

# THE TZARETCH

## NARK

**Nark (Tzaretch)**

**Small Outsider (Chaotic, Evil)**

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +0

**Speed:** 30 ft

**AC:** 16 (+1 size, +5 natural)

**Attacks:** Claw +3 melee

**Damage:** Claw 1D4

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

**Special Attacks:** Summon Tzaretch

**Special Qualities:** Damage reduction 5/silver, SR 5, Tzaretch qualities

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:** Str 10, Dex 10, Con 10, Int 5, Wis 10, Cha 10

**Skills:** Listen +8, Spot +15, Wilderness Lore +0

**Feats:** -

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

**Organisation:** Solitary, gang (2-4)

**Challenge rating:** 2

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 3-6 HD (small)

These demons are small and pathetic looking creatures who are created by the lords of the Tzaretch solely to function as trackers for their more powerful kindred. They are devoid of much intelligence and are easily influenced by other demons, having a herd mentality that allows great numbers of them to be swayed upon the infernal planes.

Once instructed to track a named quarry, they prove tremendously skilled and dedicated to the task, not least because the Tzaretch demons are not noted for their tolerance of failure. Narks have a drive for survival that is belied by their usually quiet and sullen manner.

Narks are short humanoids, rarely growing more than three feet tall, with stubby legs and facial features reminiscent of canines. Their arms are also

disproportionally short for their hairless bodies and the skin is of a uniform drab yellow, visibly contrasting with bright red eyes. A nark's mouth is perpetually open, revealing blunt teeth and constant drool.

### COMBAT

Narks prefer to avoid combat at all costs, for their sole function amongst the Tzaretch is to hunt and locate targets for more powerful demons, though they are occasionally herded together to be used as cannon fodder in the immense battles of the infernal planes. Upon sighting its designated target, a nark will close to within ten feet and let out a deafening, bellowing roar seemingly at odds with its diminutive stature. If forced to fight, a nark will defend itself but will always seek to avoid combat whenever possible.

**Summon Tzaretch (Sp):** For each round that a nark roars there is a cumulative 10% chance that a Vlaimaroth will appear. If it is prevented from roaring, by being attacked for example, then the summoning will fail and the cumulative 10% chance restarts once the nark begins once more.

**Skills:** Narks get a +8 racial bonus to listen and spot checks. Narks get an additional +8 to Spot and Wilderness Lore checks when tracking by scent due to their keen sense of smell.



## VLAI-MAROTH

**Vlai-Maroth (Tzaretch)**

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

**Hit Dice:** 8d8+8 (44 hp)

**Initiative:** +6

**Speed:** 30 ft

**AC:** 18 (+8 natural)

**Attacks:** 2 Talons + 10 melee

**Damage:** Talon 1D8 +2

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

**Special Attacks:** Spell-like abilities

**Special Qualities:** Damage reduction 20/+2, SR 17, Tzaretch qualities

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

**Abilities:** Str 14, Dex 14, Con 13, Int 11, Wis 11, Cha 12

**Skills:** Listen +16, Spot +18

**Feats:** Improved initiative, dodge

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

**Organisation:** Solitary

**Challenge rating:** 6

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-16 HD (medium)

Upon the infernal planes, within the dark domains of the Tzaretch, the vlai-maroth work in concert with the enfeebled narks, the lesser demon locating prey to be utterly destroyed. They are most noted for their predilection for actually consuming their prey entirely, thus ensuring permanent destruction in a place where such things are not wisely taken for granted.

Very ancient texts often term the vlai-maroth as elf-eaters and, on occasion, make reference to a small but powerful invasion of elven mages directly into the heart of the Tzaretch realms. Considering the amount of myth and legend surrounding both elf-kind and demonic entities, the veracity of such accounts is often left for the reader to determine for himself. However, the vlai-maroth do

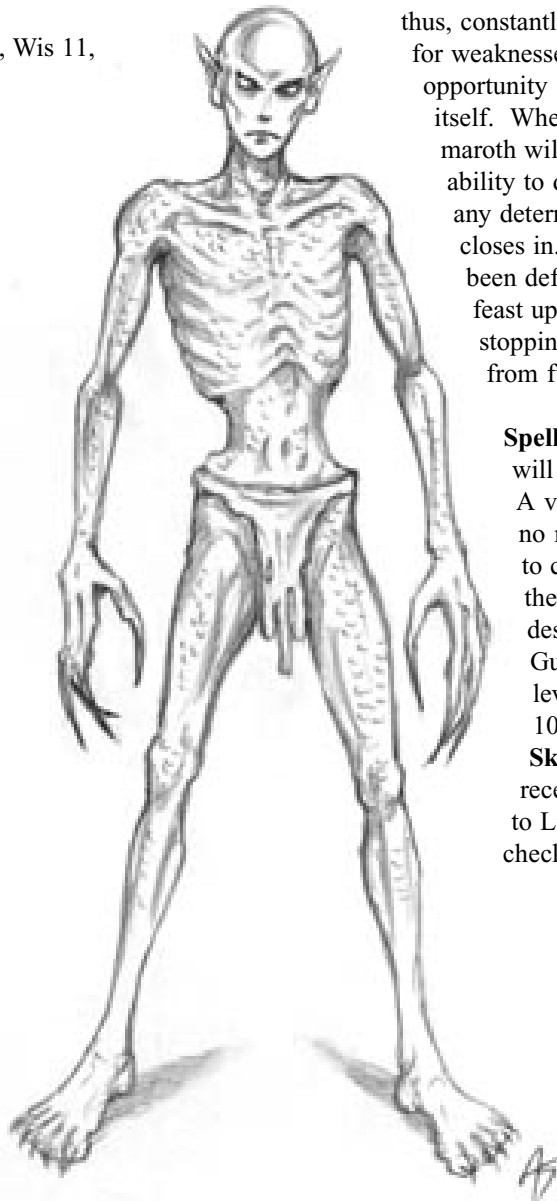
demonstrate an uncanny capacity for success when tasked to hunt down and destroy elven enemies.

The vlai-maroth are rarely seen by any mortal as they can remain invisible right up to the moment of attack. They are said to be dreadfully emaciated humanoids with slight but distinctive features reminiscent of elf-kind. Their overly long arms are their primary melee weapons and end in wickedly sharp talons. The body of a vlai-maroth is covered in fine snake-like scales, varying in colour from pale red to deepest purple.

### COMBAT

Upon sighting its target, a vlai-maroth will immediately turn invisible if, indeed, it has not already done so. The demon will remain thus, constantly watching its prey for weaknesses until an opportunity for attack presents itself. When striking, a vlai-maroth will use its fear causing ability to disrupt and scatter any determined resistance as it closes in. Once its target has been defeated, it will begin to feast upon the body, only stopping to defend itself from further attacks.

**Spell-like abilities:** At will – *Invisibility*, *Fear*. A vlai-maroth requires no material components to cast these spells and they work exactly as described in the Player's Guide as if cast by a 5<sup>th</sup> level sorcerer (save DC 10 + spell level).  
**Skills:** Vlai-Maroth receive a +8 racial bonus to Listen and Spot checks.



## QUADROS

### Quadros (Tzaretech)

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

**Hit Dice:** 6d8+6 (33 hp)

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

**Speed:** 40 ft

**AC:** 17 (+7 natural)

**Attacks:** 4 swords +9 melee

**Damage:** Long Sword 1D8 +2

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

**Special Attacks:** Spell-like abilities, Battle frenzy

**Special Qualities:** Damage reduction 20/+2, SR 17, Tzaretech qualities

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

**Abilities:** Str 15, Dex 15, Con 13, Int 6, Wis 11, Cha 10

**Skills:** Concentration +6, Hide +6, Listen +10, Spot +12

**Feats:** Improved initiative, Multidexterity, Multiweapon Fighting, Weapon Focus (Long Sword)

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

**Organisation:** Solitary, gang (2-4), band (6-10)

**Challenge rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 7-9 HD (medium) 10-18 HD (large)

Vicious, four armed destroyers, the quadros are utilised as shock troops in the demonic armies of the Tzaretech. They are the most numerous demons in a family that constantly vies and struggles with others far larger. In times when the Tzaretech are courted by other demonic factions, it is the large numbers of the ferocious quadros that often tilt the balance of any negotiation of bargain.

A foul creature of some seven feet tall, a quadros bulges with well-toned muscle beneath its blood-red skin. Vivid blue veins contrast sharply and constantly twist and writhe before an observer's eyes. Every quadros is armed with four demonically-crafted weapons with which it wields in battle with deadly expertise. The most favoured weapon is the long sword, though some prefer mighty axes or heavy maces. A quadros summoned by a mortal will always be armed with the weapons used as a summoning focus.



### COMBAT

There is nothing subtle about a quadros in battle. They enjoy combat and are very good at it. Bred as shock troops, any quadros will seek to engage enemies in the shortest time possible, slaying all around with its deadly weapons as it works up into a battle frenzy, using its special abilities to shatter the will and morale of organised foes.

**Spell-Like abilities:** At will – *Charm Person*, *Command*, *Desecrate*, *Magic Weapon* and *Suggestion*.

A quadros can also induce *Fear* as the spell, except that it only affects one person. These abilities are as cast by an 8<sup>th</sup> level sorcerer (save DC 10 + spell level).

**Battle Frenzy (Ex):** A quadros can work itself into a battle frenzy similar to the barbarian's rage ability (+4 Strength, +4 Constitution, +2 morale bonus to Will saves, -2 AC penalty), for a +2 bonus to attacks and damage and 12 extra hit points. The frenzy lasts 6 rounds and the quadros suffers no ill effects afterward.

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

## TZARETCH FAMILY

The Tzaretech are one of the lesser demonic families, forced to live by wit and deceit beneath the sheer dominating might of the Tanar'ri. All Tzaretech speak Abyssal, Celestial and Draconic.

### TZARETCH QUALITIES

**Immunities (Ex):** Tzaretech are immune to acid, poison and electricity

**Resistances (Ex):** Tzaretech have cold and fire resistance 20

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

**See Invisible (Su):** Tzaretech can see invisible creatures

royalty that head the family. Appearing as large, portly humanoids over eight feet tall, these demons have huge black wings they almost constantly keep folded around their bodies as a living cloak. Their blubbery skin is pale green with some few patches of blue upon their hands and arms. At first glance, the head of a skarn may seem almost human, though an elongated jaw and bright red eyes betray their demonic origins.

The skarn collect knowledge and information with a passion that approaches obsession, treating it as a commodity to rival the vital harvesting of souls. It is this facet of their nature that often proves irresistible to mortals, for they are repositories of facts both demonic and mundane. Upon the infernal planes, it is the combined intellect of the skarn that have kept the Tzaretech from being swallowed by far more powerful demonic families but there is always a terrible price to pay when one is compelled to divulge information to the detriment of another demon or family.

## SKARN

**Skarn (Tzaretech)**

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

**Hit Dice:** 4D8(18 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft., fly 40 ft. (poor)

**AC:** 20 (-1 size, +11 natural)

**Attacks:** Claw +10 melee

**Damage:** Claw 1D8 +1

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

**Special Attacks:** Spell-like abilities

**Special Qualities:** Damage reduction 20/+2, SR 20, Death Throes, Tzaretech qualities

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

**Abilities:** Str 13, Dex 13, Con 6, Int 20, Wis 20, Cha 16

**Skills:** Concentration +14, Knowledge (any two) +10, Listen +8, Scry +18, Spellcraft +18, Spot +8

**Feats:** -

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

**Organisation:** Solitary

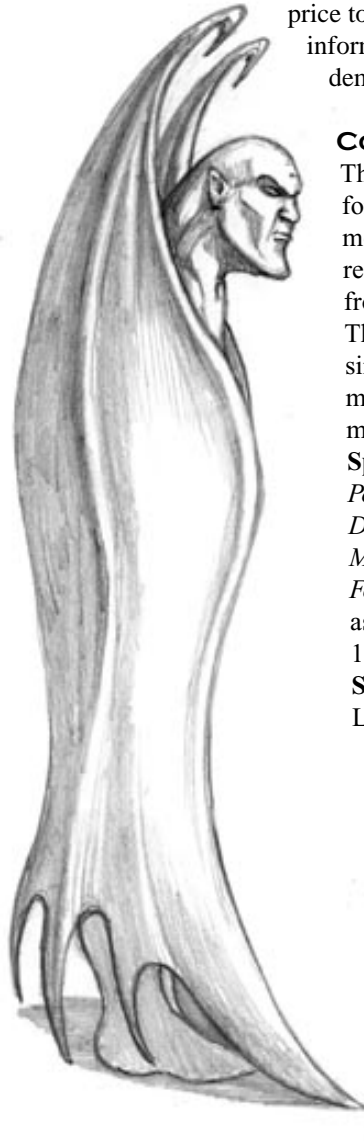
**Challenge rating:** 9

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (large)

Skarn are lords of the Tzaretech, subservient only to the great demonic



### COMBAT

The skarn disdain physical combat in any form, preferring to defeat opponents merely by outwitting them or, as a last resort, using their repertoire of abilities from behind a shield of guardian quadros. They are relatively weak in comparison to similar demons of other families and they move slowly, even whilst in clumsy flight, making retreat rarely a safe option.

**Spell-Like abilities:** At will – *Charm Person, Chaos Hammer, Command, Desecrate, Dispel Magic, Fear, Fireball, Magic Circle against Good, Wall of Force, and Suggestion*. These abilities are as cast by an 10<sup>th</sup> level sorcerer (save DC 10 + spell level).

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