

MONSTERS



ARANEA

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 3(d8)
MOVE: 50 ft., 25 ft. (climb)
AC: 13
ATTACKS: Bite (1d6)
SPECIAL: Poison, Spells, Web, Change Shape, Darkvision 60 ft., Twilightvision
SAVES: M
INT: High
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 3
XP: 40+3

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. Most aranea have none of the wicked ambitions attributed to them as a race, but those who have made their presence known are anything but peaceful and given their ability to blend in with the locals, they are a breed to be feared.

COMBAT: Using its spider servants to engage and neutralize its foes, the aranea hangs in the back, supporting its allies with its spells.

POISON: Creatures bitten by an aranea are at risk of becoming poisoned. Resolve the effects of poison as follows:

Victim rolls a **constitution saving throw**. On a success, he takes 1d3 points of damage. On a failure, he takes 1d6 points of damage and counts as ill (-1 on all physical attribute checks, -1 to hit and damage) for 10 minutes.

A victim that failed his initial save must roll another **constitution saving throw** 10 minutes after being bitten. A success indicates he's overcome the poison and is not at further risk. A failure indicates the victim takes an additional 1d6 points of damage and the illness worsens (-4 on all physical attribute checks, -4 to hit and damage).

Each day thereafter, a victim must attempt a new **constitution saving throw**. Failure indicates the victim loses 1 point of Constitution, takes 1d6 points of damage, and retains the penalties. This continues until the victim dies, succeeds on a **constitution saving throw**, or the poison runs its course (1d2 weeks).

SPELLS: Aranea cast spells as 3rd-level illusionists.

WEB: An aranea can produce webbing as a Medium web-spinning spider.

ARCTODUS (BULLDOG BEAR)

NO. ENCOUNTERED: 1
SIZE: Large
HD: 11 (d8)
MOVE: 40 feet
AC: 15
ATTACK: Claw x2 (2d8) and Bite (3d6)
SPECIAL: Improved Grab, Rage, Darkvision 30 ft, Scent, Twilight Vision, Sprint
SAVES: P
INT: Animal
ALIGNMENT: Lawful Evil
TYPE: Animal
TREASURE: -
XP: 2,000+15

Arctodus is a massive carnivore, walking on four legs, standing the average height of a normal Human; however, when it rises up, and slashes with its enormous claws, its height nearly doubles, and its reach extends the same distance. The face of an Arctodus is squat, having a short muzzle and no discernible forehead. Its eyes are widely spaced, and an enlarged nasal passage provides the Arctodus with superior olfaction. Its vise-like jaw is filled with sharpened canines and carnassials, enabling it to shred flesh with ease. Arctodus is an ancient forebear to ursine creatures, and dwells in remote and desolate tundra; they always hunt alone.

COMBAT: An Arctodus engages in combat for food. Its powerful legs enable it to move at incredible speeds, catching unwary and unsuspecting victims off-guard. Once a foe is met, an Arctodus maws and paws a victim to pulp, devouring as quickly as it kills.

IMPROVED GRAB: If an Arctodus hits a victim with both of its claw attacks, the victim must make a **save vs. paralysis** to avoid being drawn into its grip. Once grabbed, the Arctodus automatically inflicts bite damage, but is free to continue to attack other creatures with its paws. An Arctodus can use this ability on one creature at a time.

RAGE: When an Arctodus suffers enough damage to reduce its hit point total to ¼ or less of its maximum, it enters a frenzied maul, lashing out with destructive chaos. The Arctodus gains a +2 bonus on all attack, damage, and saves. When an Arctodus is raging, it will not stop fighting until its hit points are reduced to -20; at -20, the Arctodus is dead.

DARKVISION 30 FT: An Arctodus has limited nocturnal vision, able to see 30 feet in total darkness. This ability, save for distance, is the same as the Dwarf (q.v.) ability of the same name, as found in the Player's Handbook.

SCENT: An Arctodus can identify locations, items, and even people by making a successful **Wisdom** check, gaining a +2 bonus when using its Tracking ability. Scent functions to a range of 30 feet. Arctodus, being natural bloodhounds, can "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the CK's discretion.

TWILIGHT VISION: Conditions of limited light do not hinder an Arctodus. This ability is identical to that of the Elf (q.v.) ability of the same name as detailed in the Player's Handbook.

SPRINT: Once per day, for 6 rounds, an Arctodus is able to double its movement.

FISHMAN

NO. ENCOUNTERED: 3-18

SIZE: Medium

HD: 3 (d8)

MOVE: 30 ft.

AC: 13

ATTACKS: +3 claws (1d8)

SPECIAL: Light vulnerability

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Extraplanar (demon)

TREASURE: Nil

XP: 20 + 3/hp

Ashmen lurk in the ruins and deep underground. Sharp light repels them, but as long as there are intruders, they skulk around and hope to find an opening or call more of their kind. The body and limbs of Ashmen resemble burnt wooden logs. They have no intelligence, society, or means of reproduction. They are considered demons, and have been hunted near extinction.

BLEMMYAE

NO. ENCOUNTERED: 3-6

SIZE: Medium

HD: 3 (d8)

MOVE: 30 ft., 20 ft. (climb)

AC: 15

ATTACKS: Weapon

SPECIAL: Darkvision 60 ft., Poor Peripheral Vision, Scream of Rage

SAVES: P

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Humanoid

TREASURE: 2

XP: 20+3

Blemmyae are naked, club-wielding savages that live on remote islands. They are strange and monstrous things, having no heads, with their faces in their chests or backs. Physically, they resemble large muscular humans, standing upwards of eight feet tall. They have large hands and feet with thick, sausage-

like digits. Savage and violent, they set upon anyone who sets foot on their islands, smashing in their skulls and then feasting on their remains.

COMBAT: Blemmyae are savage and unpredictable, attacking their foes with little regard for themselves. They charge into the thickest concentration of foes and flail about with their greatclubs, using a 3-point Power Attack to deal incredible damage. A blemmyae that takes 5 or more points of damage loses a scream of rage to scatter its opponents. Blemmyae only fight to the death when their young are threatened.

POOR PERIPHERAL VISION: A blemmyae takes a -1 penalty to AC for each attacker beyond the first it fights in melee combat.

SCREAM OF RAGE: A blemmyae can loose a terrifying scream of rage. All creatures within 30 feet must succeed on a **wisdom saving throw** or become frightened, taking a -2 penalty on all rolls for 1d6 rounds.

BLOOD HOUND

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d12)

MOVE: 40 ft.

AC: 15

ATTACKS: Tongue Lash (1d6), Claw (1d6)

SPECIAL: Trip, Blood Drain, Undead

SAVES: P

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 27+2

Created from a lithe human corpse, stripped of its skin so as to ease movement, the entrails removed to reduce weight, a blood hound is no hound at all, but a necromantic attack beast. The joints of the arms and legs are twisted and re-set, permitting the blood hound to deftly crawl swift and low to the ground. The tongue is set with a hollow tip of sharp bone, and reattached with its base inside the mouth rather than down the throat, giving the blood hound a piercing tongue attack that it can use in close quarters. This tongue is also used to drain a victim's blood, replenishing the blood hound's necrotic flesh and permitting it to retain its flexibility.

COMBAT: Blood hounds lash with their piercing tongue, and claw with ragged, filthy, bone-like talons. They often attempt to wrap their tongue around an opponent's leg and drag them down to the ground.

BLOOD DRAIN: Any tongue attack that inflicts the full 6 points of damage attaches to the victim and begins to drain its blood, automatically causing 1d4 points of damage per round. Pulling out the tongue requires a **strength saving throw**, which may be made each round. Alternatively, the tongue may be severed by a slashing attack (AC 10, 6 damage to sever; this damage is not subtracted from the blood hound's HPs, but does prevent it using its tongue attack). For each point drained from a victim, a blood hound heals one hit point. A fully healed blood hound is satiated when it drains a victim of 36 hit points. A blood hound must use this ability every few weeks, or it will die.

TRIP: A blood hound can attempt to drag an opponent to the ground when it makes a successful tongue lash. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

MONSTERS

BONE PILE

NO. ENCOUNTERED: 1
SIZE: Large
HD: 5 (d12)
MOVE: 10 ft.
AC: 13
ATTACKS: Slash (2d6)
SPECIAL: Bone Mass, Undead
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: 3
XP: 180+5

On rare occasions, when many animated skeletons are destroyed, the lingering necromantic energies coalesce, drawing the shattered fragments of bone and detritus towards them, creating an amorphous mass of broken bones and bone splinters that lashes out at any living things moving nearby. Adventurers have been surprised to find the shattered remnants of vanquished skeletons striking back at them.

COMBAT: Bone piles seldom move from the area in which they animated, only moving slowly towards living things nearby, striking out unthinkingly.

BONE MASS: Bone piles, being flexible, yielding collections of bone pieces, only take half damage from all weapons.

BRAIN GOBBLER

NO. ENCOUNTERED: 1 or 2-4
SIZE: Small or Medium
HD: 4 (d6)
MOVE: 20 feet, 5 feet (fly)
AC: 12
ATTACK: 4 Tentacles (1d4) and Beak (1d6)
SPECIAL: Warble, Feed, Wish, Berserk, Spell Resistance 6
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Beast
TREASURE: Special (see below)
XP: 450+4

On the outside, a brain gobbler is nothing more than an ordinary wild turkey, complete with comb and wattle, and the rotund spherical body that makes carnivores salivate. They have the normal coloration of that breed, and behave in all ways as such. However, underneath the fluff and feathers, a dark terror awaits. Hidden within the brain gobbler's anatomy, four muscled tongue-like appendages coil, each with a reservoir full of highly digestive acids. Borne of magical experiments, rumored to be farmed by an insidious and dark race of brain-eating humanoids, a brain gobbler has limited, but potent, ability. It is said the brain gobbler was unleashed on the fairer folk as vengeance, and that when one feeds, their foul masters celebrate. Spellcasters of all types are fearful of these creatures, with good reason, as they find they are often the primary dietary resource.

COMBAT: Brain gobblers are sneaky, preferring to remain in proximity to ordinary turkeys, sliding into obscurity without notice. When they attack, they do so lashing out with their tentacles, which remain hidden in a sac-like pouch behind their wattle. Highly intelligent, and creatures possessed of magic, are their preferred prey, but when desperate, any creature becomes food.

WARBLE: Three times per day, a brain gobbler can emit a high pitch, trilling, sound that reverberates and resonates at an inaudible frequency. However, any creature with innate spellcasting, including gnomes and divine spellcasters, or those with natural spell resistance, feel a shocking pulse pass through their body. A **constitution saving throw** is made, with a failure resulting in death. Creatures with learned magical abilities, and all arcane spellcasters, or those possessing equipment which provides spell resistance or spellcasting ability, also feel the pulse. These creatures are entitled to a save as well, but failure causes immobilization for 1d6 hours. Any creature that does not possess spellcasting ability, spell resistance, or simply carries enchanted gear, feels the pulse but is not affected.

FEED: A brain gobbler that successfully strikes with all four of its tentacles immediately injects a corrosive and digestive acid into the victim's skull, reducing the brain to liquid, swallowing it. Such a victim is not capable of being raised or resurrected without the prior casting of a *regeneration* spell. Additionally, for each 3 Hit Dice, or levels, of the slain victim, the brain gobbler heals 6 hit points, and temporarily gains one Hit Dice of its own. The brain gobbler cannot use this ability more than four times per day.

WISH: By breaking the bone beneath its wattle, a brain gobbler is able to manifest a single magical effect similar to the *wish* spell. However, if the brain gobbler uses this ability, it loses all attacks and movement, and is reduced to one Hit Point. If a brain gobbler is slain with this bone intact (1% likely), it can be used to provide a similar effect, treated as a Wishbone detailed below.

BERSERK: If a brain gobbler is decapitated it does not immediately die. Instead, its movement, except flying, is increased by 10 feet, and it gains the abilities of an 8th level Barbarian. The brain gobbler loses its normal attacks, gaining the following: 2 Claws (2d4). Hit Dice and Hit Points remain unaffected, though the brain gobbler will drop dead if reduced to -25 hit points.

SPELL RESISTANCE 6: In order for a brain gobbler to be affected by a spell or spell effect, the originator of the attack or effect must roll an unmodified 6 or higher on a d20.

WISHBONE: Two characters are required to activate this item which appears as an enlarged fowl vertebra. Each holds an end, and tugs, snapping the bone in half. Whichever character holds the larger piece is granted the effects of a *wish* spell. To determine which character holds the larger piece, both roll an unmodified strength check, and the one that succeeds by the most is the winner; in the case of a tie, neither gains anything and the bone is broken, the magic lost. One caveat exists for the wish to be effective—the winner must not verbally make the wish, nor can it ever be divulged, or the effects of the wish are reversed and amplified at the Castle Keeper's discretion.

BRASS MONKEY

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 1 (d10)
MOVE: 40 ft., 20 ft. (climb)
AC: 15
ATTACKS: Bite (1d6)
SPECIAL: Deactivate
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 1/2
XP: 5+1

COMBAT: A brass monkey attacks only if commanded to do so and never initiates combat on its own. A mindless servant, the brass monkey fights in the most direct manner as possible, following its commands even to its own detriment.

DEACTIVATE: Speaking a command word causes the brass monkey to deactivate and become inert as a statue. While in this state, it cannot attack or take actions, even to defend itself. Speaking the command again reactivates the construct. Whoever speaks the command word to activate the brass monkey functions as the construct's master for as long as the monkey remains activated. Other characters that speak the command word cannot affect the brass monkey until such time as its master is slain, at which point command passes to the next person that speaks the word.

BURNLING

NO. ENCOUNTERED: 2-6

SIZE: Small

HD: 3 (d8)

MOVE: 20 ft. (fly)

AC: 18

ATTACKS: Touch (1d6 fire)

SPECIAL: Blindsight 60 ft., Darkvision 60 ft., Fiery Leap, Gaseous Form, Ignite, Immune to Electricity and Fire

SAVES: P

INT: Animal

ALIGNMENT: Chaotic Evil

TYPE: Elemental

TREASURE: Nil

XP: 30+3

Burnlings are wispy balls of green flame about the size of a man's head that seems to exist only to set things alight.

COMBAT: Burnlings are incapable of any action other than to set things aflame, and are thus fierce opponents, attacking with no provocation at all. A burnling strikes with fiery leap and then moves to hit as many foes as it can. Burnlings always fight until destroyed. As an elemental, a burnling can only be struck by magic weapons of +1 or better.

FIERY LEAP: A burnling can attack multiple targets in the same round by leaping from one opponent to the next. It can attack as many creatures in a single round as it can reach with a full round of movement (40 feet), leaving behind visible arcs of green fire between the targets. It makes a single attack roll and applies the result of that attack roll to each target it can touch.

GASEOUS FORM: As the *gaseous form* spell, always active. This ability functions as the spell except a burnling cannot enter water or other liquids, and winds only affect it if it wishes to be affected. Even a tornado-strength wind passes through a burnling with no effect.

IGNITE: Creatures struck by a burnling's touch must succeed on a **dexterity saving throw** or catch fire, taking 1d6 points of damage each round for 3 rounds. A burning creature can extinguish the flames by spending their action to put themselves out. In addition, creatures attacking a burnling with natural weapons or unarmed attacks take 1d6 points of fire damage as though they were hit by the burnling's touch, and must succeed on a **dexterity saving throw** or catch fire.

CHIAO

NO. ENCOUNTERED: 2-5, 10-100

SIZE: Medium

HD: 2 (d8)

MOVE: 30 ft.

AC: 14

ATTACKS: Weapon or Claws (1d4)

SPECIAL: Camouflage, Frenzy, Twilightvision

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: 1

XP: 10+2

No one is quite certain from where the Chiao hail, but this savage race of humanoids are said to be ruthless hunters, ripping apart their victims not for food, but for the pleasure of killing. They appear completely human except for the strange tiger stripes that cover their bodies. Legend holds that the boldest of their warriors are gifted by their gods the head of a tiger to match their violent temperament and incredible skills at hunting.

COMBAT: Chiao stalk their prey for miles, harassing them with javelins or arrows. The objective is to weaken their prey before bringing them down. Once they diminish their opponent's resources, they close in for the kill.

CAMOUFLAGE: When in forests, jungles, and similar natural surroundings, chiao may make a physical check to conceal themselves, practically becoming invisible. A camouflaged chiao may move up to half its speed and remain

concealed. A chiao moving at more than half speed may still use this ability, but he takes a -5 penalty on the check. Chiao cannot use camouflage when being observed.

FRENZY: A chiao can make two claw attacks on its turn. It takes a -2 penalty on each attack.

CRAWLING CLAW

NO. ENCOUNTERED: 1, 2-5, 10-50

SIZE: Small

HD: 1 (d8)

MOVE: 20 ft.

AC: 12

ATTACKS: Claw (1d4)

SPECIAL: Blind, Blindsight 60 ft., Smite Fallen Foe, Throttle

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead (Common)

TREASURE: 1

XP: 5+1

Crawling claws are severed hands infused with necromantic energies.

COMBAT: These disgusting undead creatures scuttle about like spiders, scurrying toward their prey to choke the life from them.

BLIND: Crawling claws are immune to any visual attacks and effects that rely on sight.

SMITE FALLEN FOE: A crawling claw deals +2 damage against prone opponents.

THROTTLE: A crawling claw that beats its opponent's AC by 2 or more on its hit roll latches onto its opponent's throat. Each round, it automatically deals 1d4 damage. A throttled creature can spend his entire turn trying to remove the crawling claw by rolling a Strength check.

DEADWOOD TREE

NO. ENCOUNTERED: 1, 1 plus 2d12 zombies

SIZE: Large

HD: 12 (d12)

MOVE: 30 ft.

AC: 21

ATTACKS: Slam (2d6)

SPECIAL: Corruption, Darkvision 60 ft., Entangle, Fear, Immune to Cold and Electricity, Trample, Vulnerable to Fire

SAVES: P

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 10

XP: 1375+12

Deadwood trees are trees that were once occupied by the spirit lizards. When the trees were slain, some of the spirit lizards were trapped inside them. To survive, they fused themselves with the trees.

COMBAT: Driven by an insane hatred of living things, they attack without warning and fight until they or their victims are destroyed.

CORRUPTION: Living creatures hit by a deadwood tree's attack lose one level. For each such level lost, the deadwood tree heals 5 hit points.

ENTANGLE: A deadwood tree can cast *entangle* as a 12th-level druid.

FEAR: A deadwood tree can cast *fear* as a 12th-level wizard.

TRAMPLE: A deadwood tree may move through Medium or Small creatures. Any creature in its path must succeed on a **dexterity saving throw** or take 1d12 points of damage.

MONSTERS

VULNERABLE TO FIRE: Fire attacks inflict double damage to deadwood trees.

DEMON (Version 1)

BABAU

NO. ENCOUNTERED: 1, 2-4

SIZE: Medium

HD: 7 (d10)

MOVE: 40 ft., 40 ft. (crawl)

AC: 20

ATTACKS: +1 Short spear (+4, d6+4 damage)

SPECIAL: Acid Blood, Babau Agility, Bloodvision, Demonic Attributes, Motion Sense, Immunities, Sneak Attack, Spell-Like Abilities

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: +1 Short spear

XP: 1080 + 7

It has been said that the babaus are the assassins of the Abyss. While it is true that these skeletal monstrosities are quite adept at that job, they prefer the role of hunter and relish stalking and brutally murdering their prey. Babaus are frequently summoned by powerful spellcasters who employ the fiends to protect their fortresses and dungeons from unwanted guests. Many babaus find these contracts to be agreeable enough, as long as there is much killing to be had.

Physically, the babau resembles a humanoid skeleton, with a thin layer of leathery flesh forced upon it. Up close, one of its most notable features is its lack of eyes- babaus do not see but employ powerful senses of hearing and scent to stalk their prey. They are quite strong and extraordinarily agile- babaus are capable of crawling along ceilings as fast as they can walk on the ground, and do both much quicker than the average adventurer. Quite often, though, they do not immediately swoop in for the kill, but play mind games with adventurers, using their spell-like abilities and senses to track and toy with their prey. Unlike many demons, they have no ability or particular interest in summoning others of their kind in combat situations, preferring to either work alone or in small teams.

If there is anything that a Babau enjoys more than wanton slaughter, it is the thrill of the hunt and the unique, acrid scent of blood and fear on their prey.

ACID BLOOD: Anyone striking a Babau with melee weapons must make a **dexterity saving throw** or suffer 2d4 acid damage from the Babau's extraordinarily acidic blood.

BABAU AGILITY: Babau are supernaturally agile, and if they succeed in a **dexterity saving throw** that would normally result in half-damage, they avoid all damage. They are also considered to constantly enjoy the benefits of spider crawl and jump.

BACK ATTACK: If a Babau manages to catch an enemy from the rear, it can inflict triple damage with its first attack.

BLOODVISION: The Babau can detect the presence of an injured individual within a mile, and if he inflicted the wound himself, can identify the individual by the scent of their blood alone.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

MOTION SENSE: The Babau has no eyes in the proper sense of the term, and is thus totally immune to all blinding attacks or abilities that interfere with regular sight. It 'sees' largely by a combination of scent and motion sense. An unwounded individual is capable of attempting a **dexterity saving throw** at CL 25 to avoid the Babau taking notice of it. This must be done every round that the Babau can see the individual. The motion sense of the Babau also means that invisibility is useless against it. Its motion sense seems to be tied into its hearing, and sonic attacks force a Constitution check against stunning for the

Babau. If it fails, it suffers a -2 penalty to all rolls for 1d4 rounds.

IMMUNITIES: Babaus are immune to acid, poison and fear. They can only be harmed with +1 or better magical weapons, or weapons that are either good-aligned or made of cold iron.

SPELL-LIKE ABILITIES: Babaus can use *darkness*, *invisibility* and *silence* at will.

BALOR

NO. ENCOUNTERED: 1

SIZE: Large

HD: 20 (d10)

MOVE: 40 ft., 60 ft. (fly)

AC: 32

ATTACKS: 4x Tentacles +3 (3d4+6 dmg)

SPECIAL: Abyssal Bolt, Aura of Shadow and Flame, Bringer of Death, Death Throes, Demonic Attributes, Immunities, Magical Natural Weapons, Move Through Shadows, Reach, Spell-Like Abilities, Summoning, Tendril Constriction, Unholy Curse

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 15

XP: 39150 + 20

The most powerful of all demons, the balors are often held to be the demonic equivalent of pit fiends, though this comparison is limited in its validity- both are extraordinarily powerful creatures, but balors have little use for the subtlety of pit fiends. For the most part, demonic armies and societies are headed by demon lords and mariliths, with the balors acting as abyssal champions, enforcers and bodyguards. Few creatures indeed are capable of standing against a creature so mighty.

COMBAT: Balors take full advantage of their ability to move through shadows, getting close to powerful, yet vulnerable spellcasters and subjecting them to the full wrath of their tentacles. Frequently, a particularly tough enemy will receive an Unholy Curse, which can often result in catastrophe for a party, especially if there are only a few rounds before unstoppable death. Balors tend to use their summoning to pin enemies down and prevent coordinated action more than for the additional muscle- Balors, after all, are their own muscle. If a Balor knows it is going to lose a battle, it will seek to position itself so as to cause maximum harm with their Death Throes.

ABYSSAL BOLT: The Balor is capable of hurling 1d4 Abyssal bolts per round, in lieu of melee attacks. These bolts strike as +3 unholy weapons, doing 3d4+3 damage each, with 1d6 bonus damage to all good-aligned creatures.

AURA OF SHADOW AND FLAME: Whenever a Balor enters a space, all non-magical light sources other than daylight are immediately extinguished and the room plunged into total darkness. Only darkvision or deepvision can penetrate this constant magical shadow. In addition, the Balor exudes incredible heat, inflicting 2d6 fire damage on all beings within 30 feet of the Balor.

BRINGER OF DEATH: When a Balor gains a natural 20 on a melee attack, the target must make an immediate **constitution saving throw** or perish. A successful save means the target takes double damage.

DEATH THROES: When a Balor dies, it erupts into a massive explosion of fire and unholy energy, which does 20d10 (10d10 fire, 10d10 unholy) damage to all enemies within 100 feet, with a **dexterity saving throw** resulting in half damage.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Balors can only be hit with +3 or greater magical weapons, or +1 weapons that are either made of cold iron or are good-aligned. Balors are immune to acid, poison, fire, charm, fear, petrification and death spells. Balors

have SR of 12.

MAGICAL NATURAL WEAPONS: The Balor's natural weapons strike as +3 unholy weapons, doing 2d6 bonus damage to all good-aligned creatures.

MOVE THROUGH SHADOWS: As a being of living darkness, Balors seem to be capable of moving through shadows as if teleporting. Given that they also magically create total darkness in any space they are in, this makes them capable of teleporting within the room at will.

REACH: The Balor's natural weapons have a reach of 20 feet and can strike any enemies within 20 feet.

SPELL-LIKE ABILITIES: The Balor constantly benefits from *true seeing* and constantly *unhallows* a sixty-foot radius around it. It can cast *create greater undead*, *teleport without error*, *dispel magic*, *wall of fire*, *plane shift*, *unholy word* and *unholy aura* at will.

SUMMONING: Once per day, the Balor can summon up to 25 HD of any demons of a type lower than another Balor.

TENDRIL CONSTRICTION: Whenever the Balor strikes an enemy with one of its tentacles, the opponent must make a **strength saving throw** or be constricted in its tentacles. For each round that the enemy is caught in the tendril, they lose 1d4 levels, which heal the Balor for 1d10 per level drained.

UNHOLY CURSE: Once per day, the Balor can enact a horrific curse upon an enemy, which sentences them to death, which will happen in 1d20 rounds. A restoration can add 1d4 rounds of time, but nothing can stop the countdown except the Balor's destruction. When death approaches, the cursed soul must make one last **charisma saving throw**- if it succeeds, then it will merely die. If not, however, the soul not only perishes but is immediately transformed into a demon, or demons, of total HD equal to its original total.

DRETCH

NO. ENCOUNTERED: 2-6, 10-20, 200-400

SIZE: Medium

HD: 3 (d10)

MOVE: 40 ft.

AC: 16

ATTACKS: Claws (d6+1)

SPECIAL: Demonic Attributes, Diseased, Immunities, Stench

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 85 + 3

The lowly dretches are the base creatures of the infernal horde, and often are sent forth in vast howling swarms to attack devilish armies. While fierce when they believe they have the upper hand, dretches are cowardly in the face of equal or greater strength and their resolve is often easily broken by the much superior discipline of the Infernal Legionnaires. Though cowardly, all dretches are also consumed with the desire to prove themselves to the Abyss and undergo a coveted evolution into a higher form.

COMBAT: Dretches are not highly intelligent, but have a reasonably good eye for strength and will avoid powerful adventurers if possible, though it must be said that they fear their demonic overlords more and will not do so if one of their superiors is present. They usually prefer to rush enemies, relying on their impressive speed to get them within melee range, where they can inflict their claws, stench and disease on their targets. Dretches will usually take advantage of flanking or favorable terrain, and have sometimes demonstrated the ability to build simple traps and ambushes to attack enemies they are too cowardly to face fairly.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

DISEASED: If a Dretch passes within 10 feet of an individual, they must make a **constitution saving throw** or contract an illness, which will manifest in 1d4 days, and cause 1d4 Strength, Constitution and Dexterity damage for 1d4+1 days, unless cured.

IMMUNITIES: Dretches cannot be harmed by ordinary weapons- weapons must be cold iron, good-aligned or magical to harm them. They are immune to acid, disease and poison.

STENCH: The stink of Dretches is unbelievable, and lingers long after a Dretch is dead. Anyone who physically battles a Dretch contracts their smell, and suffers from a 1d4+1 effective penalty to Charisma for the next 24 hours. A restoration or a very long bath (at least one hour) will remove the stench.

GLABREZU (Type III)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 12 (d10)

MOVE: 30 ft.

AC: 24

ATTACKS: 2x Pincers (2d6+3), Bite (2d8+3)

SPECIAL: Demonic Attributes, Immunities, Irresistible Question, Shapeshifter, Spell-Like Abilities, Summoning, Wishes

SAVES: M, P

INT: Superior

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 11

XP: 5500 + 12

While the role of the succubus and incubus in inflaming the physical desires of mortals is quite obvious, the glabrezu traffics in desires for power and prestige. Usually appearing in a disguise, the glabrezu finds an ambitious mortal and compels them to reveal their desires, then offer to assist them in reaching that goal. Glabrezus are masters of using wishes, and can achieve shockingly subtle and detailed results without any risk to them. They are masters of manipulation, and enjoy watching mortals destroy themselves, and even more so when the individuals involved had originally noble motivations.

COMBAT: Though they prefer the role of manipulator, they are far from cowardly and will not hesitate to destroy any mortal that stands in the way of their complex and vile schemes to bring about chaos and destruction. As their massive true forms would indicate, they are immensely powerful and almost invariably possess formidable magical power to bring to bear as well. They are also fond of asking their enemies questions in combat- if a glabrezu knows an enemy's greatest fear, they can manifest illusions of that fear in combat. Or, by knowing an enemy's true name, they can escape from the combat and return later, attacking their would-be foe through their family and friends.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Glabrezu are immune to acid, poison, charm and fear. They can only be harmed with +2 or better magical weapons, or weapons that are either good-aligned or made of cold iron.

IRRESISTIBLE QUESTION: Glabrezu possess the supernatural ability to ask up to three questions of any mortal being. There is no saving- the individual automatically reveals to the Glabrezu the answer and as often as not, their answer will be something they were hesitant to reveal to themselves. The first question a Glabrezu can demand is 'who are you', whereupon the individual reveals their real name to the Glabrezu. The second question is 'what is your greatest desire', which compels the revelation of a deeply held desire to the demon. This desire will usually be a hidden or darker desire. The third question is 'what is your greatest fear', which compels a brutally honest answer to the Glabrezu. This ability cannot be resisted by any mortal being, and cannot be used for any other purpose.

SHAPESHIFTER: Glabrezu are capable of disguising themselves in the form of any of the humanoid races, with the revelation of this form requiring a *true*

MONSTERS

seeing spell.

SPELL-LIKE ABILITIES: Glabrezu possess up to 20 spell levels in 1st to 5th level illusionist or wizard spells, which they can cast at will, 2 6th level and 1 7th level spell that they can cast once per day.

SUMMONING: Glabrezu are capable of summoning 1d2 succubi/incubi or vrocks once per day.

WISHES: A Glabrezu can grant a *limited wish* to a mortal humanoid once per day, and a *wish* to a mortal humanoid once per month.

HEZROU (Type II)

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 10 (d10)

MOVE: 30 ft., 30 ft. (swim)

AC: 24

ATTACKS: 2x Slam +1 (2d4+4)

SPECIAL: Acid Slime, Amphibious, Blood Rage, Demonic Attributes, Gas Cloud, Immunities, Magical Natural Weapon, Noxious Stench, Summoning, Toughness

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 4200 + 10

The vile hezrous are among the strongest and most fearsome creatures of the Abyss, notable for their vast physical power and also for the variety of fearsome acidic and poisonous substances at their disposal. They prefer swampy or other semi-aquatic environments and often lie in wait for their enemies in deep water, aiming to capture them and hold them underwater until they drown- or simply tearing them apart. While reasonably intelligent, the hezrou are simple in their motivations. They enjoy food (especially living intelligent beings), slumber and the destruction of life.

COMBAT: Hezrous often utilize their favored environments to their advantage, but otherwise are fairly straightforward in combat. By the standards of their hit dice, they are exceptionally powerful creatures and enjoy using that strength to ruthlessly pummel weaker enemies to death. They are especially fond of grabbing enemies and dragging them underneath the water, simultaneously burning them with acidic slime and drowning them.

ACID SLIME: The acidic slime coating the Hezrou increases the difficulty of grappling it by 5, and it will automatically do 2d4 acid damage each round to anyone attempting to grapple it. Anyone striking the Hezrou with a melee weapon must make a **dexterity saving throw** or suffer 2d4 acid damage.

AMPHIBIOUS: Hezrous are amphibious creatures and cannot be drowned, and swim at the same speed as they walk.

BLOOD RAGE: When a Hezrou is reduced to half or less of its Hit Points, it goes into a powerful rage, gaining +2 to its attack rolls and damage as well as Strength and constitution saving throws.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

GAS CLOUD: Once per day, the Hezrou is capable of emitting a noxious cloud of poisonous gas in a radius of 60 feet around it, which acts as the *cloudkill* spell. The poisonous gas lasts for 1d10 rounds unless dispelled by a gust of wind.

IMMUNITIES: Hezrous can only be damaged by magical, good-aligned or cold iron weapons. They are immune to acid, poison, disease and fear.

MAGICAL NATURAL WEAPONS: A Hezrou's natural weapons are considered to be +1 magical weapons.

NOXIOUS STENCH: All individuals coming within 100 feet of a Hezrou must make a **constitution saving throw** or become sickened, losing 1d4 Strength, Dexterity, Constitution and Charisma and losing a turn, as they vomit uncontrollably. The lost attribute damage returns as soon as the individual is at least 60 feet from the Hezrou or its corpse.

SUMMONING: Hezrous are capable of summoning 2d6 dretches, 1d3 babaus or 1 vrock once per day.

TOUGHNESS: Hezrous are exceptionally durable and receive a +2 HP bonus per level on top of the Constitution bonus they receive for having a prime.

MARILITH (Type V)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 17 (d10)

MOVE: 60 ft. (slither)

AC: 27

ATTACKS: 6 x Longsword +1 (d8+4 damage), Tail Slap (2d4+4 dmg)

SPECIAL: Chaos Venom, Constrict, Demonic Attributes, Hypnotizing Stare, Immunities, Infuse Weapon, Spell-Like Abilities, Summoning, Vital Strike

SAVES: M, P

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 6 Longswords

XP: 17700 + 17

The generals of demonic hordes, the mariliths are less powerful than their balor cousins, but are more intelligent and subtle than they are, and are thus often found in positions of more real power than the balors. Some mariliths are even strong and cunning enough to stand on their own, without the patronage of any demon lord, often serving as mercenary warriors in the Blood War- sometimes even finding themselves fighting alongside the infernal legions.

COMBAT: While mariliths are skilled tacticians, they are just as fond of slaughter as any other demon, and do not hesitate to directly enter melee. In combat, a marilith will almost always attempt to engage the most important targets in melee, knowing that it can swiftly destroy all but the very strongest melee targets. Mariliths will use their hypnotizing stare to neutralize spellcasters, and will use their own potent magic to supplement ferocious melee attacks.

CHAOS VENOM: A Marilith can envenom her weapons with a potent chaotic poison. When the target is struck with the poisoned weapon, it must make an immediate **constitution saving throw**, or suffer one of the effects below as determined by a d10 roll. If a subject makes the save once, they become immune to the Chaos venom permanently.

d10	Effects
1	Subject loses 1d4+1 Intelligence, Wisdom and Charisma.
2	Subject loses 1d4+1 Strength, Dexterity and Constitution.
3	Subject becomes confused.
4	Subject is blinded and deafened.
5	Subject loses 1d4+1 levels.
6	Subject falls into a coma for 1d4+1 days.
7	Subject believes it is simply dreaming.
8	Subject is brought to 0 HP.
9	Subject dies, but the body is intact.
10	Subject dies and the body disintegrates.

CONstrict: If a marilith succeeds in hitting an enemy with its tail slap, the opponent must succeed immediately at a **strength saving throw** or be constricted in the Marilith's coils, taking 6d6+3 damage automatically per round and losing 1d4 Constitution points as it is asphyxiated in the marilith's coils. Each round, the subject gains a new **strength saving throw** to break free.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

HYPNOTIZING STARE: Any individuals who look at a marilith without some form of magical protection must make a **charisma saving throw** or become hypnotized. A subject who is hypnotized by a marilith receives no further save unless the marilith orders it to do something contrary to its nature, such as attack an ally or attempt to commit suicide. Creatures who are immune to charm are also immune to this power.

IMMUNITIES: Mariliths cannot be damaged by weapons of less than +2 enchantment, or weapons that are good-aligned or made of cold iron. They are immune to acid, poison, charm and fear spells.

INFUSE WEAPON: Mariliths are capable of making their weapons chaotic or evil-aligned for overcoming damage resistance, as well as transforming their make into silver.

SPELL-LIKE ABILITIES: Mariliths can cast *mirror image*, *improved invisibility*, *true seeing*, *magic circle against good*, *magic circle against law*, *project image*, *teleport without error*, *telekinesis* and *blade barrier* at will.

SUMMONING: A marilith can summon 1 glabrezu, 2 succubi, 1d4 shadow demons, 1d4+1 babaus or 4d4 dretches once per day.

VITAL STRIKE: Instead of striking six separate times, the Marilith can choose to make a single melee attack for 6d8+3 damage.

VORTEX OF BLADES: When Mariliths have *blade barrier* active, they are capable of moving the barrier as a tornado. The barrier, once it starts moving, will only remain active for 1d4+1 rounds and can be moved 30 feet per round.

NABASSU

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 9 (d10)

MOVE: 30 ft.

AC: 20

ATTACKS: Claws (2x d6+1)

SPECIAL: Demonic Attributes, Gaze of Death, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Undead Mastery, Vampiric Aura

SAVES: P

INT: Medium

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: Varies

Resembling gargoyles somewhat, the foul Nabassus are known for their love of graveyards and tend to haunt the realms of the undead, which seem to have a powerful respect for the Nabassus, which have vast power over them. More than anything, the Nabassus live to drain mortals into lifeless husks, using their soul energy to become greater and more powerful beings.

COMBAT: Nabassus relish in melee, using their claws and vampiric drain powers to prey upon weaker enemies, though often only after attempting a Gaze of Death on a promising opponent. It is rare for Nabassus to not be in the company of undead beings of varying types and power levels, and they usually use their allies to good advantage. If pressed, Nabassu will often seek to flee, knowing their corrupting power is more useful elsewhere.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

GAZE OF DEATH: The Nabassu can attempt to lock eyes with a mortal being and wither their very soul with its corrupting touch. The sufferer loses 1d4+1 Constitution and Charisma points per round unless they make a **wisdom saving throw**. Any mortal with class levels that is thus slain, allows the Nabassu to gain 1 HD, raising its attack bonus, hit points and caster level, to a maximum of 15 HD.

IMMUNITIES: Nabassus are immune to weapons that are not magical, goodaligned or made of cold iron. They are also immune to acid, poison, fear, petrification and death spells.

MAGICAL NATURAL WEAPONS: The natural weapons of a Nabassu count as +1 magical weapons for overcoming immunities.

SPELL-LIKE ABILITIES: Nabassus can cast *darkness*, *silence*, *hold person*, *teleport without error* and *telekinesis* at will. They can cast *plane shift* once per day.

SUMMONING: A Nabassu may summon 1 babau or shadow demon, once per day.

UNDEAD MASTERY: No ordinary undead being will ever attack a Nabassu. Intelligent undead beings such as ghosts, liches and vampires must make a Charisma check to successfully do so. Nabassus are also capable of rebuking and controlling undead beings as a cleric of their hit dice.

VAMPIRIC AURA: All mortal beings within thirty feet of a Nabassu automatically lose two hit points (no save), with the lost hit points being converted into healing for the Nabassu. Any being that is slain by this ability is raised immediately as a zombie, which will not attack the Nabassu but is under no special control.

NALFESHNEE (Type IV)

NO. ENCOUNTERED: 1

SIZE: Small or Large

HD: 14 (d10)

MOVE: 20 ft., 40 ft. (fly) (when small, when large, it walks at 30 ft.)

AC: 24

ATTACKS: (when small) 2x Slam (1d4+1), Bite (1d6+1) (when large) 2x Slam (3d4+4), Bite (3d6+4)

SPECIAL: Abyssal Mastery, Alter Size, Blinding Burst, Demonic Aura, Forbidden Knowledge, Immunities, Mind Poison, Spell-Like Abilities, Summoning

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 11

XP: 11,500 + 14

The Nalfeshnees are said to be the mad geniuses of the Abyss, and they are generally known to serve the Abyss itself more than any active Demon Lord, though they will typically do as Demon Lords request, so long as it does not harm the interest of the Abyss themselves. They have many arcane and unusual theories on the creation and running of the Universe, and take a particular interest in the actions of the player characters, even when it seems illogical for them to do so.

COMBAT: Nalfeshnees often avoid combat, for the simple reason that they prefer to observe and indirectly interfere with the amusing antics of adventurers, but if pressed, they will typically grow into their gargantuan shape and immediately create a Blinding Burst. They will usually follow up by summoning allies and wading into melee, where they can swiftly destroy even powerful heroes.

ABYSSAL MASTERY: The Nalfeshnee have a special and intimate relationship with the Abyss itself and can manipulate the environment of the abyss at will, simulating effects of spells like *wall of stone*, *control weather* or *earthquake*.

ALTER SIZE: The Nalfeshnee has the power to change its size, from a fourteen-foot tall monstrosity to a small, eighteen-inch miniature fiend. The Nalfeshnee's melee strength decreases in this form, but its hit points and other abilities remain intact, making it a deceptively powerful enemy.

BLINDING BURST: Once per day, the Nalfeshnee can create a burst effect of incredibly bright light of an infinite array of colors, which emanates 60 feet from its body. All beings that are not protected against blindness are automatically blinded for 1d4+1 rounds, and must make a **wisdom saving throw** or suffer permanent blindness. The Burst also inflicts 10d10 damage, with a successful **dexterity saving throw** resulting in half damage.

MONSTERS

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Succubi can suppress this effect at will, and usually do. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

FORBIDDEN KNOWLEDGE: The Nalfeshnees claim to have unlocked the greatest secret of the universe- that all of Creation exists solely for the sick amusement of overgods who enthusiastically game over the ruination of god and mortal alike. Furthermore, it regards the player characters as agents of those horrible creator gods. Whether this knowledge causes the Nalfeshnee to have a burning hatred of the player character or make it endlessly amused by them is up to the Castle Keeper. In addition, the Nalfeshnee should be considered to have a full and complete knowledge of the player character's exploits, with no obvious reason for knowing such.

IMMUNITIES: Nalfeshnees are immune to magical weapons of less than +2 enchantment, but can be harmed with weapons made of cold iron, or that are good-aligned. They are immune to acid, poison, charm, fear, polymorph, death and petrification spells.

MIND POISON: If a Nalfeshnee's bite successfully hits a player character, they succeed at an immediate **wisdom saving throw** or suffer the permanent loss of 1d4+1 Intelligence, Wisdom and Charisma. The bite's poison only works once, but the loss can only be undone by restoration spells or the like.

SPELL-LIKE ABILITIES: Nalfeshnees are magical experts of the first order, and tailor their individual spell-casting needs to the mysterious will of the 'Keeper'. All Nalfeshnees constantly emit a *magic circle against good*, and have constantly active *true sight*. They can use *teleport without error* and *plane shift* at will, and *gate* once per day. In addition to this, Nalfeshnees can select the following number of spells from the wizard or illusionist spell list.

- *1st-5th level Spells:* 4 spells at each level, with the ability to cast these spells at will.
- *6th-7th level Spells:* 2 spells at each level, with the ability to cast spells of these levels three times a day.
- *8th level Spell:* 2 spells, that they can cast once per day.

SUMMONING: Nalfeshnees are capable of summoning any Neutral or Chaotic Evil creatures with a total hit dice of less than 20, once per day.

SHADOW DEMON

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 7 (d10)

MOVE: 30 ft.

AC: 20

ATTACKS: Claws (2x d6+1)

SPECIAL: Aura of Darkness, Demonic Attributes, Immunities, Magical Natural Weapons, Shadow Form, Spell-Like Abilities, Possession, Vulnerabilities

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 1125 + 7

The Shadow Demons are one of the most feared types of Abyssal fiend in the mortal realm, for their ability to take over the bodies and minds of mortal beings and twist them to their will, while, all the while, consuming them from the inside. As they consume mortals, body and soul, they grow in power, until they are finally ready to return to the Abyss to begin the next stage of their evolution. It has been rumored that mature Shadow Demons evolve into balors, but confirming such would require a visit to the darkest realms of the Abyss.

COMBAT: Shadow Demons do not fear combat, and enjoy using their ability to inflict total darkness to disorient and terrify enemies, and their melee strength should not be totally discounted. However, ultimately, Shadow Demons live for the possession of mortal beings and it should be expected that they will attempt

to possess one of the party's members and attack former allies with sadistic glee.

AURA OF DARKNESS: Once per day, a Shadow Demon can blanket any subterranean or indoor space in total darkness, snuffing out all sources of light other than direct sunlight. Only magical light effects created by a caster of higher HD level than the Shadow Demon will survive this ability. This darkness is total but not supernatural- beings with full darkvision will be able to see in it. This darkness lasts for 7 rounds.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Shadow Demons can only be harmed with +1 or greater magical weapons, or weapons that are good-aligned or made of cold iron. They are immune to acid, poison, charm and fear spells.

MAGICAL NATURAL WEAPONS: The natural weapons of a Shadow Demon are considered to be +1 magical weapons for overcoming immunities.

SHADOW FORM: A being composed of shadow given physical form, Shadow Demons have a number of unique physical properties. When lurking in shadows, a Shadow Demon is considered to be invisible. They are also capable of breaking down their physical form into a gaseous substance, which can flow underneath cracks in doors, or move stealthily along ceilings. In this gaseous form, they cannot use physical attacks or spell-like abilities, but they must be in this form to attempt possession.

POSSESSION: Shadow Demons are capable of physically possessing other beings, and any attempt to resist a Shadow Demon's possession requires a successful **charisma saving throw** to be made. If a Shadow Demon takes control of another being, they are mentally aware but unable to act- the Shadow Demon has access to their appearance and abilities, though not their memories. When possessing another person, the Shadow Demon's foul energies degrade that body, and each day that an individual is possessed, they lose one level. Each day, they also get to make a new save to expel the Shadow Demon from their consciousness. When their player level reaches zero, the individual is killed. If they succeed in ridding themselves of the Shadow Demon's power, any lost levels will come back at the rate of one per day. Each time a Shadow Demon fully 'digests' a being with at least two class levels or HD, it gains one hit dice itself. When it successfully 'digests' seven such beings, they are instantaneously teleported back to the Abyss to evolve. A greater restoration, limited wish, wish, miracle, or exorcism can cast out Shadow Demons from without.

SPELL-LIKE ABILITIES: Shadow Demons can cast *darkness*, *dispel magic*, *protection from good*, *protection from law*, *desecrate*, *fear* and *dimension door* at will. They can cast *plane shift* and *teleport without error* once per day.

SUMMONING: Once per day, a Shadow Demon can call upon 1d2 shadows to serve them.

VULNERABILITIES: Shadow Demons cannot tolerate the presence of natural sunlight and suffers physical damage and destruction from exposure to sunlight. Each round that a Shadow Demon spends in sunlight, it suffers 4d6 damage.

SUCCUBUS/INCUBUS

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 18

ATTACKS: Claws +1 (1d6+1)

SPECIAL: Aura of Dark Beauty, Class Abilities, Demonic Attributes, Energy Drain, Immunities, Magical Natural Weapons, Shapeshifter, Spell-Like Abilities, Summoning, Unholy Boon

SAVES: M

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 1900 + 8

The succubi and incubi (which are identical for all considerations except those related to their typical targets) are just as devoted to the spread of ruin as all demons, but prefer to do so using more subtle and corruptive methods.

Impossibly beautiful and equipped with a variety of magical abilities, they are seducers and manipulators of the highest order, offering their intimate services and the possibility of a powerful dark boon to their intellect or charm in exchange for various services for the succubus. The succubi relish their role as corrupter, and nothing fills them with more glee than to watch formerly good souls turn to chaos and evil, thanks to their influence.

COMBAT: Succubi always try to avoid combat- even more so than Tempter Devils. They will always attempt to find minions or allies to distract the enemy while they make a stealthy retreat. If forced to fight, however, a Succubus will use their magical abilities to support any allies they have, seeking to avoid a melee in which they will not perform well. Succubi are well-aware that while they are powerful as tempters and manipulators, that they are not particularly powerful in straight-up combat.

AURA OF DARK BEAUTY: Anyone who can see a succubus or incubus must make a **charisma saving throw** or be instantly charmed by the fiend. If the succubus or incubus is appearing as a gender to which the individual in question is not attracted to, they receive a +4 bonus to the save.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Succubi can suppress this effect at will, and usually do. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

SHAPESHIFTER: As if they were devils, Succubi have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. *True seeing* will punch through this disguise, however.

ENERGY DRAIN: If the victim accepts a kiss or similar gesture of passion from a succubus or incubus, the succubus can drain 1d4 levels from them, from which it gains a +2 bonus to all rolls and caster level for 24 hours. Consecutive level drains do not give the succubus a further boost to its abilities, and a succubus can only level drain once from a single individual per day.

IMMUNITIES: Succubi can only be harmed by magical, good-aligned or cold iron weapons. They are immune to acid, poison, charm and fear.

MAGICAL NATURAL WEAPONS: A Succubus's natural weapons are considered to be +1 magical weapons.

SPELL-LIKE ABILITIES: Succubi can cast *charm monster*, *hold monster*, *invisibility*, *dispel magic*, *suggestion* and *paralysis* at will. Succubi or incubi can cast *ethereal jaunt*, *mass suggestion*, *plane shift*, *unhallow* and *teleport without error* once each per day.

SUMMONING: Succubi can summon 1 Babau or Shadow Demon, once per day.

UNHOLY BOON: A succubus or incubus can grant a favored individual +2 bonus to their Intelligence or Charisma, provided they serve the succubus's

ends. The Unholy Boon also enables a succubus to share half of any damage inflicted upon itself with the recipient of the boon. At any time it desires, a succubus can terminate the boon, inflicting 1d4 permanent Intelligence or Charisma damage.

VROCK (Type I)

NO. ENCOUNTERED: 2-6

SIZE: Medium

HD: 9 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 22

ATTACKS: 2x Talons +1 (1d6+4), Beak +1 (1d8+4)

SPECIAL: Demonic Attributes, Dive Attack, Immunities, Magical Natural Weapons, Self-Destruction, Sonic Screech, Summoning, Talon Grasp

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 8

XP: 3200 + 9

The Vrocks are the aerial scouts and warriors of the demonic horde and are most commonly found fighting with their mortal enemies, the erinyes, in the Blood War. Otherwise, they are most typically found as elite retainers and guards for high-ranking demons or their mortal allies. Stereotypically, a small colony of Vrocks guards the entrances to the mountain fortress of the evil demonic cult. Wherever they are found, though, the Vrocks are notorious for their diving attack and vile sonic shriek.

COMBAT: Vrocks almost always open combat by diving out of the sky, usually to attack the first target they see. They prefer to pick off and destroy enemies individually rather than engage groups and almost always, if possible, remain in the air. If a Vrock is encountered alone, it may very well break off its attack and return after a short time to repeat the pattern. In groups, however, they become bolder, using their sonic shrieks and dive attacks to keep enemies off-kilter and unable to unite against them.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

DIVE ATTACK: When a Vrock is at least 100 feet in the air, it can make a Dive Attack, moving up to 120 feet to its target in one round. The dive attack does 6d6+4 damage to the unfortunate target and ensures their grasp in the Vrock's talons unless they make a **dexterity saving throw**, which negates damage. A failed Dive Attack results in a -2 penalty to the Vrock's rolls in the next round, as it is somewhat winded.

IMMUNITIES: Vrocks can only be harmed by magical, cold iron or good-aligned weapons. They are immune to acid, poison, sonic attacks and fear.

MAGICAL NATURAL WEAPONS: The Vrock's natural weapons count as +1 magical weapons.

SELF-DESTRUCTION: At any time, the Vrock can elect to destroy itself, inflicting 10d10 explosive damage to all enemies within 60 feet. A successful **dexterity saving throw** results in half damage.

SONIC SCREECH: The Vrock can make a powerful Sonic Screech, which acts as the *shout* spell.

SUMMONING: A Vrock can summon another Vrock or a Babau once per day.

TALON GRASP: If a Vrock hits with both of its talon attacks, it can grasp an enemy in its talons. Vrocks are capable of lifting Small or Medium enemies into the air and dropping them. The target receives a **strength saving throw** to break free from the Vrock's talons before the creature starts to lift it up, and another one each round. When a Vrock reaches 100 feet, it will drop their enemy.

MONSTERS

DEMON (Version 2)

All Demons have the following powers:

- Summon (1/day) either 1 other creature of equal rank (20%) or 1d4 of lower rank (30%) or 2d4 creatures of two lower ranks (50%). If all else fails any Infernals can summon Lemures.
- Immunity to Fire and poison; Damage from cold and Acid.
- Telepathy with a range of 60 feet.
- Deepvision 60 feet.
- Detect Invisible, Darkness
- Powers listed under "SPECIAL" below are at will powers and usable one per round unless otherwise specified.

BALOR (Type VI)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 15 (d8)

MOVE: 40-90 ft.

AC: 23

ATTACKS: Vorpall Sword (1d12+1), Whip (3d6)

SPECIAL: Scare, Levitate, Telekinesis, Detect Magic, Read Magic, Comprehend Languages, Dispel Magic, Pyrotechnics, Polymorph Self, Project Image, Symbol of Fear/discord (as Spells), SR 15 (Can only be hit by magic weapons)

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 15

XP: 1600+16

These powerful abominations are the closest of their kind to devilkind in appearance, with goat hooves, red hides, and horns upon their brows. They use weapons more often than claws, usually whips or nets to entangle foes and swords to stab and cut.

CUBI

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 6 (d8)

MOVE: 30 ft., 50 ft. (fly)

AC: 20

ATTACKS: 2 Claws (1d3)

SPECIAL: Energy Drain (1 level), Polymorph Self, Etherealness, Charm Person, Clairaudience, Suggestion (as Spells), SR 14 (Can only be hit by magic weapons)

SAVES: M

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 6

XP: 650+6

Cubi are demons that appear as beautiful humans with horns and bat wings. As they are shapeshifters they can take on any gender; though the females are referred to as Succubi and the males Incubi. They are the physical manifestation of the dark side of passion and use seduction to get close to their prey.

GLABREZU (Type III)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 11 (d8)

MOVE: 40 ft.

AC: 24

ATTACKS: 2 Pincer (2d6), 2 Claw (1d3), Bite (1d4+1)

SPECIAL: Scare, Levitate, Telekinesis, Pyrotechnics, Polymorph Self (as Spells), SR 12

SAVES: P

INT: Superior

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 11

XP: 800+10

Glabezu are massive creatures appearing as a cross between an ogre and a dog, with both parts emitting the odor of decay. Four arms emerge from its rotting torso, with claws that strive to rend and tear all before it.

HEZROU (Type II)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 10 (d8)

MOVE: 30 ft.

AC: 23

ATTACKS: 2 Claw (1d4), Bite (4d4)

SPECIAL: Scare, Levitate, Telekinesis (as Spells), SR 11

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 9

XP: 750+8

These denizens of the second circle appear as huge demonic Troglodytes and relish carnage and destruction. They use stealth to approach their prey, which is easy on this Typhonic circle), but when battle begins they fight with mad bloodlust and to the death.

MARILITH (Type V)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 12 (d8)

MOVE: 30 ft.

AC: 27 (22 coils)

ATTACKS: Constrict (1d6+1) or 6 Weapons

SPECIAL: Scare, Levitate, Telekinesis, Comprehend Languages, Polymorph Self, Pyrotechnics, Project Image, Symbol of Fear/discord (as Spells), SR 16 (Can only be hit by magic weapons)

SAVES: M, P

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 12

XP: 1400+12

Marilith are a chaotic combination of snake and humanoid, with the coils of a large serpent below their waists and a green-skinned humanoid body. This body, while human in appearance, is larger than most humans and has six arms; all of which can attack with claws or handheld weapons. Some are spellcasters, and rise high in arcane and unholy magics.

NALFESHNEE (Type IV)

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 11 (d8)
MOVE: 30-50 ft.
AC: 22
ATTACKS: 2 Claw (1d4), Bite (2d4) **SPECIAL:** Scare, Levitate, Telekinesis, Detect Magic, Comprehend Languages, Dispel Magic, Polymorph Self, Project Image, Symbol of Fear/discord (as Spells), SR 13 (Can only be hit by magic weapons)
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 11
XP: 1000+11

A horrid creature that combines the worst aspects of a carnivorous ape and a wild boar. It has tiny batwings that emerge from its back, and despite their size can carry the hairy horrors through the air with ease.

VROCK (Type I)

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 9 (d8)
MOVE: 30 ft., 50 ft. (fly)
AC: 20
ATTACKS: 2 Claw (1d4), Bite (1d8)
SPECIAL: Telekinesis (as spell), SR 10
SAVES: P
INT: Inferior
ALIGNMENT: Chaotic Evil
TYPE: Demon
TREASURE: 8
XP: 500+5

This avian monstrosity appears to be a tall, cadaverously thin mix of vulture and man, with claws and filthy visage. Its feathers and fur are spotted and mangy, leaving white leprous skin visible in patches across its form.

DEMON LORD

AZAZEL (The Dual Prince)

NO. ENCOUNTERED: Unique
SIZE: Medium
HD: 258 (22d10+110)
MOVE: 40 ft., 60 ft. (fly)
AC: 32
ATTACKS: 2x Sword of Slaying +4 (d8+10), 2x Unholy Avenger +5 (d8+11)
SPECIAL: Aura of Dark Charm, Aura of Rage, Class Abilities, Demonic Aura, Dual Nature, Immunities, Spell-Like Abilities, Summoning, Touch of Evil
SAVES: M, P
INT: Superior
ALIGNMENT: Lawful Evil and Chaotic Evil
TYPE: Extraplanar (demon)
TREASURE: Sword of Slaying +4, Unholy Avenger + 5
XP: 200,000

The right half of Azazel appears as a handsome devil in the bloom of young adulthood, with the blue skin and dark hair much like his sister, Proserpina. His left half is a horrifically distorted reptilian demon, with a permanent expression of sadistic glee upon its half of his face. His right wing has black raven feathers and his left wing is like that of a bat.

HISTORY: Azazel was born in the Inner Sanctum of Satan's Unholy Cathedral in the centre of the Ninth Circle of Hell, the son of Satan and his wife, the demonic princess Lilith. Azazel's early life was concerned mostly with intense training, and he quickly became a powerful and respected warrior. When Satan launched his great War against Heaven, Azazel earned a reputation as one of the fiercest warriors in the fiendish host. When Satan disappeared at the climax of his great war against Heaven, however, Azazel found himself lost. He left Hell with his mother, Lilith and returned to the layer of the Abyss she called home,

establishing himself as a powerful princeling of that realm.

He soon embraced his new identity as a demon, and became one of the most respected demonic generals in the Blood War in an era of great success for the demonic horde- the demons at one point possessed nearly half of the First Circle of Hell and were pressing hard upon the entrance to the Second Circle of Hell. However, the civil war in Hell that allowed the great success of the demonic hordes soon came to an end and the Infernal legions soon launched a great campaign of reconquest.

It was a bitter irony that the commander of the Infernal armies was none other than his sister, Proserpina, who had aligned herself completely with the devils and had married none other than Asmodeus, the ruler of Hell. Azazel, identifying himself fully as a demon, found it a bitter insult that one of his blood would align himself so completely with a mere counsellor and advisor of their father- who he was sure was not a true devil but, entirely, a fallen angel.

Azazel soon planned a great attack on a recently reconquered Infernal fortress, one where he knew that Proserpina was present in person. Ultimately, the Infernal and Abyssal forces clashed in a titanic struggle, and Azazel and Proserpina met in person. While Azazel was, by far, the physically stronger of the two combatants, the wily Proserpina managed to outwit him in their battle, and managed to cast a spell upon him which brought out and shattered his identity, permanently dividing his devilish and demonic personae, reflected in his visage.

And then, in a gesture far crueler than killing him, she let Azazel live, permanently marked as a mixture of devil and demon. Azazel remains in the shattered no-fiend's land between Hell and the Outer Abyss, gathering his forces and hoping that one day he can return to destroy his sister once and for all, and storm deep into Hell itself ...

COMBAT: In his demonic aspect, Azazel is a ferocious combatant, relying on his brute melee power to swiftly destroy his enemies. He revels in encouraging wanton slaughter and inspiring fear in his enemies above all else. As a devil, Azazel is more strategic in his considerations, using more of his spell-like abilities and carefully assuring that he has the best possible strategic position.

AURA OF RAGE: In his demonic aspect, all creatures coming within 100 feet of Azazel must make a **charisma saving throw** or fall into a state of random and insatiable anger, attacking the nearest enemy mindlessly. Each round after falling into the effect, they gain a new save. Azazel can choose to negate this effect if he wishes, but he rarely does, delighting in the random carnage that results.

AURA OF DARK CHARM: In his devilish aspect, all creatures coming within 100 feet of Azazel must make a **charisma saving throw** or be charmed, seeing Azazel as their ally and rightful leader. They will not undertake actions that are overtly suicidal, but they would be willing to do almost anything else for their leader. Each round, they receive a new save to break the effect.

CLASS ABILITIES: When his demonic aspect is dominant, he wields the powers of a 20th level berserker (as Half-Orc Berserker), and when his devilish aspect is dominant, he wields the powers of a 20th level blackguard.

DEMONIC AURA: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight.

DUAL NATURE: Azazel's psyche has permanently been broken into two portions, which frequently war with each other. Once every 1d6 rounds, Azazel must switch personalities from devilish to demonic, or vice versa. When he does so, Azazel recovers hit points equal to d10+22, and must use the class abilities and spell-like abilities of that aspect. Every round, the CK should also roll a d20 and if Azazel receives a 20 on that roll, he gains a round of united action, allowing him to essentially take two turns in one, one using the devilish powers, the other using the demonic powers.

IMMUNITIES: As a demon lord, Azazel is immune to weapons of less than +4 enchantment- in his devilish aspect he is vulnerable to +2 weapons of good alignment or silver, in his demonic aspect he is vulnerable to +2 weapons of good alignment or cold iron. He is always immune to poison, charm, fear, polymorph, petrification and death spells. His demonic aspect is also invulnerable to acid, and his devilish aspect is also immune to fire. Azazel has

MONSTERS

an SR of 12.

SPELL-LIKE ABILITIES: Azazel emits a constant *magic circle against good* and enjoys constant *true sight*. In his demonic aspect, he can cast *darkness*, *ray of enfeeblement*, *desecrate*, *dispel magic*, *animate dead*, *fear*, *bestow disease*, *accelerate poison*, *plane shift*, *cloudkill*, *blade barrier*, *ethereal jaunt*, *teleport without error and blasphemy* at will, and *earthquake*, *fire storm*, *unholy aura*, *mass harm*, *antipathy*, *gate* and *bind the soul* up to three times per day. In his devilish aspect he can cast *darkness*, *detect thoughts*, *invisibility*, *desecrate*, *dispel magic*, *fireball*, *suggestion*, *wall of fire*, *cloudkill*, *control weather*, *geas*, *mass suggestion*, *teleport without error* and *project image* at will, and *mass charm*, *gate*, *bind the soul*, *meteor swarm* and *power word kill* up to three times a day. In either form, he can cast *wish* once per day.

SUMMONING: Azazel can summon up to 30 HD of any demons he desires once per day.

TOUCH OF EVIL: Twice per day, Azazel can use his corrupting touch to make an individual temporarily seem evil. Their alignment does not actually change, but they seem as evil-aligned to alignment-detecting powers and lose any abilities related to a good alignment for 1d4 days, unless they benefit from an *atonement*, a *wish*, or a *miracle*.

DEMOGORGON (King of Demons, The Deplorable Word)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 476 (30d10+270)

MOVE: 40 ft.

AC: 40

ATTACKS: 4x Huge unholy weapon +5 (3x regular weapon dice +13)

SPECIAL: Aura of Greater Darkness, Aura of Suicidal Despair, Demonic Aura, Deplorable Word, Energy Drain, Immunities, Malleable Form, Spell-Like Abilities, Summoning, Unhallowed Name

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 350,000

Demogorgon's exact appearance is impossible to say because he is capable of altering his form almost endlessly. In general though, it is accurate to say that Demogorgon typically favors massive sizes, around twenty feet tall and that his mass is composed of some horrific black ichor, which is capable of warping or hardening as he desires.

HISTORY: None knows when, or even if Demogorgon had a beginning, but it is known that Demogorgon is one of the very most ancient demons- he himself claims to be the first, but such claims are shaky, as demonkind's history stretches back farther than that of Creation. It is known that, while Demogorgon claims the title of King of Demons, he does not have the same suzerainty that Asmodeus enjoys over his devilish subjects. Still, his name and reputation are holy amongst the demons and as much as Azazel, Orcus, Lolth and other powerful Demon Princes and Princess would wish to challenge his title, all quail before his titanic might.

The true mystery for many is why Demogorgon does not aspire to full godhood- surely his power rivals those of the gods, and exceeds that of the avatars that the gods use when interacting with mortals and other extraplanars. The truth is, though, that Demogorgon considers godhood to be a false honor- he loathes that he is the object of worship amongst demons and possesses a perfect hatred for all life, even the twisted life of the Abyss. There is nothing that Demogorgon would like more than to annihilate everything and then destroy himself, ending his wretched existence.

It is believed by some, though, that it is impossible, or even undesirable to truly destroy Demogorgon, as he is an intrinsic part of the universe and its Creation, as much as he would seek to have it undone. Others, however, take offense at this, arguing that no deity could possibly include such a cosmically vile entity as part of a plan.

COMBAT: Demogorgon will inevitably, always, speak the Deplorable Word when encountered in combat. Following that, Demogorgon will typically divide his ferocious attacks amongst members of the party, using his vast reach to

brutally punish four different individuals in a single round. He will typically take some time to summon demons, if the battle is proving difficult. Should Demogorgon actually be losing a combat, he will take himself back to the Abyss. Even if he has lost a battle, Demogorgon knows that he has wrought immense destruction.

AURA OF GREATER DARKNESS: The presence of Demogorgon in an area snuffs out all light, common and magical, save for the light emitted by powerful holy sources (15th level clerics or higher, +3 or greater good-aligned magical weapons), with the ensuing magical darkness being impenetrable to even creatures with darkvision. If he is outside on a sunny day than there will be an immediate eclipse of the sun.

AURA OF SUICIDAL DESPAIR: All creatures within 100 feet of Demogorgon must immediately make a **charisma saving throw** or immediately begin trying to kill themselves with the most powerful weapons at their disposal. If they survive the first round of this effect, they gain another save.

DEMONIC AURA: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight.

DEPLORABLE WORD: Once per day, Demogorgon can speak the Deplorable Word, which forces an immediate **charisma saving throw** against death for all living things within 2d20 miles of Demogorgon's current position, whether it be bacteria, fungi, plants, animals, humanoids or dragons. All organisms that fail their **charisma saving throw** are instantly killed and their bodies erased from existence, often leaving a faint black outline of their bodies on a nearby wall. A successful save does not result in any damage, but the subject must make another **charisma saving throw** to avoid going permanently insane from hearing the Deplorable Word. This insanity can only be ended with a *wish* or *miracle*. In addition, all good and lawful-aligned extraplanar beings must make a **charisma saving throw** or be obliterated.

ENERGY DRAIN: Any enemy struck with Demogorgon's tentacles must make a **constitution saving throw** or lose 1d4 levels.

IMMUNITIES: As a demon lord, Demogorgon is immune to weapons of less than +4 magical enchantment, or +2 weapons that are either made of cold iron or good-aligned. Demogorgon is immune to acid, poison, disease, charm, fear, polymorph, petrification and death spells. Demogorgon has SR of 12.

MALLEABLE FORM: Demogorgon's form is highly malleable and shapable, giving him the ability to alter his shape at will. It also allows him to reach up to 60 feet with his melee attacks and gives him damage reduction of 3. This ability also allows Demogorgon to reduce himself to liquid form and flow through from even the tiniest cracks underneath doors and between doors and walls. Demogorgon can shape any part of his body into the equivalent of Huge unholy weapons +5, which do 3d6 bonus damage to all good-aligned creatures.

MOVE IN SHADOWS: Demogorgon is capable of moving freely inside the magical shadows that he creates, and can move any distance in this supernatural darkness.

SPELL-LIKE ABILITIES: Demogorgon enjoys the benefit of control weather, true seeing, unhallow and magic circle against good/law permanently. He is also capable of casting fly, dispel magic, fear, polymorph, animate dead, cloudkill, hold monster, teleport without error, feeblemind, nightmare, disintegrate, plane shift and geas at will, and dreaming, imprisonment, power word kill, meteor rain, time stop or wish twice per day.

SUMMONING: Once per day, Demogorgon can summon up to 40 HD of any demons.

UNHALLOWED NAME: The mere act of speaking Demogorgon's name carries a small chance of summoning him to the earthly realms. If any player character speaks Demogorgon's name, ever, roll a d100. If it comes up as lower than 90, nothing happens. If it comes up 90 to 99, 2d20 HD of demons of the CK's choice are gated in to destroy they that would speak their master's name. If it comes up as 100, Demogorgon himself is summoned. He will immediately speak the Deplorable Word and then attempt to kill the speaker, if the speaker has not been killed yet, then he will typically summon several demonic followers and return to hell.

LILITH (The Scarlet Whore, Mother of Demons)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 288 (27d10+108)

MOVE: 30 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Claws +4 (1d6+7), Tail Slap (2d4+7)

SPECIAL: Aura of Dark Beauty, Aura of Unholy Creation, Demonic Attributes, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Unholy Gestation, Wasting Touch

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 350,000

Lilith is a tall and beautiful woman, with fair skin, dark hair and blood red lips, with sharpened teeth and dark brown, nearly black eyes. She lacks virtually all outward signs of demonism, and looks essentially like a beautiful, pregnant, seven-foot tall human.

HISTORY: The origins of Lilith are shrouded in mystery- it is known that she is among the very oldest of the demons, and there are rumours that she is Demogorgon's daughter, though why such a nihilistic being would ever reproduce defies all logic. Lilith does not generally mind these rumours and often encourages them, though she remains mysterious herself. Another theory is that she was actually the first human woman, corrupted into an evil form beyond all others- one that she similarly subtly encourages without openly admitting. Perhaps there is some truth in both of these stories- or neither.

As one of the oldest and most powerful of the demon lords in her own right, it was naturally expected that Lilith would be a fearsome leader of the Abyssal Horde. When she married Satan, the original Lord of Hell and the original devil, many of her demonic followers were genuinely dismayed- the devils had been their archenemies for millennia already and had wrested several planes from the grip of the Abyss. Lilith for her part refused to justify her decision, and by all accounts, the marriage was a successful one, with twins being born shortly after the marriage was formally contracted.

The dual life of Lilith as the Queen of Hell and the ruler of several Abyssal realms in her own right was brought to a screeching halt with the failed invasion of Heaven and the Infernal civil war which soon ousted her from the Infernal realm altogether. One of her children, Azazel, chose to follow her into the Abyss, while Proserpina, more of her father's daughter, remained behind in Hell.

The return to the Abyss was not an easy one for Lilith as she was looked down upon as being a traitor to her kind. However, through her personal wiles and sheer power she was able to regain her position as one of the preeminent rulers of the Abyss. It is believed that Demogorgon himself played a role in her return to power, though as with all things involving the King of Demons, his true role in events were obscured.

Now returned to her rightful place as an Abyssal Lord of the highest order, Lilith continues to expand her power, also grooming her son, Azazel, to play a greater role in the affairs of the Abyss in his own right. Lilith has also created and expanded a large Earthly cult in her name, with evil seducers, assassins and the malevolent Drow of the Underworld worshiping her, both openly and in secret.

COMBAT: Lilith tends to disdain personal combat, but if she cannot avoid it, she will not hold back on her magical power, most commonly invoking her unborn son's power in mentally controlling a single opponent, or invoking *time stop* or *meteor rain* on multiple enemies. She herself will typically immediately summon assistance and then stay in the background, using her spawned minions to provide distance between her and enemies, pelting them with powerful spells. If pressed to the point of defeat, Lilith will always choose to retreat rather than fight to the death.

Aura of Dark Beauty: Anyone who can see Lilith must make a **charisma saving throw** or be instantly charmed by the fiend.

AURA OF UNHOLY CREATION: Every round that Lilith is threatened, somewhere within 100 feet of her, a demon of 1-10 HD is created who is totally loyal to her. Roll a d10 each round to determine which type of demon is created, always rounding down.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Lilith can suppress this effect at will. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Lilith is immune to any magical weapons of less than +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. She is additionally immune to acid, poison, fear, charm, disease, polymorph, death and petrification effects. Lilith has an SR of 12.

MAGICAL NATURAL WEAPONS: Lilith's natural weapons count as +4 magical weapons.

SPELL-LIKE ABILITIES: Lilith has permanent *true sight* and constantly creates a *magic circle against good*. She can cast *charm monster*, *doom*, *hold monster*, *dispel magic*, *mirror image*, *darkness*, *suggestion*, *paralysis*, *teleport without error*, *plane shift* and *unholy blight* at will. She can cast *unholy word*, *mental domination*, *unholy aura*, *finger of death*, *trap the soul*, *project image* and *limited wish* three times per day, and *gate*, *energy drain*, *implosion*, *mass hold monster*, and *wail of the banshee* once per day.

SUMMONING: Lilith can summon up to 30 HD of any Chaotic or Neutral Evil creatures she desires once per day.

UNHOLY GESTATION: Lilith has been pregnant with Abaddon, the third child of Satan for some millennia and despite being still a fetus, the being already possesses terrifying power. Once per day, Abaddon can attempt to *dominate* an individual, most commonly using them to articulate its desires and then ordering the creature to attempt suicide. Twice per week, Abaddon can cast *time stop* or *meteor rain* on behalf of its mother. At any time, Abaddon can communicate with telepathy, but usually prefers not to. Should Lilith be slain in combat, Abaddon will survive the death of his mother and rise as a creature to be fought, and is considered to be an 18 HD creature with the powers and abilities of a balor. Even creatures normally immune to mind-altering magic are not immune to Abaddon's *domination* ability.

WASTING TOUCH: Whenever Lilith strikes an enemy with her natural weapons, or otherwise touches an enemy and wills it, they must make an immediate **charisma saving throw** or lose 1d4 levels.

DEVIL (Version 1)

BARBAZU (Bearded Devil)

NO. ENCOUNTERED: 1-2, 4-6

SIZE: Medium

HD: 6 (d10)

MOVE:

AC: 18

ATTACKS: Cold Iron Glaive +1 (2d4+4), or Claws (1d6+3)

SPECIAL: Devastating Critical, Devilish Attributes, Infernal Wounds, Immunities, Reach, Summoning

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Cold Iron Glaive +1

XP: 570+6

The shock troops of Infernal Armies, the Bearded Devils are formidable warriors, wielding vicious, magical glaives with devastating power and skill. Most frequently, Bearded Devils are found as the leaders of troops of Infernal Legionnaires, or as bodyguards to diabolists or more elite devils, such as the Bone Devils. While not nearly as cunning as their devilish superiors, they are incredibly tenacious and vicious fighters.

COMBAT: Bearded Devils are quite straightforward, seeking to use their long glaives to maximum effect. They frequently use the reach qualities of their

MONSTERS

weapons to better advantage, striking from behind Infernal Legionnaires or Lemures or using them to gain a flanking position. Bearded Devils are fierce and proud, and will invariably fight to the death, unless they are required to retreat by their overlords.

DEVASTATING CRITICAL: When a bearded devil gains a critical hit (natural 20), it does double damage, rather than simply maximum damage. The Strength modifier for damage is doubled as well.

DEVILISH ATTRIBUTES: Like all true devils, Bearded Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Bearded Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Bearded Devils have flawless darkvision.

INFERNAL WOUNDS: Wounds inflicted by a Bearded Devil inflict 1d4 additional damage per round from profuse bleeding and cannot be stopped by regular means- only magical potions or spells will heal the Infernal wound.

IMMUNITIES: Bearded Devils require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire, poison and fear.

REACH: Bearded Devils can reach up to 10 feet with their long glaives.

SUMMONING: Once per day, a Bearded Devil can summon 1d6 Infernal Legionnaires.

CORNUGON (Horned Devil)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 16 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 29

ATTACKS: 2x *flaming* greatsword +2 (2d10+5 dmg + 1d6 fire damage) or 2x claws +2 (2d6+5 dmg), Tail Slap +1 (2d4+4 dmg)

SPECIAL: Bleeding Wounds, Devilish Attributes, Immolating Strike, Immunities, Spell-Like Abilities, Stun, Summoning, Weapon Shaping

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (demon)

TREASURE: *flaming weapon* +2

XP: 13100+16

The elite commanders of Hell's armies, Horned Devils are most typically found on the frontlines of the eternal Blood War, or serving as bodyguards and retainers for the archdevils in their fortresses. When summoned to Earth, it is usually because a powerful diabolist requires their physical might, or a corrupt warrior desires the powerful boons they can grant those willing to bargain with them. If they have made their way to the earthly realm through their own efforts, rather than being summoned, it is typically with a small army of devils at their side.

COMBAT: Horned Devils are fierce combatants, who relish physical combat with enemies more than anything and prefer to lead their minions from the frontlines. While they relish physical combat, they are not fools, and will seek to position themselves for maximum advantage, ensuring that they or their allies are flanking enemies. Horned Devils hate the presence of the holy and will naturally gravitate towards paladins or clerics in the enemy ranks first, striking them mercilessly with their most powerful weapons. Fiercely brave, they rarely retreat in the face of defeat and almost always fight to the death.

BLEEDING WOUNDS: Any enemy struck by a Horned Devil's natural weapons (claws or tail) lose 1d2 Con per round for 1d12 rounds, unless *restored* or *healed*. For every 4 Constitution lost, 2 Strength and Dexterity are lost as well.

DEVILISH ATTRIBUTES: Like all true devils, Horned Devils have the ability to assume the shape of a humanoid creature, disguising their infernal

nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Horned Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Horned Devils have flawless darkvision.

IMMOLATING STRIKE: Whenever a Horned Devil gains a natural 20 (a critical hit) with its flaming weapon, the target is set on fire, taking 2d6 fire damage per round for 1d6 rounds.

IMMUNITIES: Horned Devils cannot be harmed by magical weapons of less than +2 enchantment, or weapons that are either made of silver or are good-aligned. Horned Devils are immune to fire, poison, charm, fear, polymorph, petrification and death spells.

NATURAL MAGICAL WEAPONS: The claws of a Horned Devil are considered to be +2 magical weapons.

SPELL-LIKE ABILITIES: Horned Devils can cast *fireball*, *teleport without error*, *true seeing*, *dispel magic* and *wall of fire* at will, and they can cast *fire storm* twice per day.

STUN: Any being who is struck by a Horned Devil's weapon must make a **constitution saving throw** or be stunned for 1d4 rounds.

SUMMONING: A Horned Devil can summon 1 bone devil, 1 ice devil, 2 erinyes, 1d4 barbed devils, 1d6 bearded devils or 2d8 infernal legionnaires once per day.

WEAPON SHAPING: A Horned Devil can shape its *flaming* greatsword into any +2 flaming magical weapon it desires.

DUKE OF HELL

NO. ENCOUNTERED: 1

SIZE: Large

HD: 22 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Claws (2d6+8 dmg), Tail Slap (2d4+5 dmg)

SPECIAL: Aura of Command, Aura of Terror, Breath of Hellfire, Decapitating Bite, Devilish Attributes, Hellfire Mastery, Immunities, Magical Natural Weapons, Reach, Spell-Like Abilities, Strategic Movement, Summoning, Tail Constrict, Wing Buffet

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 60000+22

The Dukes of Hell are the elite amongst the ranks of Pit Fiend and are found almost entirely at the right hand of archdevils, or leading huge demonic armies. These Dukes are extraordinarily powerful foes, often comparable in power to their evil masters, the archdevils. Many Dukes have only nominal allegiance to one of the archdevils and have staked out sizable realms of their own within the Nine Circles, and also in the portions of the Abyss that are currently under Infernal control.

AURA OF COMMAND: As Pit Fiend

AURA OF TERROR: As Pit Fiend

BREATH OF HELLFIRE: Does 22d10 damage.

CLASS ABILITIES: Dukes of Hell have the abilities of a 20th level individual in one player class, typically blackguard or fighter.

DECAPITATING BITE: As Pit Fiend.

DEVILISH ATTRIBUTES: As Pit Fiend.

HELLFIRE MASTERY: As Pit Fiend.

IMMUNITIES: As Pit Fiend.

MAGICAL NATURAL WEAPONS: As Pit Fiend.

REACH: As Pit Fiend

SPELL-LIKE ABILITIES: As Pit Fiend.

STRATEGIC MOVEMENT: As Pit Fiend.

SUMMONING: Can summon up to 22 HD of devils.

TAIL CONSTRICT: As Pit Fiend.

WING BUFFET: As Pit Fiend.

ERINYES

NO. ENCOUNTERED: 1-2, 4-6

SIZE: Medium

HD: 10 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 23

ATTACKS: 2x +1 Weapon (+4 damage, +1d6 bonus flame damage)

SPECIAL: Covenant of Destruction, Devilish Attributes, Hair Rope, Immunities, Magical Bracers, Summoning, Toughness

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: +1 flaming magical weapon or shield.

XP: 3300 + 10

The Erinyes are the elite warriors of Hell's armies and are additionally charged with carrying out Hell's grim justice, hunting down and destroying those who have wronged their devilish masters or hindered their agendas. While physically beautiful, erinyes lack the sensuality of Tempter Devils or Succubi, and live entirely for combat and bloodshed. In the great hierarchy of Hell, Erinyes are considerably elevated in rank, and many occupy positions of considerable authority in Hell.

COMBAT: Erinyes tend to use their ability to fly, along with their immense skill with powerful composite bows to rain flaming death upon enemies. They are also particularly fond of using their magical ropes to trap enemies, dragging them high up into the sky and dropping them from great heights. Though they enjoy the carnage of warfare immensely, they are also disciplined and intelligent fiends, and are willing to accept orders from more elevated fiends.

Erinyes can be found serving mortals as well, though they detest such service and frequently turn upon mortal masters as soon as is possible, killing them as brutally as their minds can manage. They can be found in the service of all of the archdevils, but Proserpina is most famous for her elite guard of Erinyes warriors.

COVENANT OF DESTRUCTION: An erinyes has the ability to form a covenant of destruction with an individual, allowing them to track that individual, regardless of distance or time elapsed. It also allows them to teleport themselves to within a few miles of the individual they are bonded with, regardless of previous distance or plane. An erinyes can only be bonded in such a way to one person at a time, and must continue hunting them until either they or the erinyes is dead.

DEVILISH ATTRIBUTES: Like all true devils, Erinyes have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 10 or roll a natural 20. True seeing will punch through this disguise, however. An Erinyes also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Erinyes have perfect darkvision.

HAIR ROPE: All Erinyes possess magical ropes made from their own hair, which they can ensnare enemies with as a ranged touch attack, at up to 20 feet. Once trapped, the Erinyes can pull on the rope to trip an enemy, or use it to

bring them aloft into the air. The trapped victim gets one immediate chance to make a **strength saving throw** to break free from the hair rope, before the erinyes is either capable of making a free trip attack, swinging the helpless victim around or flying into the air with them. When an erinyes reaches 100 feet in the air, they will let go of the rope, letting the unfortunate individual plummet to earth.

IMMUNITIES: Erinyes can only be damaged with +1 or greater magical weapons, or silver/good-aligned weaponry. Erinyes are also immune to fire, poison and fear spells.

MAGICAL BRACERS: All Erinyes possess magical bracers, which they can shape into any +1 flaming weapon they desire, from a composite bow to a lance. One of the bracers can also become a +1 shield, giving the Erinyes a total bonus of +2 to AC.

SUMMONING: An Erinyes can summon another Erinyes or 1d4 bearded devils once per day.

TOUGHNESS: Erinyes receive +2 bonus hit points per HD.

GELUGON (Ice Devil)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 13 (d10)

MOVE: 30 ft., 100 ft. (shift)

AC: 24

ATTACKS: 2x Claws (2d4) or 2x Frost Spear +1 (2d6+1)

SPECIAL: Devilish Attributes, Hivemind, Immunities, Mastery of Ice, Psionic Abilities, Reach, Shifting, Strategic Maneuvering, Summoning, Touch of Frost

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Frost Spear +1

XP: 9400+13

Though Hell is full of strange and terrible creatures, the Ice Devils are probably the most alien-seeming. Firstly, Hell is typically considered to be a uniformly hot place and creatures known for their control over the forces of cold would seem to be an odd fit. Secondly, most devils have recognizable features, such as horns and prehensile tails, neither of which the Ice Devil possesses, their physical form being more insecticidal than anything else.

However, for all of the odd appearance of the Ice Devils, they are one of the most powerful and respected forms of devil, famous for their vastly developed intellects and well-developed psionic abilities. Though their control over the forces of cold is a formidable power, the ability of the ice devils to pool their knowledge and manipulate their enemies, their allies and even the very battlefield with the power of their minds make them even more powerful enemies.

Ice Devils have a singular loathing for the presence of mortals, regarding them as hopelessly stupid creatures with no sense of the 'big picture'. Being the keepers of knowledge and logisticians of Hell, they have little interest and much lower capability to manipulate mortals as other devils do. Ice Devils prefer to remain inside their frozen fortresses and work out epic, centuries-long plots, either on behalf of their masters or themselves.

DEVILISH ATTRIBUTES: Like all true devils, Ice Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at Case CL + 13 or roll a natural 20. *True seeing* will punch through this disguise, however. Ice Devils do not speak, as they lack the correct anatomy, but they can telepathically communicate in any language with creatures. Unless the Ice Devil wishes otherwise, creatures will perceive the telepathic communications of an Ice Devil in their own language. Ice devils have perfect darkvision.

HIVEMIND: Ice Devils are capable of communicating with each other telepathically instantaneously, and regardless of geographical or planar location. This telepathy cannot be intercepted by any magic, unless the individual knows the unique Ice Devil mindspeak. It also grants an Ice Devil a +4 bonus to all Intelligence checks to test Knowledge.

MONSTERS

IMMUNITIES: +2 or greater magical weapons, or weapons that are made of silver or good-aligned are required to damage the Ice Devil. Ice Devils are immune to fire, cold, poison, and all mind-affecting spells and illusions.

MASTERY OF ICE: Ice Devils are masters of ice, and can intercept all ice-based attacks used against them and reflect them back at their opponents. Ice Devils can also cast *cone of cold*, *wall of ice*, *sleet storm* and *ice storm* at will.

PSIONIC ABILITIES: Ice Devils possess constant *true sight* and can *detect thoughts* on one intelligent creature once per round. Ice Devils can also cast *mirror image* and *charm monster* at will. Ice Devils can cast *telekinesis* and *suggestion* once per day.

REACH: The Ice Devil's frost spear is a reach weapon, and can reach enemies ten feet away.

SHIFTING: The Ice Devil has the ability to teleport, as a move action, up to 100 feet in a round.

STRATEGIC MANEUVERING: The Ice Devil can teleport any one of its allies within sight to any location within 50 feet of the Ice Devil. The Ice Devil is also capable of swapping its location with that of any one of its allies using this power.

SUMMONING: The Ice Devil can summon 1d4 bearded devils or 1 bone devil or erinyes one per day.

TOUCH OF FROST: Anyone who is hit with the ice devil's frost spear suffers 1d4 additional cold damage and must make a **constitution saving throw** or suffer 1d4 Dexterity damage.

HAMATULA (Barbed Devil)

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 9 (d10)

MOVE: 40 ft.

AC: 22

ATTACKS: 2x Slam+1 (1d8+4)

SPECIAL: Barbed Defense, Barbed Volley, Impaling Grapple, Devilish Attributes, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Toughness

SAVES: P

INT: Very

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 2800+9

The Barbed Devils are elite warriors and cruel jailers, reveling in using their razor-sharp barbs as weapons of warfare, intimidation and torture. Though they enjoy the application of pain just as much as the Chain Devils do, they are less single-minded and most typically mix their pleasure with serious purpose. As middle-ranking devils, they are anxious to prove themselves to their superiors and become promoted to a higher rank of devil.

COMBAT: Barbed Devils are both intelligent and ferocious, using their ability to turn invisible and create darkness to set up devastating attacks. They often lead combat by unleashing one of their deadly Barbed Volleys, following that up with a summoning of an ally, and then going into melee with their ally. Barbed Devils are brave fighters, but will not necessarily fight to the death, and often seek to use their *teleport without error* ability to escape at the last moment.

BARBED DEFENSE: Anyone attacking or attempting to grapple a Barbed Devil suffers 2d4 damage from the sharp barbs surrounding its body.

BARBED VOLLEY: Twice per day, the Barbed Devil can fire a massive volley of barbs in a cone 20 feet wide and 60 feet long, inflicting 6d8+4 damage to any victims caught in it, with a successful **dexterity saving throw** resulting in half damage.

DEVILISH ATTRIBUTES: Like all true devils, Barbed Devils have the ability to assume the shape of a humanoid creature, disguising their infernal

nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Barbed Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Barbed Devils have flawless darkvision.

IMPALING GRAPPLE: If the Barbed Devil strikes with both of its attacks, it can draw an enemy into its embrace, inflicting a further 2d8+4 damage automatically and inflicting 1d4 Constitution damage from bleeding. A successful **strength saving throw** allows the victim to break free.

IMMUNITIES: Barbed Devils can only be harmed by magical, good-aligned and silver weapons. They are immune to fire, poison and fear attacks.

MAGICAL NATURAL WEAPONS: The Barbed Devil's natural weapons count as +1 magical weapons.

SPELL-LIKE ABILITIES: The Barbed Devil is considered to constantly have *jump* and *spider climb* active, and can cast *invisibility*, *protection against good*, *dispel magic*, *darkness* and *silence* at will, and *teleport without error* once per day.

SUMMONING: A Barbed Devil can summon one Bearded Devil or Chain Devil per day.

TOUGHNESS: A Barbed Devil receives a +2 hit point bonus per HD.

INFERNAL LEGIONNAIRE

NO. ENCOUNTERED: 5-10, 20-40, 80-100

SIZE: Medium

HD: 4 (d10)

MOVE:

AC: 17

ATTACKS: Cold Iron Glaive (d8)

SPECIAL: Fiendish Teamwork, Mental Link, Immunities

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Cold Iron Weapons, Splint Mail

XP: 130+4

The Infernal Legionnaires are the building blocks of Hell's armies, and are only occasionally found serving outside of the never-ending conflicts of the Blood War. When they appear in the Earthly realms, it is typically as the underlings of a bearded devil or an erinyes that had previously been summoned by a powerful diabolist. While far less powerful than most of their devilish kin, their discipline, toughness and martial skills make them rather formidable enemies, especially in numbers.

DEVILISH ATTRIBUTES: Infernal Legionnaires have perfect darkvision.

FIENDISH TEAMWORK: If five or more Infernal Legionnaires are within sight of each other, they receive a +2 bonus to attack rolls, AC and saving throws.

MENTAL LINK: Infernal Legionnaires are capable of communicating with each other through telepathy and receiving telepathic orders from Infernal superiors from up to 100 miles away.

IMMUNITIES: Legionnaires require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire and poison.

KYTON (Chain Devil)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 7 (d10)

MOVE: 45 ft.

AC: 18

ATTACKS: 2x Spiked Chains +1 (1d8+4)

SPECIAL: Agonize, Animate Chains, Chain Constrict, Combat Prowess, Devilish Attributes, Immunities, Magical Natural Weapons, Reach, Suffocate

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 1170+7

The Chain Devils are the torturers and jailers of devilkind and while not the most powerful of their race, are among the most feared. While most devils have a pronounced cruel streak, the Chain Devils take this cruelty to a new extreme, living for no other goal than to inflict suffering and pain upon those weaker themselves. Their brutal sadism is such that even other devils sometimes are a little embarrassed by their presence, though their value is never doubted.

COMBAT: Chain Devils are unrelenting physical combatants, using their powerful magical weapons to devastating effect. Unlike most devils, they do not have summoning abilities and do not possess spell-like abilities, but rely on their melee might alone. Chain Devils typically aim to trap a member of the party in its chains, using its Agonize or Suffocate ability, whichever one is more appropriate, as it holds other party members back with its free chain. They are extremely dexterous and frequently surprise adventurers by dropping from the ceiling upon the weakest member of the party, using both their chains to devastating effect.

AGONIZE: The Chain Devil can use this ability to inflict 1d4 Charisma damage to an enemy trapped in its chains. If 10 Charisma damage has been inflicted, the target will automatically divulge any information that the Chain Devil requires of it. Lost Charisma damage will return at the rate of 1d6 per day.

ANIMATE CHAINS: Once per day, Chain Devils are capable of animating any chains in a 60-foot radius around them for 1d6 rounds. These chains can attempt to trip, disarm or grapple enemies.

CHAIN CONSTRICT: If a Chain Devil hits with both of its spiked chain attacks, it can constrict an enemy within its chains. Each round that the victim remains trapped inside its chains, it can inflict the damage from one of its attacks automatically, while also using either its Agonize or Suffocate ability. A successful **strength saving throw** causes the victim to break free from the Chain Devil's grasp and a successful sunder combat maneuver by another character can free them as well. When constricting someone, the Chain Devil can only make one attack against other enemies.

COMBAT PROWESS: Chain Devils can attempt to drip and disarm enemies with their chains when using them to attack.

DEVILISH ATTRIBUTES: Like all true devils, Chain Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. True seeing will punch through this disguise, however. A Tempter Devil also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear his words in their native language, unless he specifically wills otherwise. As all devils, Chain Devils have flawless darkvision.

FREAKISH AGILITY: Chain Devils possess superhuman agility and can always make jumps as if under a *jump* spell and crawl along walls and ceilings as if affected by *spider crawl*.

IMMUNITIES: Chain Devils require +1 or greater magical weapons to harm them, or weapons that are made of silver or are good-aligned. Chain Devils are immune to fire, poison, charm and fear.

MAGICAL NATURAL WEAPONS: The Chain Devil's spiked chains are +1

magical weapons.

REACH: The Chain Devil has reach of 20 with its natural weapons.

SUFFOCATE: The Chain Devil can use this ability to inflict 1d4 Constitution damage to an opponent trapped in its chains. If Constitution reaches zero, the target falls unconscious- any more time spent in the chain devil's chains will result in death. Lost Constitution damage returns very swiftly, at 1d4 per round after being freed.

LEMURE

NO. ENCOUNTERED: 4-12

SIZE: Medium

HD: 2 (d10)

MOVE: 30 ft.

AC: 15

ATTACKS: Slam (1d4)

SPECIAL: Aura of Despair, Immunities

SAVES: P

INT: None

ALIGNMENT: N/A

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 20+2

After a soul has been tortured and had all of the vital energy leached out of it by Infernal torturers, the remaining shattered husk is thrown into a vile spawning vat, and comes out of it a lemure, a horrific mass of tormented flesh, with an agonized-looking face placed somewhat off center on the vaguely head-shaped top of the creature. Lemures are the basic building block of all devilkind, and a fortunate few can be promoted to a slightly higher form of life as an imp or a legionnaire, or hordes of them can be shaped by powerful archdevils into far more powerful creatures.

Completely susceptible to the verbal and telepathic orders of greater devils, lemures possess no real emotion other than a vague, but intense hatred for all non-infernal life. Unless they are ordered otherwise by a higher-ranking devil, they will gladly swarm and tear apart any non-devil that they see.

AURA OF DESPAIR: Anyone looking upon a lemure is taken by an incredible sense of horror at just how low a human soul can sink, and must make a **charisma saving throw** or suffer a -1 penalty to attack rolls, skill checks and saving throws.

IMMUNITIES: Lemures are immune to all mind-affecting spells, being nearly mindless.

OSYLUTH (Bone Devil)

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 12 (d10)

MOVE: 30 ft.

AC: 22

ATTACKS: 2x +1 Claws (1d4+1), +1 Tail (2d4+1)

SPECIAL: Class Abilities, Devilish Attributes, Devil's Dance, Immunities, Magical Natural Weapons, Summoning, Tail Lash

SAVES: M, P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 5650+12

The dreaded Bone Devils are the elite clergy of Hell, and when they come onto Earth, it is typically to act as the representatives of the archdevils on Earth. In this position, they are accorded great respect by other devils and diabolists, and even higher-ranking devils are usually loathe to openly oppose the Bone Devils. Not as physically powerful as many of the other devils, the Bone Devils make up for it with their cunning and mastery of unholy magic.

COMBAT: It is rare to encounter a Bone Devil alone, as it is usually surrounded by frenzied worshipers, along with a handful of more powerful supporters or devils. Upon entering combat, a Bone Devil will order its minions

MONSTERS

to destroy, or at least hinder, the interlopers, while it summons more powerful allies, usually either an erinyes or a handful of Infernal legionnaires. Bone Devils are typically loath to enter melee combat, though many adventurers are surprised at their strength if they are pressed, and should be particularly wary of their razor-sharp, lashing tails.

CLASS ABILITIES: Bone Devils have the spells and abilities of a 12th level Cleric, with the Diabolic domain.

DIABOLIC DOMAIN: At 1st level, allows the user to summon an evil-aligned animal familiar. At 10th level, it enables clerics to rebuke or control devils as they do undead.

- *0-level spells: Create water, detect good, detect evil, detect magic, detect poison, bleed*
- *1st-level spells: Bane, doom, command, protection from good, cause fear, sanctuary*
- *2nd-level spells: Desecrate, darkness, hold person, silence, speak with dead*
- *3rd level spells: Animate dead, dispel magic, magic circle against good, bestow curse, blindness*
- *4th level spells: Life drain, unhallow, unholy blight*
- *5th level spells: Temptation, raise dead, plane shift*
- *6th level spells: Create undead, harm*

At any time, a Bone Devil can give up one of its prepared spells in place of an appropriate-leveled inflict wounds spell, which heals devils as well as undead.

DEVILISH ATTRIBUTES: Like all true devils, Bone Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 12 or roll a natural 20. True seeing will punch through this disguise, however. A Bone Devil also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Bone Devils also have perfect darkvision.

DEVIL'S DANCE: Using its mental prowess, the Bone Devil can attempt to compel twice its HD (24) in individuals to begin a frenzied dance. If they fail their **charisma saving throw**, they begin dancing uncontrollably, taking 1d4 Constitution damage from exhaustion per round, until they reach zero, upon which they fall unconscious, at death's door. After each round they receive a new save. The Bone Devil can also set dancing individuals upon its enemies, whereupon the individuals will use their bare hands or any weapons at hand to destroy their enemies. They receive a save after each round of this, however.

IMMUNITIES: Bone Devils can only be damaged with +2 or greater magical weapons, or weapons that are made of silver or good-aligned. Bone Devils are immune to fire, poison, charm and fear spells.

MAGICAL NATURAL WEAPONS: The claws of a Bone Devil are considered to be +1 magical weapons.

SUMMONING: Once per day, a Bone Devil can summon 1 Erinyes, 1d2 Tempter Devils, 1d3 Bearded Devils or 1d6 Infernal Legionnaires.

TAIL LASH: The Bone Devil's tail automatically makes a trip check against enemies it lashes against, with a failed **dexterity saving throw** meaning the enemy falls prone.

PIT FIEND

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 20 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 30

ATTACKS: 2x Claws (2d6+6 dmg), Tail Slap (2d4+3 dmg)

SPECIAL: Aura of Command, Aura of Terror, Breath of Hellfire, Decapitating Bite, Devilish Attributes, Hellfire Mastery, Immunities, Magical Natural Weapons, Reach, Spell-Like Abilities, Strategic Movement, Summoning, Tail Constrict, Wing Buffet

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 41450+20

Among all of the monsters that an adventurer could face, the almighty Pit Fiend is one of the very worst. The administrators and generals of Hell, Pit Fiends are usually deeply involved in Infernal politics or in the eternal conflict of the Blood War- and this is a very, very good thing for few mortals indeed can even contemplate standing against one of these powerful devils in combat. While the demonic balors may be even more terrible melee combatants, the pit fiends are far more intelligent and charismatic than the balors and do not hesitate to use their vast magical powers and intellect fully in combat.

Only the very most powerful mortal spellcasters, using highly dangerous epic-level summoning spells and making extensive preparations can hope to summon a pit fiend, and even then, it is a most dangerous proposition. Pit Fiends are usually curious enough about powerful spellcasters to grant them a moment or two to make their case, but it is virtually impossible to compel a Pit Fiend to perform a service against its will, and even harder to prevent the fiend from turning that service to its own agenda, which can span millennia.

COMBAT: Pit Fiends loathe the inconvenience of combat with mortals, but if they cannot get around it, they will do so ruthlessly, with no respect for scruple. A Pit Fiend will virtually always use its first round to cast time stop, using the time to bring up the appropriate magical defenses and summoning allies. The Pit Fiend may also use the time, if it allows, to get with melee range of the group spellcaster, attacking the spellcaster with its full melee attack, both claws and a tail slap. If the claw attacks succeed, it will attempt to kill the spellcaster with its decapitating bite, if the claw attacks fail and the tail slap hits, it will attempt a tail constrict. While holding the spellcaster captive, it might use its wing buffet at this point to knock away all other opposition, or perhaps exhale a blast of hellfire. Regardless of specific strategies, only very powerful and well-prepared parties dare attempt to take on a Pit Fiend.

AURA OF COMMAND: All Lawful Evil creatures under the Pit Fiend's command receive a +2 bonus to attack rolls and saving throws while the Pit Fiend is within 60 feet of them.

AURA OF TERROR: In the first round of encountering a Pit Fiend, and every 1d4 rounds thereafter, all enemies of the Pit Fiend must make a **charisma saving throw** against fear. This power works even on those ordinarily immune to fear, though they gain a +4 to their saving throw against fear. If they fail, the adventurers will attempt to flee the Pit Fiend by any means possible.

BREATH OF HELLFIRE: Once every 1d6 rounds, the Pit Fiend is capable of exhaling a horrific plume of hellfire, in a cone 10 feet wide and 80 feet long. This hellfire plume does 20d10 damage, and overcomes resistance to ordinary fire. A successful **dexterity saving throw** halves damage.

DECAPITATING BITE: If the Pit Fiend hits an enemy with both of its claw attacks, it can attempt to decapitate a Medium or Small enemy with a single bite. The victim must make a **constitution saving throw** or have its head immediately bitten off, resulting in death. A successful save results in 4d6+6 damage.

DEVILISH ATTRIBUTES: Like all true devils, Pit Fiends have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 20 or roll a natural 20. True seeing will punch through this disguise, however. A Pit Fiend also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Pit Fiends have flawless darkvision.

HELLFIRE MASTERY: The Pit Fiend is a lord of fire, and is capable of intercepting any fire-based attacks directed against it, transforming it into hellfire and directing it back at the opponent. It can create *fireballs* and *walls of fire* with hellfire at will.

IMMUNITIES: Pit Fiends can only be damaged with +3 or greater magical weapons, or +1 or greater weapons that are made of silver or good-aligned. Pit Fiends are immune to fire, poison, charm, fear, petrification and death spells. Pit Fiends have SR of 12.

MAGICAL NATURAL WEAPONS: The claws of a Pit Fiend are considered

to be +3 magical weapons.

REACH: As a Large creature, the Pit Fiend has a reach of 15 feet and can make melee attacks at that distance.

SPELL-LIKE ABILITIES: Pit Fiends constantly enjoy the benefits of true seeing. They can cast *detect thoughts*, *dimension door*, *invisibility*, *mirror image*, *pyrotechnics*, *dispel magic*, *dream*, *magic circle against good*, *magic circle against chaos*, *animate dead*, *blasphemy*, *teleport without error* and *telekinesis* at will. They can use *geas*, *project image*, *mass hold monster* and *mass charm monster* three times per day. They can use *gate*, *limited wish*, *meteor rain*, *unholy word*, *power word kill*, *power word stun* and *time stop* once per day. Once per year, they can cast *wish* without any negative consequences for themselves.

STRATEGIC MOVEMENT: Once per turn, a Pit Fiend can automatically teleport one of its allies to any position within 100 feet of the Pit Fiend.

SUMMONING: Once per day, a Pit Fiend can summon up to 25 HD of any devils lower in rank than another pit fiend.

TAIL CONSTRICT: If a Pit Fiend strikes an enemy with its tail slap, the enemy must make a **strength saving throw** or end up caught in the Pit Fiend's tail, where it will suffer 2d4+3 damage automatically and be unable to act until released.

WING BUFFET: A Pit Fiend is capable of beating its wings hard enough to create a wind capable of knocking Small or Medium creatures to the ground. All enemies in an area 20 feet wide around the Pit Fiend and 60 feet long must make a **strength saving throw** or suffer 2d4 damage, be knocked prone and moved 2d10 feet by the Pit Fiend's beating wings.

SUBJUGATOR DEVIL

NO. ENCOUNTERED: 1

SIZE: Large

HD: 18 (d10)

MOVE: 30 ft., 90 ft. (fly)

AC: 28

ATTACKS: 2x Unholy Greathammer +3 (2d12+6 dmg, 2d6 bonus against chaotic), or 2x Slam +2 (2d8+5 dmg) and Tail Slap +2 (2d4+5 dmg)

SPECIAL: Aura of Subjugation, Complete Subjugation, Devilish Attributes, Devil Shaping, Immunities, Magical Natural Weapons, Mark of Damnation, Spell-Like Abilities, Summoning, Tail Lash, Toughness

PRIMES: Strength, Wisdom, Charisma

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 22,900

Amongst all of the devils in Hell, the Subjugators are among the most powerful and certainly among the most feared- even the Pit Fiends, their nominal superiors, are respectful of their wisdom and their great influence. The duties of a Subjugator are two-fold- most typically they are the judges that allocate the damned to the appropriate Infernal domains for further processing, and as such, several of them can be found along the banks of the Styx, waiting for the endless stream of arrivals of the newly dead. It is possible for souls to attempt to bargain with the Subjugators, but it is virtually always futile- the Subjugators are well-rewarded for their work and have a keen sense of the importance of Infernal law.

The second duty of Subjugators are as the judges and executioners of wayward devils- those that rebel against the will of their superiors will wind up in the grand and terrible courts of the Subjugator Devils, where the terrible Subjugators will sentence them to terrible torments at the very least, or even worse- demote them to a lower form of devils. For a devil, there is no spectacle more terrifying than seeing a great and mighty horned devil reduced to a babbling, mindless lemur.

COMBAT: It is not common for Subjugators to go into direct battle with mortal beings, but if they are called into it, they will fight with determined zeal and great ferocity. They usually have underlings in the area that can pin down other heroes with the Subjugator focuses on one individual to put under its hideous mental power. They prefer, by principle to divide and conquer,

preventing unified action between heroes. If a combat turns against them, though, they will usually retreat, rather than fight to the death.

AURA OF SUBJUGATION: Any mortal being passing within sixty feet of a Subjugator Devil have any spells protecting them against mind-altering magic suppressed while in the presence of the Devil. Creatures that are naturally immune to charm and fear abilities in the presence of a Subjugator Devil lose the immunity against the Devil's own spells and abilities, but retain a +4 bonus.

COMPLETE SUBJUGATION: Up to three times a day, a Subjugator Devil has the ability to attempt to completely impose its will upon another creature. If the creature succeeds in its save, it suffers a temporary loss of 1d2+1 Intelligence, Charisma and Wisdom from the harrowing mental assault, regaining the stats after one day. If it fails, however, the creature is placed totally under the power of the Subjugator Devil. The Subjugator Devil can order it to do whatever it pleases, even to kill itself. However, the creature gains a new saving throw each round. The Subjugator Devil can only control one creature in this matter at a time- if it does something else, the individual remains perfectly still. The subjugation lasts for 1d10 rounds.

DEVILISH ATTRIBUTES: Like all true devils, Subjugator Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 18 or roll a natural 20. True seeing will punch through this disguise, however. A Subjugator Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Subjugator Devils have perfect darkvision.

DEVIL SHAPING: Subjugator Devils are capable of demoting a devil with a hit dice lower than it at will, though as a matter of course, it will only do so under orders from their superior or after what passes as due process has transpired.

IMMUNITIES: Subjugator Devils can only be harmed with magical weapons of +2 enchantment or greater, or weapons that are good-aligned or made of silver. Subjugator Devils are immune to fire, poison, charm, fear, death, petrification and polymorph.

MAGICAL NATURAL WEAPONS: The natural weapons of a Subjugator Devil count as +2 lawful and evil-aligned magical weapons.

MARK OF DAMNATION: Any mortal creature that dies within the presence of a Subjugator Devil can be immediately revived as a devil of the hit dice of the individual minus 10, for example, a 20th level PC could be revived as an erinyes. This makes the character impossible to resurrect save by a *wish* or *miracle*. A Subjugator Devil can use this ability once per day.

SPELL-LIKE ABILITIES: Subjugator Devils possess constant *true sight* and constantly emit a *magic circle against chaos*. They can *dismissal*, *cast fireball*, *pyrotechnics*, *wall of fire*, *teleport without error*, *fear*, *charm monster*, *hold monster*, *suggestion*, *greater scrying*, *resilient sphere*, *clairvoyance/clairaudience*, *dispel magic*, *dispel illusion*, *discern lies*, *speak with dead*, *silence* and *geas* at will. They can cast *unholy word*, *discern location*, *trap the soul*, *plane shift* and *power word stun* three times per day. Once per day, they can cast *imprisonment*, *gate*, or *power word kill*.

SUMMONING: Subjugator Devils can summon 1 horned or ice devil, 1d2 erinyes, 1d3 barbed, chain or Tempter Devils, 1d4 bearded devils or 1d8 infernal legionnaires once per day.

TAIL LASH: Whenever a Subjugator Devil attacks with its tail, it also automatically gets to make a *trip* attempt on the target.

TOUGHNESS: Subjugator Devils gain a bonus of +2 per hit dice on their rolls for hit points.

MONSTERS

TEMPTER DEVIL

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d10)

MOVE: 30 ft.

AC: 18

ATTACKS: Weapon

SPECIAL: Aura of the Innocent, Class Levels, Devilish Attributes, Immunities, Spell-Like Abilities, Summoning, Unbreakable Pact

PRIMES: Charisma, one other (Varies)

INT: High or Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 1700+8

Though they do not possess the immense raging power of a pit fiend or even the horrid unholy might of a bone devil, the Tempter Devils are probably responsible for more souls being dragged to Hell than any other type of devil. It is the Tempter Devils that most commonly appear at crossroads, at taverns or other meeting grounds to meet new marks. While the stereotypical deal is an outright exchange of the immortal soul for some sort of unholy power, Tempter Devils most often prefer to indirectly claim souls through leading petitioners to evil. Occasionally, as the situation demands, they forgo their most typical goal in exchange for a straightforward deal- particularly when it comes to recruiting allies against Hell's greatest enemies, the demons.

Most typically Tempter Devils are not truly freelance workers, but authorized agents of a superior devil, most typically a bone devil, horned devil or pit fiend, though some Tempter Devils report directly to an archdevil. They wield little overt power in Hell's politics, but can often have considerable influence over their superiors, particularly as their primary intelligence collectors, procurers of souls and representative to powerful mortals.

COMBAT: Tempter Devils usually avoid combat, and will use their invisibility and teleportation abilities to avoid direct confrontation whenever possible. When pressed, however, Tempter Devils are surprisingly tough foes, using their class abilities, summoning and spell-like abilities with skill and ruthlessness. They will typically summon the aid of some Infernal Legionnaires or a bearded devil, and let the summoned creatures act as meat shields, while they either make subtle flanking attacks or use spells.

AURA OF THE INNOCENT: All individuals within 30 feet of the Tempter Devil are inclined to grant the Tempter Devil the benefit of the doubt, and tend to disbelieve that this creature is personally responsible for any misfortunes in the area. They must make a **charisma saving throw** if they wish to attack the Tempter Devil unprovoked or use spells in a hostile or suspicious manner. Characters that are immune to charm are unaffected by this ability.

CLASS ABILITIES: Tempter Devils possess the class abilities of an 8th level player character in one class.

DEVILISH ATTRIBUTES: Like all true devils, Tempter Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. True seeing will punch through this disguise, however. A Tempter Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Tempter Devil have flawless darkvision.

FALSE VIRTUE: When disguised as good-aligned entities, Tempter Devils can use good-aligned powers freely and without penalty, such as clerical healing and paladin abilities.

IMMUNITIES: Tempter Devils require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire, poison, charm and fear.

SPELL-LIKE ABILITIES: Tempter Devils can cast *invisibility*, *dispel magic*, *true seeing*, *charm monster* and *teleport without error* at will. They can cast *plane shift* once per day.

SUMMONING: Tempter Devils can summon 1 bearded or chain devil or 1d3 Infernal Legionnaires once per day.

UNBREAKABLE PACT: When a Tempter Devil prepares a written contract, the contract is considered inviolable by both parties. Only mutual agreement between the Tempter Devil or its superior and the petitioner can alter the contract. If the contract is broken unilaterally by the Tempter Devil, it must recompense the petitioner, typically by offering the contract's benefits freely. If the petitioner breaks the contract unilaterally, the Tempter Devil can declare the life and immortal soul of the petitioner forfeit, and most often passes on the collection duties to erinyes, who will invoke a Covenant of Destruction on the unlucky petitioner and their loved ones.

DEVIL (Version 2)

All Devils have the following powers:

- Summon (1/day) either 1 other creature of equal rank (20%) or 1d4 of lower rank (30%) or 2d4 creatures of two lower ranks (50%). If all else fails any Infernals can summon Lemures.
- Immunity to Fire and poison; Damage from cold and Acid.
- Telepathy with a range of 60 feet.
- Deepvision 60 feet.
- Detect Invisible, Darkness
- Powers listed under "SPECIAL" below are at will powers and usable one per round unless otherwise specified.
- Fear Aura (as the Scare spell)
- SPELL USE

CORNUGON (Horned Devil)

NO. ENCOUNTERED: 2-5

SIZE: Large

HD: 11 (d8)

MOVE: 20-50 ft.

AC: 25

ATTACKS: 2 Claw (1d4), Tail (1d3)

SPECIAL: Tail slap (victim loses 1 hp/round until wound is treated), Pyrotechnics, Detect Magic, (as Spell); Wall of Fire (1/day), SR 10 (Can only be hit by silver and magic weapons)

SAVES: M, P

INT: Superior

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 11

XP: 1200+11

The Horned Devils (Cornugon) are also covered with natural weaponry, though of spiked horns all across their bodies. Their claws and tail can rend and tear flesh quite efficiently, though some carry evil-enchanted forks to stab and cripple enemies.

ERINYES

NO. ENCOUNTERED: 2-12

SIZE: Medium

HD: 7 (d8)

MOVE: 30-50 ft.

AC: 19

ATTACKS: Claw (2d4), Weapon, Tenglerope

SPECIAL: Poison weapon (CON save or faint 1-6 rounds), Rope of Entanglement (as spell but 1 victim), Invisibility, Polymorph Self, Pyrotechnics (as spells), SR 6

SAVES: P

INT: Very

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 7

XP: 900+7

Erinyes are the devilish equivalents of the Cubi, though their wings are ravenlike in feathers and color. They are always armed with daggers and tangleropes since their favorite tactic is to entrap victims and torture at leisure.

GELUGON (Ice Devil)

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 12 (d8)

MOVE: 40 ft.

AC: 26

ATTACKS: 2 Claw (1d4), Spear (3d4), Bite (2d4)

SPECIAL: Regenerate (1 hp/round), Spear (STR save or victim Slowed as spell), Fly, Wall of Ice, Detect Magic, Polymorph Self (as spells); Ice Storm (1/day), SR 11 (Can only be hit by magic and silver weapons)

SAVES: M, P

INT: Superior

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 12

XP: 1600+12

An Ice Devil (Gelugon) appears more as a mantis-like insect carved from ice than the usual fiends of the pit. However, their hearts are as wicked as any and more malicious than all but the Pit Fiend superiors. As with the Horned Devils, they occasionally carry weapons to attack foes (usually spears), though they are always magic and enchanted to cause cold damage to prey.

HAMATULA (Barbed Devil)

NO. ENCOUNTERED: 3-12

SIZE: Large

HD: 9 (d8)

MOVE: 30 ft.

AC: 22

ATTACKS: 2 Claw (2d4), Bite (3d4)

SPECIAL: Pyrotechnics, Hold Person (as spells), SR 7

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 0

XP: 800+9

Barbed Devils (Hamatula) do not carry weapons, for they have no need of them. These creatures are covered with barbed spines which they use to great effect in melee combat. By hugging or throwing themselves into their enemies can cause frightful damage and pain; which the Barbed Devils revel in.

LEMURE

NO. ENCOUNTERED: 5-30

SIZE: Small

HD: 2 (d8)

MOVE: 10 ft.

AC: 13

ATTACKS: Claw (1d4)

SPECIAL: Nil

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: Nil

XP: 50+3

Lemures, while found only in the Inferno, are not actually of demon or devil stock. These pulpy blobs are the souls of evildoers who have been sentenced to the nether realm for their crimes for eternity. They are poor fighters but can be dangerous to non Infernals if in a large enough mass.

OSYLUTH (Bone Devil)

NO. ENCOUNTERED: 2-8

SIZE: Large

HD: 6 (d8)

MOVE: 40 ft.

AC: 21

ATTACKS: Hook (1d4+2), Sting (3d4)

SPECIAL: Bone hook (50% chance to immobilize victim on a hit), Poison Tail (STR save or lose 1-4 STR for 10 rounds), Fly, Invisibility (as spell); Wall of Ice (1/day), SR 8

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 0

XP: 1000+6

Bone Devils (Osyluth) appear as eight foot skeletons with horns and fanged teeth. They have a vertebra-bone tail with a stinger that poisons victims as well as other bone-shaped weapons.

PIT FIEND

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 14 (d8)

MOVE: 40-60 ft.

AC: 30

ATTACKS: Claw (1d4+4), Bite (1d6+6)

SPECIAL: Tail Constrict (2-8 damage per turn on hit), Regenerate (2 hp/round), Pyrotechnics, Wall of Fire, Detect Magic, Hold Person, Polymorph Self (as spells), SR 13 (Can only be hit by silver and magic weapons)

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 14

XP: 1800+14

Pit Fiends are the greatest of the devils that do not rule their own circle. They serve Asmodeus as a personal bodyguard and messengers throughout the Inferno. They are huge figures formed of living flame, with great horns, bat wings, and blazing weapons formed from their very essence to do battle with any who dare oppose them.

DEVIL, UNIQUE

ALECTO (Queen of the Erinyes)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 17 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 33

ATTACKS: 2x +3 Weapon (+6 hit, +6 damage, +2d6 bonus hellfire damage)

SPECIAL: Class Abilities, Covenant of Destruction, Devilish Attributes, Hair Rope, Immunities, Magical Bracers, Reverse Gravity, Slaying Arrows, Spell-Like Abilities, Summoning

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: +3 hellfire magical weapon or shield.

XP: 23500+17

Alecto is the self-styled 'Queen of the Erinyes', though her title is an honorary one and few except for the erinyes themselves regularly use it, though Proserpina frequently addresses Alecto as such as a gesture of respect and courtesy. Indeed, the two are extremely close allies and through Alecto, Proserpina commands the allegiance of most of the erinyes in Hell. Alecto is usually deeply engaged in the Blood War with the demons, and is only occasionally pulled from her martial duties to pursue some particularly important mission for her mistress, Proserpina.

MONSTERS

COMBAT: Alecto is not unlike her lesser kin, the erinyes, though her blackguard class abilities and handful of spell-like abilities give her tactical options that other erinyes lack. She will almost invariably use the first round of any given combat to summon other erinyes to her side, using them to harass enemies as she uses her Slaying Arrows to kill the most important party members. She uses smite good on the party's clerics and paladins, if any, always seeking to kill the divine casters first. If a party attempts to escape, she will invoke a Covenant of Destruction upon them and stalk them relentlessly, often appearing briefly to summon erinyes, which will harass the party.

CLASS ABILITIES: Alecto possesses the class abilities of a 17th level blackguard.

COVENANT OF DESTRUCTION: Alecto has the ability to form a covenant of destruction with an individual, allowing them to track that individual, regardless of distance or time elapsed. It also allows them to teleport themselves to within a few miles of the individual they are bonded with, regardless of previous distance or plane. Unlike normal erinyes, Alecto has the power to cancel a Covenant and can hold a Covenant of Destruction on a number of beings equal to her Charisma modifier.

DEVILISH ATTRIBUTES: Like all true devils, Alecto has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 15 or roll a natural 20. True seeing will punch through this disguise, however. Alecto also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Alecto has perfect darkvision.

HAIR ROPE: Alecto possesses a magical rope made from her own hair, which they can ensnare enemies with as a ranged touch attack, at up to 20 feet. Once trapped, Alecto can pull on the rope to trip an enemy, or use it to bring them aloft into the air. The trapped victim gets one immediate chance to make a **strength saving throw** to break free from the hair rope, before Alecto is either capable of making a free trip attack, swinging the helpless victim around or flying into the air with them. When Alecto reaches 100 feet in the air, they will let go of the rope, letting the unfortunate individual plummet to earth.

IMMUNITIES: Alecto can only be damaged with +3 or greater magical weapons, or +1 silver/good-aligned weaponry. Alecto is also immune to fire, poison, charm, death, polymorph, petrification and fear spells.

MAGICAL BRACERS: Alecto possesses magical bracers, which they can shape into any +3 hellfire weapon they desire, from a composite bow to a lance. One of the bracers can also become a +3 shield, giving the Erinyes a total bonus of +4 to AC.

REVERSE GRAVITY: Alecto is capable of altering gravitational forces upon an individual, causing them either to helplessly fall upwards, or flying creatures to fall to earth. She can target any creatures in a 10×10 foot radius.

SLAYING ARROW: Twice per day, Alecto can imbue an arrow with powerful killing magic, killing any enemy below 10 HD that it hits instantly and destroying the body. Any creature of 10 HD or above must make a **charisma saving throw** against death, or suffer the same fate. A successful save result in normal damage from the arrow.

SPELL-LIKE ABILITIES: Alecto benefits from constant *true sight* and emits a constant *magic circle* against either good or chaos, depending on the foes she is battling at the moment. She can cast *teleport without error* and *shout* at will, and *plane shift* twice per day.

SUMMONING: Alecto can summon 1d4+1 Erinyes to assist her once per day.

APOLLYON (Lord of the Eighth)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 27 (d10)

MOVE: 60 ft., 100 ft. (fly)

ATTACKS: 3x Slam (2d8+6) or 3x Sword of Slaying +5 (3d8+11) or 3x Slayspears (2d6+6, range 100)

SPECIAL: Atmospheric Control, Devilish Attributes, Immunities, Infernal Stalker, Psionics, Shadow Projection, Summoning, Slayspears, Sword of Slaying

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Sword of Slaying +5

XP: 400,000

Apollyon is rather tall, but quite thin in his physical body with a somewhat lupine head crowned with devil horns, glowing green eyes and is covered in a hardened black carapace. He possesses two pairs of raven-black wings and, most notably, has a sword lodged in his belly, a wound that constantly drips greenish blood around him. He possesses no visible mouth or any other notable facial features.

HISTORY: Apollyon was an angel of great beauty and power in Heaven, who originally joined with Satan largely because he believed that the cause of law sometimes necessitated harsh and cruel methods. As a slayer of demons, Apollyon had little equal, though for the most part, he simply stayed out of politics. Indeed, Apollyon even eschewed social company and largely dedicated himself to the extermination of the demonic race. However, in time his nature became more and more corrupt from the time spent slaying demons and he began to take on a more monstrous and vile form. As his former beauty faded, he became angrier and angrier at the angels.

By the time that Satan began to orchestrate his renewed War against Heaven, Apollyon was a more than willing soldier for the cause- and a horrifically deadly one, slaying countless angels, even beings as mighty as cherubim. Apollyon's power was so feared amongst the angels that their greatest champion, Metatron, the Regent of Heaven, was forced to battle Apollyon in open battle. Against the Regent, even Apollyon could not hope to emerge victorious and the Infernal champion was plunged back into the Abyss violently, run through with Metatron's Sword of Slaying, one of only a handful of such weapons ever created. Cursed to bear the wound for eternity, Apollyon soon learned that the curse was not without its benefits as, if he could bear the pain that it created to tear the blade out of his flesh- he could use the power of the Sword of Slaying himself.

Still, though Apollyon had little desire to use the blade for any purpose other than destroying the enemies of Hell- and when the civil war erupted in Hell after Satan's disappearance, Apollyon played no part in it actively, though quietly he let it be known that he preferred the rule of Asmodeus to that of Baalzebul and Astaroth. His benevolent neutrality during the civil war in Hell was rewarded by Asmodeus, who granted Apollyon the rulership of the Eighth Circle of Hell- albeit a Circle that had been almost totally devastated by Asmodeus.

For his part, Apollyon recognizes the gesture of trust that Asmodeus has made, knowing that the only gate to the Ninth Circle, the private domain of Asmodeus lies in his realm. He has little inclination to try to revolt against or usurp his master, and instead focuses on doing his duties as efficiently as possible, relentlessly tracking down and annihilating the enemies of Hell.

COMBAT: In combat, Apollyon is a dreadful force, using a combination of stealthiness and mobility to place himself in an ideal position, often summoning allies to pin down adventurers in a particular location, where he can rain down slayspears or use some of his deadly spells to greatest effect. Apollyon will frequently use these abilities to harass more powerful opponents, sometimes slaying them outright so he can draw his Sword of Slaying and quickly mop up weaker enemies in a few swift blows.

ATMOSPHERIC CONTROL: When inside the Eighth Circle of Hell, Apollyon possesses the ability to control the atmosphere, and can manipulate the weather and wind conditions at will, and can additionally *call lightning* as the druid spell.

DEVILISH ATTRIBUTES: Like all true devils, Apollyon has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 27 or roll a natural 20. True seeing will punch through this disguise, however. Apollyon also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Apollyon speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Apollyon possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant true sight and projects a magic circle against good.

IMMUNITIES: Apollyon cannot be damaged with magical weapons of lower than +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. He is immune to fire, poison, lightning, death, charm, fear, polymorph, disease and petrification attacks. He has an SR of 12.

INFERNAL STALKER: Apollyon is completely silent unless he chooses to speak and is additionally always *invisible* when not moving or attacking. Even in flight, Apollyon makes no sound whatsoever, and casts no shadow. He constantly possesses an active *jump* and *spider climb* spell active.

PSIONICS: Apollyon is a powerful psionic, possessing telepathic and telekinetic powers, granting him the ability to use *detect alignment*, *detect thoughts*, *discern lies*, *suggestion*, *telekinesis* and *charm person* at will, and *hold monster*, *charm monster*, *mass suggestion* and *blade barrier* three times per day, and *mental domination* and *mass hold monster* once per day.

SHADOW PROJECTION: Once per day, Apollyon can create 1d4 shadow projections of himself, which possess 9d10 hit points each and are capable of moving and making his basic melee attack. The shadow projections last for 1d10 rounds. These shadow projections can be distinguished from the real him by true seeing, and can be dispelled by a successful *dispel magic* or *disjunction* spell.

SLAYSPEARS: Apollyon can create razor-sharp projections of raw energy and hurl them at enemies, striking as weapons. If Apollyon scores a critical hit with a Slayspear, the creature must make an immediate save against death. A successful save results in 6d6 damage.

SPELL-LIKE ABILITIES: Apollyon can cast *lightning bolt*, *chain lightning*, *plane shift*, *unholy word* and *teleport without error* at will. He can cast *gate* once per day.

SUMMONING: Apollyon can summon up to 30 HD of demons once per day.

SWORD OF SLAYING: Lodged inside of his belly is one of the most powerful weapons in Creation, the legendary Sword of Slaying. Drawing the sword from his belly inflicts 4d8 damage upon Apollyon, but allows him to use the powerful weapon. A successful hit from the Sword of Slaying instantly slays any creature of below 10 HD without a save, and any creatures between 10 and 20 HD must make an immediate save against death. Any creature normally immune to a death attack is *not* immune to the Sword of Slaying, but gains a +4 bonus to their save against death. The Sword of Slaying also allows Apollyon to use *power word kill* once per day.

ASMODEUS (Mephistopheles, The King in Crimson, Lord of the Nine Circles of Hell)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 30 (d10)

MOVE: 30 ft.

AC: 35

ATTACKS: 2x Magical Claws +4 (1d6+8 dmg), 2x +6 Crimson Scepter (2d8+10 dmg)

SPECIAL: Aura of Domination, Bloodspawn, Class Abilities, Crimson Scepter, Devilish Attributes, Immunities, Lord of Hell, Lord of Magic, Summoning

SAVES: M

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Crimson Scepter +6

XP: 250,000

Asmodeus is relatively unassuming in appearance as far as archdevils go, approximately seven and a half feet tall, with red skin, dark hair and glowing yellow eyes. He possesses the horns and tail typical of devils, but his tail does not appear to have any utility as a weapon, and his horns are notably subtle. His clothes, while rich and perfectly cut, are relatively modest in comparison to the gaudy finery of Mammon or Belial, and lack the terrifying features of Baalzebul's insectoid armour or Dispat's spiked plate mail. If not for the nimbus of unholy power surrounding him, one would figure him for some sort of infernal functionary.

HISTORY: When Satan was cast down from Heaven, Asmodeus was his right-hand man and rather more than his master, was the first one to embrace the changes that the Abyss wrought upon his once-angelic body. While Satan was obsessed with capturing what he saw as his rightful place in Heaven, Asmodeus quietly busied himself with organizing the construction of the world-sized fortress of Hell, assigning his fellow fallen angels to rule respective rings and charging them with particular tasks. As Satan plotted the conquest of Heaven, Asmodeus busied himself with making Hell work, and in so doing, gained a greater knowledge of Hell and devilkind than any of the other devils.

When Satan finally made his bid to conquer Heaven, in alliance with a vast horde of demonic tribes, Asmodeus remained in Hell as Satan's viceroy. With the disappearance of Satan, it seemed natural that Asmodeus would take over in his master's stead, but the other archdevils resented Asmodeus's power and influence and managed to set aside their own hatreds to make war upon him. Having command over vast devilish hordes, they were capable of forcing Asmodeus into his stronghold in the Ninth Circle, where they believed they would soon overwhelm and destroy him.

Where virtually any other individual would despair, Asmodeus recognized several potential weaknesses. Firstly, the hellish legions pressing upon the Ninth were very well aware that they would have to suffer enormous casualties to reach Asmodeus's citadel, let alone take it. While Baalzebul or Dispat may not have considered casualties an important consideration- Asmodeus knew that their pit fiend generals, who were more deeply concerned with the Blood War against the demon hordes, would be. In particular, the Dukes of Hell wearied of potential conflict.

The other factor was the non-participation of the only blood relative of Satan remaining in Hell- the Princess Proserpina. It had been believed that her isolation after her father's disappearance was total, but Asmodeus had maintained discreet channels with her great fortress, and had, moreover, seen to it that his daughter, Stheno, befriended her. What seemed to virtually everyone else to be a surprise political deal was actually the event of long political negotiations between the two. As for the marriage, it was intended primarily to seal their alliance in the most formal means possible.

When Asmodeus struck against the other archdevils, he did so decisively, prostrating them all before him. And then, he did something strange- he allowed them to return to their former posts, with the exception of Belphegor, whom was utterly destroyed, and Baalzebul, which was moved to the Seventh Circle and turned into a hideous slug-creature as punishment for leading the insurrection. Asmodeus then went about flooding almost the entire Eighth Circle and passing over the few remaining fortresses to the rulership of Apollyon, one of the few archdevils to have remained by Asmodeus's side. The entrance to the Ninth Circle of Hell is also guarded by two horrific beasts, the almighty Behemoth and Leviathan, who are utterly and completely loyal to Asmodeus and none other.

And now, Asmodeus's control over Hell is virtually absolute, though the maintenance of that power absorbs most of his power and attention- to the everlasting benefit of all of Creation.

COMBAT: Asmodeus disdains combat, and usually prefers to convince or force enemies to abandon their quest, or he will teleport away and let subordinates deal with combat. If faced with no alternative, however, Asmodeus will spare no effort in immediately destroying enemies, usually opening combat with a time stop, using the granted rounds to call up one of his archdevils and large numbers of subordinate reinforcements, and using the last few rounds to activate his magical defences. Upon the end of the spell, he will use his next round to begin casting destructive spells on enemies and manipulating the environment against them. Asmodeus loathes melee and will avoid it whenever

MONSTERS

possible. If the battle should turn against him, he will not hesitate to teleport away.

AURA OF DOMINION: All beings coming within sixty feet of Asmodeus must make a **charisma saving throw** or become *charmed*, seeing Asmodeus as their rightful commander and ruler and will have their alignment moved one step towards Lawful Evil.

BLOODSPAWN: Each round after being wounded once, one drop of Asmodeus's blood will fall to the ground. A roll of a d20 will determine what type of devil is spawned, with the number being rounded down to the appropriate level.

CLASS ABILITIES: Asmodeus possesses the class abilities of a 25th level generalized wizard and a 20th level Cleric with the Diabolic domain. The Diabolic domain grants Asmodeus the use of an evil-aligned animal familiar at 1st level, and allows him to rebuke or control devils or LE clerics/blackguards as undead at 10th level.

CRIMSON SCEPTER: The staff of Asmodeus's office, the Crimson Scepter is an incredibly powerful artifact, which strikes as a +6 heavy mace, allowing him to overcome all damage resistances handily. The Crimson Scepter does 1d4 Str, Con and Dex damage per hit unless a successful **constitution saving throw** is made. If Asmodeus gains a critical hit with this weapon, it will instantly kill the target without a save. The Crimson Scepter contains a number of additional abilities, allowing Asmodeus to fire a blast of pure arcane energy as a ranged touch attack for 10d6 at will, or surrounding him with a field of magical energy that will absorb up to 200 damage, which he can use once per day. It allows him to cast *dominate monster* at will, and contains up to 20 spell levels of spells between levels one and six, which can be released at will.

DEVILISH ATTRIBUTES: Like all true devils, Asmodeus has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 30 or roll a natural 20. True seeing will punch through this disguise, however. Asmodeus also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Asmodeus also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

IMMUNITIES: As an archdevil, Asmodeus can only be harmed by +4 or greater magical weapons, or +2 weapons that are good-aligned or made of silver. He is immune to fire, poison, charm, fear, death, petrification and polymorph spells. He has SR of 15.

LORD OF HELL: As the Lord of Hell, Asmodeus can rearrange the geography of Hell at will, creating effects equivalent to *earthquake*, *shape stone*, *wall of fire* and any variety of other spells. He is also capable of polymorphing its inhabitants at will, using his power to immediately promote one devil to a rank immediately higher or lower than it previously occupied, or shaping lemures into proper devils.

LORD OF MAGIC: As perhaps the most powerful practitioner of magic in all of Creation, Asmodeus's power with magic is to be feared. By making successful Intelligence checks, he can use metamagic on his clerical magic as ready as he can with his arcane spells. He is limited not by spell list (Asmodeus knows every spell in existence), but only by spells per day. He is capable of casting two 1st through 3rd level spells per round.

SUMMONING: Asmodeus's summoning powers are peerless and he can summon up to 40 HD of devils once per day. Separately, he is also capable of making a call for another archdevil to assist him. The archdevils that arrives is determined either by CK choice or a d10 roll, with the list below. If the CK is choosing, Asmodeus is more likely to summon Proserpina, Apollyon, Behemoth or Leviathan.

1. Proserpina, Princess of Hell (22nd level)
2. Mammon, Lord of the Second (22nd level)
3. Belial, Lord of the Third (23rd level)
4. Moloch, Lord of the Fourth (23rd level)
5. Dispater, Lord of the Fifth (24th level)
6. Astaroth, Lord of the Sixth (24th level)
7. Baalzebul, Lord of the Seventh (25th level)
8. Apollyon, Lord of the Eighth (26th level)

9. Behemoth (30th level)
10. Leviathan (30th level)

ASTAROTH (Lord of the Sixth)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 25 (d10)

AC: 32

MOVE: 60 ft. (levitation), 200 ft. (teleport)

ATTACKS: 2x Psi Slam +4 (range 60, 3d4+7 damage) or Psionic Burst (radius 30, 3d4+7 damage)

SPECIAL: Aura of Mutability, Devilish Attributes, Immunities, Magical Natural Weapons, Possession, Psionics, Spell-Like Abilities, Summoning

SAVES: M

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 400,000

Astaroth appears as a luminous humanoid being with two pairs of angelic wings, and as the classical androgyne. While typically referred to as a 'he', Ashtaroth is extremely androgynous in his form and can change his actual gender as a simple act of will. His physical form appears rather frail and unimpressive- it is his vast psychic abilities that are truly formidable. Astaroth typically appears in gaudy finery and often uses extensive makeup and jewelry to enhance his eerie, mysterious appearance.

HISTORY: Astaroth was of the senior angels in Heaven, one of the wisest and greatest of the cherubim. Cast out of Heaven in the aftermath of Satan's failed rebellion against Heaven, Astaroth soon established himself as one of the most important devils, though from the very beginnings of Hell, he established himself as being a particularly untrustworthy and rebellious underling, continually plotting against his masters. Satan, the original rebel against the order of Creation, seems to have found Astaroth's treachery to be more amusing than anything and made good use of the Subtle One in his wider plans.

While Astaroth was never comfortable with the idea of having any master, it's safe to say that over the ages, a certain level of respect and mutual accommodation was built between Satan and his most troublesome minion, and one could not honestly imagine existing without the other. When Satan disappeared, Astaroth was genuinely dismayed, though he had made half-hearted plots to destroy Satan on numerous previous occasions. The ascension of Asmodeus, however, was something that truly and honestly angered him- his almost-friendly rivalry with Satan became a real, flaming hatred.

When Baalzebul approached him about forming an alliance in rebellion against Asmodeus, Astaroth was an eager convert indeed and used all of his influence in order to see to it that the Crimson King was overthrown. The failure of their joint plot was felt most keenly by Astaroth, who realized that Asmodeus was perhaps even more cunning than Satan himself- and that his dominion would last for quite awhile. Astaroth did not lose his position as Lord of the Sixth, but lost a considerable amount of face.

Recently, he has been trying to reestablish his political opinion and to create a new and unstoppable alliance against the Lord of the Ninth. It is clear that Astaroth will not rest until Asmodeus is finally and permanently humbled.

COMBAT: In combat, Astaroth will almost certainly seek to possess one of his opponents and cast a *time stop* spell, giving him time to summon assistance and attempt one of his death spells. For the most part, Astaroth will remain distant from enemies, as he has no incentive for melee combat, and let his minions engage enemies in close combat. Typically, Astaroth will attempt to flee if reduced below 50% hit points, using the *power word stun* programmed in his *contingency* spell to give him an increased chance of finding safety.

AURA OF MUTABILITY: In the presence of Astaroth, all non-Infernal beings find their physical natures are strangely mutable, warped by Astaroth's incredibly powerful psionic abilities. When coming within sight of Astaroth, roll a d10. This alteration will last for at least 1d4+1 weeks, and have a 10% chance of being permanent. Resisting the Aura of Mutability requires a **charisma saving throw**.

1. Character is killed.

2. Character loses 1d4 levels.
3. One saving throw bonus of character set to 0.
4. One prime of subject randomly changes.
5. Randomly determined statistic is halved.
6. Race changes to PC race of CK's choice.
7. Alignment shifts by one towards Lawful Evil.
8. Gender reverses.
9. All stats are reduced by 1.
10. No effect

DEVILISH ATTRIBUTES: Like all true devils, Astaroth has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 25 or roll a natural 20. True seeing will punch through this disguise, however. Astaroth also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Astaroth speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Astaroth possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant true sight and projects a magic circle against good.

IMMUNITIES: Astaroth is immune to magical weapons of lower than +4 enchantment, and good-aligned weapons of less than +2 enchantment. Uniquely amongst devils, he has no particular weakness against silver, though he has a revulsion against it. He is immune to fire, poison, charm, fear, polymorph, death and petrification attacks and has a SR of 12.

MAGICAL NATURAL WEAPONS: Astaroth's natural weapons count as +4 magical weapons.

POSSESSION: Astaroth is capable of physically possessing the body of any one target with a hit dice lower than himself. The victim must make a successful **charisma saving throw** to avoid his malign influence. His body is transmuted into psychic energy when he makes the leap and he is able to use any of his powers while in the host body as well as the powers of the host body.

PSIONICS: Astaroth possesses constant *telekinesis*, *clairvoyance* and can *detect thoughts* at will. Whenever he successfully makes a basic attack, the victim must make an **intelligence saving throw** or lose 1d4 Intelligence. When Intelligence reaches zero, the victim is rendered comatose.

SPELL-LIKE ABILITIES: Astaroth can cast *command*, *hold person*, *silence*, *dispel magic*, *discern lies*, *tongues*, *scrying*, *charm person*, *knock*, *levitate*, *locate object*, *suggestion*, *charm monster*, *confusion*, *fear*, *hallucinatory terrain*, *resilient sphere*, *feeblemind*, *hold monster*, *telepathic bond*, *teleport without error*, *invisibility*, *mirror image*, *emotion* and *dream* at will. Astaroth can cast *geas*, *mental domination*, *mass hold monster*, *mass suggestion* and *power word stun* up to three times a day, and *time stop* or *power word kill* once per day. He possesses a minor spell sequencer with *mirror image* and *invisibility* programmed into it, a *contingency* spell programmed to act when he is at 50% hit points with *power word stun* and a *spell sequencer* loaded with *mass hold monster* and *wail of the banshee*.

SUMMONING: Astaroth can summon 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d6 bearded devils or 2d6 infernal legionnaires once per day.

BAALZEBUB (Ruler of the Seventh)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 25 (d10)

MOVE: 30 ft., 90 ft. (fly)

AC: 30

ATTACKS: 2x Unholy Avenger +5 (2d8+10 dmg, double against good), or 2x Claws +3 (2d6+8 dmg)

SPECIAL: Class Abilities, Devilish Attributes, Infernal Armour, Miasmatic Aura, Resistances, Summoning, Swarm of Flies

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TREASURE:

XP: 300,000

Baalzebub without his armour has a largely humanoid appearance, eight feet tall and powerfully built, without any hair and a sickly grayish-green complexion. His most prominent feature, however, are his large, unblinking compound eyes. In most combat situations, however, Baalzebub wears his armour, which is shaped like the exoskeleton of a giant horrid insect, complete with the head of a fly and giant fly wings. Baalzebub speaks in a somewhat bizarre, metallic, unearthly tenor.

HISTORY: Baalzebub is one of the oldest of all of the devils and was once a high-ranking angel who stood and ultimately fell with Lucifer during his rebellion against Heaven. It is claimed by Baalzebub that he was, truly, the first devil- as while Satan was undeniably their lord and master, he was always just as much a vengeful fallen angel as a true devil. The intense rivalry between Baalzebub and Asmodeus for second place in the Infernal hierarchy was established before the great Infernal city was even built. Asmodeus, the consummate politician, soon established himself as Hells chancellor, while Baalzebub was forced to content himself with commanding Hells armies in their eternal war against the demonic tribes of the Abyss. While this position brought him considerable glory and great power, he was also aware that it largely kept him out of political power.

When Satan turned his attention once more to Heaven, however, Baalzebub's fortunes changed for the better. While Asmodeus was the supreme politician of Hell, Baalzebub was the greatest logistician and general that the Nine Hells had to offer, and it was he that was largely responsible for the world-shattering victories of the united fiendish armies. It is needless to say that Satan's disappearance at the climax of their campaign, and the undoing of the alliance between the Hells and the Outer Abyss was both a serious blow to Baalzebub's ambition and a major opportunity for him.

Most of the archdevils had powerful grudges against Asmodeus, and it was not difficult for Baalzebub to acquire their cooperation, though most of them were only allies of convenience. Nevertheless, Baalzebub's military genius made up for much of his political shortcomings, and it was not long before he had forced Asmodeus into a position of submission. Or that is what he thought. It was at that moment that Asmodeus struck a deal with Proserpina, the daughter of Satan himself- an entity that had shut herself away centuries ago and had seemingly ceased to become a factor in Infernal politics. Simultaneously, Baalzebub and his fellow archdevils faced a massive mutiny amongst the Infernal Dukes, who steadfastly refused to attack a child of their original and greatest lord and master.

Asmodeus had triumphed, and promptly turned Baalzebub into a horrific slug-like monster, constantly oozing filth and waste. While this fate would seem horrible to any being, it was an even greater dishonour for an archdevil, all of whom prided themselves on their majesty and elevation far above the poor tortured souls which the devils hoarded amongst themselves. For centuries, Baalzebub remained in that wretched form, becoming known derisively as the Lord of Flies. But somewhere in that humiliation, Baalzebub seemed to find a new strength and power. It is believed, though not known that Baalzebub sought out the mysterious Shaper, an archdevil with no particular loyalty to any one master, to improve his form. It was the Shaper who made his derisive nickname into a totem of fear.

Regaining his humanoid form and possessed of a powerful magical armour, Baalzebub made his power known by violently purging his court of spies, and instituting a terrifyingly totalitarian power in his own circle. Permitting, for the moment, one fairly unimportant spy for Asmodeus to survive (and feeding that devil false information), Baalzebub now plots once again, hoping to retake the Nine Hells which he sees as his fiefdom. And once he does that, he wishes to storm the Gates of Heaven once more.

COMBAT: Baalzebub enjoys flying into the thick of combat, activating his armour and using his unholy avenger to terrifying effect, with his Miasmatic Aura constantly active. He uses his swarms of flies as advance scouts, but also to harass and weaken enemies. Baalzebub will typically choose the most powerful foe (if good-aligned) and use smite good upon them until they are slain. If the battle is more difficult than originally predicted, he will withdraw somewhat, summoning allies and redoubling his efforts. If the battle goes truly badly for him, he will withdraw, using a ring of recall on his person to reach safe harbour.

CLASS ABILITIES: Baalzebub has all of the class abilities of a 25th level avenger.

DEVILISH ATTRIBUTES: Like all true devils, Baalzebub has the ability to

MONSTERS

assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 25 or roll a natural 20. True seeing will punch through this disguise, however. Baalzebul also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Baalzebul speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Baalzebul possesses perfect darkvision, and sees in total darkness as if it were daylight.

INFERNAL ARMOUR: At will, Baalzebul can cover himself in a chitinous armour, which raises his armour class to 35, as well as increasing his Strength to 24. It is also only in his armour that Baalzebul has the ability to fly, using giant fly wings. It also allows him to spray powerful acid at enemies in a cone thirty feet long and five feet wide, doing 5d6 immediate acid damage and continuing damage of 1d8 per round for 1d10 rounds, with no save.

MIASMIC AURA: Baalzebul is a master of filth and disease, and has the ability to exude an aura of horrid contagion within thirty feet of him. All non-Infernal creatures who pass within this aura when it is active must make a **constitution saving throw** or suffer a disease which inflicts 1d4+1 immediate damage to all of their physical statistics and continues to sap all physical stats by one point per round, until it is cured or Constitution reaches zero, upon which the subject dies.

RESISTANCES: Baalzebul can only be harmed by +4 magical weapons, or +2 weapons that are either good-aligned or made of silver. Baalzebul is also immune to fire, acid, poison, disease, fear, charm, petrification and death spells.

SUMMONING: Baalzebul is capable of summoning 1 pit fiend, 1d2 horned or ice devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

SWARM OF FLIES: One of the most horrific elements of Baalzebubs frightening power is the vast swarm of flies which constantly attend him. These flies are each approximately a few inches long, with a swarm of them counting as a unique 4HD monster. Baalzebul controls four swarms of these, and a new swarm can replace a destroyed one every 1d6 rounds. No more than four can be present at any given time, however.

BAALZEBUB'S SWARM

SIZE: Medium (as swarm)

HD: 4 (d8)

MOVE: 50 ft.

AC: 20

ATTACK: 3d6

SPECIAL: Disrupt Spellcasting, Healing, Immunities, Remote Viewing, True Seeing

PRIME: Dexterity

ALIGNMENT: Neutral

DISRUPT SPELLCASTING: A swarm of these insects can stay in place around a spellcaster, raising the spellcasters chance of spell failure to 50%.

HEALING: If the swarm has managed to inflict over 50 damage, it can return to Baalzebul, and heal him to that extent.

IMMUNITIES: Baalzebubs swarm cannot be targeted with regular weapons, but must be destroyed by AoE attacks of some sort.

REMOTE VIEWING: When Baalzebubs armour is active, he can use his swarms as a scouting device by seeing through their eyes directly. This leaves him somewhat vulnerable, though, so he only does it in a position of security.

TRUE SEEING: Baalzebubs swarms have constant *true seeing* active.

BEHEMOTH

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 30 (d10)

MOVE: 50 ft., 150 (leap)

AC: 35

ATTACKS: 2x Slam +4 (3d6+13), Bite +4 (6d6+13), Tail Slap +4 (3d4+13)

SPECIAL: Breath of Hellfire, Carapace, Devilish Attributes, Devour, Immunities, Magical Natural Weapons, Reach, Roar, Stomp, Summoning, Volley of Spines

SAVES: Variable

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Humanoid

Treasure:

XP: 500,000

HISTORY: When Asmodeus defeated the conspiracy of Baalzebul to replace him as the Ruler of Hell, he closed virtually all of the links that connected the Ninth Circle of Hell to the preceding eight, save for a single portal. The Eighth Circle was entrusted to one of his most loyal servants, the archdevil Apollyon. However, Asmodeus did not trust even Apollyon with the task of guarding the gates- not by himself, thus he placed two colossally powerful guardians, one aquatic, one a land creature, to guard the gates, along with a small army of loyal devils.

It is unknown by what hand Behemoth was created- the creature was found in the domains that would become Hell as Satan and his fellow rebels were cast out of Heaven. It is suspected that another of the creatures exists, a female, which was used as the mount of the Demiurge, the False Creator, and is rumored to be frozen alongside its master in the vast northern icecap of Cocytus. If this is true, then Behemoth would be the male of their species.

Speculations about the creature's creation, purpose or biology aside, what is known is that Behemoth has become totally loyal to Asmodeus and, though of limited intelligence, sees its purpose as clear enough. Behemoth only stands aside from the Gate for those that his master specifically invites, and will ferociously attack all others, including archdevils.

COMBAT: Behemoth relishes in annihilating enemies in droves with its powerful melee attacks, enjoying crushing and devouring those foolish enough to stand in the way of it and its master. Behemoth tends to reserve its powerful ranged attacks for enemies that remain stubbornly out of its reach, and its powerful volleys of barbed spines are a favored tactic against airborne enemies. Behemoth will never retreat from a battle, but if things are going badly, it will attempt to acquire help.

BREATH OF HELLFIRE: Once every 1d4+1 rounds, Behemoth is capable of making a breath attack of pure hellfire, which does 25d10 damage to anyone caught within its blast, with a successful **dexterity saving throw** resulting in half damage. The range of the breath attack is 100 feet, with the blast being fifteen feet wide.

CARAPACE: The powerful carapace of Behemoth protects it from magical attacks, and all spells directed at Behemoth have a 50% chance of failing. If the spell directed against Behemoth fails, roll a d10, and if a 9 or 10 is obtained on that roll, the spell is reflected back against the user.

DEVOUR: If Behemoth hits an enemy with its bite, the enemy must make an immediate **dexterity saving throw** or be consumed whole by Behemoth, sliding into Behemoth's gullet. Each round that they are in Behemoth's stomach, they suffer 6d6 damage from acid and the movements of Behemoth's stomach. To break out, they must inflict 50 hit points damage on Behemoth with whatever weapons or spells they have on hand. Any spells require a Concentration check at a -10 penalty to successfully cast.

DEVILISH ATTRIBUTES: Behemoth can understand any language, and has flawless darkvision.

IMMUNITIES: Behemoth is immune to all magical weapons of less than +4 enchantment, or good-aligned or silver weapons of +2 or weaker.

MAGICAL NATURAL WEAPONS: Behemoth's natural weapons count as +4 magical, evil-aligned weapons.

REACH: As a huge creature, Behemoth's physical attacks have a reach of forty feet.

ROAR: Behemoth's roar is so loud and powerful that it inflicts 6d6 sonic damage and deafens all individuals within 200 feet of it, and 3d6 sonic damage and deafening to all creatures within a mile, save for devils, which are magically protected from its effects. A successful **constitution saving throw** results in half damage and no deafness. The deafening effects of Behemoth's roar last for 1d10+1 rounds.

SPELL-LIKE ABILITIES: Behemoth benefits from constant *true sight* and a *magic circle against good*, as well as a *magic circle against chaos*.

STOMP: Behemoth can stomp the ground, creating a vastly powerful shockwave with similar effects to an *earthquake* spell. It can also elect to attempt to crush a single individual underneath its feet. If the target fails a **dexterity saving throw**, they are immediately killed and their body desperately mangled, requiring resurrection to revive them.

SUMMONING: Behemoth has a 70% chance of summoning a powerful archdevil once per day- a 30% chance of summoning Leviathan, his aquatic counterpart, a 30% chance of summoning Apollyon, the Lord of the Eighth, and a 10% chance of summoning Asmodeus himself. If it fails in summoning any of these beings, a pit fiend is summoned instead.

VOLLEY OF SPINES: Behemoth is capable of launching a massive volley of the spines which cover its armoured carapace. The volley of spines is directed against a 30×30 area, and inflicts 10d10+13 damage on any enemies caught in the shower. A successful **dexterity saving throw** results in half damage. The range of this volley of spines is 200 feet.

BELIAL (Lord of the Third)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 23 (d10)

MOVE: 60 ft., 90 ft. (fly)

AC: 34

ATTACKS: 2x Fists +5 (2d10+11), Fist +5 (2d6+11)

SPECIAL: Aura of Seduction, Class Levels, Combat Prowess, Devilish Attributes, Immunities, Magical Natural Weapons, Masochistic Prowess, Spell-Like Abilities, Summoning

SAVES: M, P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 300,000

Belial is one of the most human-looking of the archdevils, with the reddish colour of his skin, sharp teeth and smallish horns marking him out as a devil. His features are extremely handsome, and as Proserpina is the most comely of the she-devils, Belial is almost certainly the most attractive of the male devils. He is relatively large, at eight feet tall, but is well-proportioned for his size. He has long, black hair which he normally wears down. Belial is known for wearing relatively little, and rarely has anything other than a few pieces of jewelry above his waist.

HISTORY: One of the original fallen angels, Belial was once noted in Heaven as one of the most beautiful of all of the angels- rivaling Lucifer himself. When Lucifer took on the mantle of Satan and conquered the Abyssal Planes that would become the Nine Circles of Hell, Belial was one of his leading generals and was rewarded with the rulership of one of the Nine Circles for his service. Though he relished the thrill of combat, Belial was not particularly politically ambitious and preferred to spend much of his time in his great palace, lost in sinful pleasures.

When the war against Heaven failed, and Satan disappeared, Belial joined Baalzebul's conspiracy against Asmodeus, Satan's lieutenant. He was something of a noncommittal ally, however, not being quite sure he actually preferred Baalzebul's rule to that of Asmodeus. Upon the rebellion's defeat, Belial was one of the first to make peace with Asmodeus, and was granted the rulership of the Third Circle of Hell.

For the most part, Belial is content enough with his current positions and honours, though he has become more active and ambitious now than in previous times. He hopes to simultaneously prove himself to his current lord, Asmodeus, and to present himself, perhaps, as a real alternative to him. He is currently undertaking a campaign to seduce and perhaps ultimately marry Asmodeus's daughter, Stheno. He has also made efforts to create an earthly cult, the followers of which usually operate in opium dens, brothels and other places of ill-repute.

COMBAT: Belial relishes melee combat, and will not hesitate to join in it with adventurers, should they prove resistant to his mental powers or entreaties. He usually seeks to summon allies, using them to provide him with flanking benefits, making his blows even more deadly. He particularly favors using his combat prowess to trip or disarm enemies, making them helpless to further attacks.

Should he prove to be losing a combat, he will retreat, rather than fight on to his death.

AURA OF SEDUCTION: All beings who pass within sixty feet of Belial must make a **charisma saving throw** or be *charmed*, and fall in love with the Prince of Seducers. Mortals who are normally immune to charm effects can be affected by this ability, but gain a +4 bonus to their save.

CLASS LEVELS: Belial possesses all of the class abilities of a 23rd level monk.

COMBAT PROWESS: Belial can make one trip, disarm or grapple combat maneuver alongside his melee attacks.

DEVILISH ATTRIBUTES: Like all true devils, Belial has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 23 or roll a natural 20. *True seeing* will punch through this disguise, however. Belial also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Belial also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

MAGICAL NATURAL WEAPONS: Belial's natural weapons count as +5 magical weapons.

MASOCHISTIC PROWESS: For every five hit points damage that Belial suffers, one point is healed and another point is put in a special pool, which Belial can draw from to make his melee attacks more powerful. He can hold up to 50 points in this pool at once, which can be expended in a single blow. If he uses this power, the entire pool is always depleted in a single blow.

IMMUNITIES: Belial is immune to all weapons of below +4 enchantment, or weapons below +2 enchantment that are good-aligned or made of silver. He is immune to fire, poison, charm, fear, polymorph, petrification and death spells.

SPELL-LIKE ABILITIES: Belial possesses the ability to cast *darkness*, *detect thoughts*, *improved invisibility*, *suggestion*, *hold monster*, *plane shift*, *teleport without error* and *charm monster* at will. He can also cast *mass charm monster*, *mass suggestion*, *mass hold monster*, *simulacrum* and *gate* once per day.

SUMMONING: Belial is capable of summoning 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

MONSTERS

DISPATER (Lord of the Fifth)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 24 (d10)

AC: 32

MOVE: 40 ft., 60 ft. (levitation)

ATTACKS: 2x Slam +4 (3d4+10), Tail Sweep +3 (2d4+10)

SPECIAL: Clockwork Armour, Devilish Attributes, Gaze of Iron, Immunities, Magical Natural Weapons, Mastery of Metal, Spell-Like Abilities, Summoning, Tail Sweep

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 400,000

In the strictest sense, Dispater's physical body consists only of his head, the rest of his body having been shattered in the aftermath of his fall from Heaven. His face was heinously disfigured at that time, and now he wears an iron mask in the likeness of his previous face, cast permanently into a contemptuous sneer. The 'body' which he wears is actually an elaborately crafted automaton, powered by Dispater's hideous control over all things metallic. His armour is covered liberally in razor-sharp spikes, and he can change its shape at will, thanks to his ability to manipulate metal.

HISTORY: One of the elder angels who joined Satan in his rebellion against Heaven, Dispater was cast down with the others from Heaven, his body being almost totally shattered by the fall. Using only his unique ability to control metal, Dispater built himself a new body over the succeeding millennia, also using his vast powers to slowly set the foundation for the great Iron City of Dis, which eventually came to occupy almost the entire plane that would become the Fifth Circle of Hell.

Dispater joined in the rebellion against Asmodeus, led by Baalzebul and Astaroth, though his participation was tentative, and for the most part, Dispater remained in his fortress city of Dis, preparing for the chaos that would inevitably follow Asmodeus's dethroning. As it happened, Asmodeus managed to win the day, and Dispater remained in his place as the ruler of the Fifth Circle of Hell.

It is rare indeed for Dispater to leave the great city of Dis, and there he has established a remarkably orderly realm, and indeed, Dis even plays host to a small but thriving community of mortals, particularly skilled craftsmen and powerful warriors who serve Dispater, particularly in the construction of the giant mechanical golems he posts throughout his realm as guards. Dispater probably leans somewhat more towards the lawful than the evil in his character, and finds arbitrary violence to be somewhat distasteful- though he occasionally gives in to the urge.

COMBAT: Dispater is a retiring individual and usually seeks to avoid combat, but if pressed, he will use his most powerful abilities immediately in an attempt to destroy any enemies that are pursuing him. If enemies are favorably lined up, he will use his gaze attack in the first round, and most likely follow it up by summoning a pit fiend or a pair of ice devils. If for any reason combat should be turning against him, Dispater will leave the field of battle to any of his innumerable secret compounds to lick his wounds and plan his vengeance against his enemies.

CLOCKWORK ARMOR: The 'body' that Dispater possesses now is in fact an elaborate automaton, crafted by Dispater personally in the aftermath of his fall from Heaven. This suit of armour possesses several unique abilities. Firstly, it is crafted out of adamantite and is immune to acidic or rusting attacks, and grants Dispater a DR of 5 against all attacks that are not specifically directed at his head. Dispater is capable of changing its form, as the spell *alter self* at will, and he can also extend the limbs to grant him a reach of 10 if he sees it as necessary. He can alter the limbs into any weapon he desires, which will do twice the damage of a normal weapon of its type- ie, if he makes a greataxe, it will do 2d12 damage rather than 1d12. Finally, mounted in his 'wrists' are two rods which can launch hellfire *fireballs* as a 24th level wizard, though this attack drains the power of the rods for 1d6 hours. Any melee attacks made against Dispater will result in 1d4+4 damage to the attacker, unless they make a successful **dexterity saving throw**, thanks to the heavily spiked armour.

DEVILISH ATTRIBUTES: Like all true devils, Dispater has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 27 or roll a natural 20. *True seeing* will punch through this disguise, however. Dispater also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Dispater speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Dispater possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant *true sight* and projects a *magic circle against good*.

GAZE OF IRON: Once per day, Dispater is capable of using a powerful gaze attack which can transform enemies into iron statues. This attack is directed at every individual within a 20×100 cone, and is considered a petrification attack for purposes of saving throw and immunity.

IMMUNITIES: Dispater is immune to magical weapons of lower than +4 enchantment, and good-aligned weapons of less than +2 enchantment. Uniquely amongst devils, he has no particular weakness against silver, though he has a revulsion against it. He is immune to fire, poison, charm, fear, polymorph, death and petrification attacks and has a SR of 12.

MAGICAL NATURAL WEAPONS: Attacks from Dispater's adamantine armour are considered to be lawful and evil-aligned +4 magical weapons.

MASTERY OF METAL: Dispater possesses an instinctive ability to sense and control metal, and should be considered to have constantly active telekinesis, limited to metallic objects. He can create *walls of iron* and *blade barriers* at will, and can destroy weapons, armour or other metallic objects on enemies at will- magical objects will receive a saving throw, however. He can also attempt to crush an enemy in their own armour- inflicting d8 damage per base armour bonus the armour provides. That is, plate mail will inflict 8d8 damage per round, and studded leather only 3d8. He can also deflect 1d4+1 metallic projectiles shot at him.

SPELL-LIKE ABILITIES: Dispater can cast *teleport without error* and *plane shift* at will, and can cast *gate* once per day.

SUMMONING: Dispater can summon 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d6 bearded devils or 2d6 infernal legionnaires once per day.

TAIL SWEEP: Whenever Dispater attacks with his tail sweep, he should be considered to be making a trip attempt simultaneously with the attack.

MAMMON (Lord of the Second)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 22 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Rod of Avarice +5 (2d6+10 dmg)

SPECIAL: Aura of Covetousness, Class Abilities, Devil's Dice, Devilish Attributes, Immunities, Rod of Avarice, Spell-Like Abilities, Summoning, Unlimited Wealth

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Rod of Avarice +5

XP: 300,000

Mammon is fairly large at eight feet tall, but looks largely humanoid, with only subtle devilish features (small horns). Both his flesh and his clothing seem almost entirely made up of gold, with his eyes seeming to be finely cut jewels, glowing with power. It is reported that, if ever spilled, his blood has the appearance and scent of finely spiced wine, rather than normal blood. His features are rather handsome, and his expression one of somewhat distant scorn and amusement.

HISTORY: One of the younger archdevils, Mammon was remarkable from the beginnings of his career for his excessive greed and combination of overweening pride before inferiors and cowardly submission to those he considered to be superior. Satan is known to have disdained him, and yet,

promoted him to the rulership of the Second Circle of Hell, largely so as to remove him from his Infernal Court in the Ninth.

Mammon was one of the more active members of the alliance against Asmodeus, and was rather surprised that he was not punished with the removal of his circle. For now, he seems to be chastened and has devoted his energies towards the accumulation of souls and treasure- Mammon's treasure vaults are at least the equal of Asmodeus's, but his greed prevents him from making effective use of that treasure.

It is well-known, to Mammon's chagrin, that he was not particularly beloved of Satan, the former ruler of Hell, and Mammon resents the frequent reminders of the scorn he was held in by the other archdevils. Those devils who serve him know better than to even mention the name Satan.

When not plotting the acquisition of valuable and expensive magical items or unique treasures, Mammon whiles away much of his time gambling, and indeed, while Mammon is greedy in the extreme, he is always punctual and fair in the repayment of any gambling debts he owes- and expects the same of those who play dice with him.

COMBAT: Mammon prefers not to openly confront enemies in combat, preferring to either 'convince' them to hand over any magical items he desires or to play dice with them- if a party is charismatic enough and he is in a relatively good mood, he can be a fairly magnanimous host. If pressed into combat, though, he will not hesitate to use the full extent of his might against enemies, summoning and gating in allies and using his powerful clerical spells from a distance. He also enjoys pelting enemies with vast quantities of gold and gems, often flattening them underneath mountains of wealth. If pressed, he will not hesitate to teleport away from the combat, to a fortress where he can rest and lick his wounds.

AURA OF COVETOUSNESS: Anyone who comes within 100 feet of Mammon must make a **charisma saving throw** or gain an incredible, irrational greed, immediately attacking a nearby ally for any magical items or wealth on their persona or allowing Mammon to plant a suggestion in their minds.

CLASS ABILITIES: Mammon possesses the class abilities of a 22nd level cleric. He can use his turning abilities to turn devils, with devils of 10 HD or below counted as extraordinary undead, and devils of over 10 HD as unique undead.

DEVIL'S DICE: Mammon possesses a pair of magical six-sided dice, which he can roll to alter reality itself for an individual or a party. The dice can only be rolled once in an encounter. Sevens, Elevens and Twelve are favorable outcomes, the others are all negative, though many can be altered by Mammon to be otherwise if he so desires. The CK should roll two six-sided dice in full view of the players to simulate the outcome of this power.

SNAKE EYES: The subject is killed and their soul is immediately forfeit to Mammon.

- *Three:* A Pit Fiend is summoned to attack the party.
- *Four:* The subject is killed, but their soul is not immediately forfeited.
- *Five:* Everyone in the party loses 1d4+1 levels.
- *Six:* The party is required to perform a service for Mammon, or lose their souls.
- *Seven (Any):* Mammon will freely parley with the party, and if no agreement can be reached, must allow them to leave his realm freely.
- *Eight:* All of the party's wealth and magical items disappear, to go in Mammon's vast vaults.
- *Nine:* The subject's alignment is changed permanently one level towards Lawful Evil.
- *Ten:* Mammon claims the soul of one of the party members, but does not kill them. He may parley for a favor to return the soul.
- *Eleven:* Mammon grants the party immense wealth- roll a percentile dice and multiply the result by a thousand to determine what it is. He allows them to leave freely afterwards.
- *Twelve:* Mammon grants the party a favor, equivalent to a wish.

DEVILISH ATTRIBUTES: Like all true devils, Mammon has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful

Wisdom check at 18 + 22 or roll a natural 20. True seeing will punch through this disguise, however. Mammon also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Mammon also has flawless darkvision and constant true seeing, and emits a constant magic circle against good.

IMMUNITIES: As an archdevil, Mammon can only be harmed by +4 or greater magical weapons, or +2 weapons that are good-aligned or made of silver. Moloch is immune to fire, poison, fear, charm, death, polymorph and petrification spells.

ROD OF AVARICE: Mammon's signature weapon is the Rod of Avarice, which functions as a +5 large quarterstaff. It also has the ability to, once per target, force a **wisdom saving throw** against polymorph- if the target fails, they are transformed into gold. If Moloch scores a critical hit with his staff, it does 6d6+22 damage. The Rod of Avarice can store 20 spell-levels of any 1st to 5th level spells, which are cast at Mammon's CL (22). It also sets the user's Strength, Wisdom and Constitution to 20, if they are not already higher.

SPELL-LIKE ABILITIES: Mammon can cast teleport without error and know alignment at will. He can cast geas, mass suggestion and meteor rain once per day each.

SUMMONING: Mammon can summon up to 25 HD of devils, once per day.

UNLIMITED WEALTH: Mammon can create functionally unlimited quantities of gold and precious stones at will. He can even use this power to pelt enemies with huge quantities of wealth as a weapon. If he does this, the spell is considered to do 10d6 damage automatically to all targets within a 30×30 foot radius, with a **dexterity saving throw** resulting in half damage.

PROSERPINA (Princess of Hell)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 22 (d10)

MOVE: 40 ft., 90 ft. (fly)

AC: 32

ATTACKS: 2x Claw +3 (1d6+5), Tail Slap +3 (1d4+5)

SPECIAL: Aura of Authority, Class Levels, Coldfire, Devilish Attributes, False Innocence, Magical Natural Weapons, Resistances, Summoning

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TREASURE:

XP: 250,000

Proserpina, when she is not utilizing any disguises appears as a beautiful humanoid, about six feet tall, with dark blue skin, small horns and a four-foot long prehensile tail marking her as a devil. Her eyes are a uniformly glowing yellow normally, though they turn to blue-white when using her coldfire powers. This is the form she typically assumes for the handful of formal appearances she must make with her husband. Unlike many female devils, Proserpina favors somewhat more practical clothing, wearing light armour on the battlefield and a ceremonial version of the same on most other occasions. It is arguable that her relative restraint in wardrobe highlights, rather than detracts from her beauty- the daughter of Lucifer, she is inarguably the most beautiful of all devils and one of the comeliest beings in all of Creation. Frequently, and almost always with mortals that are not her followers, she chooses to appear in a similar form, but as a sixteen-year old girl, rather than a woman in her early twenties.

HISTORY: When Lucifer was cast out of Heaven and landed in the Lower Planes, he swiftly found himself a wife amongst the already-existing demons of the Lower Planes, Lilith. It was at this time that Lucifer, already turned from good due to his overwhelming pride, became further corrupted and embittered by the Lower Planes, becoming Satan, the original devil.

As Satan began to build the Nine Hells from the core of the Lower Planes, Lilith became pregnant, giving birth to twins, a male and female. The male devil, Azazel, was originally trained as a warrior, but his restless and undisciplined ways proved to be a major liability in the strictly organized Hells. Proserpina on the other hand seemed to be the ideal child, ambitious, yet obedient and unwilling to allow herself to outshine her parents. It was decided

MONSTERS

to train her in sorcery, and Proserpina was trained in the black arts by a variety of mortal and immortal sorcerers and wizards.

And so it would have continued, with Proserpina and Azazel being groomed to become sovereigns over one of the Circles of Hell, except that their father, Satan, saw fit to lead a gigantic confederation of the devils and the majority of the demon lords armies in a vast invasion of Heaven- a war that spilled over into the mortal plane with catastrophic results for the world. At the climax of war, it is believed that Satan, wielding the God-Slayer, managed to find the Creator of the Universe. No one knows exactly what happened at that moment, but neither the Creator nor Satan have ever appeared since.

The loss of their charismatic and supremely powerful leader was a devastating one to the Nine Hells, with Lilith returning to the Outer Abyss with Azazel, to set themselves up as demon lords of the first order. Proserpina, on the other hand, refused to leave Hell, and indeed, seemed undone by the loss of her father (whom she seems truly to have loved, for all of her evil nature). She retreated to the small corner of the Ninth Circle which her father had cultivated a dim reflection of Heaven, refusing to leave.

At first, it seemed natural that Asmodeus, Satans right-hand man would take over as the ruler of all Hell, but a powerful confederation of the other Princes of Hell threatened to undermine that position, and to destroy Asmodeus himself. Though Asmodeus was more cunning than his opponents, his reputation had also managed to draw together a confederation of all eight other acknowledged Devil Princes against him. It was at that moment that Proserpina chose to reemerge from her seclusion, with a dramatic offer of assistance to Asmodeus. She would tender her assistance in maintaining his position as the ruler of Hell, and in exchange, she demanded two things- rulership of the First Circle of Hell and Asmodeus hand in marriage.

The Archdevil Asmodeus, severely pressed, had little choice but to accept to the steep conditions and made the bargain with Proserpina, knowing that the rulership of the First Circle would also make her largely responsible defence against the demons- which might keep her largely out of Hells greater politics. He also knew that alliance with the daughter of Satan would give him an enormous political advantage with the Infernal Dukes, the elite pit fiends that served their archdevil masters as generals and advisors. In a rapid and terrifying show of force, Asmodeus, Proserpina and the Infernal Dukes imprisoned one of the Devil Princes in ice, transformed another into a horrid slug-like monster and politically neutered the rest, and took control over all of the Nine Hells.

With the leadership dispute in the Nine Hells over, Proserpina turned her attention to the Blood War against the demons, launching into a spirited campaign that undid all of the successes the Abyssal hordes had against the Infernal legions, and incredibly, took numerous Abyssal fortresses and realms. Though the sheer number of demons made any complete victory nearly impossible, for the first time in millennia, the Blood Wars battles take place almost entirely on demonic territory- with the Nine Hells enjoying a remarkable period of peace.

Though by Infernal law, Proserpina is Asmodeus's wife, it is well-known that their relationship is largely (if not entirely) a political arrangement, with neither having any particular romantic interest in the other. Thus far, it has proven to be enormously beneficial to both parties, but nonetheless, each party desires to be the dominant partner in what is an unusually equal alliance.

COMBAT: While no coward- and a famous slayer of demons, Proserpina prefers not to engage in direct combat, using her Aura of Authority and False Innocence, as well as enchantments spells and her native intelligence and fearsome reputation to avoid combat. If pressed into combat, Proserpina will typically avoid melee, choosing to use her power of flight and solid ground speed to keep away from opponents. She will typically summon a handful of allies quite early in the combat, preferring a pit fiend or a few horned devils that can hold an enemy down while she uses powerful spells such as coldfire fireballs and energy blades to rain death upon her enemies. If truly trapped, she will use teleport without error to escape from the fray. This being said, Proserpina is nothing if not an intelligent and inventive tactician, and possesses a vast range of abilities to use against enemies.

AURA OF AUTHORITY: All LE individuals, or those with alignments one step from LE (NE, LN) who come within 60 feet of Proserpina must make a **charisma saving throw** at or be *charmed*. Proserpina's followers within 60 feet receive the benefit of *protection from chaos* or *evil*.

CLASS ABILITIES: Proserpina possesses the class abilities of a 22nd level sorcerer. She does not need to prepare spells ahead of time, and has the ability to use an arcane blast which does 6d6+8 damage, up to nine times a day. This attack has a range of forty and functions as a ranged touch attack.

COLDFIRE: Through intense study, Proserpina seems to have mastered the creation of a new form of fire, which appears as a blue-white flame which punches entirely through standard fire resistances or immunities. Proserpina can use coldfire for any spell which typically possesses an energy type, and can spontaneously convert any fire present into coldfire, which she can manipulate as powerful blasts (fireball), or in a variety of physical forms (wall of fire) at will. She can even intercept an enemy's fire or cold-based attacks, transform them into coldfire and direct them back at enemies. This coldfire is imbued with her natural power, and inflicts +1 hp damage for each spell level- a magic missile does +1 bonus damage per missile, a fireball does +3 bonus damage per target.

DEVILISH ATTRIBUTES: Like all true devils, Proserpina has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 22 (Proserpinas class level), or roll a natural 20. True seeing will punch through this disguise, however. Proserpina also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. She possesses permanent *true sight* and constantly produces a *magic circle against good*.

FALSE INNOCENCE: Proserpina typically appears as an adolescent girl, and she is skilled at magically playing up on a relatively innocent appearance. Individuals of good alignment are prone to see her as a tragic puppet or as sadly misguided, rather than truly evil and must overcome this urge, or be unable to physically attack her or cast offensive spells against her. It is said that this ability may be fuelled by manipulating the small remnant of angelic heritage remaining within her- though this belief itself may be intentionally spread by her.

MAGICAL NATURAL WEAPONS: Proserpinas natural weapons count as +3 cold iron weapons, and can thus harm even demon lords. Her claws and tail do double damage against demons.

RESISTANCES: Proserpina can only be injured with +4 or greater magical weapons, or +2 weapons that are silver or good-aligned. She is immune to fire, cold, poison, fear, charm, polymorph, petrification and death spells.

SUMMONING: Proserpina is capable of summoning 1 pit fiend or subjugator devil, 1d2 horned or ice devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

DEVIL LIZARD

NO. ENCOUNTERED: 1

SIZE: Small

HD: 8 (d6)

MOVE: 50 ft., 30 ft. (climb)

AC: 21

ATTACKS: Bite (1d4 plus poison), Claws (1d6 plus essence disruption)

SPECIAL: Essence Disruption, Frenzy, Nature's Passage, Poison, Regeneration 2, Spell Resistance 9, Spells, Twilightvision, Woodland Stride

SAVES: M

INT: Average

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 8

XP: 500+8

A devil lizard is a bipedal reptilian creature that stands about two-feet tall and weighs no more than 35 pounds. Its hands and feet sport sharp talons and a row of spines rises from the top of its head down to the middle of its back. Its mottled warty skin is dark gray with blotches of black, brown, and green.

COMBAT: Devil lizards despise humanoids and attack those creatures first. A devil lizard can only be hit by +1 or better magical weapons.

ESSENCE DISRUPTION: Any creature hit by a devil lizard's claws attack must succeed on a **wisdom saving throw**. Creatures that fail take an extra 1d4 damage and become confused (as the spell) for 1 round.

FRENZY: A devil lizard reduced to half hit points or less flies into a frenzy. While in this state, the devil lizard's attack deals +2 damage.

NATURE'S PASSAGE: The devil lizard can move through natural thorns, briars, overgrown areas, and similar terrain at normal speed and without suffering damage or other impairment. Magically manipulated plants still impede a devil lizard's movement normally. A devil lizard can choose to leave no trail when it moves through natural areas.

REGENERATION: Three rounds after a devil lizard suffers damage, its body begins to repair itself. Devil lizards regenerate at a rate of two hit points per round. Devil lizards cannot heal damage caused by fire or acid. A devil lizard reduced to 0 hit points does not regenerate.

DINOSAUR

APATOSAURUS

NO. ENCOUNTERED: 1-16

SIZE: Gargantuan

HD: 20 (d8)

MOVE: 80 ft.

AC: 14

ATTACKS: Slam (2d6+16)

SPECIAL: Trample, Twilight Vision, Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 4950+20

The apatosaurus, also known as the brontosaurus, is a huge plant-eating dinosaur with a very long neck and enormous body. The apatosaurus has four stout legs that end in clawed feet and though it moves fairly slowly due to body weight, the creature's enormous size allows it to move greater amounts of distances as compared to a much smaller, but quicker creature.

COMBAT: As a plant eater, the apatosaurus is docile and peaceful. If threatened by a much smaller creature, however, the apatosaurus is likely to trample the threat or use its whip like tail. The tail is likewise used against targets of huge, gargantuan, or colossal scale.

TRAMPLE: An apatosaurus can trample anything smaller than itself for 2d20 points of damage. Opponents who do not make attacks of opportunity against the apatosaurus can attempt a **dexterity saving throw** (CL 16) to halve their damage.



BRACHIOSAURUS

NO. ENCOUNTERED: 1-20

SIZE: Gargantuan

HD: 16 (d8)

MOVE: 40 ft.

AC: 14

ATTACKS: Tail slap (1d8+16)

SPECIAL: Twilight Vision, Scent

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 2100+16

The brachiosaurus is an enormous, four-legged dinosaur with a sturdy body that features a long neck and a small head. The top of the head of the brachiosaurus is crested and this crest is usually brightly colored on the males. The rest of the body tends to be dull green, gray, blue-gray, or brown in coloration. The brachiosaurus is a relative peaceful giant that feeds on vegetation.

COMBAT: The brachiosaurus is not much for aggressiveness.

The size of this creature keeps all but the largest and hungriest of predators at bay. When attacked, the brachiosaurus slaps away with its long tail.



DEINONYCHUS

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 4 (d8)

MOVE: 60 ft.

AC: 17

ATTACKS: Talons (1d8+4), 2 foreclaws (1d3+2), Bite (2d4+2)

SPECIAL: Twilight Vision, Scent

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 60+4

Deinonychus

1-6

Medium

4 (d8)

60 ft.

17

Talons (1d8+4), 2 foreclaws (1d3+2), Bite (2d4+2)

Twilight Vision, Scent

P

Inferior

Neutral

Animal

Nil

60+4

Megaraptor

1-6

Large

8 (d8)

60 ft.

17

Talons (2d6+5), 2 foreclaws (1d4+2), Bite (1d8+2)

Twilight Vision,

Scent

P

Inferior

Neutral

Animal

Nil

375+8

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

A megaraptor is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

COMBAT: A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

MONSTERS

POUNCE: If a deinonychus charges, it can use all attacks in one round.



ELASMOSAURUS

NO. ENCOUNTERED: 1-8
SIZE: Huge
Hit Dice: 10 (d8)
MOVE: 20 ft., 40 ft. (swim)
AC: 13
ATTACKS: Bite (2d8)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 900+10

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

COMBAT: An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

HIDE IN WATER: An elasmosaurus has a +8 bonus on hide checks in water.

IGUANODON

NO. ENCOUNTERED: 1-32
SIZE: Huge
HD: 8 (d8)
MOVE: 60 ft.
AC: 16
ATTACKS: 2 Claw spikes (2d4+6), tail slam (1d6+6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 250+8



The iguanodon is a relatively fast moving herbivore with a curious thumb spike on each hand. The beak shaped mouth of this dinosaur is toothless but has a bony structure to it that allows it to nibble and tear at leaves. Iguanodons are a bit curious in their locomotion as their bodies are built to handle both running on their hind legs as well as moving about on all fours. As the iguanodon is well suited for different terrain features, the hides of these creatures come in a variety of colors and patterns.

COMBAT: Being herbivores, the iguanodon usually prefers to avoid battles unless the males are defending their breeding territories. When provoked, these creatures use their thumb spikes and tails to defend themselves.

MASSOSPONDYLUS

NO. ENCOUNTERED: 1-32
SIZE: Large
HD: 3 (d8)
MOVE: 50 ft.
AC: 18
ATTACKS: 2 Claws (1d6+4)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 200+3

Though stupid as a log, the massospondylus is an unusually friendly dinosaur. Though these creatures somewhat resemble smaller versions of the massive sauropods, their muscular legs, clawed feet, and improved dexterity allow them to be reasonably quick and agile. Though a massospondylus can rise up and even run certain lengths on their hind legs, they usually incorporate all four legs into their locomotion.

The massospondylus usually grows to be up to thirteen feet in length. These herbivores lay eggs in the dirt or sand and the mother does not watch over the eggs or the hatchlings. Upon hatching, the infant massospondylus reaches maturity in five years and can live between 51 to 62 years (1d12+50). In the wild these hatchlings usually follow an adult herd, which neither encourages nor discourages their presence. In times of trouble, however, the herd as a whole usually groups together for protection.

The hide of the massospondylus is covered with bead-like scales, as with most dinosaurs, and is usually patterned with stripes or splotches. The overall color tone ranges from vibrant greens to dull grays or beige, and the markings are usually a rusty reddish-orange, dull black, or bluish-gray.

COMBAT: The feet of the massospondylus feature claws at the end of five digits on each “hand” plus a powerful “thumb” claw. During combat this creature will rear back and strike out with the frontal claws. These creatures are not particularly known for being aggressive and the massospondylus will usually choose to flee if threatened or treated in an aggressive manner.

OVIRAPTOR

NO. ENCOUNTERED: 1-12
SIZE: Medium
HD: 2 (d8)
MOVE: 50 ft.
AC: 16
ATTACKS: Bite (1d6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

Oviraptors are omnivorous, bipedal dinosaurs with long fingers on their hands that they use for grasping objects, particularly eggs. They have a bird-like head with a strong but toothless beak, and a crest on their snouts that is brightly colored on the males in order to attract female mates. Oviraptors are usually between 6 to eight feet in length and weigh roughly 60 to 70lbs.

COMBAT: The oviraptor is usually more concerned with finding small game to eat or defending its nest to go actively pursuing trouble. As such, this creature should be treated with having the combat aggressiveness of any normal animal with such needs. When forced into combat, however, the oviraptor has very strong jaws that control the creature’s beak, giving the oviraptor a fierce, crushing bite.

PLATEOSAURUS

NO. ENCOUNTERED: 1-68
SIZE: Huge
HD: 4 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: Slam (1d6+6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 40+4

The plateosaurus is a bipedal dinosaur, standing around 20 feet tall with a small head on a long neck, and a long tail used for whipping off predators. A plant eater, this creature is usually reasonably placid but may become aggressive if provoked.

COMBAT: The plateosaurus is a plant eater and thus has little use for combat other than territorial reasons, protection of lair or young, or dominance during mating. As such, the plateosaurus will usually attempt to avoid such situations unless it feels threatened.

PROTOCERATOPS

NO. ENCOUNTERED: 1-16
SIZE: Medium
HD: 3 (d8)
MOVE: 30 ft.
AC: 16
ATTACKS: Bite (1d4+3)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 20+3

The protoceratops resembles a medium sized version of a triceratops in many ways, only lacking the three horns. The armored crest at the top of the protoceratops' head is very similar however, and protects this creature from attackers. The protoceratops is around 6 feet in length, and weighs a sturdy 900lbs.

COMBAT: Being herbivorous, the protoceratops is a bit weak combat-wise and has only its bite, intended purely for plant consumption, with which to properly defend itself.

SCUTELLOSAURUS

NO. ENCOUNTERED: 1-48
SIZE: Medium
HD: 2 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: Tail Slap (1d3)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

The scutellosaurus is a swift, plant-eating dinosaur that is covered with protective bony plates. Due to the fact that this creature is fairly small and weak compared to other dinosaurs, the scutellosaurus tends to avoid combative situations if possible. The scutellosaurus comes in a variety of shades and patterns, most of which tend to blend somewhat with the surroundings.

COMBAT: Being a herbivore that is somewhat unimpressive in size, the scutellosaurus usually prefers to avoid battles unless the males are defending

their breeding territories. When provoked or threatened, these creatures use their weak tail slaps in an attempt to ward off predators.

STEGOSAURUS

NO. ENCOUNTERED: 1-14
SIZE: Huge
HD: 8 (d8)
MOVE: 30 ft.
AC: 18
ATTACKS: Slam +8 melee (1d6+6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 250+8

The stegosaurus is a sturdy, plant eating dinosaur whose body is protected by bony plates that run down the back and tail. A heavy tail with four long spikes serves as a natural slamming weapon. This dinosaur is a quadruped that is 28 feet in length.

The stegosaurus varies in shades of color, and sometimes has colorful stripes and mottled patterns on its hide. In addition to the bony plates, another unusual feature of the stegosaurus is the small size of its head. The brain is also quite tiny, especially for a creature of such a notable size, making the stegosaurus a bit on the "stupid" side.

COMBAT: The stegosaurus is a plant-eating dinosaur, and as such is not aggressive unless it feels threatened.



TRACHODON

NO. ENCOUNTERED: 1-36
SIZE: Large
HD: 6 (d8)
MOVE: 50 ft.
AC: 17
ATTACKS: Bite (1d8+4) or Tail slap (1d4+4)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 120+6

The trachodon is a plant-eating creature that is often referred to as a "duck-billed" dinosaur. These dinosaurs stand erect on two legs and are agile runners, but for the most part they are rather placid in behavior, but they can become aggressive if provoked. Though they can be found in a wide variety of warm areas, the trachodon prefer to graze upon the plants that grow along the edges of lakes.

MONSTERS

COMBAT: The trachodon usually wards off predators with a bite from its wide billed mouth or a slap from its sturdy tail.

DREAM CHILD

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 12 (d8)

MOVE: 20 ft.

AC: 21

ATTACKS: Bite (2d6), Claws (1d4)

SPECIAL: Jaunt, Nightmare Given Form, Return to Rest

SAVES: M

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Aberration

TREASURE: Nil

XP: 1375+12

Dream children are strange creatures formed from the dreams and nightmares of mortals who die in their sleep. Once brought to life, they are ravenous things, filled with an unwholesome hunger for the flesh of the living and so they abandon the realm of dreams to stalk the living. A dream child is horrific to behold, a great slaving maw supported by a mass of seven clawed arms. Emerging from its back is a pair of legs with bloody eyes in the soles of its "feet."

COMBAT: To propagate their kind, dream children stalk sleeping victims, for when they die, their dreams take shape into a new dream child. Even when confronted with a waking victim, a dream child is quick to compel its victim to enter a restless sleep, while it creeps forward to deliver the killing blow.

JAUNT: Once per round, the dream child can travel between the ethereal and the material, or vice versa. While in the ethereal, the dream child can only be attacked by incorporeal creatures or creatures on the ethereal plane.

NIGHTMARE GIVEN FORM: The dream child's primary attack, when within 30 feet of a sleeping creature, it may cast its influence into the dreams of its victim. The sleeper must make a **wisdom saving throw** or take 2d8 points of damage. This damage doesn't wake the victim up. Sleepers slain by this attack spawn a new dream child in the ethereal plane.

RETURN TO REST: A dream child can compel living creatures to sleep. Once per round, a dream child can force a living creature to make a **wisdom saving throw** or fall unconscious. The character immediately awakens if vigorously shaken or if it takes damage (other than with the nightmare given form attack).

FLESH HOUND

NO. ENCOUNTERED: 1-8

SIZE: Small

HD: 1 (d12)

MOVE: 50 ft.

AC: 13

ATTACKS: Bite (1d4), Tail Bite (1d4)

SPECIAL: Tail Attack, Undead

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 9+1

Created to serve as guardians, flesh hounds are disturbing creatures, skinless, reanimated hounds the heads of which have been removed and replaced by those of humanoids, the tail of which has been replaced with a sinuous, jaw-tipped orifice. The cunning exhibited by these necromantic guardians is rightly feared, and their wretched howl is said to be terrible.

COMBAT: Flesh hounds run down their victim's with animal-like cunning, biting with their mouth and tail, rending flesh.

TAIL ATTACK: Because their tail is tipped with a vicious maw, flesh hounds can attack opponents in front and behind them simultaneously with no penalty.

FLESHRAKER

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 4 (d8)

MOVE: 30 ft.

AC: 18

ATTACKS: Razor Knife (1d8)

SPECIAL: Darkvision 60 ft., Death Hunger, Immunity: Fire (half), Weapons (half), Wounding Weapon

SAVES: P

INT: High

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 70+4

Flesherkers are terrible fiends conjured up from Hell to spread death and misery in the mortal world. Consumed by an unspeakable need to commit murder, these villains haunt the poor, crowded districts, where a few murdered victims might go unnoticed.

A fleshraker stands just over six-feet tall and weighs 175 pounds. It has deep crimson skin and long black hair. Its flesh is marred with ritual scars and obscene tattoos. Their faces are long and twisted with an insane smile that spreads wide revealing black teeth when close to killing their prey. These creatures are quick to acquire clothing once they enter the mortal world and can often be seen wearing tall, wide-brimmed hats and long black robes to conceal their ghastly appearance.

COMBAT: A fleshraker may need to kill, but it's a patient murderer. It selects its victim from a place covered by darkness and then follows its prey to a remote area where none can interfere. Once alone with its prey, it strikes, slashing with its long razor knife.

DEATH HUNGER: Each day the fleshraker goes without killing a living creature, it takes 1d4 points of damage. This damage cannot be recovered until the fleshraker kills again.

WOUNDING WEAPON: A fleshraker's razor knife opens the flesh to the bone. Living creatures hit by the razor knife must make a **constitution saving throw** on their next turn or take an extra 1d8 points of damage.

GHOST EATER

NO. ENCOUNTERED: 1-8

SIZE: Small

HD: 2 (d10)

MOVE: 30 ft., 30 ft. (climb)

AC: 14

ATTACKS: Bite (1d4), Claws (1d3)

SPECIAL: Disrupting Bite, Eerie Howl, Final Repose, Darkvision 60 ft., Ghostly Resilience, Sense Undead, Scent, Twilightvision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 17+2

Ghost eaters are strange creatures that prowl the jungles, always on the hunt for undead creatures. The unnatural essence that gives undead the semblance of life sustains these creatures. Ghost eaters are often found haunting the edges of humanoid settlements, particularly burial grounds.

A ghost eater is about three feet tall, covered in gray hair that is thickest on its head and back. It has a long tail and round face with staring pale eyes.

COMBAT: Ghost eaters avoid living creatures when possible, but despise undead more than any other creature. They proceed with caution, instinctively aware of their own limitations when facing powerful undead creatures. Thus, when on the hunt, they rely on speed and stealth to bring down their prey.

DISRUPTING BITE: Whenever a ghost eater hits an undead creature using its bite attack, it deals an extra 1d6 damage.

EERIE HOWL: A ghost eater can loose a queer, echoing howl to strike fear in the hearts of those who hear it, even those beyond fear. All creatures, including undead, within 60 feet of a howling ghost eater must succeed on a **wisdom saving throw** or be forced to flee from the ghost eater for 1d6 rounds. Cornered creatures under the effects of the eerie howl may defend themselves, albeit at a -2 penalty on their attack rolls.

FINAL REPOSE: Undead creatures destroyed by a ghost eater cannot return and are forever destroyed.

GHOSTLY RESILIENCE: A ghost eater gains a +2 bonus to Armor Class against attacks made by undead, and when affected by an undead's attack that requires a saving throw, the ghost eater may roll twice and take the better result.

SENSE UNDEAD: A ghost eater can unerringly detect the presence of undead within 60 feet.

GOLEMS

CHEMICAL GOLEM

NO. ENCOUNTERED: 1

SIZE: Large

HD: 12 (d10)

MOVE: 20 ft.

AC: 18

ATTACKS: 2 Slams (2d8)

Special: Berserk, Breath Weapon, Death Throes, Immune to Magic, Rupture

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: Nil

XP: 1375+12

A chemical golem is a massive man-shape sack of fluid that prowls about in search of living creatures to destroy. The fluid that constitutes their forms is a deadly mix of toxins, acid, and foul chemicals that are lethal to those that encounter the stuff.

COMBAT: A chemical golem begins combat with its breath weapon, spewing a cone of scalding toxins and acids over all creatures in range. While it waits to breathe again, it charges its opponents, using slam attacks to smash its opponents. A chemical golem always fights to the death.

BERSERK: In combat, there is a cumulative 1% chance each round that the chemical golem goes berserk. If this occurs, it attacks the closest living creature each round. If no creature is within reach, it smashes some object smaller than itself, then moves on to spread more destruction. Once the golem goes berserk, it remains berserk until destroyed.

BREATH WEAPON: Once every 5 rounds, a chemical golem may spew a 30-foot cone of caustic fluid. Any creature in the area takes 5d6 points of acid damage. A successful **dexterity saving throw** halves this damage.

DEATH THROES: When reduced to 0 hit points, a chemical golem explodes in a burst of foul burning liquids and deadly gases. All creatures within 20 feet take 6d6 points of fire damage. A successful **dexterity saving throw** halves this damage.

IMMUNITY TO MAGIC: Chemical golems are immune to all magical effects except as noted here. A *neutralize poison* or *remove disease* spell slows a chemical golem for 2d6 rounds (no save).

RUPTURE: Whenever a chemical golem takes 10 or more points of damage from a single attack, it ruptures, spraying burning liquid and toxic chemicals in all directions. All creatures within 10 feet of the chemical golem take 3d6 points of fire damage. A successful **dexterity saving throw** halves this damage.

GOBBET

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 5d10

MOVE: 6 ft

AC: 12

ATTACKS: 1d4+1, Tentacle x 6 (+5 to hit)

SPECIAL: Suffocate

INT: 6/Insane

ALIGNMENT: Neutral (Evil)

TYPE: Undead (Unique)

TREASURE: Nil

XP: 30+3

The Gobbet is a foul creation of the Necromantic arts merged with the natural powers of druidic magic. The Liber Mortis, an evil tome of undead magics, gives the user the power of forcing flesh to leave the bones of a corpse; thereby providing a clean skeleton to cast enchantments upon. However, when nature magics are combined they allow the flesh to be made independent of the skeleton while still living. This oozing blob of flesh is the result called the Gobbet.

The Gobbet can be made from one creature, though usually the malignant practice is used to create a single entity from the flesh of several victims at once (resulting in a Large size creature). IT moves slowly, pulling its ponderous bulk like a slug towards its prey, which is any living flesh. It sees by raising its eyestalks (two eyes for each victim used in the creation of the Gobbet) like telescopes up from its bulk to navigate direction and attack. Its attacks are bloody tentacles of arteries, veins, and cartilage that can entrap opponents (4 hp of damage needed to sever a tentacle). It as no bone structure, having left its skeleton behind in the creation rite and so has no teeth but fingernails are combined into its 'maw' that can do the damage noted above (1d4+1). It can also use its maw to entrap a victim's head; suffocating them in 6 rounds (CON saves to be made after the 2nd round with a -2 cumulative penalty every succeeding round the victim is still entrapped).

DESCRIPTION: The Gobbet is a massive blob of flesh colored goo, amorphous and rippling in its bulk. Occasionally opening appear in its surface to allow eyeballs to rise up on their bloody optic nerves to survey its surroundings and to direct blood-spattered cords of circulatory masses to the attack. Its maw is a smooth opening at its center with rows of finger & toenails mimicking teeth which to attack its prey.

GREY MATTER

NO. ENCOUNTERED: 1-3

SIZE: Small

HD: 5 (d10)

MOVE: 10 ft

AC: 14

ATTACKS: Tendril x4 (1d4 Acid+Attach)

SPECIAL: Attach, Psionics, Telepathy

SAVES: M

INT: Genius

ALIGNMENT: Neutral (Neutral)

TYPE: Ooze

TREASURE: -

XP: 2750+10

In its true form, a Grey Matter is a wrinkled amorphous blob of amniotic fluid coupled in a sheet of myelin, somewhat resembling a human brain. Four vascular tubes, continually dripping blood, hang from the sides of a Grey Matter, trailing a reminder of its passage. The creature possesses no sensory organs, and no communicatory features, but that underlies its true nastiness, for a Grey Matter is a supreme tactician, and a deadly cunning opponent. Few victims ever see a Grey Matter for what it is, and those that do, never see anything else.

COMBAT: Grey Matter are psychically aware creatures, combining efficient hunting with an unearthly intelligence to feed. Lashing out with its bleeding appendages, a Grey Matter focuses its hunger on the least physically -able victim it detects, attempting to destroy quickly, consume the brain, and then strike again, resuming a normal shape to avoid detection.

MONSTERS

ATTACH: When a Grey Matter strikes with a tendril, the victim must make a successful **strength saving throw** to avoid having the tendril latch hold, inflicting 1d2 points of automatic acid damage until the tendril, the Grey Matter, or the victim is dead. If a Grey Matter strikes the same victim with all four of its tendrils, and the victim fails to save against each, the Grey Matter immediately pulls itself to the victim, activates its *alter size* to shrink itself, and destroys the victim's brain, causing immediate and irrevocable death. The Grey Matter then liquefies, and seeps through the orifices of the victim's skull, and prepares for another attack, immediately *polymorphing* into something innocuous. A tendril has an AC of 19, and has 2d12 hit points; damage to a tendril does not affect a Grey Matter in any way, save for reducing its number of attacks when a tendril is destroyed.

PSIONICS: Capable at will, as a spellcaster of 10th level—*ghost sound, mage hand, message, alter size, levitate, magic mouth, suggestion, dimension door, hallucinatory terrain, polymorph* (objects only), *feeblem ind*, and *phase door*.

TELEPATHY: A Grey Matter can communicate with any creature, regardless of language, provided the creature has an Intelligence of 3 or more.

GRIM MANTLE

NO. ENCOUNTERED: 1 (Unique)

SIZE: Medium

HD: 8 (d8)

MOVE: 40 ft.

AC: 20

ATTACKS: 2 Slams (1d6)

SPECIAL: Twilight Vision, Regeneration 4, Spell-Like Abilities, SR 10

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: Nil

XP: 950+8

Grim Mantle stalks the lonely places of the world, a solitary figure, a being of unknowable origin, of unspeakable horror. Tall, gaunt, sinuous, limbs and fingers unnaturally long, seemingly possessed of far too many joints, Grim Mantle earned its name from its cloak, a ghoulish patchwork of stolen faces, faces sewn together with fresh sinews, faces stolen from all manner of sentients. Faces that still twist, gibber, and mouth silent screams. That Grim Mantle's face is a gaunt, smooth, and bereft of any features may explain its strange need to mystically flay the faces of others. Grim Mantle stalks its prey following some strange, unfathomable pattern, not resting until it has acquired its new cloak patch, or been banished in the process. Grim Mantle's movements are akin to the motions of a perverse marionette, utterly silent, and few hear its approach until it is much too late. Fewer still have escaped its relentless hunt, its quest to obtain 13 new faces for its cloak each year. While Grim Mantle has been defeated and banished in the past, such victories is partially hollow, for Grim Mantle always appears again after a year and a day, in some remote location, ready to refresh its garb.

COMBAT: Grim Mantle prefers victims that do not fight back, taking pains to isolate victims, attacking when they are at their weakest or most unsuspecting, even slaying poor souls in their sleep. It pulverizes and crushes opponents, always taking care to leave the face undamaged, ripping it free as the death rattle issues in their throat.

SPELL-LIKE ABILITIES: *Charm Person, Sleep, Spider Climb*. These abilities are usable once per day, at the 8th level of ability.

INFERNAL AUTOMATON

NO. ENCOUNTERED: 2-4

SIZE: Small

HD: 4 (d10)

MOVE: 20 ft.

AC: 19

ATTACKS: Slam (1d8 plus 1d6 fire)

SPECIAL: Breath Weapon, Death Throes, Immune to Fire, Scalding Strike, Steam

SAVES: P

INT: Inferior

ALIGNMENT: Lawful Evil

TYPE: Construct

TREASURE: 2

XP: 60+4

COMBAT: Infernal automatons are not bright combatants by any stretch and when dispatched to attack by their wicked masters, they form up in rigid ranks, march forward, and belch clouds of scalding steam as they lash out with their white-hot appendages. When an opponent comes within reach, the infernal automatons swarm about, breaking up their ranks to shred and burn their enemies. Dimly aware as they are of their tortured existence, the spirits that animate these constructs relish every fight as a chance to find peace and thus rarely back down once committed to a fight.

BREATH WEAPON: An infernal automaton spews a cone of blazing fire. All enemies within 20 feet take 3d6 fire damage. A successful **dexterity saving throw** halves this damage. An infernal automaton must wait 1 minute between each use of this ability.

DEATH THROES: When reduced to 0 hit points, an infernal automaton's body begins to shake and tremble. After 1d3 rounds, it explodes dealing 3d6 points of fire damage to all creatures within 20 feet.

SCALDING STRIKE: An infernal automaton's attacks deal an extra 1d6 points of fire damage.

STEAM: At the start of each of the infernal automaton's turns, all creatures within 10 feet must succeed on a **constitution saving throw** or take -2 on all to hit rolls due to the sporadic bursts of super-hot steam emanating from the infernal automaton's body.

LIFE LEECH

NO. ENCOUNTERED: 2-12

SIZE: Medium

HD: 6 (d8)

MOVE: 5 ft., 50 ft. (fly)

AC: 18

ATTACKS: Bite (1d8), Barbed Wings (1d6)

SPECIAL: Life Drain, Darkvision

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: Nil

XP: 180+6

A life leech is a hideous creature that resembles a normal bat, but sized to that of a man. It has barbs on the end of its wings, and drooling fangs emerge from its slobbering mouth. Found in remote islets, sailors whisper these things seem to exist only to feed on the souls of the living.

COMBAT: A life leech drops from the sky to deliver its soul-sucking bite attack, before fluttering off into the night.

LIFE DRAIN: Living creatures hit by a life leech's bite attack lose one level and take a -2 penalty to attack and damage rolls. Multiple hits results in additional level loss, but do not worsen the penalty on attacks. An affected creature can lift this penalty by making a **constitution saving throw** each day.

MALKIN

NO. ENCOUNTERED: 1

SIZE: Small

HD: 3 (d8)

MOVE: 30 ft.

AC: 16

ATTACKS: Bite (1d3), Claws (1d2)

SPECIAL: Rake, Sense Corruption, Twilightvision, Immune to Electricity and Poison, Regeneration 2, SR 3, Telepathy 100 ft., True Sight

SAVES: M

INT: Low

ALIGNMENT: Any

TYPE: Extraplanar

TREASURE: Nil

XP: 35+3

A malkin resembles a normal housecat, but its physical appearance is the extent of their similarities. A malkin is far more intelligent and armed with a variety of supernatural powers that makes them particularly valuable to adepts of all stripes.

Any who dabble in the occult should find value in these unusual creatures, and many sorcerers have made pacts with these creatures to serve as familiars, companions, and helpers. An individual malkin does not form lasting attachments to their bipedal masters, being fickle and capricious creatures capable of leaving on a whim.

COMBAT: A malkin fights only when cornered, fleeing confrontations when able. When forced to fight, it brawls with great ferocity, hurling itself at a foe to bring all of its claws and teeth into play.

RAKE: A malkin that hits with its bite attack may make two rake attacks with its hind legs. These attacks have an additional +1 bonus to hit and inflict 1d2 damage each.

SENSE CORRUPTION: A malkin can unerringly sense evil creatures within 60 feet.

TELEPATHY: A malkin communicates by transmitting its thoughts to a friendly creature within 100 feet.

TRUE SIGHT: Malkins perceive their surroundings as if under the effects of a *true seeing* spell.

MANC BUG

NO. ENCOUNTERED: 1 or 1-3

SIZE: Small

HD: 2 (d4)

MOVE: 60 feet, 10 feet (fly)

AC: 15

ATTACK: Stinger (1d4+Poison) and Bite (1d3)

SPECIAL: Spell Immunity, Poison, Detect Magic, Consume Magic

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: -

XP: 350+5

Manc bugs look like beetles, having large round bodies covered in a hardened shell, ending at the rear with an elongated stinger. Underneath, translucent wings extend to allow the manc bug limited flight. These beasts are attracted to the unique emanations of magic, able to detect the subtle ripples caused by spellcasting, or the presence of a magic item. Indeed, manc bugs survive by feeding from such things, and their presence is a sure indicator of magic nearby. On the open market, a manc bug typically sells for several hundred, if not thousands, of gold, and even a dead manc bug has value, since its shell and other parts can be used in the manufacturing of magic-detecting items or used as components for spells.

COMBAT: Manc bugs are not interested in attacking, though they often instigate combat by attempting to feed. They generally will retreat if formidable

force is shown to them, but it will return later, if it can. Manc bugs are always hungry.

SPELL IMMUNITY: Due to their voracious appetite and consumption of magic, manc bugs have developed an immunity to spells.

POISON: At the base of the manc bug's stinger is a venomous sac filled with a disruptive toxin which has become laced with magical properties. If a creature is struck by the manc bug, a successful **constitution saving throw** must be made or the effect of a *dispel magic* spell as cast by a 12th level caster is generated; if a spellcasting creature, whether by class or inherent ability, is struck, the save is made but a failure results in the additional loss of a random spell.

DETECT MAGIC: Manc bugs are perpetually affected by the spell *detect magic* but with a range of 120 feet.

CONSUME MAGIC: Each day a manc bug touches a magic item, the effective caster level (the level of the item's creator) of the item decreases by one, until, at zero, the item ceases to be a magic item. For magical weapons and armor, every four levels lost results in a reduction in the magical plus of the weapon by one. Any item drained by a manc bug cannot be restored, though it can be re-enchanted if rendered nonmagical.

META-DROID

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 10 (d8)

MOVE: 30 ft.

AC: 20

ATTACKS: +8 fist (1d12+2) or +8 laser beam (3d10)

SPECIAL: Laser, Immune to mind-affecting spells, ½ damage from cold, fire or electricity

SAVES: P, M

INT: Robotic

ALIGNMENT: Neutral

TYPE: Robot Guardian

XP: 1050+8

These mechanical sentinels are somewhat larger than humans, and are protected by riveted and yellow enameled metal sheets. In addition to attacking with their fists, Meta-Droids can shoot a laser beam every third round, for a maximum of 5 per day. Meta-Droids are set to guard ancient ruins and military bases, and are found there as well as in certain domains of the Underworld.

NECROPEDE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 40 ft., 15 ft. (climb)

AC: 15

ATTACKS: 3 Slam (1d8), Constrict (6d4)

SPECIAL: Constrict, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 330+6

A necropede is a terrible abomination, the necromantic fusion of multiple humanoid torsos, stitched in-line, the creation's many arms serving as legs, propelling the foul thing swiftly across all manner of terrain, and even up walls and cliffs! Most necropede's are constructed using six torsos, but they may be made with more or less.

COMBAT: In combat half of a necropede's torsos rear up, striking out with many limbs, or twisting around an opponent, binding and crushing with its many arms.

CONSTRICT: When a necropede strikes with half or more of its slam attacks, it automatically wraps itself around the opponent. The victim must make a successful **strength saving throw** to avoid a constricting hold. On the round

MONSTERS

immediately following the use of this ability, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the necropede's clutches every round. A necropede constricts its victim for 6d4 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

NEOTHELID

NO. ENCOUNTERED: 1

SIZE: Large

HD: 25 (d8)

MOVE: 20 ft.

AC: 25

ATTACKS: Bite (2d12)

SPECIAL: Breath Weapon, Fear, Grab, Perfect Sense 100 ft., Swallow Whole

SAVES: M

INT: Superior

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 18

XP: 5300+25

No one is quite certain where these creatures come from and indeed many deny they exist at all. Those students of the occult who dabble with theories of other dimensions suggest the neothelid in fact originates from another dimension and that it ever seeks to cross the barriers of space and time, punching through the fabric of reality in acts of incredible supernatural powers. It's whispered that some cults see these things as gods and they work to bridge their worlds to usher in a new era of horror with the neothelids as masters.

A neothelid is a great wormlike creature measuring over 50-feet long. Its head is a mass of writhing tentacles that surround a toothy maw. Although it has no eyes or other sensory organs, it unerringly senses its prey.

COMBAT: The neothelid fights simply, snapping at annoying enemies and swallowing them alive. Once it has gobbled up a couple of foes, it spews its breath weapon, disgorging its acids and its meal in one tremendous blast of destruction.

BREATH WEAPON: A neothelid can spew a cone of its digestive juices in a 50-foot cone once per day. Creatures in the area take 25d6 acid damage, though they are entitled to a **dexterity saving throw** to reduce the damage to half. If the neothelid swallowed any creatures, the creatures are similarly disgorged and appear in a space at the end of the cone. These creatures are subject to the breath weapon's damage, and may make a saving throw to reduce its damage by half.

FEAR: The neothelid is a horrific foe, a being beyond nightmare. Upon first seeing the neothelid, all non-extraplanar creatures must succeed on a **wisdom saving throw** or become afraid, taking a -1 penalty on attacks until they hit the creature.

GRAB: When a neothelid hits a Medium or smaller creature with its bite attack, it snatches that creature off its feet. A grabbed creature can attempt a Strength or **dexterity saving throw** to escape the grab, but if it does so, it falls to the ground prone.

SWALLOW WHOLE: On its turn, if the neothelid is grabbing a creature, it can try to swallow that creature whole. The target is entitled to a Strength or **dexterity saving throw** to avoid being swallowed. On a failed save, the creature disappears into the monster's gullet. Each round, on the neothelid's turn, swallowed creatures take 5d6 acid damage from its digestive juices. A swallowed creature can attack from within the belly of the beast or cast spells, but only if it first succeeds on a **constitution saving throw**. Should the neothelid die, swallowed creatures can crawl free from the monster.

OCULAR SENTINEL

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d2)

MOVE: 20 ft.

AC: 13

ATTACKS: Nil

SPECIAL: Cannot be Surprised, Darkvision 60 ft., Necromantic Bond, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: Nil

XP: 9+1

Created by taking up to a dozen eyeballs, complete with stalks, and necromantically congealing them into a roughly spherical mass atop a wriggling clump of stalks, an ocular sentinel serves as guardian and spy. Seeing in all directions at once, moving about by scurrying atop its eye-stalks, it is inoffensive but ever-watchful, and its creator may choose to see what it sees.

COMBAT: Ocular sentinels avoid combat, and are too small, weak, and unequipped to be able to deal damage to other beings.

CANNOT BE SURPRISED: Due to their darkvision and mass of eyes pointing in every direction, ocular sentinels cannot be back attacked, sneak attacked, or otherwise surprised by opponents not somehow utterly obscured from view or invisible.

NECROMANTIC BOND: The creator of an ocular sentinel is instantly alerted if the sentinel sees an intruder or is damaged or slain. They may also opt to concentrate for a round to see what the ocular sentinel sees as if they were standing in the same spot, providing the sentinel is within 100 ft.

PHYNNODDEREE

NO. ENCOUNTERED: 2-8

SIZE: Medium

HD: 3 (d6)

MOVE: 35 feet, 25 feet (fly, good)

AC: 20

ATTACK: Weapon (Weapon+3)

SPECIAL: Spell-Like Abilities, Invisible, Silent, Immune to Darkness, Spell Resistance (10), Fast Healing 2, Regenerate, Rejuvenate, Enormous Strength, Daylight Powerlessness

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: Lair

XP: 2,200+3

Phynnodderee are murderous, ravenous carnivores, stalking the lowlands they call home, striking out as dusk falls and the sun fades to darkness. Malicious, mischievous, and ugly, these creatures, distantly related to both Trolls (q.v.) and Pixies, (q.v.), are psychotic killing fey possessing great strength, and indomitable fortitude. Nighttime protects the Phynnodderee, sheltering the creature in its unyielding embrace, blending together to cloak the Phynnodderee in absolute concealment; in fact, if the creature did not wish to make a sound, it would not be possible to know one had moved, or even stood nearby— so total is their stealth. This reliance on shadows has slowly withered away the Phynnodderee, warping them. Forever barred to the caress of the Sun's warmth, Phynnodderee immediately turn to stone when exposed to daylight, rendering the creature powerless. Phynnodderee always hunt in mobs, ranging in size from 2 to 8.

COMBAT: Silent, imperceptible death, is the trademark of the Phynnodderee, leaving a trail of blood and half-devoured carcasses, emptied to fill the beast's hunger. Strike hard, strike fast, and kill— that is all a Phynnodderee knows. Having no fear, and no inhibition, a Phynnodderee will attack even creatures that far outclass them in toe-to-toe combat, relying on a series of mobile strikes, to sap and weaken their prey before moving in for a catastrophic decimation.

SPELL-LIKE ABILITIES: Polymorph Self, Permanent Illusion (1/day), Dispel Magic (8th level effect) (1/day), and Dancing Lights (1/day).

INVISIBLE: A Phynnodderee is always invisible, as the spell Improved Invisibility, when moving or attacking, unless it chooses to be visible.

SILENT: Phynnodderee do not make sound when moving, and do not require Verbal components for any spell cast. If the Phynnodderee wishes to end this effect, it is automatic, but can be restarted at will.

IMMUNE TO DARKNESS: Darkness, whether natural or magical, is no hindrance to a Phynnodderee.

SPELL RESISTANCE (10): To be affected by a spell or spell-like ability, the originator of the effect must roll a 10 or higher on a d20.

FAST HEALING 2: Three rounds after a Phynnodderee suffers damage, its body begin repairing, at the rate of 2 hit points regained per round. It cannot heal damage caused by fire or acid.

REGENERATE: A Phynnodderee can reattach severed body part, placing the stumps together, and gaining immediate use of the limb.

REJUVENATE: Unless a Phynnodderee is scorched with flame or dissolved by acid, its pieces will reform and it is not permanently dead. The Phynnodderee becomes active again in 3d6 rounds. Total physical destruction is required; even a fingertip that survives destruction will allow the Phynnodderee to reform, at the location of the piece that survived.

ENORMOUS STRENGTH: A Phynnodderee adds three times its Hit Dice when making strength saving throws or checks. Regardless of weapon used, a Phynnodderee always inflicts 3 extra points of damage.

DAYLIGHT POWERLESSNESS: If a Phynnodderee is exposed to true daylight, or the effects of the spell Daylight, it is immediately petrified, as is failing a **strength saving throw**. When so affected, a Phynnodderee is visible, but has Damage Reduction +3 (blunt), meaning only a magical non-edged weapon of +3 or greater enchantment can damage it; Spell Resistance and all other special qualities are lost however. A Stone to Flesh spell has no effect on a petrified Phynnodderee, but a Move Earth, Passwall, or other powerful Earth-related spell or effect will instantly slay the creature if cast directly on the Phynnodderee.

SPECIAL: Phynnodderee almost always have the abilities of the Rogue or Assassin class. Some (25%) might have the abilities, including spellcasting, of the Wizard or Illusionist class.

PICACOUATL

NO. ENCOUNTERED: 1-6

SIZE: Small

HD: 2 (d10)

MOVE: 15 ft., 50 ft. (fly)

AC: 18

ATTACKS: Bite (1d3)

SPECIAL: Holy Surge, Poisoned Bite, Darkvision, Protection from Evil, Sense Evil

SAVES: P

INT: Low

ALIGNMENT: Chaotic Good

TYPE: Magical Beast

TREASURE: Nil

XP: 22+2

A picacouatl is a small feathered and winged serpent, covered in bright scales with riotous-colored wings and glittering emerald eyes. Picacouatls are small predators found in jungles. It flies through the forest canopy, feeding on monkeys, birds, and other small game. It measures 6 feet long and with a 5-foot wingspan.

COMBAT: Under normal circumstances, a picacouatl avoids combat, preferring only to fight when hunting for food. This said, picacouatls cannot abide evil creatures and may attack them when encountered. It makes full use of its speed and maneuverability, darting in to strike and retreating to allow its poison to take effect.

HOLY SURGE: Once per day, a picacouatl can unleash a burst of holy energy when it makes a successful bite attack against an evil creature. The target is entitled to a **wisdom saving throw**. On a failed save, the target takes an extra 1d8 points of damage.

POISONED BITE: A living creature hit by the picacouatl's bite attack must immediately make a **constitution saving throw**. On a failed save, the creature takes 1d12 points of damage and takes a -2 penalty on all Strength, Dexterity, and constitution saving throws and checks. Each hour thereafter, the target is entitled to a new save to throw off the effects of the poison. Each time it fails the save, it takes an additional 1d12 damage.

PROTECTION FROM EVIL: A picacouatl gains a +2 bonus to AC against attacks made by evil creatures. It gains a +2 bonus to saving throws against an evil creature's special attacks.

SENSE EVIL: As the *detect evil* spell, continuous.

PIC BRIER

NO. ENCOUNTERED: 1, 2-5

SIZE: Large

HD: 4

MOVE: 10 ft.

AC: 20

ATTACKS: 3 Tendrils (1d8)

SPECIAL: Grab, Rend

SAVES: P

INT: Animal

ALIGNMENT: Lawful Evil

TYPE: Plant

TREASURE: 3

XP: 60+4

COMBAT: A pit brier is vicious and malevolent, hunting its prey with a surprising cunning for its nature and otherwise low intelligence. Its tactics honed from its violent existence in the lower planes, it is capable of keeping itself very still so it is all but imperceptible from other plants around it. When its prey comes within its reach, it sends a thorny tendril to wrap around its victim's body. Once it grabs it, it rips its foe to bloody gobbets of flesh, spattering blood to feed its hungry roots.

GRAB: When a pit brier damages an opponent with a tendril, that opponent must succeed on a **strength saving throw** on its very next turn or become grabbed. A grabbed creature cannot move and takes a -2 penalty on all to hit rolls and damage rolls (minimum 1 point of damage). A grabbed creature can try to escape at the start of its turn each round or automatically becomes free when the pit brier is slain. A pit brier gains a +2 bonus on to hit rolls against grabbed creatures.

REND: A pit brier that hits the same opponent with two or more tentacle attacks automatically deals an extra 2d6 points of damage.

POULCREGEISC

NO. ENCOUNTERED: 6-9

SIZE: Small

HD: 1 (d12)

MOVE: 30 feet, 10 feet (fly)

AC: 6

ATTACK: Claw (1d2)

SPECIAL: Ovokinesis, Instant Hatching, Mesmerizing Cluck, Incorporeal

SAVES: P

INT: -

ALIGNMENT: Chaotic Evil

TYPE: Undead (Rare)

TREASURE: -

XP: 5+1

A poulcregeist is the disembodied form of a domesticated bird, often of a headless chicken or other small fowl killed violently and suddenly. The poulcregeist is unaware of its existence, assuming it still lives, having spontaneously arisen as a ghostly undead. This transformation imbues the poulcregeist with odd and inexplicable powers, and warps what fragile mind it

MONSTERS

had to that of an insane and terrible beast. Poultrageists hate any creature that feeds on eggs, attacking them on sight, using whatever means available to them.

COMBAT: Poultrageists rarely initiate direct melee, but when they do, a dazzling display of ectoplasmic feathers coupled with quick and decisive claw swipes bring many foes down. They do not know fear, and never retreat.

OVAKINESIS: Any egg, or egg-like object, within 120 feet can be telekinetically lifted, and hurled at an enemy. This attack delivers an amount of damage based on the size, and weight, of the object, with an ordinary egg dealing one point of damage, but progressing upwards to a maximum of 5d6. Castle Keepers are left to their discretion as to the amount of damage the attack deals. Poultrageists can use this ability as often as desired.

INSTANT HATCHING: Poultrageists can, at will, cause any unhatched eggs within sight to spontaneously hatch a fully matured bird. The exact effects of this ability are identical to monster summoning I, save that birds created this way are real creatures, and do not disappear. Such created birds are treated as regular birds of prey, and are immediately, within the same round, brought forth, under the poultrageist's control; control lasts for 1d4 rounds.

MESMERIZING CLUCK: Despite being headless, a poultrageist can communicate, and a gathering generates a mind-numbing effect, created by their incessant clucking. When six or more poultrageists are together, within 90 feet, they can radiate an intoxicating sound, with identical effects to the hypnotism spell. This ability can be used as often as possible, but is ended if any of the contributing poultrageists are slain, or move further than 90 feet. The effect is also terminated if a subject of the hypnotism is attacked, or suffers damage.

INCORPOREAL: Poultrageists are able to walk, or attack, through solid objects, and cannot be affected by any weapon of less than a +1 enchantment.

PTERANODON

NO. ENCOUNTERED: 1-24

SIZE: Large

HD: 2 (d8)

MOVE: 20 ft.

AC: 11

ATTACKS: Bite (1d8-3)

SPECIAL: Twilight Vision

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 10+2

The pteranodon is a flying lizard. While this creature appears to be massive in size and had a wingspan of over twenty feet, the pteranodon was actually extremely lightweight due to its hollow bones and frail structure.

COMBAT: Though menacing in appearance, the pteranodon is a weak creature with little combative capabilities. Though having a good -sized beak, the pteranodon is mostly toothless, and its jaws are not nearly as strong as a creature its normal size. As such, most pteranodons tend to avoid all but Tiny to Small sized targets unless starving.

PWALG

NO. ENCOUNTERED: 2-5

SIZE: Small

HD: 5 (d8)

MOVE: 20 ft.

AC: 17

ATTACKS: Bite (d6)

SPECIAL: Acidic Slime, Squirt Acid, Stench, Darkvision 60 ft., Immune to Acid and Poison

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 180+5

A typical pwalg is a fat blob of quivering fatty tissue. From the many orifices weep streams of brown milk. Generally satisfied, it spends its time chuckling darkly to itself. However, when agitated, it tears free two arms and waddles forward, shifting its bulk to reveal its sucking lamprey mouth.

ACIDIC SLIME: Corrosive slime covers a pwalg's body. Any creature touching a pwalg takes 2d4 acid damage. Whenever a creature hits a pwalg with a weapon, the creature must succeed on a **dexterity saving throw** or permanently reduce the damage die of his weapon by one step (1d8 becomes 1d6 for example). A weapon whose damage is reduced below 1d2 is destroyed.

SQUIRT ACID: Whenever a pwalg moves, it squirts acid, dealing 1d4 points of acid damage to all creatures within 30 feet. A **dexterity saving throw** negates this damage.

STENCH: A pwalg reeks of spoiled ham. Living creatures within 30 feet must succeed on a **constitution saving throw** or take a -2 penalty on all to hit rolls. A creature that succeeds on a saving throw cannot be affected by the same pwalg's stench for 24 hours. Multiple failed saves against different pwalgs have no additional effect and the penalties are not cumulative.

SCORPITRON

NO. ENCOUNTERED: 1

SIZE: Huge

HD: 11 (d8)

MOVE: 50 ft.

AC: 20

ATTACKS: 2*+11 claws (1d10+3) and +8 laser beam (4d10)

SPECIAL: Laser, Laser Diffraction, Immune to mind-affecting spells, ½ damage from cold, fire or electricity

SAVES: P, M

INT: Robotic

ALIGNMENT: Neutral

TYPE: War Machine

XP: 2100+11

An autonomous battle platform resembling a huge armor-plated scorpion. The Scorpitron can shoot a laser beam every other round for a maximum of 10 per day. This beam can blast through thinner brick walls and hurl a human target 10' backwards. Lasers and other rays harmlessly bounce off the reflective carapace. Mechanical legs provide excellent mobility on smooth and sloped surfaces. The Scorpitron's only weakness is its bulk, which makes it hard to progress through or turn around in narrow spaces. Scorpitrons are usually encountered in deserts and ruined cities.

SERPENT PEOPLE

NO. ENCOUNTERED: 1, 2-5, 3-18

SIZE: Medium

HD: 1 (d8)

MOVE: 30 ft., 20 ft. (swim)

AC: 15

ATTACKS: Weapon

SPECIAL: Change Shape, Darkvision 60 ft.

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Monstrous Humanoid

TREASURE: 1

XP: 5+1

Serpent People are man-sized snakes equipped with arms and legs. Most have green scales, but a few sport brown, red, banded, or even yellow scales.

COMBAT: Serpent people are notoriously cautious in combat, rarely taking risks and being careful to control the time and place of their battles. Rather than take their opponents head on, they use change shape to assume the guise of their enemy's race if possible and lure them into ambushes. Other serpent people use their shapechanging abilities to infiltrate enemy ranks, poison food and water supplies, and generally cause havoc until their foes are so weakened that the rest of the serpent person's allies can strike without fearing heavy casualties.

Larger groups of serpent people often include clerics, who guide the foot soldiers in combat. Many priests are insane, driven mad by their god's anger.

CHANGE SHAPE: A serpent person can assume the form of any Small or Medium humanoid.

SHADOW SERPENT

NO. ENCOUNTERED: 2-8

SIZE: Medium

HD: 2(d8)

MOVE: 30 ft.

AC: 14

ATTACKS: Weapon or Bite (1d6)

SPECIAL: Poison

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Monstrous Humanoid

TREASURE: 1

XP: 10+2

Shadow Serpents are wretched terrible things that skulk in the darkness and feast on whatever they can catch. Little more than animals, they live mostly by their instincts.

COMBAT: A shadow serpent is a careful opponent, being sure to linger in the shadows until the proper time to strike. Even after it attacks, it always does so from areas of darkness, avoiding lit areas if possible. The undead lashes out madly, striking at the closest creature each round, relying on the combination of its chill aura and weakness to defeat its opponents. Being insubstantial means a shadow serpent can be hit only by magical weapons of +1 or better.

CHILL AURA: At the start of each of a shadow serpent's turns, all living creatures within 10 feet must succeed on constitution saving throws or take 1d4 cold damage.

WEAKNESS: Any creature damaged by a shadow serpent's touch must succeed on a **constitution saving throw** or take a -2 penalty on to hit rolls and damage. A victim may attempt a new **constitution saving throw** each minute to overcome the weakness. Multiple hits deal damage as normal but do not worsen the penalties from weakness.

SKIN CLOAK

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 2 (d12)

MOVE: 20 ft.

AC: 14

ATTACKS: Slam (1d4)

SPECIAL: Constrict, Darkvision 60 ft., Grab

SAVES: M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 2

XP: 15+2

COMBAT: Skin cloaks are aggressive in combat and filled with a dread loathing of spellcasters, perhaps out of hatred for those who gave them unlife. Thus, a skin cloak attacks arcane spellcasters before any other target. Once a skin cloak grabs its enemy, it constricts until its enemy is dead.

CONSTRICT: A skin cloak deals 1d4 points of damage to any opponent it is grabbing at the start of its turn.

GRAB: Any creature struck by a skin cloak's slam attack must succeed on a **dexterity saving throw** or become grabbed. A grabbed creature cannot move and takes a -2 penalty on to hit rolls, damage rolls, and AC. Each round, the creature can attempt to escape the grab by succeeding on a Strength or Dexterity check.

SKIN SACK

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d6)

MOVE: 20 ft.

AC: 14

ATTACKS: Grab (None), Constrict (1d4 + Suffocation)

SPECIAL: Constrict, Improved Grab, Undead, Yielding

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 30+2

Painstakingly removed intact from a humanoid corpse, the skin may be imbued with necromantic energies, animating it and thereby creating a skin sack. Moving with a fluid, sagging motion, a skin sack attacks by twisting itself around or engulfing a foe, slowly crushing and suffocating it, the victim's struggles clearly visible within.

COMBAT: Skin sacks attack by grabbing and engulfing their opponents, crushing and suffocating them within their folds.

IMPROVED GRAB: An opponent struck by a skin sack must make a successful **strength saving throw** to avoid being engulfed. An engulfed target cannot move, but may attempt to break free of the skin sack's embrace, or attack the skin sack itself. After being engulfed, the victim begins suffering the effects of the skin sack's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a **strength saving throw** to try to break free.

CONSTRICT: Any victim engulfed by a skin sack automatically takes damage on subsequent rounds, and begins to suffocate. A skin sack constricts its victim for 1d4 points of crushing damage per round. If the skin sack is not slain, or the opponent otherwise released within three rounds, the victim is unable to breathe and blacks out. Three rounds after losing consciousness, the victim will die. There is no saving throw. Attacks that hit an engulfing skin sack deal half damage to the monster and half to the trapped victim.

YIELDING: Because of their malleable, yielding nature, any blunt weapons do half damage, while slashing and piercing weapons do normal damage.

MONSTERS

SPECTER, FIRE

NO. ENCOUNTERED: 1, 2-5, 6-36

SIZE: Medium

HD: 2 (d12)

MOVE: 30 ft.

AC: 17

ATTACKS: Weapon

SPECIAL: Darkvision 60 ft., Fear, Fiery Attack, Flaming Death, Immolating Ire, Immune to Fire, Vulnerability to Cold

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Undead (Extraordinary)

TREASURE: 3

XP: 17+2

Fire spectres are undead creatures created when black-hearted villains are burned alive. Their hatred burns so strong the fires transform them into supernatural terrors. Unless laid to rest, they roam the earth bringing fire and death to all that cross their path.

A fire spectre retains little of its former form, being a skeletal creature in the tatters of its clothing and armor. In place of eyes, balls of glowing white fire burn in its sockets, scorching the bone all around. When it uses its flaming death trait, dancing red flames envelop the creature until it appears to be a man-shaped pillar of fire.

COMBAT: Fire specters are every bit as cruel and vicious as they were in life. The very first thing a fire specter does in combat is to fling itself at the closest foe slashing with its weapon until its opponent drops. In mobs, they team up in groups of two or three against a single opponent at a time, blanketing their foes with their fear. They do not retreat until their immolating ire ability activates, at which point they make a fighting retreat until they regain the deck of their ship.

FEAR: At the start of each of a fire specter's turns, all creatures within 30 feet must succeed on a **wisdom saving throw** or take a -1 on to hit rolls and saves for 1 round. The effects of multiple failed saves in the same round are not cumulative.

FIERY ATTACK: A fire specter's weapon attacks deal an extra 1d6 fire damage.

FLAMING DEATH: A fire specter is affected by a continuous aura of flame and functions as if under the effects of a wizard's *fire shield* spell. For the purposes of dealing damage, this effect functions as if cast by a 7th-level wizard.

IMMOLATING IRE: Whenever a fire specter is reduced to half its maximum hit points, its body flares with hellish flames dealing 3d6 fire damage to all creatures within 10 feet. Creatures in the area are entitled to a **dexterity saving throw** to halve this damage.

VULNERABILITY TO COLD: When struck by cold-based weapons or attacks, the fire specter takes twice the normal damage.

SPIRIT LIZARD

NO. ENCOUNTERED: 1-2

SIZE: Small

HD: 6 (d6)

MOVE: 40 ft., 20 ft. (climb)

AC: 18

ATTACKS: Bite (1d4), Claws (1d4)

SPECIAL: Poisoned Bite, Spell-Like Abilities, Merging, Nature's Passage, Tree Bond, Twilightvision

SAVES: P

INT: High

ALIGNMENT: Neutral Good

TYPE: Fey

TREASURE: 6

XP: 240+6

The spirit lizard looks something like a small, fine-featured lizard person, about two-feet tall, with long-fingered hands and large, sparkling eyes. A small crest

rises from the top of its head. Spirit lizards live in the jungle. They are fiercely protective of the trees and wildlife of their home areas and protect them from harm.

COMBAT: A spirit lizard watches its enemies, and uses its animal allies and spell-like abilities to hinder its foes and drive them out from its jungle.

POISONED BITE: A living creature hit by a spirit lizard's bite attack must immediately make a **constitution saving throw** or become groggy, taking a -2 penalty on AC and attacks. On the creature's next turn, it must make another saving throw or fall asleep for 1d6 hours. A sleeping creature can only be roused if it takes at least 1 point of damage.

SPELL-LIKE ABILITIES: *Animal friendship* (3/day), *animal shapes* (1/week), *calm animal*, *command plants* (3/day), *commune with nature* (3/day, when merged with bonded tree only), *entangle*, *goodberry* (3/day), *plant growth* (3/day), *speak with animals*, *speak with plants*, *summon animals* (3/day). **Merging:** A spirit lizard can merge its body with a tree, disappearing completely. While inside the tree, it is aware of its surroundings, but can otherwise take no action. If the tree in which the spirit lizard is merged is destroyed, so too is the spirit lizard.

NATURE'S PASSAGE: Spirit lizards can move through any sort of undergrowth at normal speed. It can choose not to leave tracks when moving in areas of jungle.

TREE BOND: Like dryads, spirit lizards have a strong bond with a particular tree and cannot move more than 20 miles from their tree. If forced to do so, they die after 1d4 days of separation. A spirit lizard merged with its bonded tree gains regeneration 2.

TAVI

NO. ENCOUNTERED: 1-12

SIZE: Small

HD: 2(d10)

MOVE: 40 ft., 20 ft. (climb)

AC: 16

ATTACKS: Bite (1d4)

SPECIAL: Attach, Darkvision 60 ft., Group Hunter, Ophidian Malice, Serpent Sense

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 2

XP: 15+2

These small creatures are about the size of a halfling when standing upright and the size of a small dog when on all fours. They have grayish-brown fur with a pointed snout, rounded ears, and a long tail. Their black eyes gleam with intelligence and their front paws are particularly agile.

Tavi are the result of a magical experiment to create a bigger and more intelligent mongoose for dealing with larger snakes and snake-like races such as the serpent folk. They can stand upright and use their front paws to manipulate objects, but drop onto all fours for running.

COMBAT: Tavi despise snakes and destroy them wherever they are encountered. Tavi may not be strong, but are swift in battle, and work well in groups to bring down larger foes.

ATTACH: A creature hit by a tavi's bite attack must succeed on a Strength or **dexterity saving throw** or the tavi locks its powerful jaws onto its victim. Each round, the target is entitled to a new save to detach the tavi. For each failed save, however, the tavi automatically deals bite damage. An attached tavi has AC 10.

GROUP HUNTER: When groups of tavi work together, they receive a +1 bonus to AC and saving throws for every three tavi present.

OPHIDIAN MALICE: Tavi have been bred to hunt and destroy serpents and serpent people. Whenever they confront these creatures, tavi gain a +2 bonus to hit and damage against serpents and serpent-like creatures. As well, they gain a +5 bonus to saving throws against these creatures' special attacks.

SERPENT SENSE: A tavi can unerringly detect the presence or absences of any reptilian creature within 30 feet.

THANATOS

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d12)

MOVE: 40 ft. (swim)

AC: 16

ATTACKS: Bite (2d6)

SPECIAL: Energy Drain, Grab, Swallow Whole, Darkvision 240 ft., Immune to Cold and Electricity, Regeneration 5, Vile Luminescence

SAVES: M

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 10

XP: 1350+10

A thanatos is a horrific abomination, being the undead remains of a great fish. Its bony head looks eerily like a monstrous skull and its eyes are white and blank. Great rents and tears in the scales of its sides show tattered flesh beneath. Its scales and flesh are translucent, revealing hints of its skeleton here and there. It glows with an unnatural greenish-white light, and its mouth is full of long, jagged teeth.

COMBAT: Thanatos normally frequent the deepest, darkest depths of the ocean, feeding on the corpses of creatures that sink to the ocean bed. Occasionally, however, they may rise to shallower depths to raid the settlements of aquatic races in search of food. They have even been known to attack ships.

ENERGY DRAIN: Living creatures hit by a thanatos's attack lose one level. For each such level lost, the thanatos heals 10 hit points.

GRAB: Whenever a thanatos hits a creature with its bite attack, the creature must succeed on a Strength or **dexterity saving throw** or become grabbed. Each round, on the creature's turn, it may attempt a new saving throw to escape, but a failed save results in bite damage.

SWALLOW WHOLE: On its turn, if the thanatos is grabbing a creature, it can try to swallow that creature whole. The target is entitled to a Strength or **dexterity saving throw** to avoid being swallowed. Instead of taking damage on a failed save, the creature disappears into the monster's gullet. Each round, on the thanatos's turn, swallowed creatures take 4d6 damage from being battered about inside the monster. A swallowed creature can attack from within the belly of the beast or cast spells, but only if it first succeeds on a **constitution saving throw**. Should the thanatos die, swallowed creatures can crawl free from the monster.

VILE LUMINESCENCE: A thanatos gives off an eerie glow, filling a radius of 60 feet with shadowy light. All undead inside the glow gain a +2 bonus to AC and a +1 bonus to hit.

TYRANT

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d10)

MOVE: 40 ft. (fly)

AC: 18

ATTACKS: 1d4 Bites (1d6)

SPECIAL: Spells, Darkvision 60 ft., SR 16, Multi-Cast

SAVES: M, P

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 10

XP: 3840+12

A strange product of sorcerous experimentation, a Tyrant is a floating sphere some 3-ft. in diameter, its flesh thick, gnarled, run-through with pulsating veins, the front of the sphere set with a multitude of maws, each replete with twisted fangs. Spaced randomly about its surface, up to a dozen tentacles twist

obscenely, each tipped with a dexterous, tentacular hand. Intelligent, and malevolent, a Tyrant observes the world through many cruel eyes set around its mouths, but its greatest power comes from its command of the arcane arts, for Tyrants are able to learn and cast spells. Possessed as it is of multiple limbs and mouths, a Tyrant can cast multiple spells simultaneously, making it a severe threat to any beings it encounters. As they grow in age and power, Tyrants are said to develop more mouths and tentacles, enabling them to cast ever more spells at the same time.

Tyrants are selfish, cruel, and self-serving, but are also not above cooperating with others when it furthers their interests. As a result, many are often found in the company of evil allies, or directing henchmen and underlings. They only seem unwilling to bear the company of others of their kind.

These details reflect the abilities of a typical Tyrant with six limbs; older, more powerful Tyrants may possess up to twelve limbs and commensurately greater abilities.

COMBAT: Although Tyrants can lunge and bite with several maws at the same time, they generally eschew physical combat as unbecoming, engaging in it only reluctantly, much preferring to strike with spells and magical items from a safe vantage point or distance, making good tactical use of their ability to fly and hover to avoid most harm.

MULTI-CAST: By virtue of their alien physiology, the typical Tyrant can cast up to 3 spells simultaneously (1 spell per pair of limbs), if desired, using spell slots normally. Tyrants may also use their multiple limbs to wield several magical items at the same time, instead of casting spells, if they possess such devices. Unfortunately, their limbs are too weak to make effective physical attacks, however.

SPECIAL: Tyrants are considered 12th level wizards and have all the abilities of that class.

UNDYING

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 10 (d12)

MOVE: 10 feet

AC: 10

ATTACK: Weapon (Weapon+10)

SPECIAL: Grievous Wound, Slaughter, Rejuvenate, Shrug Off, Fearsome Presence, Infallible Tracker, Distance Distortion, Cannot be Turned

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead (Unique)

TREASURE: -

XP: 5,125+25

The undying are a rare, and extremely dangerous form of humanoid undead, rising from the grave in search of victims. They are driven with the need to kill, self-motivated to bring death. Undying are particularly fond of forests, though there have been whispered rumors of urban undying. Regardless of where an undying dwells, it is only active once per year—a single night of dreadful terror, leaving behind a trail of blood and tears. None alive claim to know the secret rites and rituals to bring about the creation of an undying, though a dark cabal of female demonologists say the knowledge resides in a book of such evil as to be untouchable but by the greatest, and foolish, of mortals; the book, according to legend, is bound of human flesh and inked in blood, and holds the secrets to immortality, as well. Few creatures have encountered an undying and survived, and of those, the vast majority are female; there is speculation among certain groups of religious scholars and sages that an undying follows a code, though, its predilection for mass murder would seem to indicate otherwise.

COMBAT: Undying enter combat wholeheartedly and fearlessly, bringing pain, death, and mayhem with them, walking directly into melee, willfully outnumbered, simply to decimate as many victims as possible. They exist to kill. Tactics are never used, though the base instinct of a natural predator sometimes indicates superior intelligence. Once potential carnage is found, undying will not stop.

GRIEVOUS WOUND: Anything killed by the attacks of an undying suffers a terrible wound which prevents the victim from being raised or resurrected

MONSTERS

without having an exorcism, regeneration, heal, and dispel evil spell applied first; these spells must be cast by a cleric of at least 15th level. The exact nature of the wound varies with the means used to inflict the injuries, but it is always bloody and macabre.

SLAUGHTER: An undying possesses the Combat Dominance ability of the Fighter class, though it is applicable to any creature, regardless of Hit Dice type, that has fewer total Hit Dice than half that of the undying. Furthermore, when facing opponents which would ordinarily be subjected to the Combat Dominance ability, an undying gains the Fighter's Extra Attack ability, which it can use in conjunction with Combat Dominance.

REJUVENATE: When reduced to zero or fewer Hit Points, an undying is not dead; instead, it is rendered immobile for 1-10 minutes. During this time, the wounds of the undying heal, though scars remain if applicable. To truly kill the undying, a special circumstance must be met, depending on the undying itself, and its history: at least one undying was permanently destroyed by the damage inflicted by a living sibling wielding a family heirloom, another was destroyed by complete immolation, and a third suffered defeat at the blade of its own weapon. Castle Keepers are encouraged to develop specific circumstances which will allow an undying to be permanently destroyed.

SHRUG OFF: Once each round, regardless of the source of damage (ranged attack, melee attack, or spell), an undying is allowed a Physical save with a modifier equal to the level or Hit Dice of the source of the attack. If this save is successful, no damage is sustained from the attack. The undying must be hit before this ability can be used, so that it cannot be wasted. This ability applies to any effect which deals damage, though, at the Castle Keeper's discretion, it may also apply against any ability or effect which alters, changes, or otherwise requires a Physical save such as petrification.

FEARSOME PRESENCE: The sight of an undying is so unnerving that all sentient, living, creatures of three or fewer Hit Dice or levels are immediately fearful, as per the spell fear; no save is allowed for these creatures. Male creatures of four or more HD or levels are allowed a save to resist the effects of this ability; females are allowed a save, but must do so as though Wisdom were not Prime.

INFALLIBLE TRACKER: An undying is a supernatural stalker, able to locate its prey regardless of where it may go. Once an undying has selected a victim, that victim can always be located, with distance and interfering barriers being a non-issue. This ability extends to other planes of existence, and allows the undying to use its distance distortion ability more effectively; it simply, effectively, allows the undying to never fail a Tracking check.

DISTANCE DISTORTION: A creature within sight of an undying, regardless of actual distance, can be met and combated as though within charging range of the undying. Barriers such as walls, or concealment, such as dense foliage, are of no concern and do not hinder this ability. However, from the point of view of the victim, the undying appears to be the actual distance.

CANNOT BE TURNED: The single-minded dedication of an undying prevents the holy powers of turning to be effective. Therefore, an undying cannot be turned, nor can it be commanded. Relics and other items of divine power, such as holy water, are also ineffective.

VENOUS SKITTERLING

NO. ENCOUNTERED: 1-2
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: 1d6 Slashes (1d4)
SPECIAL: Blood Drain, Undead
SAVES: P
INT: None
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 28+2

The necromantically-animated heart and veins of a humanoid, a venous skitterling is a terrible, alien thing, a pulsing heart set at the center of a mass of writhing, sharp-tipped veins. It skitters forth obscenely on many of these veins,

while using others to slash and pierce foes, draining them of their vital fluids like a ghastly pump.

COMBAT: A venous skitterling slashes and stabs with numerous sharp veins each round, making 1d6 attacks, each inflicting 1d4 damage. Veins that pierce flesh effectively begin to drain the victim of blood.

BLOOD DRAIN: Any attack that inflicts the full 4 points of damage attaches to the victim and begins to drain its blood, automatically causing 1 point of damage per round. Multiple strikes of this nature can drain blood from the same victim. Pulling out the vein requires a **strength saving throw**, which may be made each round. Alternatively, the vein may be severed by a slashing attack (AC 10, 4 damage to sever; this damage is not subtracted from the skitterling's HPs).

VULPINE

NO. ENCOUNTERED: 1-12
SIZE: Medium
HD: 4 (d8)
MOVE: 40 ft.
AC: 18
ATTACKS: Bite (1d4)
SPECIAL: Confusion, Spell-Like Abilities, Alternate Form, Darkvision 60 ft., Quicksilver Thoughts
SAVES: M
INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Shapechanger
TREASURE: 4
XP: 90+4

Vulpines are outsiders that combine elements of human and fox in their appearance. They can shift between humanoid, hybrid, and fox forms, but even in human form they have a fox tail which they must hide if they wish to conceal their true nature. Although they are skilled shapeshifters, the common belief that they are lycanthropes is not true.

A vulpine is usually encountered in human form. They stand just over 5 feet tall and weigh 100-120 pounds. In its natural form, it appears to be a red-furred humanoid with a fox head and is about the same height and weight. When it assumes its fox form, it is virtually indistinguishable from other foxes.

The mean weakness of vulpines is their vanity and their love of luxury. Their pride in their abilities causes them to overreach, resulting in a hasty exit when their plans are discovered. They are also great materialists and have been led into trouble by their fondness for extravagant living.

COMBAT: Consummate tricksters and confidence artists, vulpines delight in all kinds of trickery and deception. Not only does this make a handsome living for many of the creatures who live undetected among other peoples, but it also creates a good deal of confusion in which their capricious natures revel.

CONFUSION: Living creatures hit by a vulpine's bite attack must succeed on a **wisdom saving throw** or become confused (as the *confusion* spell) for 4 rounds.

SPELL-LIKE ABILITIES: *Charm person* (1/day), *confusion*, *dancing lights*, *detect thoughts* (1/day), *ghost sound*, *prestidigitation*, *silent image* (1/day), *suggestion* (1/day), *tongues*, *ventriloquism*.

ALTERNATE FORM: A vulpine can assume the form of any humanoid creature or that of a fox. In humanoid form, it appears as a regular member of that race, except that it retains its fox tail. In any form, it retains all of its normal abilities.

QUICKSILVER THOUGHTS: Vulpines gain a +2 bonus to saving throws against mental effects.

WYRM, OCEAN

NO. ENCOUNTERED: 1

SIZE: Large

HD: 30 (d10)

MOVE: 90 ft. (swim)

AC: 20

ATTACKS: Bite (6d6)

SPECIAL: Constrict, Drench, Grab, Swallow Whole

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 8600+30

An ocean wyrm is an enormous aquatic serpent capable of crushing a small ship within its coils. It has a massive dragon-like head and a long, sinuous body with flattened tail. A spiny crest runs the length of its back, and on each side of its body is a ridge of flattened, projecting scales. It moves through the water with an undulating motion, moving with incredible speed. When it rises from the ocean, the water seems to cling to it, as if it was somehow part of the ocean itself.

CONSTRUCT: Whenever a grabbed creature fails its Strength or **dexterity saving throw** to escape the grab, the ocean wyrm deals 6d6 damage.

DRENCH: The touch of an ocean wyrm automatically extinguishes torches, campfires, and other exposed, nonmagical flames of Large size or smaller. As well, it can douse magical flames by making an Intelligence check against each source of magical flame.

GRAB: Whenever an ocean wyrm hits a creature with its bite attack, the creature must succeed on a Strength or **dexterity saving throw** or become grabbed. Each round, on the creature's turn, it may attempt a new saving throw to escape, but a failed save results in constrict damage.

SWALLOW WHOLE: On its turn, if the ocean wyrm is grabbing a creature, it can try to swallow that creature whole. The target is entitled to a Strength or **dexterity saving throw** to avoid being swallowed. Instead of taking constrict damage on a failed save, the creature disappears into the monster's gullet. Each round, on the ocean wyrm's turn, swallowed creatures take 6d10 damage from being battered about inside the monster. A swallowed creature can attack from within the belly of the beast or cast spells, but only if it first succeeds on a **constitution saving throw**. Should the ocean wyrm die, swallowed creatures can crawl free from the monster.

X'SVAL

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 6 (d8)

MOVE: 20 ft., 10 ft. (fly)

AC: 18

ATTACKS: Slam (1d10)

SPECIAL: Cloudkill, Confusion, Consume, Essence Disruption, Grab, Possession, Darkvision 60 ft., Immune to Transformation

Saves: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 390+6

An x'sval is a roiling red mist that shifts and changes shape constantly and from time to time, hideous, distorted faces form and dissolve in the clouds of its being. It moves slowly but purposefully, reaching out with pseudopods and flowing through the narrowest of openings.

COMBAT: The X'sval closes with its enemies as quickly as possible, taking advantage of its natural *confusion* aura to disorient its foes, while it grabs and consumes them.

CONFUSION: The x'sval spreads madness by its mere presence. All living creatures within 30 feet must succeed on a **wisdom saving throw** or become

confused (as the *confusion* spell) for 6 rounds. After this period, if the creature is still inside 30 feet, it must make a new save or become confused all over again. A creature that makes a successful saving throw is immune to the x'sval's confusion for 24 hours.

CONSUME: If the x'sval begins its turn with a grabbed creature, it can attempt to consume that creature. The target must succeed on a **wisdom saving throw**. On a failed save, the victim ceases to exist for as long as the x'sval remains alive. If the herald is not destroyed after 6 rounds, the creature is permanently destroyed and cannot be restored to life by any means short of a *wish*.

ESSENCE DISRUPTION: A creature struck by an x'sval's slam attack must succeed on a **constitution saving throw** or begin to unravel and takes a -1d6 penalty on all to hit rolls. Each round, on the victim's turn, he may attempt a new save to end this effect. A successful save grants immunity to this special attack for 24 hours.

GRAB: In lieu of dealing damage, an x'sval can attempt to grab an opponent with its slam attack. On a hit, its target must succeed on a Strength or **dexterity saving throw**. On a failed save, the target is grabbed. Each round, the target is entitled to a new saving throw to escape the grab. An x'sval can grab up to four creatures at a time.

POSSESSION: Instead of consuming a grabbed victim, an x'sval can attempt to transfer its essence into a creature it has grabbed. The target of this attack must succeed on a **wisdom saving throw**. On a failed save, the x'sval disappears and assumes control over the possessed creature. A victim of this attack can be freed of the possession if it is rendered unconscious or killed, or if the x'sval is forced to exit the body—such as by a *protection from evil* or *dismissal* spell. All damage sustained while possessing its victim applies to the victim. While possessing a creature, the x'sval gains regeneration 5.

CLOUDKILL: A x'sval can use *cloudkill* as a spell-like ability three times per day.

ANIMALS

CLAM, MONSTROUS

	Common	Enormous
NO. ENCOUNTERED:	1-3	1
SIZE:	Medium	Large
HD:	3 (d8)	6 (d8)
MOVE:	-	-
AC:	15	18
ATTACKS:	Snap Shell (1d6)	Snap Shell (1d8)
SPECIAL:	Hold in Place	Hold in Place
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Vermin	Vermin
TREASURE:	-	-
XP:	20+3	120+6

Monstrous clams can be found in the tropical waters.

COMBAT: They are not normally a threat to other creatures, but have a tendency to close their shells suddenly when disturbed, trapping the hand or leg of any swimmer who ventures too close.

HOLD IN PLACE: A creature hit by a monstrous clam's snap shell attack cannot move until it makes a **strength saving throw** (make a new save each round). Each failed save deals an extra 1d6 damage (1d8 for enormous).

MONSTERS

EEL, REEF

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft. (swim)
AC: 14
ATTACKS: Bite (1d6)
SPECIAL: Attach, Cripple, Escape, Twilightvision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 15+2

The reef eel is an aquatic predator, growing as large as seven feet long. It has a narrow, ribbon-like body and pointed head armed with a mouth full of vicious teeth. Reef eels hunt small fish at night and spend their days lurking in cracks and crevices in the reef. Their lairs are seldom wider than their bodies and they back into them, leaving their head facing outward.

COMBAT: If disturbed or threatened, a reef eel can lunge forward and bite with great speed.

ATTACH: A creature hit by a reef eel's bite attack must make a Strength or dexterity saving throw or the reef eel latches onto the creature. Each round the eel remains attached, the target automatically takes 1d6 damage. On the target's turn, it may attempt a new saving throw to detach the reef eel. An attached reef eel has an AC 10.

CRIPPLE: A reef eel that rolls a natural 20 when making a bite attack can cripple its foe. The target must succeed on a constitution saving throw or take a -10 penalty to its movement. A *regenerate* spell repairs this damage.

ESCAPE: Whenever the reef eel misses with a bite attack, it can swim 10 feet.

JELLYFISH, MONSTROUS

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 3 (d8)
MOVE: 10 ft. (swim)
AC: 5
ATTACKS: Nil
SPECIAL: Darkvision 60 ft., Digest, Toxic Strands
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Vermin
TREASURE: Nil
XP: 35+3

Jellyfish drift with the currents, capturing whatever prey they blunder into or that blunders into them. They move via the pulsing of their mantles, which produces a water-pumping action, but they are neither fast nor agile swimmers.

COMBAT: A monstrous jellyfish's trailing tendrils are armed with thousands of stinging cells that inject poison into prey unfortunate enough to find itself caught in these strands.

DIGEST: Victims paralyzed by the jellyfish's strands are automatically moved to its mouth, where it is slowly digested by the creature's juices. Each round, the creature takes 1d6 damage.

TOXIC STRANDS: A jellyfish attacks by dragging its tendrils behind it as it moves. Any creature within 15 feet of the jellyfish or moving while within this area must succeed on a dexterity saving throw or take 1d6 damage. In addition, a creature damaged by the strands must also succeed on a constitution saving throw. A failed save indicates the creature is paralyzed for 1d4 minutes from the excruciating pain.

LIZARD, FLYING

	Scalewing	Irontooth	Blackwing
NO. ENCOUNTERED:	1-6	1-2	1-2
SIZE:	Small	Medium	Large
HD:	1 (d8)	6 (d8)	12 (d8)
MOVE:	10 ft., 50 ft. (fly)	15 ft., 70 ft. (fly)	20 ft., 100 ft. (fly)
AC:	16	18	20
ATTACKS:	Bite (1d4), Talons (1d3), Tail (1)	Bite (1d8), Talons (1d6), Tail (1d3)	Bite (2d8), Talons (2d6), Tail (1d6)
SPECIAL:	Iron Jaws, Scent, Twilightvision	Iron Jaws, Scent, Twilightvision	Iron Jaws, Scent, Twilightvision
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	-	3	6
XP:	5+1	120+6	950+12

Of the many different breeds of flying lizards, three are the most common. The sleek and graceful scalewing is about the same size as a gull and it competes with sea fowl for fish, crab, and small children. The irontooth is a bit more vicious, snatching travelers for a meal and harassing fishermen who stray too close to their roosts, while the massive blackwing lurks at the heights of mountains.

COMBAT: Regardless of size, all flying lizards have two remarkable features. Their jaws are extremely powerful and once they have locked onto their prey, they are very difficult to pry loose. In addition, they all have long serpentine tails that are strong and flexible. In combat, it snakes its tail around its foes, holding them fast, while it snaps off their heads.

IRON JAWS: A flying lizard that hits with its bite attack latches onto its foe with its steely jaws. A creature is entitled to a strength saving throw to break free. A flying lizard automatically deals its bite damage when the creature fails its save. While using this ability, a flying lizard can make talons and tail attacks on its turn, but at a -2 penalty.

VERMIN

CRAB, MONSTROUS

	Common	Enormous
NO. ENCOUNTERED:	1-6	1-3
SIZE:	Medium	Large
HD:	2 (d8)	5 (d8)
MOVE:	30 ft., 20 ft. (swim)	30 ft., 20 ft. (swim)
AC:	15	16
ATTACKS:	Pincers (1d6)	Pincers (1d8)
SPECIAL:	Crushing Grasp, Darkvision	Crushing Grasp, Darkvision
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Vermin	Vermin
TREASURE:	-	-
XP:	25+2	120+5

Crabs of all sizes range across the sea floor, feeding on whatever they can scavenge. While they are seldom, they defend themselves vigorously from any perceived threat using their powerful claws. They only flee if seriously wounded or clearly outclassed by an opponent.

COMBAT: A monstrous crab may lay in wait, burying itself in the sand. When its meal comes close, it attacks with its powerful pincers.

CRUSHING GRASP: A creature hit by a monstrous crab's pincer attack cannot move until it makes a Strength saving throw (a new save may be rolled each turn). On a failed saving throw, the creature takes 1d6 damage (or 1d8 damage from an enormous monstrous crab).

LEECH, MONSTROUS

	Common	Enormous
NO. ENCOUNTERED:	1-6	1-3
SIZE:	Medium	Large
HD:	3 (d8)	6 (d8)
MOVE:	5 ft., 20 ft. (swim)	5 ft., 30 ft. (swim)
AC:	15	15
ATTACKS:	Bite (1d6)	Bite (1d8)
SPECIAL:	Attach, Blood Drain, Disease	Attach, Blood Drain, Disease
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Vermin	Vermin
TREASURE:	-	-
XP:	30+3	180+6

Leeches live in water and damp environments in tropical areas. They are carnivores who devour small creatures or suck the blood of larger animals.

COMBAT: Monstrous leeches are reasonably swift swimmers, but prefer to ambush prey instead of chasing down their victims.

ATTACH: Whenever a monstrous leech hits a living opponent with its bite attack, it latches onto its foe. While attached, the leech takes a -5 penalty to its AC. The target of this attack is entitled to a **strength saving throw** to remove the leech each round on his turn.

BLOOD DRAIN: An attached leech automatically deals bite damage on its turn.

DISEASE: A creature that takes damage from the leech's blood drain attack must make a **constitution saving throw** or become afflicted with a terrible disease. Each day, the victim must succeed on a new **constitution saving throw** or be feverish and overcome by chills, resulting in a cumulative -1 penalty on attacks and damage for each failed save. When the victim succeeds on three constitution saving throws, the victim overcomes the disease and the accumulated penalties vanish.

SCORPION, MONSTROUS

	Monstrous Scorpion, Small	Monstrous Scorpion, Medium	Monstrous Scorpion, Large
NO. ENC:	2-11	1-5	1-5
SIZE:	Small	Medium	Large
HD:	1 (d8)	2 (d8)	5 (d8)
MOVE:	30 ft.	40 ft.	50 ft.
AC:	14	14	16
ATTACKS:	2 claws (1d3-1), Sting (1d3-1 plus poison)	2 claws (1d4+1), Sting (1d4 plus poison)	2 claws (1d6+4), Sting (1d6 +2 plus poison)
SPECIAL:	Constrict (1d3-1), Improved grab, Poison, Darkvision 60 ft., P	Constrict (1d4+1), Improved grab, Poison, Darkvision 60 ft., P	Constrict (1d6+4), Improved grab, Poison, Darkvision 60 ft., P
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Vermin	Vermin	Vermin
TREASURE:	Nil	Nil	Nil
XP:	7+1	15+2	120+5

Monstrous scorpions are predatory arachnids. They have eight legs, a pair of grasping claws and a curved tail with a venomous stinger. They are commonly found in caves, mountain-tops, and intertidal zones.

COMBAT: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

IMPROVED GRAB: To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion deals max claw damage on a successful grapple check

POISON: A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows.

Size	Con Save CL	Damage
Small	12	1d2
Medium	13	1d3
Large	14	1d4



MONSTER ATTRIBUTES

M&T MONSTERS

MONSTER	STR	DEX	CON	INT	WIS	CHA
Aboleth	26	12	20	15	17	17
Achaierai	19	13	14	11	14	16
Allip	0	12	0	11	11	18
Ant, Giant (Worker)	10	10	10	0	11	9
Ant, Giant (Soldier)	14	10	13	0	13	11
Ant, Giant (Queen)	16	9	13	0	13	11
Ankheg	21	10	17	1	13	6
Ape, Great	21	15	14	2	12	7
Arrowhawk (Small)	12	21	12	10	13	13
Arrowhawk (Medium)	14	21	12	10	13	13
Arrowhawk (Large)	22	21	16	10	13	13
Assassin Vine	20	10	16	0	13	9
Baboon	15	14	12	2	12	4
Banshee	0	32	0	5	20	19
Barghest (HD 1-5)	17	15	13	14	14	14
Barghest (HD 6-9)	20	15	16	18	18	18
Basilisk	15	8	15	2	12	11
Bear, Black	19	13	15	2	12	6
Bear, Brown	27	13	19	2	12	6
Bear, Cave	25	13	21	2	12	10
Behir	26	13	21	7	14	12
Belker	14	21	13	6	11	11
Bird of Prey	?	?	?	?	?	?
Blink Dog	10	17	10	10	13	11
Boar, Wild	15	10	17	2	13	4
Bodak	13	5	0	6	12	12
Bugbear	15	12	13	10	10	9
Bulette	27	15	20	2	13	6
Cat	3	15	10	2	12	7
Centaur	18	14	15	8	13	11
Chimera	19	13	17	4	13	10
Cloaker	21	16	17	14	15	15
Cockatrice	6	17	11	2	13	9

MONSTERS

Couatl	18	16	14	17	19	17
Crocodile	19	12	17	1	12	2
Darkmantle	16	10	13	2	10	10
Demon, Quasit	8	17	10	10	12	10
Devil, Imp	10	17	10	10	12	14
Devourer	28	10	0	16	16	17
Dinosaur, Triceratops	30	9	25	1	12	7
Dinosaur, Tyrannosaurus	28	12	21	2	15	10
Dog, Coyote	?	?	?	?	?	?
Doppelganger	12	13	13	13	14	13
Dragon, Black (Age 1)	11	10	13	8	11	8
Dragon, Black (Age 2)	13	10	13	8	11	8
Dragon, Black (Age 3)	15	10	15	10	11	10
Dragon, Black (Age 4-6)	19	10	17	12	13	12
Dragon, Black (Age 7-9)	29	10	21	14	15	14
Dragon, Black (Age 10)	33	10	23	16	17	16
Dragon, Black (Age 11)	35	10	25	18	19	18
Dragon, Black (Age 12)	37	10	27	20	21	20
Dragon, Blue (Age 1)	13	10	13	10	11	10
Dragon, Blue (Age 2)	15	10	15	10	11	10
Dragon, Blue (Age 3)	17	10	15	12	13	12
Dragon, Blue (Age 4-6)	23	10	19	14	15	14
Dragon, Blue (Age 7-9)	31	10	23	18	19	18
Dragon, Blue (Age 10)	35	10	25	20	21	20
Dragon, Blue (Age 11)	37	10	27	20	21	20
Dragon, Blue (Age 12)	29	10	27	22	23	22
Dragon, Green (Age 1)	13	10	13	10	11	10
Dragon, Green (Age 2)	15	10	15	10	11	10
Dragon, Green (Age 3)	17	10	15	12	13	12
Dragon, Green (Age 4-6)	23	10	19	14	15	14
Dragon, Green (Age 7-9)	31	10	23	18	19	18
Dragon, Green (Age 10)	35	10	25	20	21	20
Dragon, Green (Age 11)	37	10	27	20	21	20
Dragon, Green (Age 12)	39	10	27	22	23	22
Dragon, Red (Age 1)	17	10	15	10	11	10
Dragon, Red (Age 2)	21	10	17	12	13	12
Dragon, Red (Age 3)	25	10	17	12	13	12
Dragon, Red (Age 4-6)	31	10	21	14	15	14
Dragon, Red (Age 7-9)	35	10	25	20	21	20
Dragon, Red (Age 10)	39	10	29	24	25	24
Dragon, Red (Age 11)	41	10	31	24	25	24
Dragon, Red (Age 12)	45	10	31	26	27	26
Dragon, White (Age 1)	11	10	13	6	11	6
Dragon, White (Age 2)	13	10	13	6	11	6
Dragon, White (Age 3)	15	10	15	6	11	6
Dragon, White (Age 4-6)	19	10	17	8	11	10
Dragon, White (Age 7-9)	29	10	21	12	13	12
Dragon, White (Age 10)	33	10	23	14	15	14
Dragon, White (Age 11)	35	10	25	14	15	16
Dragon, White (Age 12)	37	10	27	18	19	18
Dragon, Brass (Age 1)	11	10	13	10	11	10
Dragon, Brass (Age 2)	13	10	13	10	11	10
Dragon, Brass (Age 3)	15	10	15	12	13	12
Dragon, Brass (Age 4-6)	19	10	17	14	15	14
Dragon, Brass (Age 7-9)	29	10	21	16	17	16

Dragon, Brass (Age 10)	33	10	23	18	19	18
Dragon, Brass (Age 11)	35	10	25	20	21	20
Dragon, Brass (Age 12)	37	10	27	20	21	20
Dragon, Bronze (Age 1)	13	10	13	14	15	14
Dragon, Bronze (Age 2)	15	10	15	14	15	14
Dragon, Bronze (Age 3)	17	10	15	16	17	16
Dragon, Bronze (Age 4-6)	23	10	19	18	19	18
Dragon, Bronze (Age 7-9)	31	10	23	22	23	22
Dragon, Bronze (Age 10)	35	10	25	24	25	24
Dragon, Bronze (Age 11)	37	10	27	26	27	26
Dragon, Bronze (Age 12)	39	10	27	26	27	26
Dragon, Copper (Age 1)	11	10	13	12	13	12
Dragon, Copper (Age 2)	13	10	13	12	13	12
Dragon, Copper (Age 3)	15	10	15	14	15	14
Dragon, Copper (Age 4-6)	19	10	17	16	17	16
Dragon, Copper (Age 7-9)	29	10	21	18	19	18
Dragon, Copper (Age 10)	33	10	23	20	21	20
Dragon, Copper (Age 11)	35	10	25	22	23	22
Dragon, Copper (Age 12)	37	10	27	22	23	22
Dragon, Gold (Age 1)	17	10	15	14	15	14
Dragon, Gold (Age 2)	21	10	17	16	17	16
Dragon, Gold (Age 3)	25	10	17	16	17	16
Dragon, Gold (Age 4-6)	31	10	21	18	19	18
Dragon, Gold (Age 7-9)	39	10	25	24	25	24
Dragon, Gold (Age 10)	43	10	29	28	29	28
Dragon, Gold (Age 11)	45	10	31	30	31	30
Dragon, Gold (Age 12)	47	10	33	32	33	32
Dragon, Silver (Age 1)	13	10	13	14	15	14
Dragon, Silver (Age 2)	15	10	15	14	15	14
Dragon, Silver (Age 3)	17	10	15	16	17	16
Dragon, Silver (Age 4-6)	23	10	19	18	19	18
Dragon, Silver (Age 7-9)	31	10	23	22	23	22
Dragon, Silver (Age 10)	35	10	25	26	27	26
Dragon, Silver (Age 11)	39	10	29	28	29	28
Dragon, Silver (Age 12)	43	10	31	30	31	30
Dragonne	19	15	17	6	12	12
Drider	15	15	16	15	16	16
Dryad	10	19	11	14	15	18
Dwarf	13	11	4	10	9	6
Eagle, Giant	18	17	12	10	14	10
Elemental, Air (HD 1-6)	10	17	10	4	11	11
Elemental, Air (HD 7-15)	12	21	14	4	11	11
Elemental, Air (HD 16+)	14	25	16	6	11	11
Elemental, Earth (HD 1-6)	17	8	13	4	11	11
Elemental, Earth (HD 7-15)	21	8	17	4	11	11

7-15)						
Elemental, Earth (HD 16+)	25	8	19	6	11	11
Elemental, Fire (HD 1-6)	29	8	21	6	11	11
Elemental, Fire (HD 7-15)	31	8	21	8	11	11
Elemental, Fire (HD 16+)	33	8	21	10	11	11
Elemental, Water (HD 1-6)	10	13	10	4	11	11
Elemental, Water (HD 7-15)	12	17	14	4	11	11
Elemental, Water (HD 16+)	14	21	16	6	11	11
Elephant	30	10	21	2	13	7
Elf	13	13	10	10	9	8
Elf, Drow	13	13	10	12	9	10
Elf, Gray	?	?	?	?	?	?
Elf, Half	?	?	?	?	?	?
Elf, Wild	?	?	?	?	?	?
Elf, Wood	?	?	?	?	?	?
Ettercap	14	17	13	6	15	8
Ettin	23	8	15	6	10	11
Fleshcrawler	?	?	?	?	?	?
Frog, Giant	15	13	16	1	8	6
Frost Worm	26	10	20	2	11	11
Fungus, Violet	14	8	16	0	11	9
Gargoyle	15	14	18	6	11	7
Genie, Djinni	18	19	14	14	15	15
Genie, Efreeti	23	17	14	12	15	15
Ghast	17	17	0	13	14	16
Ghost	0	12	0	10	11	20
Ghoul	13	15	0	13	14	12
Giant, Cloud	35	13	23	12	16	13
Giant, Fire	31	9	21	10	14	11
Giant, Frost	29	9	21	10	14	11
Giant, Hill	25	8	19	6	10	7
Giant, Stone	27	15	19	10	12	11
Giant, Storm	39	14	23	16	20	15
Gibbering Moucher	10	13	22	4	13	13
Gnoll	15	10	13	8	11	8
Gnome	11	11	14	10	9	8
Goblin	11	13	12	10	9	6
Golem, Clay	25	9	0	0	11	1
Golem, Flesh	21	9	0	0	11	1
Golem, Iron	33	9	0	0	11	1
Golem, Stone	29	9	0	0	11	1
Gorgon	21	10	21	2	12	9
Griffon	18	15	16	5	13	8
Hag, Annis	25	12	14	13	13	10
Hag, Green	19	12	12	13	13	14
Hag, Night	19	12	18	11	15	12
Halfling	11	13	12	10	9	8
Halfling, Tallfellow	?	?	?	?	?	?
Harpy	10	15	10	7	12	17
Hellhound	13	13	13	6	10	6
Herd Animal	?	?	?	?	?	?
Hippogriff	18	15	16	2	13	8
Hobgoblin	13	13	14	10	9	8
Humunculus	8	15	0	10	12	7
Horse, Heavy War	18	13	17	2	13	6
Horse, Light War	16	13	17	2	13	6
Horse, Riding	14	13	15	2	12	6
Human	?	?	?	?	?	?
Hydra (5-6 HD)	17	12	20	2	10	9
Hydra (7-8 HD)	19	12	20	2	10	9
Hydra (9-10 HD)	21	12	20	2	10	9
Hydra (11-12 HD)	23	12	20	2	10	9
Invisible Stalker	18	19	14	14	15	11
Jackal	?	?	?	?	?	?
Jaculus	?	?	?	?	?	?
Kobold	9	13	10	10	9	8
Kraken	34	10	29	21	20	20
Lamia	18	15	12	13	15	12

Lammasu	23	12	17	16	17	14
Lich	10	14	0	22	14	16
Lion	21	17	15	2	12	6
Lizard, Giant	?	?	?	?	?	?
Lizardfolk	13	10	13	9	10	10
Locathah	10	12	10	13	13	11
Lycanthrope (Human)	13	11	12	10	11	8
Lycanthrope, Werebear	29	13	20	10	11	8
Lycanthrope, Wereboar	17	11	18	10	11	8
Lycanthrope, Wererat	13	17	14	10	11	8
Lycanthrope, Weretiger	25	15	16	10	11	8
Lycanthrope, Werewolf	15	15	16	10	11	7
Lynx, Giant	?	?	?	?	?	?
Manticore	20	15	19	7	12	9
Medusa	10	15	12	12	13	15
Merfolk	13	13	14	10	9	10
Mimic	19	12	17	10	13	10
Minotaur	19	10	15	7	10	8
Mummy	24	10	0	6	14	15
Mold, Yellow	?	?	?	?	?	?
Naga, Dark	14	15	14	16	15	17
Naga, Ghost	?	?	?	?	?	?
Naga, Guardian	21	14	19	16	19	18
Naga, Spirit	18	13	18	12	17	17
Naga, Water	16	13	18	10	17	15
Nightmare	18	15	16	13	13	12
Nymph	10	17	12	16	17	19
Ogre	21	8	15	6	10	17
Ogre Mage	21	10	17	14	14	17
Ooze, Black Pudding	17	1	22	0	1	1
Ooze, Gelatinous Cube	10	1	26	0	1	1
Ooze, Gray	12	1	21	0	1	1
Ooze, Green Slime	?	?	?	?	?	?
Ooze, Ochre Jelly	15	1	22	0	1	1
Orc	17	11	12	8	7	6
Otyugh	11	10	13	5	12	6
Owlbear	21	12	21	2	12	10
Pegasus	18	15	16	10	13	13
Phase Spider	17	17	16	7	13	10
Pony	13	13	12	2	11	4
Pony, War	15	13	14	2	11	4
Prysmal Eye	10	14	18	17	15	15
Pseudodragon	6	15	13	10	12	10
Purple Worm	35	6	25	1	8	8
Rakshasa	12	14	16	13	13	17
Rat, Giant	10	17	12	1	12	4
Raven	1	15	10	2	14	6
Remorhaz	26	13	21	5	12	10
Roc	34	15	24	2	13	11
Roper	19	13	17	12	16	12
Rust Monster	10	17	23	2	13	8
Sahuagin	14	13	12	14	13	9
Salamander	14	13	14	14	15	13
Satyr	10	13	12	12	13	13
Screacher	?	?	?	?	?	?
Shadow	0	14	0	6	12	13
Shadow Mastiff	17	13	17	4	12	13
Shambling Mound	21	10	17	7	10	9
Shark	13	15	13	1	12	2
Shark, Magalodon	?	?	?	?	?	?
Skeleton	13	13	0	0	10	1
Snake, Constrictor	17	17	12	1	12	2
Snake, Giant	20	15	22	1	17	6
Venomous Spectre	0	16	0	14	14	15
Sphinx, Androsphinx	25	10	19	16	17	17
Sphinx, Criosphinx	23	10	17	10	11	11
Sphinx, Gynosphinx	19	12	13	18	19	19
Sphinx, Hieracosphinx	21	14	15	6	15	10
Spider	?	?	?	?	?	?

MONSTERS

Sprite, Grig	5	18	13	10	13	14
Sprite, Nixie	7	16	11	12	13	18
Sprite, Pixie	7	18	11	16	15	16
Stirge	3	19	10	1	12	6
Tavis Wyrm	?	?	?	?	?	?
Tick, Giant	11	10	15	0	11	2
Tiger	23	15	17	2	12	6
Titan	43	12	39	21	28	24
Toad, Giant	19	13	16	1	8	6
Treant	29	8	21	12	16	12
Troglodyte	10	9	14	8	10	10
Troll	23	14	23	6	9	6
Unicorn	20	17	21	10	21	24
Vampire	16	18	0	14	16	26
Wight	12	12	0	11	13	15
Will-o'-Wisp	1	29	10	15	16	12
Wolf	13	15	15	2	12	6
Wolf, Winter	18	13	16	9	13	10
Wolf, Worg	17	15	15	6	14	10
Wraith	0	16	0	14	14	15
Wyvern	19	12	15	6	12	9
Xorn	17	10	15	10	11	10
Yeth Hound	?	?	?	?	?	?
Yrthak	20	14	17	7	13	11
Zombie	12	8	0	0	10	1

NEW MONSTERS

MONSTER	STR	DEX	CON	INT	WIS	CHA
Aranea	?	?	?	?	?	?
Arctodus (Bulldog Bear)	?	?	?	?	?	?
Ashman	?	?	?	?	?	?
Blemmyae	21	14	15	10	12	8
Blood Hound	?	?	?	?	?	?
Bone Pile	?	?	?	?	?	?
Brain Gobbler	?	?	?	?	?	?
Brass Monkey	15	14	0	0	12	1
Burnling	0	18	10	2	14	6
Chiao	?	?	?	?	?	?
Clam, Monstrous	?	?	?	?	?	?
Crab, Monstrous	?	?	?	?	?	?
Crawling Claw	?	?	?	?	?	?
Deadwood Tree	?	?	?	?	?	?
Demon, Babau	21	12	20	14	13	16
Demon, Balor	35	25	31	24	24	26
Demon, Cubi	?	?	?	?	?	?
Demon, Dretch	12	10	14	5	11	11
Demon, Glabrezu	31	10	31	16	16	20
Demon, Hezrou	21	10	29	14	14	18
Demon, Lemure	10	10	10	0	11	5
Demon, Marilith	29	19	29	18	18	24
Demon, Nalfeshnee	25	13	27	22	22	20
Demon, Vrock	23	15	25	14	16	16
Demon Lord, Azazel	24	18	22	16	18	24
Demon Lord, Demogorgon	28	22	30	22	24	25
Demon Lord, Lilith	19	18	20	22	24	24
Devil, Barbazu	15	15	17	6	10	10
Devil, Cornugon	31	25	25	14	18	22
Devil, Duke Of Hell	22	16	22	22	20	24
Devil, Erinyes	21	21	21	14	18	20
Devil, Gelugon	23	21	23	22	22	20
Devil, Hamatula	23	23	23	12	14	18
Devil, Infernal Legionnaire	?	?	?	?	?	?
Devil, Kytton	15	15	15	6	10	12
Devil, Osyluth	21	21	21	14	14	14
Devil, Pit Fiend	37	27	27	26	26	26
Devil, Subjugator	?	?	?	?	?	?
Devil, Tempter	?	?	?	?	?	?
Devil (Unique), Alecto	20	24	18	19	20	22
Devil (Unique), Apollyon	24	30	25	21	22	20
Devil (Unique), Asmodeus	19	23	22	28	24	25

Devil (Unique), Astaroth	22	16	22	26	24	20
Devil (Unique), Baalzebub	30	19	30	8	6	6
Devil (Unique), Belial	24	25	23	18	21	26
Devil (Unique), Dispater	25	19	27	22	23	20
Devil (Unique), Mammon	22	20	26	19	22	24
Devil (Unique), Proserpina	16	24	18	22	16	26
Devil Lizard	?	?	?	?	?	?
Dinosaur, Apatosaurus	32	10	20	1	7	6
Dinosaur, Brachiosaurus	34	9	24	2	11	7
Dinosaur, Deinonychus	19	15	19	2	12	10
Dinosaur, Elasmosaurus	26	14	22	2	13	9
Dinosaur, Iguanodon	22	14	18	1	13	8
Dinosaur, Massospondylus	18	16	18	1	7	10
Dinosaur, Megaraptor	21	15	21	2	15	10
Dinosaur, Oviraptor	11	17	12	1	16	6
Dinosaur, Plateosaurus	18	16	18	2	13	7
Dinosaur, Protoceratops	15	10	16	2	13	8
Dinosaur, Scutellosaurus	10	16	14	1	15	8
Dinosaur, Stegosaurus	18	10	22	1	9	7
Dinosaur, Trachodon	18	16	16	2	14	7
Dream Child	?	?	?	?	?	?
Eel, Reef	?	?	?	?	?	?
Flayed Man	20	12	0	15	13	19
Flesh Hound	?	?	?	?	?	?
Fleshraker	?	?	?	?	?	?
Ghost Eater	?	?	?	?	?	?
Gobbet	?	?	?	?	?	?
Golem, Chemical	23	9	0	0	10	1
Grey Matter	?	?	?	?	?	?
Grim Mantle	?	?	?	?	?	?
Infernal Automaton	10	19	0	3	12	1
Jellyfish, Monstrous	?	?	?	?	?	?
Leech, Monstrous	?	?	?	?	?	?
Life Leech	?	?	?	?	?	?
Lizard, Flying	?	?	?	?	?	?
Malkin	?	?	?	?	?	?
Manc Bug	?	?	?	?	?	?
Meta-Droid	?	?	?	?	?	?
Necropepe	?	?	?	?	?	?
Neothelid	?	?	?	?	?	?
Ocular Sentinel	?	?	?	?	?	?
Phynnodderee	?	?	?	?	?	?
Picacouatl	?	?	?	?	?	?
Pit Brier	14	20	11	2	12	10
Poultregeist	?	?	?	?	?	?
Pwalg	?	?	?	?	?	?
Pteranodon	4	15	10	2	13	8
Scorpion, Monstrous	?	?	?	?	?	?
Scorptron	?	?	?	?	?	?
Serpent People	11	12	11	11	10	10
Shadow Serpent	0	14	0	6	13	13
Skin Cloak	13	14	0	10	12	8
Skin Sack	?	?	?	?	?	?
Specter, Fire	14	15	0	8	12	10
Spirit Lizard	?	?	?	?	?	?
Tavi	?	?	?	?	?	?
Thanatos	?	?	?	?	?	?
Tyrant	?	?	?	?	?	?
Undying	?	?	?	?	?	?

Venous Skitterling	?	?	?	?	?	?
Vulpine	?	?	?	?	?	?
Wyrm, Ocean	?	?	?	?	?	?
X'sval	?	?	?	?	?	?

RANDOM MONSTER GENERATOR

Castle Keepers have many tasks, from populating and managing a thriving, on-going campaign, to that of divvying experience points and treasure rewards. Add to this the duty of creating a place to adventure, rife with heavy plot and bashing action and it seems an overwhelming job. Then, just on top, the players of the game know all the secrets, maybe because they've read the scenario, if published, or have memorized all the monsters. A daunting predicament for the already beleaguered Castle Keeper.

This section serves to aid, providing a means to generate monsters from nothing. No longer will your players have encyclopedic knowledge of everything they encounter. No more will you feel strapped for ideas.

However, no amount of random tables or arcane formulae can completely determine all possibilities. This is why the Castle Keeper must use judgment, discarding rolls, altering the tables and results, bending the fate of probability in their favor, so as to flesh out a beast that the players will forever remember.

THE STEPS TO MONSTER CREATION

As an observant Castle Keeper will notice, the steps to creating a wholly random monster involve steps which are out of order from the normal statistics entry found in *Monsters and Treasure*. This is purposeful, as each step, as it is hoped, logically leads into the next, so as to keep creatures from being completely unusable. At any step, a random roll can be ignored, letting the Castle Keeper decide what result is desired.

- *Creature type*
- *Size*
- *Die Type and Number*
- *Intelligence*
- *Attacks and Damage*
- *Armor Class*
- *Movement*
- *Saves*
- *Special*

A Castle Keeper can either select a creature type available from those listed in *Monsters and Treasure*, or it can be determined at random. Some of the types have been grouped together, to make random assignment more navigable. Each such grouping share common traits, as detailed in the individual explanations found below.

CREATURE TYPES

ABERRATION

Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. In addition, all aberrations have either **deepvision** or **darkvision**. It is not uncommon for an aberration to have **spell resistance**, or to possess numerous attacks, and attack modes. Aberrations can be of any size, and generally have d8 for hit dice. In general, aberrations are a catch-all category; anything which is not definitely a member of another grouping is an aberration.

CONSTRUCT

A construct is an animated object or artificially constructed creature. They are **immune** to all effects which rely on a constitution or strength saving throw, and will always possess some form of **damage resistance** and tend to have a high degree of **spell immunity** as well; as such, constructs always have **Physical** saves as *Prime*. Constructs are normally mindless, though exceptions do occur rarely. Hit dice is always d10, unless exceptional situations arise. Constructs are always neutral alignment.

DRAGON

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Every dragon possesses a powerful breath weapon, and grows more powerful as it matures, developing additional abilities in the process. They are generally highly intelligent, and always have **Physical** and **Mental** saves as

Prime. Dragons have d12 for hit dice, though there are a few exceptions. In addition, dragons always have **spell resistance**, increasing as they age, and are always **immune** to the damaging effects related to their breath weapon. Dragons grow in size, as based by the following table.

TABLE MGA: SIZE OF DRAGONS

Age of Dragon	Size
I-IV	Small
V-IX	Medium
X-XII	Large

ENCHANTED

Enchanted creatures are magical or supernatural variants of ordinary, real-world creatures, often based on myth and folklore. These creatures always have some sort of spell, or **spell-like ability**, and generally have multiple. Hit dice is based on the size of the creature. Additionally, enchanted creatures have **darkvision**, and will usually have **twilightvision** as well. This category is composed of several subtypes.

Fey: Fey are creatures with supernatural abilities and connections to natural forces and/or places. These creatures are often powerful spellcasters, and generally do not attain a size category larger than medium. The typical hit dice is d8. Several fey have **spell resistance** or **spell immunity**, and some have **regeneration**. Every fey has **Mental** saves as *Prime*.

Giant: Giants are large-sized humanoid creatures of great strength and bulk. By necessity, all giants are of large size, and have **Physical** saves as *Prime*. They generally have some minor magical abilities, progressively increasing in potency with hit dice; those with a low hit dice count are typically of a lesser intelligence, as well. Giants always have **darkvision**, and will most often use d8 for hit dice. All giants are adept at using very large weapons, and will deal great amounts of damage with a successful hit; in addition, they are skilled in the art of **rock throwing** and **rock catching**. Because of their enormous strength, giants add their hit dice to their damage dealt.

Magical Beast: Magical beasts are similar to beasts (detailed later) but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary powers. These creatures are generally of a small or medium size, though large varieties do exist, and will often have the **scent** ability, being prone to hunting. Magical beasts always possess a trait that heightens their sight. Hit dice fluctuates with size, but the general die type is d8. The powers of a magical beast vary greatly in function, but always serve to augment the creature's ecological function.

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities. They are always medium size, and tend to have at least a modicum of intelligence. Because they are humanoids, these monsters, more than most others, are prone to having class abilities, and rely on manufactured weapons and armor. Monstrous humanoids typically have d8 for hit dice, and often have a visual enhancement, such as **deepvision**, and the **scent** quality.

FIEND

Fiends are like extraplanar creatures (see below), but they are of absolute evil, whose only purpose is to corrupt, torment, and oppose the forces of good. They always possess supernatural and magical abilities, and often have more than one physical appearance. Fiends always have **darkvision** and **deepvision**, and some form of **damage resistance** and **immunities**. They typically possess several **spell-like abilities**, making them terrible and great foes. Unlike most extraplanar creatures, fiends can be affected by the holy power of clerics, and they are turnable, albeit, generally at a great difficulty, due to having **turn resistance**. Hit dice are generally d8 or higher, despite size. Fiends are capable of affecting the forces of good, just as clerics are able to drive away undead, with the ability functioning the same as the **turn undead** class ability, save that fiends cannot destroy a victim of this attack; only divine casters of a Good alignment and paladins can be affected by this ability. For simplicity, the category of fiend encompasses, but is not limited to, those of a demonic and diabolic nature; that is, demons and devils, which are further delineated as below.

Demon: Demons are a hierarchical society of chaotic evil beings, ruled by more powerful aristocracy through might and ferocity, continually at war with each other. They are generally highly intelligent beings, and inhabit planes of ultimate evil and depravity. Demons are both conniving, and cruel, and cannot normally enter the mortal world without assistance, generally in the form of

MONSTERS

magical summoning, conjuration, or other ritual; powerful spells such as *gate* will also work. Any demon of considerable power, that is, those of Status V or greater, are effectively immortal, as its corporeal form is not its actual form; when such a being is killed, its disembodied spirit immediately retreats to its native domain, where it remains, in torment by more superior demons, for one full century, after which it is free to roam and be called forth again. However, a demon encountered, and slain, in its natural terrain, is actually killed, having no place to retreat. Every demon has the ability to *plane shift* as per the spell, though they may only enter the Astral Plane, Tarterus, Hades, and Pandemonium as noted above. Those titled demons, such as Princes, or Lords, may also enter the Ethereal Plane, of which they are fond. In addition, all demons possess damage reduction, based on their Status:

TABLE MGB: STANDARD DEMON DAMAGE REDUCTION

Status of Demon	Damage Reduction
Status I-III	- or Silver [90% / 10%]
Status IV	Silver or +1 [80% / 20%]
Status V	+1 or +2 [70% / 30%]
Status VI	+2 or +3 [60% / 40%]
Titled Demon	+2 or +3 [50% / 50%]

Demons, regardless of Status, also possess **resistance (half)** to the following attack forms: *cold*, *electricity*, *fire*, and *gas*. They always have **deepvision**, and the **spell-like abilities** of *darkness*, *teleport without error*, and *gate*. Finally, demons are telepathic creatures, able to communicate with any intelligent creature that speaks a language.

Devil: Devils are a species of lawful evil creatures ruling and inhabiting the planes of Hell, known individually as *Gehenna*, *Hades*, and *Acheron*. They are hierarchical, with the most powerful taking the self-title of Archdevil; all lesser devils are in great fear of these, and serve them unwavering, though open discord is not unknown. Devils, in general, are more genteel than demons typically having attractive features, such as lithe humanoid bodies, and potent illusory powers, coupled with those of charm. They are, like all fiends, restrained in planar travel, being kept to their own realms and that of the Astral Plane, into which they rarely venture; devils of immense power are able to traverse the Ethereal Plane, though they rarely do. Any devil, whilst encountered on a plane other than its native, is immortal, immediately returning to its natural domain incorporeally when slain, with those lesser than that of Archdevil, being fearless in combat, and will fight until slain; Archdevils which are slain return to their plane, remaining there for a full decade, unable to leave by any natural or magical means. Devils, like demons, are always telepathic, able to communicate with any creature with a language, in addition to possessing the following traits.

TABLE MGC: STANDARD DEVIL DAMAGE REDUCTION

Rank of Devil	Damage Reduction
Inferior	-
Lesser	Silver or +1 [70% / 30%]
Devil	+1 or +2 [60% / 40%]
Greater	+2 or +3 [50% / 50%]
Archdevil	+2 or +3 [40% / 60%]

Devils, regardless of Rank, also possess **resistance (half)** to *cold* and *gas*, and **full immunity to fire**. They always have **spell-like abilities** of *charm person*, *suggestion*, *teleport without error*, *know alignment*, *cause fear*, *animate dead*, and *gate*. In addition, devils have the spellcasting abilities of the illusionist class.

MORPHIC

Morphic creatures are mutable, either lacking a genuine and true shape, or having the ability to take the form of another. These creatures are always **immune** to attacks which radically later the physical body, and generally have other immunities or resistance as well. Morphic monsters typically have hit dice based on size. There are two variants of morphic creatures, the ooze, and the shapechanger.

Ooze: An ooze is an amorphous or mutable creature. They are generally unintelligent, and always possess an **acidic attack**. Lacking visual organs, oozes are able to detect subtle vibrations in air and tremors on the ground, allowing them to perfectly pinpoint a creature within their "sight," even spoiling spells and abilities such as *invisibility*. Oozes typically have a **climbing movement rate**, and some will also possess a **burrowing speed** as well. They are **immune** to all effects which require a **constitution** or **strength saving throw**; oozes always have **Physical saves as Prime**. Often, an ooze will have a

low armor class; however, due to its general nature, oozes are prone to **split** and multiply, creating identical copies of itself each time it is struck. Oozes have d8 for hit dice, unless exceptional circumstances exist. Oozes are nearly always neutral in alignment.

Shapechanger: This type of creature has a stable body but can assume other forms. Generally, a shapechanger is some form of lycanthrope, alternating between a humanoid form and that of an animal; these creatures will also, normally, have a **hybrid form**, which is more potent than either of the previous, and will be susceptible to lunar phases and forced form assumption because of it. Other shapechangers are able to assume the shape of anything they wish, essentially having a permanent *polymorph* or *shapechange* spell in effect. However, any shapechanger which can assume humanoid form will often have class abilities, and at least a low intelligence; such forms should be generally unique, and be considered a NPC. Shapechangers tend to have d8 for hit dice.

MUNDANE

Mundane creatures are those which lack inherent supernatural abilities, and generally have a real-world equivalent, being composed of, for the most part, animals, plants, and vermin such as insects. The few fantastic creatures contained in this grouping, such as humanoids and beasts, are variants of their viable counterparts. In all cases, such creatures have hit dice based on size, and will typically possess some form of visual acuity, generally **darkvision** or **deepvision**. Only humanoids and beasts will tend to have any form of recognizable intellect, with the former being able to have class abilities, and relying on manufactured weapons and armor; such creatures should be considered NPCs. The vast majority of mundane creatures are neutral in alignment.

Animal: An animal is a non-humanoid creature with a real-world equivalent. They act, and function, exactly as an ordinary animal, and will have all traits and characteristics of such creatures. Animals, if predatory, will have the **scent** ability, and attack forms to assist. **Physical saves** are the normal *Prime* for animals. These creatures are always of an animal intelligence, and are neutral alignment.

Beast: A beast is a creature with no real-world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities. These creatures typically resemble animals, but tend to exhibit traits from more than one, being, essentially, an animal hybrid. They normally always possess the **scent** ability and will tend to be large.

Humanoid: A humanoid is a medium-sized creature that is anthropomorphic: they have two arms, two legs, one head, and a human-like torso. Humanoids do not share any particular traits. Hit dice is generally dependent on class ability, though those without such abilities typically use d8.

Plant: This type encompasses all plants and plant-like creatures. Plants are affected by druidic spells and abilities, and they typically have **cold vulnerability**. The larger a plant, the more hit dice it gains. Generally, plants are immobile and unintelligent, though varieties do exist. They are **immune** to all effects which rely on Constitution as a save, giving them **Physical saves as Prime**. Plants typically use d8 for hit dice, and they tend to have numerous attacks. Like oozes, plants do not possess visual organs, and so are able to detect subtle differences in air pressure or to feel vibrations on the ground, allowing it to "see" any creature within its range, despite magical effects to the contrary, such as *invisibility*.

Vermin: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. These creatures are generally small sized, and tend to gather in large numbers. Several vermin have **poison** attacks and numerous movement types. Vermin are typically unintelligent. Vermin tend to have larger hit dice types as they grow in size, but they generally use d6.

PLANAR

Planar creatures are natives to another place, dwelling in places far removed from the natural world. They take various forms, and have a wide array of abilities, almost always having supernatural traits. Planar creatures are immortal when not encountered on their native plane, and as such, are nearly always fearless and determined. Some have the ability to **planewalk**, treated as the *plane shift* spell, and others must be summoned or conjured. Planar creatures are always **immune** to mind-affecting spells, as their alien and bizarre psychology makes them nearly incomprehensible. They also, typically, have multitudes of **resistances** or **immunities** including **damage resistance** and

spell resistance. As a general rule, planar creatures use d8 for hit dice, and will tend to have a range of **spell-like abilities.**

Elemental: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water; this definition extends to include those elementals which are composed of more than one of these classical properties. Elementals are unintelligent beings, with size being correlated to their number of hit dice. Each elemental is **immune** to the effects generated by whatever substance it is composed of and will often have a **vulnerability** to an opposite element. These creatures do not have visual organs, but they are able, like oozes, to ascertain the presence of others, despite effects such as *invisibility*. Damage dealt by an elemental is proportional to its size. Elementals have no inherent magical abilities, and can only be summoned or conjured. They generally use d8 for hit dice. Elementals are always **immune** to effects having a **constitution saving throw**; elementals always have **Physical** saves as *Prime*.

Extraplanar: An extraplanar is a non-elemental that originates from another dimension, reality, or plane. These creatures have enormous versatility, often possessing numerous supernatural abilities. Their form dictates much of what an extraplanar creature is capable of, and they are nearly limitless in this regard, much like aberrations, as previously detailed; extraplanar creatures with humanoid appearances and intelligence will have class abilities and use manufactured weapons and armor, often with magical enhancements. Extraplanar creatures generally have at least d8 for hit dice.

UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. Undead are **immune** to all mindaffecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects. Undead are healed by the application of *reversed healing* spells, but are vulnerable to being raised or resurrected; they are also **turnable**. Some undead are incorporeal, granting them **immunity** to all effects having **Strength** as its save, and granting **damage reduction +1**, in addition to allowing the creature to move without sound and to pass through solid objects, as well as being *invisible* in darkness. Intelligent undead are capable of controlling non-intelligent undead as if they possessed the **command undead** class ability. Many undead are able to create others of their kind, often by causing the death of a living being. Undead can only exist if a living version of the creature exists, though the change in type often grants additional abilities. Undead nearly always have d12 for hit dice.

It is assumed a Castle Keeper can use these charts to their fullest, and most logical, conclusion. Therefore, only the most basic of notes are included, typically being notes on modifiers to specific tables, dependent on creature type, size, or other variables. If a creature is mentioned as “always” having a certain trait, as detailed in their descriptions above, tables relating to such aspects are ignored, and the next most logical table is followed; for example, all creatures must use Tables MG3.1 and Tables MG5-5.2.

TABLE MG1: CREATURE TYPE

d%	Creature Type
01-05	Aberration
06-10	Construct [Table MG2; Table MG3.1; Table MGMTG6]
11-15	Dragon [Table MG1.1; Table MGA; Table MG3.1; Table MG5.1]
16-40	Enchanted [Table MG1. 2]
41-43	Fiend [Table MG1. 3]
44-47	Morphic [Table MG1.4]
58-87	Mundane [Table MG1. 5]
88-90	Planar [Table MG1. 6]
92-00	Undead [Table MG1. 7]

TABLE MG1.1: DRAGON AGE

d%	Age
01	Age I [Table MG3.1; Table MGA; Table MG5.2A]
02-03	Age II [Table MG3.1; Table MGA; Table MG5.2A]
04-06	Age III [Table MG3.1; Table MGA; Table MG5.2A]
07-10	Age IV [Table MG3.1; Table MGA; Table MG5.2A]
11-25	Age V [Table MG3.1; Table MGA; Table MG5.2A]
26-50	Age VI [Table MG3.1; Table MGA; Table MG5.2A]
51-75	Age VII [Table MG3.1; Table MGA; Table MG5.2A]
76-90	Age VIII [Table MG3.1; Table MGA; Table MG5.2A]
91-94	Age IX [Table MG3.1; Table MGA; Table MG5.2A]
95-97	Age X [Table MG3.1; Table MGA; Table MG5.2A]
98-99	Age XI [Table MG3.1; Table MGA; Table MG5.2A]
00	Age XII [Table 3.1; Table MGA; Table MG5.2A]

TABLE MG1.2: ENCHANTED SUBTYPE

d%	Subtype
01-10	Fey [-55% Table MG2; +50% Table MG5; -50% Table MG5.2]
11-20	Giant [+25% Table MG3; +50% Table MG5; +50% Table MG5.2]
21-50	Magical Beast [-15% Table MG2; -50% Table MG5]
51-00	Monstrous Humanoid [Table MG3; +50% Table MG5]

TABLE MG1.3: FIEND SUBTYPE

d%	Subtype
01-50	Demon [Table MG1.3A]
51-00	Devil [Table MG1.3B]

TABLE MG1.3A: DEMON STATUS

d%	Status
01-65	Status I [-20% Table MG2; Table MGB]
66-80	Status II [Table MG2; Table MGB]
81-90	Status III [Table MG2; Table MGB]
91-95	Status IV [+20% Table MG2; Table MGB]
96-97	Status V [+55% Table MG2; Table MGB]
98-99	Status VI [+50% Table MG3; Table MGB]
00	Titled [Table MG2; Table MG3.1; Table MGB]

TABLE MG1.3B: DEVIL RANK

d%	Rank
01-65	Inferior [-55% Table MG2; Table MGC]
66-80	Lesser [-20% Table MG2; Table MGC]
81-94	Devil [Table MG2; Table MGC]
95-99	Greater [+20% Table MG2; Table MGC]
00	Archdevil [Table MG2; Table MG3.1; Table MGC]

TABLE MG1.4: MORPHIC SUBTYPE

d%	Subtype
01-30	Ooze [Table MG2; -50% Table MG5]
31-00	Shapechanger [+20% Table MG2]

TABLE MG1.5: MUNDANE SUBTYPE

d%	Subtype
01-15	Animal [Table MG2; -50% Table MG5; -50% Table MG5.2]
16-20	Beast [+55% Table MG2; -50% Table MG5; -25% Table MG5.2]
21-70	Humanoid [Table MG3; +50% Table MG5]
71-75	Plant [Table MG2; -50% Table MG5]
76-00	Vermin [-55% Table MG2; -50% Table MG5; -50% Table MG5.2]

TABLE MG1.6: PLANAR SUBTYPE

d%	Subtype
01-15	Elemental [Table MG2; Table MG3.1; -50% Table MG5]
16-00	Extraplanar [Table MG2; Table MG3.1]

TABLE MG1.7: UNDEAD SUBTYPE

d%	Subtype
01-70	Corporeal [Table MG2; +30% Table MG3; +25% Table MG5]
71-00	Incorporeal [Table MG2; +30% Table MG3; -25% Table MG5]

TABLE MG2: SIZE

d%	Size
01-25	Small [-15% Table MG3]
26-75	Medium [Table MG3]
76-00	Large [+15% Table MG3]

TABLE MG3: HIT DIE TYPE

d%	Hit Die
01-05	d4 [Table MG3.1]
06-15	d6 [Table MG3.1]
16-85	d8 [Table MG3.1]
86-95	d10 [Table MG3.1]
96-00	d12 [Table MG3.1]

TABLE MG3.1: NUMBER OF HIT DICE

d%	Hit Die
01-05	Average Level -1d6
06-20	Average Level -1d3
21-80	Average Level
81-95	Average Level +1 d3
96-00	Average Level +1d6

MONSTERS

TABLE MG4: INTELLIGENCE

d%	Intelligence
01-05	Non
06-15	Animal
16-25	Inferior
26-40	Low
41-85	Average
86-90	High
91-95	Superior
96-97	Genius
98-99	Supra-Genius
00	Deific

TABLE MG5: ATTACK ROUTINE TYPE

d%	Attack Type
01-50	Natural Weapon [Table MG5.1; Table MG5.3 Per Weapon]
51-00	Manufactured Weapon [Table MG5.1A]

TABLE MG5.1: NATURAL WEAPON

d%	Weapon
01-25	Claw / Pincher / Talon
26-30	Ridge / Spine
31-50	Bite
51-55	Stinger [20% Poison (Table MG9.2A)]
56-70	Wings [40% Flight (Table MG7.1)]
71-80	Hoof [60% Trample (+80% Table MG5.2)]
81-85	Antler / Horn / Tusk
86-99	Constrictor / Tentacle
00	+1 Weapon Type [Reroll]

TABLE MG5.1A: MANUFACTURED WEAPON

d%	Weapon
01-45	Sword [Table MG5.3]
46-65	Dagger [Table MG5.3]
66-70	Mace [Table MG5.3]
71-75	Flail [Table MG5.3]
76-85	Axe [Table MG5.3]
86-92	Bow [Table MG5.3]
93-94	Polearm [Table MG5.3]
95-00	Crossbow [Table MG5.3]

TABLE MG5.2: DAMAGE PER ATTACK

d%	Damage Die Dealt [Per Attack]
01-05	1
06-10	1d3
11-15	1d4
16-80	1d6
81-85	2d4
86-90	2d6
91-95	2d8
96-00	3d6

TABLE MG5.3: NUMBER OF ATTACKS

d%	Value [Per Weapon]
01-45	1
46-90	2
91-00	3 (75%) or 4 (25%)

TABLE MG6: ARMOR CLASS

d%	Armor Class Modifier
01-05	1 [50% add; 50% subtract]
06-10	1d2 [60% add; 40% subtract]
11-15	1d3 [70% add; 30% subtract]
16-30	1d4 [80% add; 20% subtract]
31-65	1d6 [90% add; 10% subtract]
66-90	2d4
91-95	3d4
96-00	4d4

TABLE MG7: MOVEMENT

d%	Movement Type
01-05	--
06-40	Walk [Table MG7.1]
41-45	Climb [Table MG7.1]
46-80	Fly [Table MG7.1]
81-85	Swim [Table MG7.1]
86-90	Burrow [Table MG7.1]
91-00	+1 Movement Type [Reroll]

TABLE MG7.1: MOVEMENT SPEED

d%	Speed [Per Movement Type]
01-10	10 feet
11-40	20 feet
41-75	30 feet
76-85	40 feet
86-90	60 feet
91-95	90 feet
96-00	120 feet

TABLE MG8: SAVES

d%	Primes
01-05	--
06-35	Mental
36-75	Physical
76-00	Mental and Physical

TABLE MG9: SPECIAL TRAITS

d%	Number of Traits
01-05	1 [Table MG9.1]
06-50	2 [Table MG9.1]
76-95	3 [Table MG9.1]
96-00	4 [Table MG9.1]

TABLE MG9.1: TRAIT TYPE

d%	Trait Type (Per Trait)
01-40	Physical Attack [Table MG9.2]
41-70	Physical Defense [Table MG9.3]
71-00	Magical [Table MG9.4]

TABLE MG9.2: PHYSICAL ATTACK SPECIALS

d%	Physical Attack
01-10	Elemental Damage [Table MG9.2A]
11-15	Drain [Table MG9.2B]
16-40	Paralysis (50%) or Petrification (50%)
41-45	Swallow Whole
46-60	Breath Weapon [Table MG9.2A]
61-85	Improved Grab (80%) or Hug (20%)
86-95	Render or Rake [Table MG5.2]
96-00	Missile Attack [Table MG5.3, 5.2]

TABLE MG9.2A: ELEMENTAL ATTACKS

d%	Elemental Type [Table MG5.2 for Damage]
01-15	Acid
16-20	Air
21-30	Cold
31-35	Earth
36-50	Electricity
51-65	Fire
66-75	Gas
76-95	Poison
96-00	Water

TABLE MG9.2B: DRAIN

d%	Draining [-75% Table MG5.2]
01-15	Strength
16-20	Dexterity
21-40	Constitution
41-50	Intelligence
51-55	Wisdom
56-60	Charisma
61-70	Spell Level
71-00	Level

TABLE MG9.3: PHYSICAL DEFENSES

d%	Physical Defense
01-30	Elemental Resistance (75% Half) or 25% (Quarter) [Table MG9.2A]
31-50	Elemental Immunity [Table MG9.2A]
51-55	Regeneration
56-60	Weapon Resistance (Half Damage) [Table MG9.3A]
61-90	Spell Resistance [Table MG9.3B]
91-95	Damage Reduction [Table MG9.3C]
96-00	Spell Immunity

TABLE MG9.3B: SPELL RESISTANCE

d%	Spell Resistance
01-15	Average Level / 4 (Minimum 1)
16-25	Average Level / 2 (Minimum 1)
26-60	Average Level
61-80	Average Level +1
81-96	Average Level +1d4
96-98	Average Level x2 (Maximum 18)
99-00	Average Level x 2 (No Maximum)

TABLE MG9.3C: DAMAGE REDUCTION

d%	Damage Reduction
01-40	Silver
41-80	+1
81-90	+2
91-95	+3
96-00	Special [Table MG9.3C-1]

TABLE MG9.3C-1: SPECIAL DAMAGE REDUCTION

d%	Damage Reduction
01-55	Cold Iron
56-90	Wood
91-73	Adamantine
94-97	Mithril
98-00	Glass

TABLE MG9.4: MAGICAL TRAITS

d%	Trait
01-10	Immune to Paralysis
11-20	Immune to Petrification
21-30	Immune to Polymorph
31-35	Alternate Form
36-50	Spell-like Abilities
51-80	Spellcasting
81-00	Class Abilities