arts obtaining such blessings may be difficult. Obviously this technique is only effective for spells with material components but as it is the only protection available it is better than nothing. If a wizard suspects he will face an infernal opponent with knowledge of this spell he would be well advised to rely on those magicks that can incorporate blessed components.

GRJEVOUS SYMPATHY

Level: 4
Range: special
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

The tenacity of some mortal heroes is surprising considering their moral frailty. If you are outmaneuvered by unusually powerful opposition, simply turn their strength against them. Invoke a lord of blood and call upon the wards within you, crying out an improvised blasphemy. Call up a shard of your heart and hurl it against any mortal opponent that you can see. Any pain the foe dares inflict on you will be shared by your prey, a rare justice for a warrior of the pit.

This spell sets up a sympathetic bond between the caster and his victim. It can be cast on any opponent the caster can see. The target is allowed a save vs. death to resist the effects of the curse. If they fail, for the duration of the spell any damage taken by the caster will also be taken by the victim unless he

makes a save vs. death. It is possible for the demon to affect more than one character in which case they all suffer the full effects of the bond as though each were the only victim.

This spell depends upon sympathetic magic that can be confounded by clever wizards who have the foresight to prepare a Spirit Vessel. The theory is similar to that used in the construction of a magic jar, but on a much smaller scale. A small pot is crafted of virgin clay into which the character writes his true name. Over the course of a week the celebrant pours seven drops of his blood into the vessel, reciting his name three times forwards and three times in reverse. A character who carries such a vessel with them only suffers half damage when they fail a saving throw to resist the sympathetic bond.



INFERNAL INGESTION

Level: 4
Range: Touch
Components: V, S
Duration: 1 round / level
Casting Time: 3
Area of Effect: 1 person
Saving Throw: Neg.

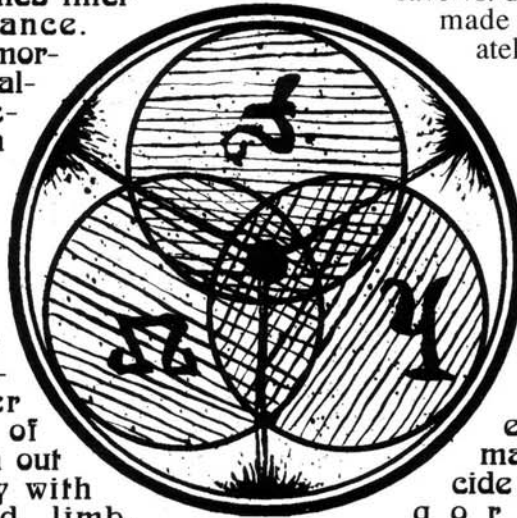
For us the physical body is a mere manifestation of the spirit but most mortals believe it defines thier entire existance. Corrupting the mortal form is usually more effective than destroying it. Make the signs of blood and fire, crying out an invocation to the secret masters. Whisper the seduction of Pax and reach out for your prey with your favored limb. Revel in the sensation and the revolted torment of your digested foe but be sure to disgorge all when you are through lest sympathy taint you.

This hideous spell mingles the body of the caster with that of his chosen prey. The intended victim must save vs. death or their body is absorbed into that of the caster. For the duration of the spell the victim cannot take any action. Damage inflicted on the caster is divided equally with the victim (if an attack against the caster does 8 points of

damage the caster takes 4 and the ingested victim takes 4.) When the duration runs out or the victim or demon is killed, the victim's body is automatically disgorged at which time they must save vs. spell or lapse into a catalyptic state that lasts a number of rounds equal to their Intelligence. It is possible to absorb more than one person, in which case the damage is divided equally between the caster and all of his prey. A dispel magic or remove curse cast on a demon who has absorbed one or more victims will allow all of those victims another save vs. death. If this save is made they are immediately disgorged.

Physical absorption is a terrifying experience that can drive even the most valorous of mortals to an untimely demise even if they survive the experience as madness and suicide often follow disgorgement.

Fortunately, there are limits to what the corpus diabolus can endure. If the target of this spell has consumed holy water in the past seven hours his body is less indigestable. Any demon employing this spell must steel himself (save vs. poison) to absorb a mortal who has taken this precaution and even then the victim is absorbed the demon is wracked with pain (takes 2-12 damage a round) until they release their captive, expelling the holy water from their system.



UTTERDARK

Level: 4
Range: special
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: special
Saving Throw: Neg.

Raised in the outer nothing before we were cast into the fiery pit of the Infernus, we are no strangers to the dark. On the other hand, mortal man is a creature of light who was raised to fear the dark and the horrors they believe it conceals, making it an effective weapon against them. Scribing the thrice cursed mark of the void on the air before you recite the invocation of night, parting the curtain of reason with outstretched hands. If the ritual was performed properly the utterdark will come streaming through the focal lens of your physical body. Not only will it confound their sight, exposure to the void it will eclipse the pitiful candles of their souls, causing them untold pain.

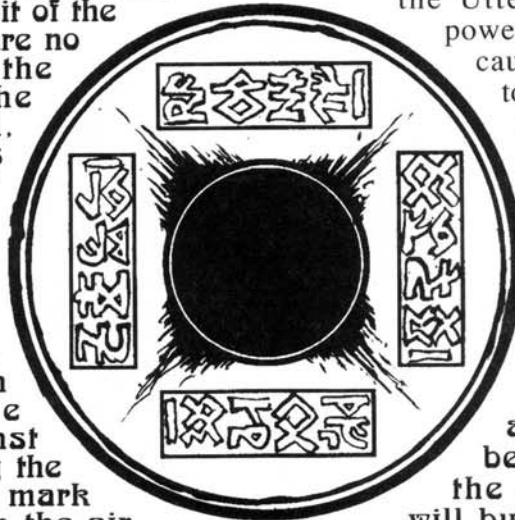
Utterdark creates a cone of darkness as far as the caster can see.

The black light comes streaming out of the casters eyes in beams that cannot pass through solid objects, creating shadows of light where the caster cannot see. Not only is this darkness impervious to normal sight, it is so intense that it causes 2-8 damage a round to living creatures unless they save vs. spell. The caster can see normally and is immune to the spells damaging effects. The cone can easily be repositioned by turning the head and will move with the caster.

Trying to cast light-related spells in the Utterdark creates a powerful backlash that causes 3-18 damage to the casting character.

The only shelter from the true darkness for mortal man is a Lantern of Eternal Hope. Such devices are few and far between because the only fuel that will burn within them

are the tears of innocence, a rare commodity indeed. Few lanterns can only be created by a skilled glassblower working in concert with a wizard who serves the gods of law. Only the pure of heart may light the argent flame, which will burn as long as the bearer believes in its power. The globe of light cast by the lantern offers protection from the Utterdark but cannot penetrate the mists of doubt.



WATCHWARD

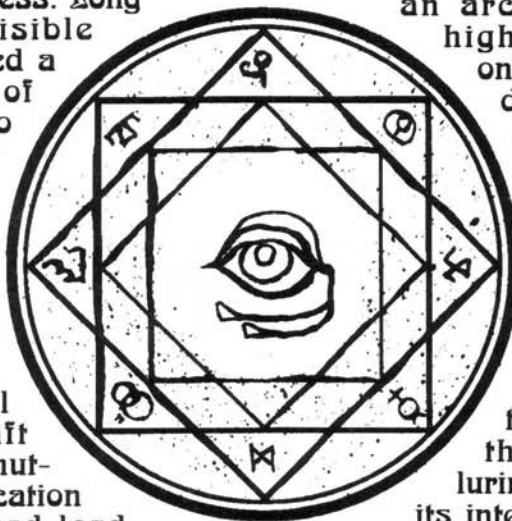
Level: 4
Range: 1 yard / level
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

The spells of mortal wizards pale to the sorcery of the Infernus but they can be a nuisance nonetheless. Long ago the invisible masters created a phantom web of living tissue to be drawn out by any fiend with the cleverness to reach beyond the shackles of reality. From the ephemeral strands craft your desire, muttering an invocation to your favored lord and a hated foe. Weave the mark of retribution and set your ward upon your left shoulder, demanding its vigilant obedience.

This spell creates a living ward that feeds off of the magical energies produced by spellcasting. When at rest the ward is a shadowy blur similar an unseen servant. If a mortal wizard casts a spell within range of the caster the ward springs to life, becoming a feral beast with massive fangs and a snakelike tongue.

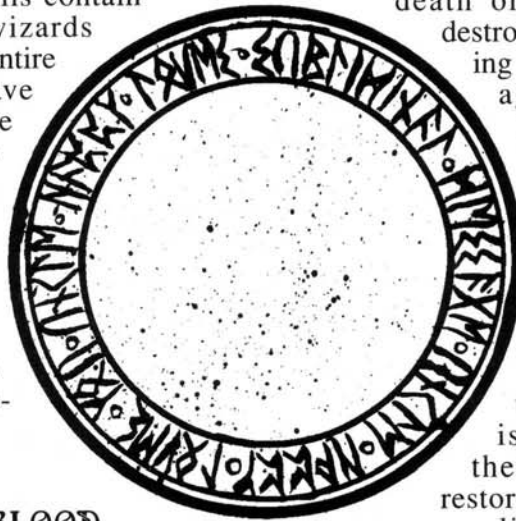
The victim must save vs. spell or their spell is interrupted and the creature may attack with a THACO of 7, doing 1D6 damage for every 4 skill levels the caster has earned (1D6 at skill 4, 2D6 at skill 8, 3D6 at skill 12, etc..) As soon as it strikes the ward returns to the casters shoulder and becomes dormant again until another spell is cast.

Preparing a defense against this cunning dweomer was a difficult task that required the cooperation of an archmage and a high priest. The only way to bring down the ward is to dispel it, but doing so subjects the caster to attack. Their solution was to create a decoy that would attract the attention of the living ward, luring it away from its intended prey. The best lure is a ring of mistletoe wound with brass wire prepared by casting magic aura on the device. As long as the spell is in effect, the first time the bearer falls victim to the spell (fails their save), the ward will automatically strike the decoy, destroying it instead of the wizard. Carrying more than one decoy is useless as the contradictory emanations ruin the effect so only one lure can be carried at any given time.



A Final Nightmare

There is one final spell in the Grimoire but it is not presented in a form that is readily accesible. The text of the thirteenth spell is woven through the entire work so that the other twelve spells contain the last. Only wizards who posses the entire Grimoire and have read all of the spells may try to learn the last and to do so they must save vs. spell. If an attempt is failed, knowledge of all of the Grimoire spells is irrevocably lost.



TEARS OF BLOOD

Level: 4
Range: 1 yard / level
Components: V, S
Duration: 1 round / level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

Note: there was some kind of warning here but it would not translate. As the introduction suggested the text for this spell was hidden in the rest of the manuscript but I managed to ferret most of it out. I hope what I was able to salvage will be useful.

The victim must save vs. death or on the following round they begin to weep tears of blood. Each round this bleeding causes 1-4 damage and the victim must save vs. death or they are blinded. Once blind the bleeding does 2-8 damage a round and the victim must save vs.

death or their eyes are destroyed and the bleeding causes 3-12 damage a round.

Mundane healing cannot stop the bleeding. Only a dispel magic or remove curse can close the unseen wounds. Once the bleeding has stopped the and the victim is merely blind their sight can be restored by cure blindness, dispel magic or remove curse. If the victims eyes were destroyed they must be restored by a regeneration spell before cure blindness will have any effect.

Prepare a blindfold cut from the hem of a high priests gown and mark the cloth with a cross over each of the eyes. Keep the blindfold and a phial of holy water at hand. When the fiend appears, pour the blessed water over the blindfold and hold it ready. If the beast tries to use this spell, quickly hold the cloth to your eyes and wipe away the first drops of blood, and with them the curse.

"...out of the mists rose a bloated, hovering eye with tentacle ganglia clutching dozens of knives with jagged blades. Floating like an airborne jellyfish, it gazed dead ahead with its single lidless orb and as it approached I saw myself reflected in the slick surface..."

TURN UP THE HEAT...

DENIZENS OF VEREKNA contains a monster folio with more than 50 loose-leaf pages of new monsters from the demi-plane of Verekna including complete entries for the Marshals, Governors and Generals of the Prince of Deception and a summary of the various Thanes and Lieutenants who serve them.

In addition to a veritable rogues gallery of demon lords, DENIZENS OF VEREKNA features the Grey Grimore, a compilation of special spells employed by the most powerful wizards of the Infernus. These magicks can be used in conjunction with all of the products in the DEMONS line, making infernal sorcery a force to reckon with and the creatures who use it more dangerous than ever before.

DENIZENS OF VEREKNA expands on the material presented in the DEMONS sourcepack but can also be used as a stand alone supplement for any campaign.



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