



FIENDISH ASPECTS I

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

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INTRODUCTION

Got demons? Well, you will if you pick up a copy of *Fiendish Codex I: Hordes of the Abyss*, which is packed full of information on demons and demon lords and how to use all this nastiness in your campaign. The chapter on demon lords mentions aspects of the demon lords as more common foes than the demon lords themselves, but few aspects are presented in the book since the designers put so many other useful things in that tome.

Well, that is where this little guide comes in. Over the next month or so, you'll meet eleven aspects of demon lords, all suitable for mid-level campaigns. This first outing presents four: Juiblex and his rival Zugtmoy, Kostchtchie the Lord of Wrath, and everyone's favorite (or second favorite) Demogorgon. This version of Demogorgon's aspect is different from that presented in the *Miniatures Handbook*, since it focuses on a different side of the Prince of Demons. Several of the demon lords could have aspects that are different than the ones you see here, because an aspect is one facet of a demon lord rather than a lesser version of the whole package. If you don't like the aspect presented here for your demon lord of choice, choose a different "view" of the demon lord and make your own. For example, Juiblex has a few combat tricks, plus a few spell-like and ooze-related powers. If you want a more oozy aspect of Juiblex, take away the grappling and constriction powers and give it the create slime and summon ooze abilities. Additionally, each aspect has entries with suggestions on how to use the aspect in the EBERRON® and FORGOTTEN REALMS® settings.

ASPECT OF DEMOGORGON

Almost 15 feet high, this bizarre creature has two baboon-like heads perched atop long snakelike necks. Its body is serpentine, with two tentacles where arms would be and a forked tail.

ASPECT OF DEMOGORGON

CR 9

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

Init +7; Senses darkvision 60 ft.; *see invisibility* always (as spell caster level 11th); Listen +21, Spot +21

Languages Abyssal, Common; telepathy 100 ft.

AC 23, touch 12, flat-footed 20; Dodge (–1 size, +3 Dex, +11 natural)



hp 104 (11 HD); **DR** 10/cold iron and good
Immune electricity, poison
Resist acid 10, cold 10, fire 10
Fort +12, **Ref** +10, **Will** +12

Speed 35 ft. (7 squares)
Melee 2 tentacles +15 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +19
Atk Options Combat Reflexes
Special Actions dual action, gaze

Abilities Str 21, Dex 16, Con 21, Int 20, Wis 21, Cha 20
SQ tanar'ri traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative

Skills Concentration +19, Craft (alchemy) +19, Diplomacy +21, Jump +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (nature) +19,

Knowledge (the planes) +19, Listen +21, Search +19, Sense Motive +19, Spellcraft +7, Spot +21, Survival +5 (+7 aboveground natural settings, +7 on other planes, +7 following tracks, +9 following tracks in aboveground natural settings, +9 following tracks on other planes), Swim +19

Dual Actions (Ex) An aspect of Demogorgon, like Demogorgon himself, takes 2 rounds' worth of actions in any given round. For instance, he could take two standard actions and two move actions, or he could take two full-round actions.

Gaze (Su) Any creature within 30 feet of the aspect of Demogorgon must make two successful DC 20 Will saving throws each round at the beginning of his turn, the first save against the aspect of Demogorgon's beguiling gaze and the second save against his confusing gaze. Creatures can

avoid the need to make saving throws by averting their eyes or wearing a blindfold (MM309). The aspect of Demogorgon can actively target foes with his beguiling gaze and confusing gaze, in which case each gaze requires a standard action to activate. Thanks to his dual actions ability, Demogorgon can use both gazes in the same round. He must split these gaze attacks between two targets to gain their effects.

Beguiling Gaze: The gaze attack of the aspect of Demogorgon's left head is the equivalent of a *charm monster* spell (DC 20; CL 9) with a range of 30 feet.

Confusing Gaze: The gaze attack of the aspect of Demogorgon's right head is the equivalent of a *confusion* spell (DC 20; CL 9) with a range of 30 feet.

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

SAMPLE ENCOUNTERS

An aspect of Demogorgon shows more willingness to enter melee than Demogorgon himself, but the aspect still prefers to use his great speed or gaze attacks to head off an attacker or reach an objective without combat. He makes full use of his dual actions in combat, usually combining movement with a full attack action or gaze. His natural weapons, and any weapons he wields, are considered chaotically and evilly aligned for the purpose of overcoming damage reduction.

An aspect of Demogorgon usually does not have underlings at its beck and call, but it sometimes travels with some allies to help it accomplish a particular goal.

EL 9: Cults of Demogorgon like to summon aspects to receive living sacrifices on behalf of Demogorgon. The aspect usually takes more than expected, however, which may cause the player characters some problems. For instance, a cult meeting in a basement could go horribly awry. After the aspect decimates the cultists and discovers it cannot return home, he could make his way into a city looking for sacrifices.

EL 12: An aspect of Demogorgon and two vrock are sent to rally a group of troglodyte worshipers of Demogorgon. The player characters learn of this plan and can move to head it off.

ECOLOGY

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

Environment: Aspects of Demogorgon live on the Infinite Layers of the Abyss at Demogorgon's palace. Because of Demogorgon's status in the Abyss, aspects of Demogorgon are found more often in the Abyss at large than aspects of other demon lords.

Typical Physical Characteristics: An aspect of Demogorgon looks like a smaller version of the demon lord himself. His body is apelike, and his necks and tail snakelike.

ASPECT OF DEMOGORGON LORE

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

DC	Results
21	The creature is a manifestation of the foul demon prince Demogorgon, the self-styled Prince of Demons.
26	Though not mighty in combat, an aspect of Demogorgon moves quickly because it can take twice the actions that any other creature can take in a round of combat.
31	Meeting the gaze of an aspect of Demogorgon poses great danger. If you do, you might become confused or fall under the monster's control.

SOCIETY

Aspects of Demogorgon serve the Prince of Demons like any other demon does, and so they have no special status within Demogorgon's realm. Outside of it, they serve as his special agents. Aspects of Demogorgon always remain in the company of other demons, though these demons may not always be tanar'ri.

Alignment: Aspects of Demogorgon are always chaotic evil.

TYPICAL TREASURE

Though they don't possess anything of their own, aspects of Demogorgon are often sent with valuables as presents to those demon princes with whom Demogorgon is negotiating. The Prince of Demons plays the political game very well, forming alliances as well as epic rivalries and hatreds. Thus, an aspect of Demogorgon may carry jewels, precious magic items, or exquisitely wrought artwork when it travels.

ASPECTS OF DEMOGORGON IN EBERRON

Should you wish to use aspects of Demogorgon within your game, player characters may find that they spend a lot of their time on Shavarath, the Battleground, fighting devils and other demons to maintain Demogorgon's power base. On Eberron itself, they are usually found in swampy places such as the Shadow Marches or Q'Barra, or under the seas where the *ixitxachitl* live and prey upon others.

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).

—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.

ASPECTS OF DEMOGORGON IN FAERÛN

If you're thinking of using aspects of Demogorgon in the FORGOTTEN REALMS, you may want them to live in the Abyss, unless a cult calls them in for a purpose. They also work with powerful lizardfolk or troglodyte clerics of Demogorgon, usually in places "holy" to the Prince of Demons.

ASPECT OF JUIBLEX

A glistening cone of slime and jelly rises to a height of 10 feet before you. It is striped in veins of black and green, and its red eyes glow from ever-shifting positions within the slimy body. A pair of pseudopods writhe and twitch in your direction.

ASPECT OF JUIBLEX

CR 8

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

Init +3; **Senses** blindsight 60 ft., darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal, Common; telepathy 100 ft.

AC 22, touch 12, flat-footed 19

(-1 size, +3 Dex, +10 natural)

hp 84 (8 HD); **DR** 10/cold iron and good

Immune acid, bludgeoning damage, electricity

Resist fire 10

Fort +12, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares), climb 30 ft.

Melee 2 slams +13 (1d8+6 plus 1d6 acid)

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

Base Atk +8; **Grp** +18

Atk Options Combat Expertise, Combat Reflexes, improved grab, constrict 1d6+6 plus 1d6 acid

Abilities Str 23, Dex 16, Con 23, Int 14, Wis 15, Cha 10

SQ amorphous, tanar'ri traits

Feats Combat Expertise, Combat Reflexes, Improved Natural Attack (slam)

Skills Bluff +11, Climb +14, Diplomacy +4, Hide +10, Intimidate +13, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Listen +13, Move Silently +14, Sense Motive +13, Spellcraft +4, Spot +13, Survival +2 (+4 when underground), Swim +17

Constrict (Ex) The aspect of Juiblex deals 1d6+6 points of damage plus 1d6 points of acid damage with a successful grapple check, in addition to damage from his slam attack.

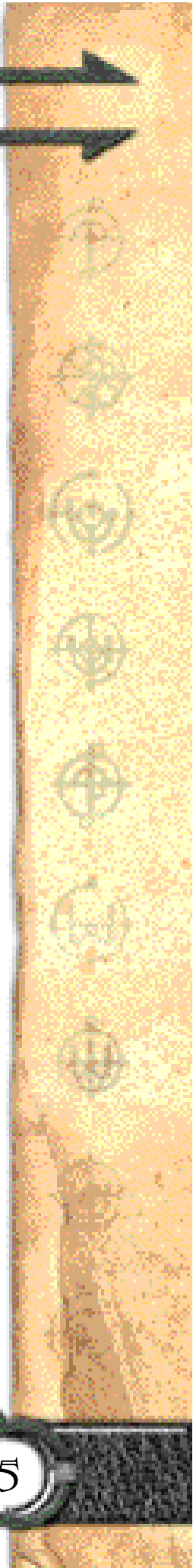
Improved Grab (Ex) To use this ability, the aspect of Juiblex must hit an opponent of Large or smaller size with his slam attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict or attempt to engulf.

Amorphous (Ex) Bludgeoning weapons and impact damage deal no damage to an aspect of Juiblex. He can slip through spaces that otherwise could accommodate a creature no larger than Tiny because of his jellylike substance.

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

STRATEGIES AND TACTICS

An aspect of Juiblex closes to melee as soon as possible. He uses his pseudopods among as many different attackers as possible or he concentrates on the most dangerous one. His goal is to survive and destroy as much as possible.



SAMPLE ENCOUNTERS

Aspects of Juiblex prefer to work alone or with oozes, but sometimes they have tanar'ri as allies or minions.

EL 13: Juiblex finds himself forced to make an alliance with another demon prince, and he sends an aspect of Juiblex along with a succubus for the negotiations. The aspect is guarded by two vroock demons and accompanied by two black puddings. The player characters find out about the meeting and have a chance to intercept this party on the way.

ECOLOGY

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

Environment: Aspects of Juiblex live on Juiblex's plane in the infinite layers of the Abyss. When found on the Material Plane, they tend to be close to a worship site dedicated to the Faceless Lord.

Typical Physical Characteristics: An aspect of Juiblex is a smaller version of Juiblex himself, so it has an amorphous oozy body. It typically "stands" 10 feet tall, but it can be almost any shape. Green and black veiny striations show through its slimy pus covering.

ASPECT OF JUIBLEX LORE

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

DC	Result
18	The creature is a manifestation of the Faceless Lord, Juiblex. The PC can learn all of his outsider traits.
23	The aspect can constrict opponents, and he burns foes with acid.

SOCIETY

Nothing wants to hang around with Juiblex or any of his aspects, though some creatures do for power-gaining reasons. Juiblex himself does not seek any society, preferring to destroy powerful tanar'ri instead of talking with them. Aspects are much the same. They often seek the company of oozes, puddings, and slimes.

Alignment: Aspects of Juiblex are always chaotic evil.

TYPICAL TREASURE

An aspect of Juiblex does not carry anything that anyone would consider to be treasure. Any treasure found would have to be carried or worn by allies or minions. They would typically be armed with magic weapons.

ASPECTS OF JUIBLEX IN EBERRON

Aspects of the Faceless Lord rarely make an appearance on Eberron, but they might be found in Khyber. They are usually on Shavarath working toward Juiblex's goals.

ASPECTS OF JUIBLEX IN FAERÛN

The Faceless Lord has little interest in Faerûn, except where Zuggtmoy has an interest. If you wish to introduce aspects of Juiblex to your FORGOTTEN REALMS campaign, perhaps sometimes some appear near locations where cults of Zuggtmoy are gaining strength, to oppose them and lessen the Lady of Fungus's powers. Otherwise, they live in Juiblex's mad realm in the Abyss.

ASPECT OF KOSTCHTCHIE

From around a mound of snow strides a 16-foot-tall giant whose skin looks more like ice than flesh. His malformed face is a mask of bestial rage, and he swings a huge maul with wild abandon.

ASPECT OF KOSTCHTCHIE CR 10

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

Init +1; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Languages Abyssal, Giant; telepathy 100 ft.

AC 17, touch 8, flat-footed 16
(-1 size, +1 Dex, +9 natural, -2 raging)

hp 174 (12 HD); **DR** 10/good

Immune cold, electricity, poison

Resist acid 10, fire 10

Fort +18, **Ref** +9, **Will** +13

Weakness vulnerable to fire

Speed 40 ft. (8 squares)

Melee +1 frost cold iron maul +23/+18/+13
(2d8+16/×3 plus 1d6 cold) or

Ranged rock +13 (2d6+10)

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

Base Atk +12; **Grp** +26

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Power Attack

Special Actions rage, rock throwing

Abilities Str 31, Dex 12, Con 30, Int 14, Wis 16, Cha 16

SQ rock catching, tanar'ri traits

F feats Awesome Blow, Cleave, Improved Critical (maul), Power Attack, Weapon Focus (maul)



Skills Climb +23, Concentration +25, Intimidate +18, Jump +23, Knowledge (the planes) +17, Listen +18, Search +17, Spot +18, Survival +18 (+20 following tracks, +20 on other planes, +22 following tracks on other planes), Swim +21

Possessions +1 *Large frost cold iron maul*

Rage (Ex) Once per day, the aspect of Kostchtchie can enter a state of frenzy exactly like the barbarian rage ability. In this state, the aspect of

Kostchtchie's Strength and Constitution increase by 4 and his morale bonus on Will saves increases by 2. His Armor Class gains a -2 penalty. Kostchtchie remains in his rage for 13 rounds and he becomes fatigued when he leaves his rage.

His statistics are presented to include his rage. If he is not raging, then the aspect of Kostchtchie's statistics change as follows:

AC 19, touch 10, flat-footed 18

hp 150

Fort +16, **Will** +11

Melee +1 *frost cold iron maul* +21/+16/+11 (2d8+13/×3 plus 1d6 cold) or

Ranged rock +13 (2d6+8)

Grp +24

Abilities Str 27, Con 26

Skills Climb +21, Concentration +23, Jump +21, Swim +19

Rock Throwing (Ex) The aspect of Kostchtchie can hurl rocks of 40 to 50 pounds each (Small objects) up to five range increments of 120 feet.

Rock Catching (Ex) The aspect of Kostchtchie can catch Small or Medium rocks (or projectiles of similar shape). Once per round, if he would normally be hit by a rock, the aspect of Kostchtchie can make a Reflex save (DC 15 Small or DC 20 Medium) to catch it as a free action. If the projectile provides a magical bonus to hit, the DC is increased by that amount. He must be aware of the attack to make a rock catching attempt.

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

STRATEGIES AND TACTICS

The aspect of Kostchtchie revels in combat, and he enters a rage as soon as one begins. He beats mercilessly on any foe with his maul, trying to kill one opponent before taking on another. The aspect of Kostchtchie does not care whether he fights spellcasters or fighters. He begins a combat using Power Attack to take a -5 penalty on attack rolls and add a +10 bonus on damage. Depending on how easily the aspect of Kostchtchie hits, it adjusts its Power Attack penalty up or down.

SAMPLE ENCOUNTERS

An aspect of Kostchtchie might be found alone, but more often he has some allies or guards to help divert additional foes during a combat.

EL 13: An aspect of Kostchtchie, accompanied by three frost giant guards, is trying to convert a "newly discovered" tribe of frost giants to the worship of Kostchtchie. The adventurers have some other purpose for being there, and they may get involved in the fight that inevitably ensues.

ECOLOGY

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

Environment: Aspects of Kostchtchie live either on Kostchtchie's dread frozen plane of the Abyss, move about the cold areas of the world to wreak havoc and conquer land in the name of Kostchtchie, or seek out frost giants to bring under the control of the demon prince.

Typical Physical Characteristics: The aspect of Kostchtchie appears as a malformed frost giant that stands two feet taller than a frost giant. His skin looks more like translucent ice than skin. He carries a large maul, and as soon as a battle begins, his eyes glow silver-blue with feral rage.

ASPECT OF KOSTCHTCHIE LORE

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

DC	Result
22	The creature is a manifestation of the demon prince Kostchtchie, prince of wrath. The PC can learn all of his outsider traits.
27	The aspect of Kostchtchie can fly into a ferocious rage.
32	His similarity to his frost giant worshipers means that he can throw and catch rocks like frost giants can.

SOCIETY

An aspect of Kostchtchie might be found among a tribe of frost giant worshipers of Kostchtchie, acting as their leader and visible presence of the tribe's deity. He may also work with demons, such as vrocks, who like to fight as much as he does.

Alignment: Aspects of Kostchtchie are always chaotic evil.

TYPICAL TREASURE

An aspect of Kostchtchie is always armed with a +1 *icy burst Large cold iron maul*, and he always wears magic hide armor that provides some protection from critical hits. He does not value anything else.

ASPECTS OF KOSTCHTCHIE IN EBERRON

Some aspects of Kostchtchie make trouble on Risia, the Plain of Ice, but that frigid place does not support the frost giants that Kostchtchie seeks as worshipers. The aspects are more often found on Xen'drik trying to rally groups of evil frost giants into conquering their neighbors.

ASPECTS OF KOSTCHTCHIE IN FAERÛN

To use aspects of Kostchtchie in the FORGOTTEN REALMS setting, make them outsiders with the native subtype. They may choose to work to corrupt frost giants to the worship of their lord as well as seek out land to conquer. Player characters may encounter them more often in the Spine of the World mountains, the Great Glacier, the High Ice, or the mountains near these vast cold places.

ASPECT OF ZUGGTMOY

Before you stands a foul creature that is only coincidentally humanoid from the waist up. All in all, this creature is a mass of fungal growths. The top half has grown into the form of an attractive human woman, while the lower half is a roiling mass of fungi and tentacles. The creature's skin is a swirl of purple and black and gray and blue that could bring bile into the back of the throat of even the most indomitable of beings.

ASPECT OF ZUGGTMOY CR 6

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

Init +6; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal, Common, Terran; telepathy 100 ft.

AC 21, touch 11, flat-footed 19
(-1 size, +2 Dex, +10 natural)

hp 81 (7 HD); **DR** 10/good

Immune electricity, plant traits

Resist cold 10, fire 10

Fort +12, **Ref** +7, **Will** +8

Speed 30 ft. (6 squares), climb 20 ft.

Melee 2 pseudopods +11 (2d6+5) and
2 claws +8 (1d6+2)

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

Base Atk +7; **Grp** +16

Atk Options Combat Expertise, Power Attack,
improved grab, constrict 2d6+5, engulf

Abilities Str 20, Dex 14, Con 24, Int 18, Wis 16, Cha 14

SQ plant traits, tanar'ri traits

Feats Combat Expertise, Improved Initiative,
Power Attack

Skills Bluff +12, Diplomacy +4, Hide +8, Intimidate +14, Knowledge (dungeoneering) +14, Knowledge (nature) +14, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +13, Move Silently +12, Search +14, Spot +13, Survival +3 (+5 aboveground natural settings, +5 on other planes, +5 following tracks, +7 following tracks in aboveground natural settings, +7 following tracks on other planes), Use Magic Device +12

Constrict (Ex) The aspect of Zuggtmoy deals 2d6+5 points of damage with a successful grapple check, in addition to damage from her pseudopod attack.

Engulf (Ex) The aspect of Zuggtmoy can absorb a grappled creature into her body provided it is size Medium or smaller. In order to engulf a creature, the aspect of Zuggtmoy need only win a new grapple check against her already grappled foe. Each round, fungal enzymes eat away at the engulfed victim and deal 1d2 points of Constitution damage. A creature drained to 0 Constitution is absorbed completely by the aspect of Zuggtmoy. Any gear the creature might have had is exuded out of her body at this time. An engulfed creature is considered grappled while the aspect of Zuggtmoy is not. An engulfed creature can attempt to cut its way free with any light slashing or piercing weapon by dealing 20 points of damage (AC 15, DR 10/good). Once the creature exits, muscular action closes the hole; another engulfed opponent must cut its own way out.

Improved Grab (Ex) To use this ability, an aspect of Zuggtmoy must hit an opponent of any size with a pseudopod attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict. If she successfully grapples a Medium or smaller target, she can attempt to engulf that target the next round.

Plant Traits Although she is an outsider, an aspect of Zuggtmoy gains many of the traits of a plant creature. She is immune to poison, paralysis, polymorph, sleep effects, and stunning, and she is not subject to critical hits or sneak attack damage.

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



STRATEGIES AND TACTICS

Like Zuggtmoy herself, aspects of Zuggtmoy rarely pass up a chance to destroy living flesh in combat. An aspect of Zuggtmoy is always accompanied by fungus monsters and at least one vroock, which obeys the aspect out of fear of Zuggtmoy herself. An aspect of Zuggtmoy tries to grapple and engulf a foe as quickly as possible, to reduce the numbers of foes and take advantage of the fact that an engulfed foe is grappled while the aspect of Zuggtmoy is not.

SAMPLE ENCOUNTERS

Aspects of Zuggtmoy always have company.

EL 8: Two aspects of Zuggtmoy make an attack on a cult of Juiblex and decimate many. The player characters encounter them afterward.

EL 10: An aspect of Zuggtmoy, a violet fungi, a shrieker, and a vroock guardian are sent to gather information for a new cult to the Lady of Fungi.

ECOLOGY

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

Environment: Zuggtmoy's realm is a world of fungi, and that is where aspects of Zuggtmoy feel most at home.

Typical Physical Characteristics: Aspects of Zuggtmoy are composed of Abyssal fungus. They resemble humanoid women from the torso upward, but there is nothing humanoid about these creatures. Their lower halves look like a mass of tentacles and fungus. They are hideous to behold and the area around them often smells of rotting vegetation.

ASPECT OF ZUGGTMOY LORE

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

DC	Results
17	The creature is a manifestation of the Demon Lady of Fungus, Zuggtmoy. The PC can learn all of her outsider traits.
22	The most fearsome thing about this creature is that she can engulf foes and absorb them.
27	The creature has many immunities, including some enjoyed by plants.

SOCIETY

Aspects of Zuggtmoy live with their mistress on 222nd layer of the Abyss. They usually remain in the company of fungus monsters. They often serve as advisors to humanoid cultists of Zuggtmoy, which means player characters may find them within her temples with an array of fungi, plus a vroock or a cleric of Zuggtmoy.

Alignment: Aspects of Zuggtmoy are always chaotic evil.

TYPICAL TREASURE

Aspects of Zuggtmoy might use disposable items, and they might have some wealth around when on the Material Plane to reward and finance cultists. However, they don't rely on magic weapons or items.

ASPECTS OF ZUGGTMOY IN EBERRON

Should you wish to use aspects of Zuggtmoy in Eberron, make them outsiders with the native subtype. Many can make their homes in the Demon Wastes or in caves of Khyber where they cultivate fungus gardens. When a cult of Zuggtmoy pops up somewhere, an aspect of the Lady of Fungus often works with the leaders to grow the cult's power base.

ASPECTS OF ZUGGTMOY IN FAERÛN

If you're interested in using Zuggtmoy in Faerûn, she'll need to take care because the gods are as interested in the world as she is. Her aspects dwell in the Abyss, but they may show up at any location that shows promise for a new cult of the Lady of Fungus.

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 GREYHAWK™ 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.