



FIENDISH ASPECTS II

A Web Enhancement for the *Fiendish Codex I: Hordes of the Abyss*

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INTRODUCTION

With all the nastiness inside *Fiendish Codex I: Hordes of the Abyss*, and all the nastiness that the designers of the book couldn't quite squeeze into this tome, you're bound to have a bit of overflow possibilities. Our second installment of the aspects of demon princes introduces you to the queen of the succubi and brings back the aspect of Orcus from the *Miniatures Handbook*. He is a little changed in this version, but not very much. This part also introduces ancient Dagon, the first obyrith demon prince of this collection. As in the first web enhancement in this series, each aspect has entries with suggestions on how to use the aspect in the *EBERRON*® and *FORGOTTEN REALMS*® settings.

Obyriths are older demons than the tanar'ri that have arisen in the past millennia. Before delving into the demons themselves, though, take a look the information on the obyrith demon subtype in the sidebar.

ASPECT OF DAGON

This large creature with the head of a great fish can instill horror almost beyond imagination within a viewer. Only such fiends as Juiblex are worse. An aspect of Dagon's head extends downward into a somewhat shapeless lower body that sprouts a storm of writhing tentacles. The two longest tentacles have five-fingered talons at their ends. The aspect's head is a mask of bestial intelligence and translucent razor-sharp teeth.

ASPECT OF DAGON

CR 9

CE Large outsider (aquatic, chaotic, evil, extraplanar, obyrith)

Init +4; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages Abyssal, Aquan; telepathy 100 ft.

AC 22, touch 9, flat-footed 22

(–1 size, +0 Dex, +13 natural)

hp 112 (9 HD); fast healing 5; **DR** 10/cold iron and good

Immune mind-affecting spells and abilities, poison

Resist acid 10, electricity 10, fire 10

Fort +14, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares), swim 60 ft.

Melee 2 tentacles +15 (1d6+7) and bite +13 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +9; **Gp** +20

Atk Options Combat Expertise, Combat Reflexes, improved grab, constrict 1d6+7, swallow whole

Abilities Str 24, Dex 10, Con 26, Int 14, Wis 18, Cha 16
SQ amphibious, form of madness, obyrith traits (see sidebar)

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Multiattack

Skills Bluff +15, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +12, Intimidate +15, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +16, Move Silently +12, Sense Motive +16, Spot +16, Survival +4 (+6 on other planes), Swim +19, Use Rope +0 (+2 with bindings)

Amphibious (Ex) Although an aspect of Dagon is aquatic, he can survive indefinitely on land.

Constrict (Ex) An aspect of Dagon deals 1d6+7 points of damage with a successful grapple check, in addition to damage from his tentacle attack.

Improved Grab (Ex) To use this ability, an aspect of Dagon must hit an opponent of Medium or smaller size with a tentacle or bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check with a tentacle attack, the aspect of Dagon establishes a hold and can constrict. If he wins the grapple check with a bite attack, he establishes a hold and can try to swallow the opponent in the following round.

Swallow Whole (Ex) An aspect of Dagon can try to swallow a grabbed opponent of Medium size or smaller by making a successful grapple check. The swallowed creature takes 1d6+7 points of bludgeoning damage and 1d6 points of acid damage per round from the aspect of Dagon's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon after dealing 20 points of damage to the stomach (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Form of Madness (Su) Anyone within 60 feet of an aspect of Dagon must make a Will save (DC 17). Failure indicates the creature develops an overwhelming fear of the ocean and its depths. As long as the ocean is in sight, the creature is distracted with fear and takes a -4 penalty on Will saving throws and all attack rolls against creatures with the aquatic subtype. On the first round of combat against a creature with the aquatic subtype, the character must make a DC 17 Will save or be paralyzed with fear for 1d6 rounds. This condition can be cured by a *heal*, *greater restoration*, *miracle*, or *wish* spell. A creature that makes this save is immune to the aspect of Dagon's form

THE OBYRITH DEMONS

The strange and horrific obyriths are primeval demons from eons past. They wrought chaos and evil upon the multiverse before the advent of intelligent life on the Material Plane. Their forms are hideous to behold, rarely if ever incorporating elements possessed by mortal creatures. Obyriths dwell only in the most remote corners of the Abyss. Their kind has been in decline since the rise of tanar'ri in the Abyss, although a few tenacious examples continue to make their presences known on key layers.

Obyrith Traits: An obyrith possesses the following traits (unless otherwise noted in a creature's entry).

—Immunity to poison and mind-affecting spells and abilities.

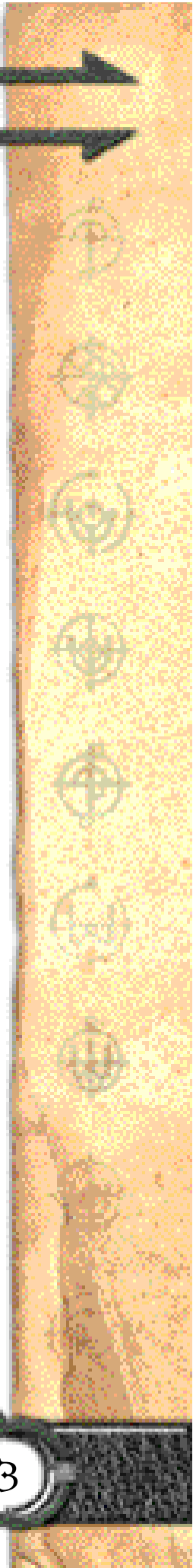
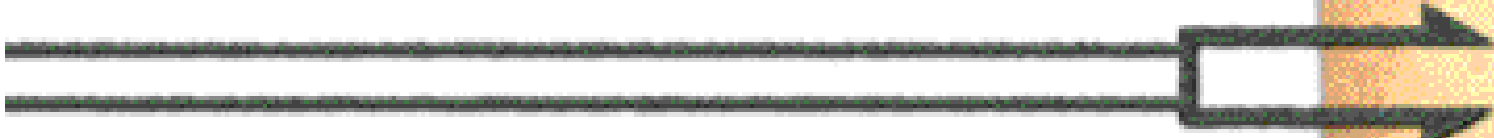
—Resistance to acid 10, cold 10, electricity 10, and fire 10.

—Fast Healing: All obyriths have fast healing (DMG 293); the exact amount is indicated in the specific creature's entry.

—Form of Madness (Sp): Obyriths appear in forms so noxious and horrific that those within 60 feet of an obyrith who observe it are subject to madness. When a creature first encounters an obyrith, it must attempt a Will save (DC 10 + 1/2 the obyrith's HD + the obyrith's Cha modifier). Failure indicates that the victim is afflicted with some permanent form of madness or insanity. The kind of malady and its duration depends on the obyrith. A creature that makes a saving throw against an obyrith's form of madness is immune to that particular effect for 24 hours. Blindness is no protection against an obyrith's form of madness—their presence is an affront to all five senses. This is a mind-affecting ability. Chaotic evil outsiders are immune to an obyrith's form of madness. The insanity caused by an obyrith's form of madness ability is permanent in most cases, but can be removed by *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*.

—True Seeing (Su): An obyrith is under the constant effect of *true seeing*. This effect cannot be dispelled.

—Telepathy.



of madness for 24 hours. This is a mind-affecting fear effect that does not affect chaotic evil outsiders. The save DC is Charisma-based.

An aspect of Dagon is a mid-level manifestation of the demon lord of the same name. Dagon is fully detailed in *Fiendish Codex I: Hordes of the Abyss*.

STRATEGIES AND TACTICS

The aspect of Dagon moves into melee as soon as possible. He then selects a target for swallowing and tries to swallow that target before attacking others. The aspect of Dagon divides his attacks among as many foes as he can reach, trying to hold off and grapple all of them. He prefers to fight in the water, where his foes are usually hampered and he is not. He never runs from a fight, and Dagon thinks nothing of making more aspects if he needs them. To Dagon, aspects are disposable, and they know it.

SAMPLE ENCOUNTERS

Aspects of Dagon are frequently encountered alone, since they are fearsome creatures that other demons avoid when possible. Any minions that an aspect of Dagon has with him are aquatic demons, sea hags, kuo-toa, or other sea monsters.

EL 10: An aspect of Dagon and a covey of three sea hags is seeking out a great magical treasure in a sunken vessel or city.

EL 14: An aspect of Dagon leads a force of two 7th-level kuo-toa barbarians, a 7th-level kuo-toa cleric, a 7th-level kuo-toa wizard, and a kraken in an attack of revenge on a floating surface town or seaside town.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. They have little in the way of ecology. Dagon creates them fully formed when he needs them.

TANAR'RI SUBTYPE

Most demons encountered outside of the Abyss are tanar'ri. The most populous of the demon subtypes, the tanar'ri form the largest and most diverse group of demons. They are the unchallenged masters of the Abyss at this time. The first tanar'ri were forged from the souls of the first humanoids drawn to the Abyss. Most tanar'ri incorporate humanoid features into their forms as a result of their close ties to the mortal realm.

Tanar'ri Traits: A tanar'ri has the following traits (unless otherwise noted in a creature's entry).

Environment: Dagon's underwater realm in the Abyss is a horrible place to be, but the aspects of Dagon find it quite comfortable. On the Material Plane, they prefer underwater locations for two reasons. First, the aspects of Dagon can move more freely underwater. Second, that is where Dagon's worshipers are usually found. Aspects of Dagon don't feel the chill of cold water, so the colder the water the better they like it.

Typical Physical Characteristics: An aspect of Dagon is a horrible combination of shark, mollusk, and sea serpent. His only feature is his great fish head, which looks like a number of different carnivorous fishes combined into a single horrible look. The rest of its body is pretty formless, except for the mass of writhing but mostly useless tentacles.

ASPECT OF DAGON LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Dagon. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
19	This is a manifestation of the ancient demon lord Dagon, Prince of the Darkening Depths.
24	An aspect of Dagon is an obyrith demon, an older kind of demon with different powers than tanar'ri demons. This reveals all obyrith traits, except the specifics of the creature's form of madness.
29	An aspect of Dagon chases down opponents and swallows them whole.
24	An aspect of Dagon causes a mad fear of water and sea creatures in anyone within 60 feet of itself. This insanity is permanent once contracted.

SOCIETY

Only obyrith demons spend a lot of time with aspects of Dagon. The aspects are as disgusting as their master, and they drive anything else around them mad. Aspects of Dagon are seen in other layers of the Abyss

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- Summon (Sp): Tanar'ri share the ability to summon others of their kind (the success chance and kind of tanar'ri summoned are noted in each monster description). Between their arrogance and disdain for owing favors to one another, however, tanar'ri are often reluctant to use this power until they are in obvious peril.
- Telepathy.

as messengers or ambassadors to other demon princes. Dagon is fond of sending an aspect to open a new contact with a demon prince, to see if the other is planning some trick. On the Material Plane, aspects of Dagon are avoided like the plague that they are. Even worshipers of Dagon don't actually want to be in his presence, or the presence of his aspect.

Alignment: Aspects of Dagon are always chaotic evil.

TYPICAL TREASURE

Aspects of Dagon don't carry treasure. They don't value it and cannot use it. Their minions and allies carry treasure and useful items. Aspects of Dagon may collect powerful magic items for their master, but minions transport these items.

ASPECTS OF DAGON IN EBERRON

If used in the EBERRON setting, aspects of Dagon are native outsiders that exist almost exclusively in deep underground seas in Khyber. They rarely move beyond their own places, unless Dagon wills them to do so. They sometimes wander the oceans of Eberron, especially after they've been summoned. The summoned aspect avoids returning to his depths at the end of the spell and heads off when the magic is spent. Then he swims the surface for an unknown period of time.

ASPECTS OF DAGON IN FAERÛN

DMs who wish to add aspects of Dagon to their campaigns can have these outsiders with the native subtype live deep in the oceans, where they serve as Dagon's representatives to the powerful who seek the demon prince's secret knowledge. Some come from the Abyss, too, and these don't have the native subtype.

ASPECT OF MALCANTHET

This stunning beauty has curved horns protruding from her brow, and the horns serve to hold back her long and luxurious black hair. Her eyes smolder with sensuality, and her ruby lips almost always wear a seductive smile. Large leathery wings stretch from her back. A thin tail snakes behind her, twitching back and forth in a seductive rhythm. Though clearly demonic, she is more beautiful and sensuous than any mortal or any succubus.

ASPECT OF MALCANTHET

CR 8

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +5; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Common; telepathy 100 ft.

AC 24, touch 15, flat-footed 19
(+5 Dex, +3 armor, +6 natural)

hp 150 (9 HD); **DR** 10/cold iron and good

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +12, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee +1 *adamantine scourge* +14/+9 (1d8+4/19-20) and
claw +7 (1d4+2) and
tail +7 (1d6+2 plus poison)

Base Atk +9; **Grp** +12

Atk Options Combat Expertise, Improved Feint, poison, sneak attack +5d6

Abilities Str 16, Dex 20, Con 22, Int 17, Wis 18, Cha 30

SQ tanar'ri traits

Feats Combat Expertise, Exotic Weapon Proficiency (scourge), Improved Critical (scourge), Improved Feint

Skills Balance +7, Bluff +21, Diplomacy +27, Disguise +10 (+2 acting in character), Escape Artist +16, Intimidate +23, Jump +5, Knowledge (nobility and royalty) +14, Knowledge (the planes) +14, Listen +15, Sense Motive +15, Spot +15, Survival +4 (+6 on other planes), Tumble +16, Use Magic Device +21, Use Rope +5 (+7 with bindings)

Possessions +1 *adamantine scourge*, masterwork studded leather, *wand of cure light wounds*

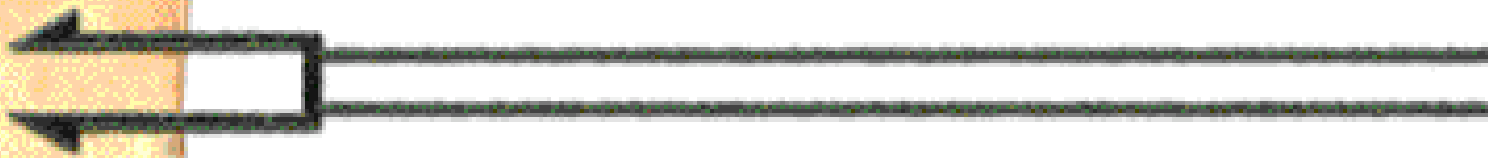
Poison (Su) Stinger—Injury, Fortitude DC 20, initial 1d6 Wisdom, secondary 3d6 Wisdom. The save DC is Constitution-based.

Sneak Attack (Ex) An aspect of Malcanthet can make sneak attacks like a rogue, dealing an extra 5d6 points of damage whenever a foe is denied his or her Dexterity bonus or when the aspect of Malcanthet is flanking.

An aspect of Malcanthet is a mid-level manifestation of the demon lord of the same name. Malcanthet is fully detailed in *Fiendish Codex I: Hordes of the Abyss*.

STRATEGIES AND TACTICS

An aspect of Malcanthet is a formidable force in melee, making full use of its sneak attack capabilities. Thus, the aspect likes to move to an enemy's flank and to use Improved Feint to create a sneak attack opportunity. The



aspect focuses on a single opponent until it is dead, and she uses Combat Expertise as much as needed to boost her Armor Class while not crippling her ability to hit a foe.

SAMPLE ENCOUNTERS

Aspects of Malcanthet rarely are encountered alone since they work exceedingly well with others.

EL 9: An aspect of Malcanthet has befriended a 6th-level male rogue in a smaller city of the realm, and she encourages him to greater and greater evil while she builds a network of rogues to serve her needs. Perhaps the player characters find themselves opposing the rogue or even the aspect's plans for the area.

EL 11: An aspect of Malcanthet and three succubi stop for a night of sensuous pleasure and torment in a small town or village where the adventurers are staying.

EL 13: Two aspects of Malcanthet and their three vrock guardians attempt to kidnap someone secretly associated with a cult of Graz'zt that is spending time with the adventurers.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. They have little in the way of ecology. Malcanthet creates them fully formed when she needs them.

Environment: Aspects of Malcanthet live in Malcanthet's hedonistic paradise called Shendilavri in the Abyss. The realm not only serves as a paradise for demons, but it also acts as a place of great twisted beauty and temptation into the foulest acts. On the Material Plane, an aspect of Malcanthet seeks to make her habitation as much like Shendilavri as possible and will find any luxuries that are available to decorate her home (that includes decorative humans).

Typical Physical Characteristics: Aspects of Malcanthet look a lot like Malcanthet herself, and Malcanthet can make aspects that look exactly like herself. They all have leathery wings, horns, flowing black hair, ruby lips and fiery eyes, and stunning figures.

ASPECT OF MALCANTHET LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Malcanthet. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
19	The creature is a manifestation of Malcanthet, the Queen of Succubi. The PC can learn all of her outsider traits.
24	An aspect of Malcanthet wields a deadly scourge and fights the same way that a rogue does.
29	An aspect of Malcanthet's tail has a stinger that delivers a will-draining poison.

SOCIETY

Aspects of Malcanthet love to mix with mortals and demons alike, since they are as sensuous and desirous of lovers as their mistress. They mix with fiends in Malcanthet's realm, or with a variety of beings in neutral gate-towns or on the Material Plane. They take many lovers, but never sire any children. Frequently they have succubi with them, and the hedonistic parties that happen around them are talked about for months. If an aspect of Malcanthet encounters an aspect of Graz'zt, the two try to outdo the other in sensuous activities among mortals. These rare scenes are best not talked about.

Alignment: Aspects of Malcanthet are always chaotic evil.

TYPICAL TREASURE

An aspect of Malcanthet always arms itself with a lesser version of its mistress's scourge, and she always wears some jewelry and expensive clothing. She could be armed with a variety of wands as well, to boost her fighting capability. Such wands would carry spells that do not allow saving throws, that provide some battlefield control, or that give her more opportunities to use her sneak attack capability.

ASPECTS OF MALCANTHET IN EBERRON

If used in your campaign, aspects of Malcanthet come from Lamannia, the Twilight Forest, where they have somewhat fey characteristics and outlooks. On Eberron, they are in the Eldeen Reaches and Karrnath, and they shun the monster nations.

ASPECTS OF MALCANTHET IN FAERÛN

If used in Faerûn, aspects of Malcanthet are outsiders with the native subtype in the FORGOTTEN REALMS, and they move through the lands of Faerûn corrupting mortals. They are especially interested in the same worshipers of Sharess that Graz'zt's aspects seek out, because taking them away from Graz'zt furthers Malcanthet's conflict with that demon prince. An aspect might be found in any large city where people use their charms to get the best of those around them.

ASPECT OF ORCUS

This 12-foot tall creature is obviously demonic. Its head resembles that of a great horned ram, and its legs end in cloven hooves. Large batlike wings complete the demonic visage. It wields a mighty rod made of black iron and obsidian, topped with an obsidian skull.

ASPECT OF ORCUS

CR 9

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 60 ft., see invisibility always active (as spell caster level 9th); Listen +14, Spot +14

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 21, touch 12, flat-footed 18
(–1 size, +3 Dex, +9 natural)

hp 103 (9 HD); **DR** 10/cold iron and good

Immune electricity and poison

Resist acid 10, cold 10, fire 10

Fort +13, **Ref** +9, **Will** +9

Speed 20 ft. (4 squares), fly 40 ft. (poor)

Melee *Wand of Orcus* +16/+111 (2d6+10/19–20)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +19

Atk Options Cleave, Power Attack

Abilities Str 23, Dex 16, Con 25, Int 20, Wis 17, Cha 16

SQ tanar'ri traits, unholy weapons

Feats Cleave, Improved Critical (heavy mace), Power Attack, Weapon Focus (heavy mace)

Skills Concentration +18, Craft (alchemy) +14, Diplomacy +5, Escape Artist +14, Intimidate +14, Knowledge (arcana) +16, Knowledge (the planes) +16, Knowledge (religion) +16, Knowledge (undead) +16, Listen +14, Search +16, Sense Motive +14, Spellcraft +18, Spot +14, Survival +3 (+5 following tracks, +7 following tracks on other planes, +5 on other planes), Use Rope +3 (+5 bindings)

Unholy Weapons (Su): Any weapon wielded by an aspect of Orcus is treated as unholy.

Wand of Orcus The weapon that the aspect of Orcus wields is as a far weaker version of the original *wand of Orcus*, but formidable nonetheless. It functions as a +1 *Large heavy mace* that is unholy in the aspect of Orcus's hands. Any living creature with less than 15 HD that is critically struck by the *wand* must make a DC 20 Fortitude save or be instantly slain. This is a necromantic death effect.

An aspect of Orcus is a mid-level manifestation of the demon lord of the same name. Orcus is fully detailed in *Fiendish Codex I: Hordes of the Abyss*.

STRATEGIES AND TACTICS

An aspect of Orcus loves to wade into battle, making as much use of his wand as possible. If faced with a large

opposing force, he prefers to be accompanied by undead allies, but he won't flee a fight unless the mission falls into jeopardy with his death. His weapons are treated as chaotically and evilly aligned for purposes of overcoming damage reduction.

SAMPLE ENCOUNTERS

Player characters may encounter an aspect of Orcus alone or with support undead and demons if on an important mission.

EL 11: An aspect of Orcus and a vroock seek another *wand of Orcus* that is held inside a good temple. Their master wants to set it loose on the world to cause chaos and havoc again. Fortunately, the player characters learn of this before it happens, but can they stop it?

EL 13: An aspect of Orcus has been sent to lead a group of Orcus's followers against a rival group. The aspect leads a 9th-level cleric of Orcus, two 7th-level vampire wizards, three 7th-level barbarian/fighters, and eight wights or vampire spawn. A community of innocents is directly in the path of the upcoming march and battle. Will the player characters get there in time?

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. They have little in the way of ecology. Orcus creates them fully formed when he needs them.

Environment: Like all tanar'ri, aspects of Orcus live in the Infinite Layers of the Abyss. When encountered away from the Abyss, they have the extraplanar subtype.

Typical Physical Characteristics: Aspects of Orcus appear as slightly smaller versions of Orcus himself. They lack the tail of the original, but are extremely scary nonetheless. An aspect of Orcus is 12 feet tall and weighs 1,000 pounds.

ASPECT OF ORCUS LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Orcus. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC Results

- | | |
|----|---|
| 19 | The creature is a manifestation of Orcus, the demon prince of undead. The PC can learn all of his outsider traits. |
| 24 | Its wand is a less powerful version of the infamous <i>wand of Orcus</i> , which can deal death with a single blow. |
| 29 | It can see invisible all the time, and only good cold iron weapons can strike for full effect. |



SOCIETY

Aspects exist to do the will of the demon lord that created them. They usually are accompanied by undead, or sometimes other tanar'ri, but are as often found alone on some mission for their dread prince.


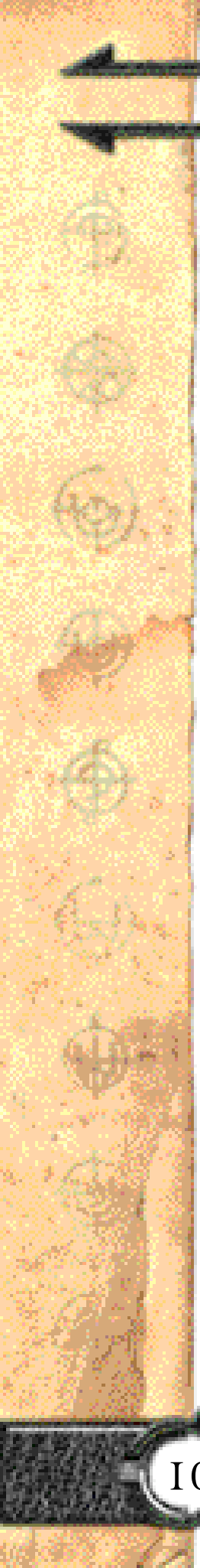
Alignment: Aspects of Orcus are always chaotic evil.

TYPICAL TREASURE

Aspects of Orcus carry only one thing at all times: their *wands of Orcus*. These are powerful but dangerous treasures that corrupt those who try to wield them.

ASPECTS OF ORCUS IN EBERRON

If used in an EBERRON campaign, aspects of Orcus spend most of their time on Shavarath, because they



live to fight the forces of other demon princes to expand Orcus's power. Occasionally one is seen in Khyber or the Demon Wastes. Very rarely one may make an appearance in Karrnath, called by a sect of the Blood of Vol to aid in the plans of that evil organization.

ASPECTS OF ORCUS IN FAERÛN

Dungeon Masters should consider the idea that aspects of Orcus come to Faerûn only when called by powerful wizards or cults of Orcus. Otherwise, they spend most of their time in the Abyss, working toward increasing Orcus's power.

ABOUT THE AUTHOR

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA® Network for almost seven years, overseeing the creation of the LIVING GREY-HAWK™ and LIVING FORCE™ campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.