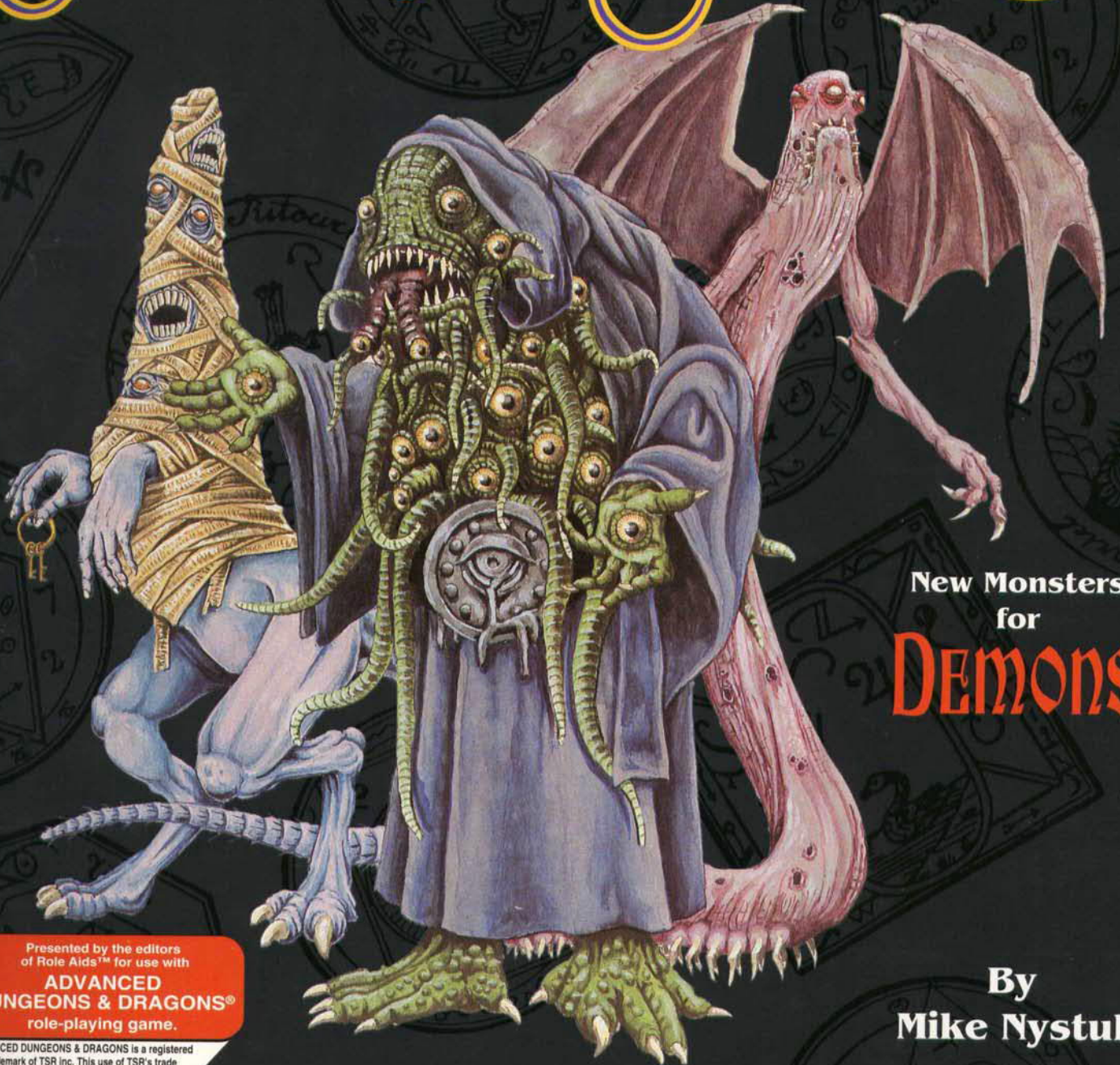


ROLE AIDS™

763

Demizens of Og™



New Monsters
for
DEMONS™

By
Mike Nystul

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Denizens of Dg

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ISBN: 0-923763-95-3

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INTRODUCTION

"... The obscene spires of Og spread out before me, at once hideous and glorious. They say this realm mocks that of the gods though I can't for a moment imagine those divine beings suffering it to exist."

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

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

DEMONS: AN OVERVIEW

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


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

Temptation is not the only danger demons hold in store for mortals. For reasons not entirely understood by mortal spellcasters, there is a

strange connection between the denizens of the Infernus and the forces of magic. A few mortal sorcerers have learned that summoning and invoking demons grants them access to unusually powerful magicks. According to the ancient accords, however, demons summoned to the mortal plane in this fashion are no longer bound by the Compact. A sorcerer who summons a demon and fails to control it typically unleashes a rampaging monstrosity.

The Infernal Hierarchy

Shortly after the Compact was forged, the demons reorganized themselves into a complex hierarchy designed to facilitate their mission. During the reorganization, the infernal hordes were split into five great Orders, each dedicated to exploiting the flaws in one of the five components from which the gods forged mortal man (heart, mind, soul, blood, and flesh). Then, within each order, four Orbits were established, each focusing upon the essential portions of mortality in which the order's ruling component intersects with each of the other components. Thus, within the Order of the Soul are orbits dedicated to the Soul and the Mind, the Soul and the Heart, the Soul and the Blood, and the Soul and the Flesh. Each of these combinations yields a particular major sin with which the demons tempt mankind. Sitting atop each Order is a Prince of Demons, and sitting atop each Orbit is a Diabolical Duke. The prince and his thralls are charged with propagating the major sin associated with his order's component (the Prince of the Mind is the Lord of Lies, for instance), while each of the dukes is charged with propagating the lesser sin associated with the components that intersect to form his Orbit (the Duke of the Mind and the Heart, for instance, is the Lord of Traitors). To assist them in their endeavors, the dukes each hold sway over five governors, each of which commands four thanes. The thanes are ultimately responsible for bringing the commands of the infernal bureaucracy all the way down to the individual demons and demonlings that comprise the infernal hordes. Although most governorships and thaneries are filled by generic "Type X" demons as described in *Demons*, such creatures begin to take on special



characteristics appropriate to their new position shortly after ascending to their new posts. Thus, after an eon or so, each of these important offices is occupied by a completely unique creature. In fact, many creatures of this nature are detailed in this volume.

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

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

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

The Infernus

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

Og, the demi-plane that is home to the creatures detailed in this product, is dominated by the infernal Order of the Soul. Og is identical to the realm of the gods save that every element of the divine has been perverted so that the resulting domain resembles nothing so much as a grotesque parody. All the greater demons have manors of their own, and the lesser powers have extensive palaces. The palace of the prince is the largest and most terrible of all.

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

STANDARD DEMONIC ABILITIES

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

Standard Demonic Abilities

(possessed by all demons, Type 1 and up)

- **Plane Shift**—Demons have the ability to travel between the planes at will. While operating on the plane prime, of course, most demons observe the Compact unless summoned to the plane against their will.

- **Alter Self**—Demons have the ability to alter their own appearances at will, a power that comes in handy when tempting mortals.

- **Detect Alignment**—Demons can detect alignment at a range of 12" at will.

- **Protection From Good 10' Radius**—This magical ward emanates from all demons.

- **Immunity**—All demons are completely immune to poison and disease.


- **Darkness Vision**—Demons can see in the dark as well as they can see in the light.

- **Temptation**—Demons have the power to tempt mortals to sin. Basically, this magic ability allows a demon to manifest any circumstances it needs in order to propagate the sin it represents. A demon of gluttony, for instance, can magically locate a monstrous quantity of food or a barrel of wine whenever he needs one to assist him in tempting some mortal. Although the exact limits of this ability are up to the Gamemaster, greater demons can obviously accomplish a great deal more than lesser demons.

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

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

- **Possession**—Demons have the ability to possess any mortal within a range of 6". Once



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

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

make themselves willing targets, though many demons are adept at tricking mortals into granting such permission. Demons who are unwillingly summoned to the plane prime, of course, may possess mortals with no restrictions.

Standard Demonic Abilities (possessed by demon lords):

- **Immortality**—It is impossible to slay a diabolical lord, prince, or duke anywhere but in the Infernus. If "killed" on the plane prime, greater demons simply reform in the Infernus 5-50 days later. If a member of the diabolical hierarchy is slain in the Infernus, he is truly dead, but his throne and patron sin are claimed by another demon almost immediately.

- **Teleportation**—Demon lords can teleport unerringly from place to place.

- **Gate**—A demon lord can attempt to gate in 2-12 of its servants at will.

HOW TO READ THE MONSTER LISTINGS

STRENGTH, INTELLIGENCE, INSIGHT, DEXTERITY, STAMINA, and APPEARANCE list the demon's Attribute scores.

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

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

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

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

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

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

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

MOVEMENT indicates the demon's basic movement rate.

MAGIC TOLERANCE is a measure of the demon's resistance to magic. Magic Tolerances assume the spell targeting the demon was cast by a Skill 11 Wizard. Spells cast by wizards of higher or lower Skill Level adjust the demon's Magic Tolerance upward or downward as described in the standard rulebook.

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

PERSONALITY indicates the demon's basic personality type (see *Demons* for details).

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

COMBAT details the demon's combat abilities.

DIABOLICAL ABILITIES list any special abilities possessed by the demon. Because of the strange connection between demons and magic, demon lords and their servants can bestow some of their powers upon mortal sorcerers who properly invoke them. For details, see *Demons*.

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

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

PALACE gives a detail or two about the demon's dwelling place.

LIEUTENANTS lists each of the lieutenants who serve a diabolical general and gives a few details about them.

THANES lists each of the thanes who serve an infernal governor and gives a few details about them.

Aballigar

(Marshal of Grand Rubibat)

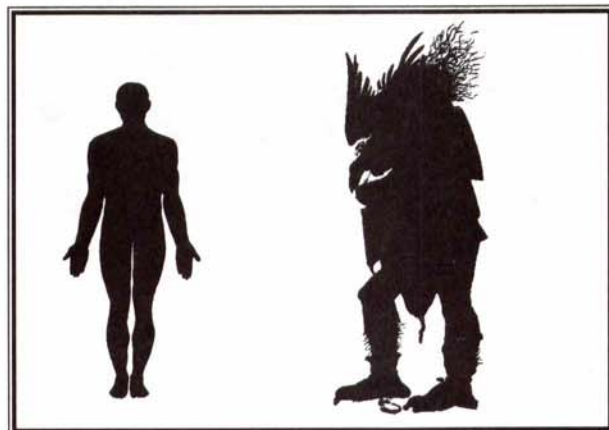
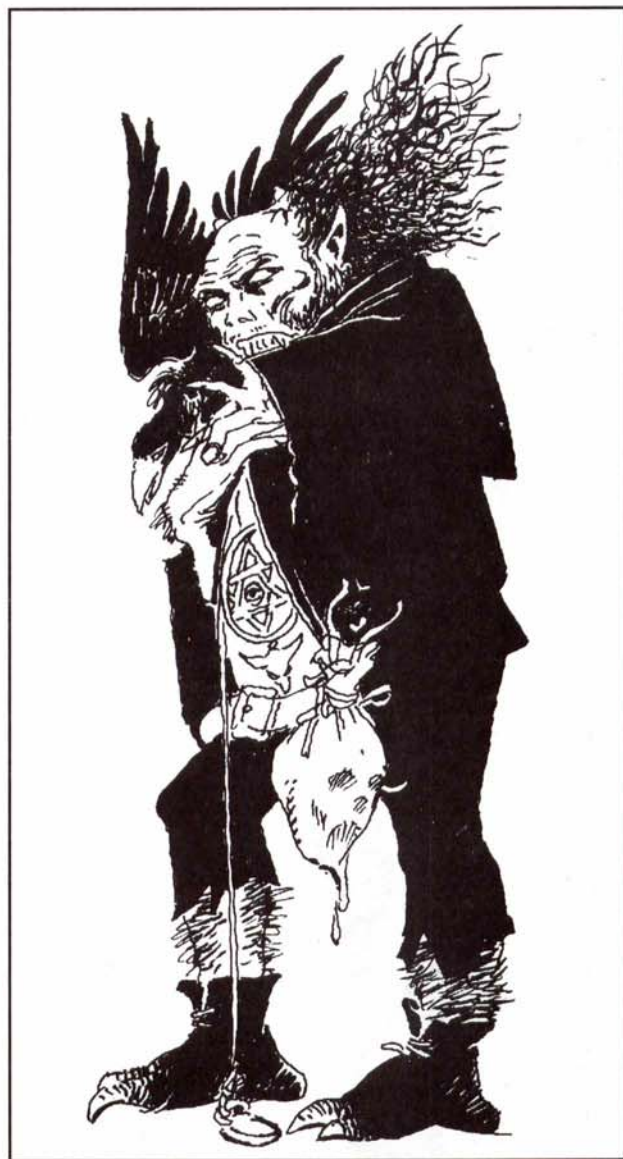
STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	20
DEXTERITY:	13
STAMINA:	15
APPEAL:	18
FIGHTER:	Skill 12 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 12 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	100
THACO:	8
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	13,000

Combat

When Aballigar enters melee combat, he reverts to his true form, that of a fearsome demon warrior who attacks with claws and fangs for 2-12/2-12/1-10 points of damage. His bite is venomous and will stop the heart of any mortal who fails a save vs. death. Once per turn this Marshal can vomit a plague of vermin which will attack all living creatures in a 15" radius, doing 1-8 points of damage per round for 3 rounds. A powerful burst of flame such as that caused by the fireball spell will force the creatures to disperse.

Diabolical Abilities

This Marshal delights in the evils that fester in mortal cities. He knows much of what goes on in the largest human settlements and will use this knowledge to sow the seeds of dissent and despair which he carries in a small pouch at his hip. Many criminal organizations were inspired by this demon or one of his mortal allies.



Size Comparison

Pacts

Aballigar can only be summoned in a large town or city at the stroke of midnight. Vermin gather where he is called and he often leaves the gift of famine when he returns to the Infernus. Mortal sorcerers call upon this Marshal to gain political power or to curse a settlement with visitations from each of his Generals.

Role Playing

In human form Aballigar is outgoing and pleasant, a charming everyman whose accommodating personality make him everyone's friend. He is well known in many cities by many names and is trusted by heroes and kings. In his true form the Marshal becomes abusive and cruel, a wicked bastard who is the shadowy reflection of the man he pretends to be.

Palace

Gallowmoor is a twisted parody of a human city, populated by bureaucrats and fools. (It is often difficult to tell one from the next.) The Marshal serves as both Mayor and Justice, dispensing law with an iron gauntlet. He will sometimes loan this gauntlet to a trusted minion. It is a +3 weapon which does 5-11 (2D4+3) points of damage and gives the wearer the power to cast charm person and cause serious wounds at will.

Generals Under Aballigar



Culdra



Arzex



Belmeera



Duxarid

Avaron

(Marshal of Grand Rubbibat)

STRENGTH:	20
INTELLIGENCE:	18
INSIGHT:	15
DEXTERITY:	18
STAMINA:	19
APPEAL:	7
FIGHTER:	Skill 13 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-1
HTK:	110
THAC0:	8
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	18"
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	13,000

Combat

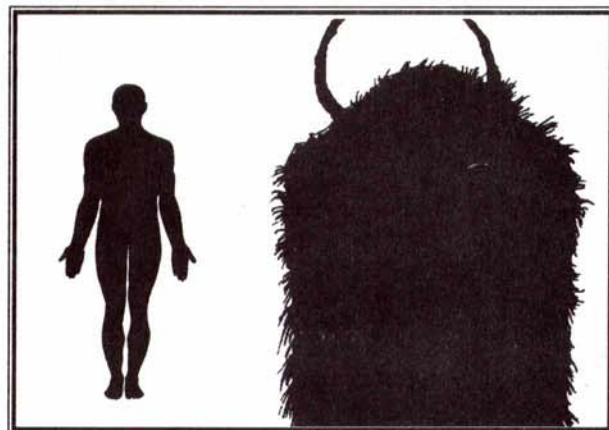
Avaron's claws can tear living tissue like wet paper. He can attack twice per round for 4-16 points of damage, or he can attack once with his chain of fools. If he hits, his opponent must save vs. death, or the chain wraps itself around his victim's neck, causing 2-20 points of damage per round. Only the demon's destruction can remove the weapon before its grisly work is done.

Diabolical Abilities

This Marshal is lord of the beast which lies within all men. Once per turn, he can howl a summons that awakens the unquiet beast in his mortal opponents. Any character within 36" must save vs. death or be transformed into a lupine creature bound to the demon's wicked will.

Pacts

Avaron responds best to the fresh meat of human sacrifice. He can only be called up in the wild; a circle of standing stones is traditional. The Marshal is usually



Size Comparison

summoned to arise passions in defenseless mortals, especially rage and lust.

Role Playing

Little better than an animal, this demon's passions are out of control. Growling and snarling its way through negotiations, it longs to give in to its monstrous bloodlust.

Palace

At the bottom of a dismal pit is a cage with red bars where this Marshal sleeps between one hunt and the next. He is attended by eight ebon mastiffs who assume human form to service his baser needs.

Generals Under Avaron



Adred



Morik



Belar



Foresh

Hulth-Alagan

(Marshal of Grand Rubibat)

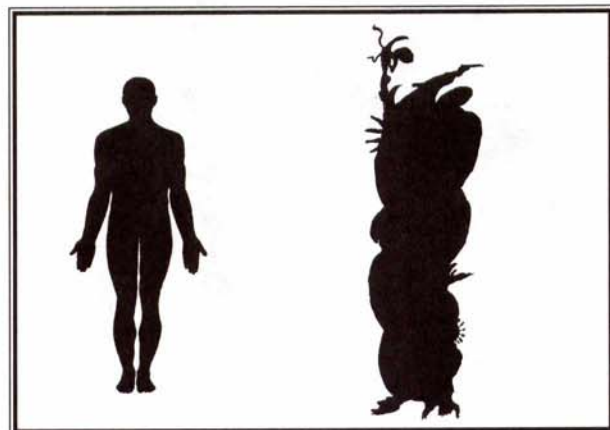
STRENGTH:	11
INTELLIGENCE:	22
INSIGHT:	19
DEXTERITY:	13
STAMINA:	16
APPEAL:	19
FIGHTER:	N.A.
WIZARD:	Skill 21 Wizard
PRIEST:	Skill 11 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	90
THAC0:	14
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+3 or better weapons to hit
MOVEMENT:	18" air
MAGIC TOLERANCE:	80%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	13,000

Combat

The Momentous Shard is a dagger-like weapon which can only be wielded by a demon lord or their half-demon spawn. Hulth-Alagan can attack a single opponent twice per round with the Shard which does no damage unless both attack rolls are successful. In this case each attack inflicts damage equal to the victims' Insight. Once per day the wielder may command the Shard to awake, which transforms the weapon into a serpentine creature of crystalline steel that will serve as an iron golem for as long as an hour before returning to dagger form.

Diabolical Abilities

A master sorcerer, Hulth knows many ancient magicks forbidden by divine edict to mortal wizards. (It is up to the gamemaster to decide what the demon is capable of, though it is suggested that several unique spells be devised for the creature's use.) So adept is this Marshal that he may redirect any spell neutralized by his magic tolerance against any target he desires.



Size Comparison

Pacts

The existence of the forbidden magicks of Hulth-Alagan is known to certain evil cults who tempt mortal wizards to summon the Marshal in hopes of achieving arcane mastery. Magic tomes are the only lure certain to gain the lords attention, and even then it is difficult to obtain his cooperation. He will sometimes accept sanity as sacrifice.

Role Playing

Hulth-Alagan is a clever creature whose machinations often span many human generations. His invisible hand is the guiding force behind many evil conspiracies. He is enraged by stupidity and will not abide it in his allies and minions.

Palace

The Tower of Despite lies at the heart of a pool of blood filled with deadly serpents. In his private chambers the Marshal is served by a dozen demented ogres who wear ivory masks and carry silver tipped spears that banish natives of the plane prime with a single touch unless the target makes a save vs. spell. Hulth-Alagan's library contains every wicked spell ever crafted by mortal wizards and many of the unique spells written by demons.

Generals Under Hulth-Alagan



Alendar



Moromal



Shafran



Vulgatt

Moremasedd

(Marshal of Grand Rubibat)

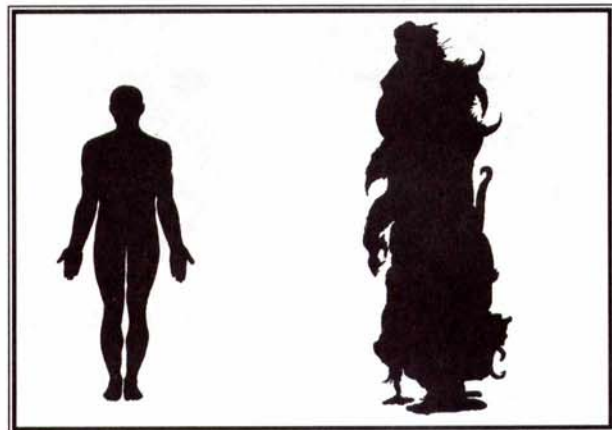
STRENGTH:	15
INTELLIGENCE:	20
INSIGHT:	17
DEXTERITY:	16
STAMINA:	18
APPEAL:	11
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	105
THACO:	10
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	13,000

Combat

When engaged in melee combat, this demon can conjure four swords, one in each of its talons. It can attack up to four times per round but can only attack a single opponent once in any given round. The Marshal's swords are +3 weapons that do 5-11 (2d4+3) points of damage. Three times an hour, it can breathe a cloud of poison gas which will kill any mortal character of skill 5 or less who fails a save vs. breath weapon.

Diabolical Abilities

Wherever this Marshal goes, 6-36 of his minions cling to his feet. These slug-like creatures are the twisted remains of mortal summoners who have sold their souls to him. Once per turn he can transform one of these worms into a minor demon with 4+4 HTK dice and the spellcasting ability of a skill 5 wizard.



Size Comparison

Pacts

Moremaledd will only appear if the summoner lays out an incredibly complex conjuring circle called the "lazar diagram" which requires 40 hours and a successful Dexterity Check to complete. If the Dex Check is failed, the pattern is complete but incorrect so when the Marshal appears, he is unbound and may attack the summoner.

Role Playing

This Marshal is even-tempered but arrogant. He demands deference of inferiors, especially mortals, and if he feels that he has not been accorded the respect he deserves, he will become aggressive and cruel.

Palace

Moremaledd is the captain of a massive ship manned by the damned souls of notorious pirates. The ship's hold is filled with rare commodities which he trades with other demon lords for favors. The masthead is an iron golem in the shape of a winged warrior who carries a spear which it uses to pierce holes in the hulls of enemy vessels.

Generals Under Moremaledd



Athbir-Agoren



Moresh-Gathir



Zharen-Melorn



Raleth-Ghuren

Olegarin

(Marshal of Grand Rubibat)

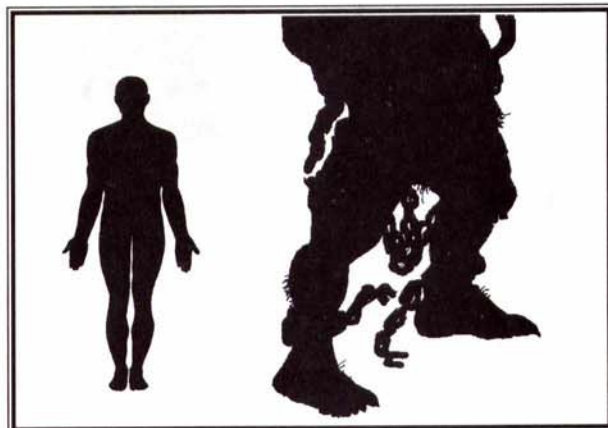
STRENGTH:	21
INTELLIGENCE:	15
INSIGHT:	16
DEXTERITY:	19
STAMINA:	20
APPEAL:	8
FIGHTER:	Skill 18 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	135
THAC0:	3
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	18"
MAGIC TOLERANCE:	45%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	13,000

Combat

Olegarin rose through the infernal ranks from demon warrior to lord by slaughtering those who dared stand in his way. His skill at arms is legendary and there are few who can oppose him and hope to survive. He can attack three times per round with his greatsword, a +4 weapon which inflicts bloody wounds and causes 3-24 points of damage. When he engages a single opponent in melee combat, he will make only one attack per round that does no damage, though if the victim fails a save vs. spell they are beheaded.

Diabolical Abilities

This Marshal is adept at binding others to his will. Instead of making a melee attack he can conjure manacles and attempt to shackle an opponent which requires a successful to-hit roll with a -2 penalty. If he succeeds, his intended victim must make an Insight Check or they are charmed and must serve the demon without question or hesitation. Only the touch of an innocent or the utterance of a holy word can destroy these bonds. Olegarin's lieutenants are similarly but more firmly bound so that they cannot unseat him.



Size Comparison

Pacts

This demon can only be called up on one of three days of the year. He demands the sacrifice of innocents who must be tortured in his presence before they are slaughtered. Viewed by many as a lord of vengeance, he is usually summoned to punish mortals who have enslaved their own kind.

Role Playing

Olegarin is a vicious beast whose thirst for blood and pain is only exceeded by his overwhelming ambition.

Palace

Olegarin lives in a massive dungeon where he is surrounded by the bound souls of his many victims. There is rumored to be a secret path out of the Infernus somewhere in his lair, but there is no evidence of this "back door."

Generals Under Olegarin



Alamandree



Jurelendeth



Malabakfar



Zamagond

Culdra

(General of Aballigar)

STRENGTH:	13
INTELLIGENCE:	14
INSIGHT:	13
DEXTERITY:	16
STAMINA:	13
APPEAL:	8
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	85
THACO:	12
NO. OF ATTACKS:	2 (3)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	12" land / 18" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

Culdra will only attack physically if her flock is threatened somehow. As she strikes, her hands twist into talons. She may attack twice per round for 2-8 points of damage. If she hits with both talons, she will manifest a beak and try to peck out her victim's eyes, which requires a successful to-hit roll.

Diabolical Abilities

This General commands the avian pests which infest the cities of man. Her pouch contains the seeds of wicked thoughts that attract the unclean beasts. She may call as many or as few as she pleases. As an attack, her feathered friends will tear at any mortal targets she designates, doing 1-3 points of damage to her chosen victims every round. Once a week, she may call up a flock so large that it forms a cloud which blocks out the sun for a full day.

Lieutenants

Culdra's chosen look like blind children with fetid wings. **Dathmirax** can cast spells like a skill 5 wizard and has a poi-



son bite lethal to characters of skill 5 or less. **Balamarid** wields a snakestaff that does 3-18 points of damage to mortals wearing magic armor. **Duredarin** has *truesight* and a smile which causes fear in children and animals. **Avardurian** has giant strength and can beat his wings so mightily that he can create a gust of wind at will. **Vorteregon** can cast spells with the ability of a skill 6 priest and wields a +3 knife that does double damage to paladins.

Arzex

(General of Áballigar)

STRENGTH:	15
INTELLIGENCE:	13
INSIGHT:	14
DEXTERITY:	17
STAMINA:	15
APPEAL:	11
FIGHTER:	Skill 8 Fighter
WIZARD:	N.A.
PRIEST:	N.A.
THIEF:	Skill 11 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	91
THAC0:	13
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Though he tries to avoid becoming personally involved in melee combat, Arzex is sometimes forced to resort to the retractable razor-sharp spurs hidden on the leading edge of his forearms. He may attack twice per round with these weapons, which do 2-8 points of damage.

Diabolical Abilities

The demon-dogs of Arzex are flawless trackers that can outrun any mortal creature. Their howling will paralyze any mortal of skill 3 or less who hears it. If the pack descends on an opponent whom they have paralyzed, the victim is reduced to 0 hit points in the first round, killed the second, and torn to shreds in the third. The General's power over feral creatures is not limited to his pack. He may *charm* any number of hounds or wolves at will and may *polymorph* a charmed creature into a demon dog by touch.

Lieutenants

Arzex has five special dogs who serve as his lieutenants.



Garell has a steel hide which repels all but the stoutest mortal weapons (AC 0, +2 or better weapons to hit). **Marikk's** bite sucks the vital essence of his victims, draining a life level on every successful attack. **Dulenn** has the fortitude of darkness and may regenerate 0-7 (1D8-1) HTK points per round. **Vasatt's** gaze withers living things and causes 2-16 points of damage when used as an attack. **Fumarr** must be killed twice to drive him from the plane prime

Belmeera

(General of Aballigar)

INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	15
STAMINA:	15
APPEAL:	8
FIGHTER:	N.A.
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 11 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	89
THAC0:	15
NO. OF ATTACKS:	2 (3)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

This demoness seldom enters melee combat, but can attack twice per round with her claw-like hands for 1-4 points of damage, and if both hit the same opponent in the same round, she may try to bite for 1-6 damage.

Diabolical Abilities

Belmeera's basket contains a plague of demonic rodents that ache to obey her wicked will. There are enough to infest an entire town, bringing filth and disease in their wake. At her command, entire kingdoms have fallen. As an attack, the swarm will cause 1 point of damage per round to any mortal within 100" of their mistress. She may direct the creatures to limit their aggression to a single target, in which case they do 6-24 points of damage per round. If the victim survives, he must save vs. poison or contract a disease which will kill him in 3 days. The swarm is endless and cannot be stopped.

Lieutenants

Belmeera's minions are fairly straightforward demon



warriors, but all may assume rodent form at will. **Raskret** can unhinge his jaw to devour anything regardless of shape or size. **Buflegor's** breath is poisonous and can kill any mortal of skill 3 or lower who fails a save. **Jalkrek** can only fly at night and can see the invisible. **Asheer** is an infallible tracker but leaves a trail of blood which anyone could follow. **Eeshkree's** squeal can transform men into animals unless they save vs. death.

Duxarid

(General of Aballigar)

STRENGTH:	11
INTELLIGENCE:	13
INSIGHT:	15
DEXTERITY:	9
STAMINA:	14
APPEAL:	8
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	93
THACO:	14
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	9"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000

Combat

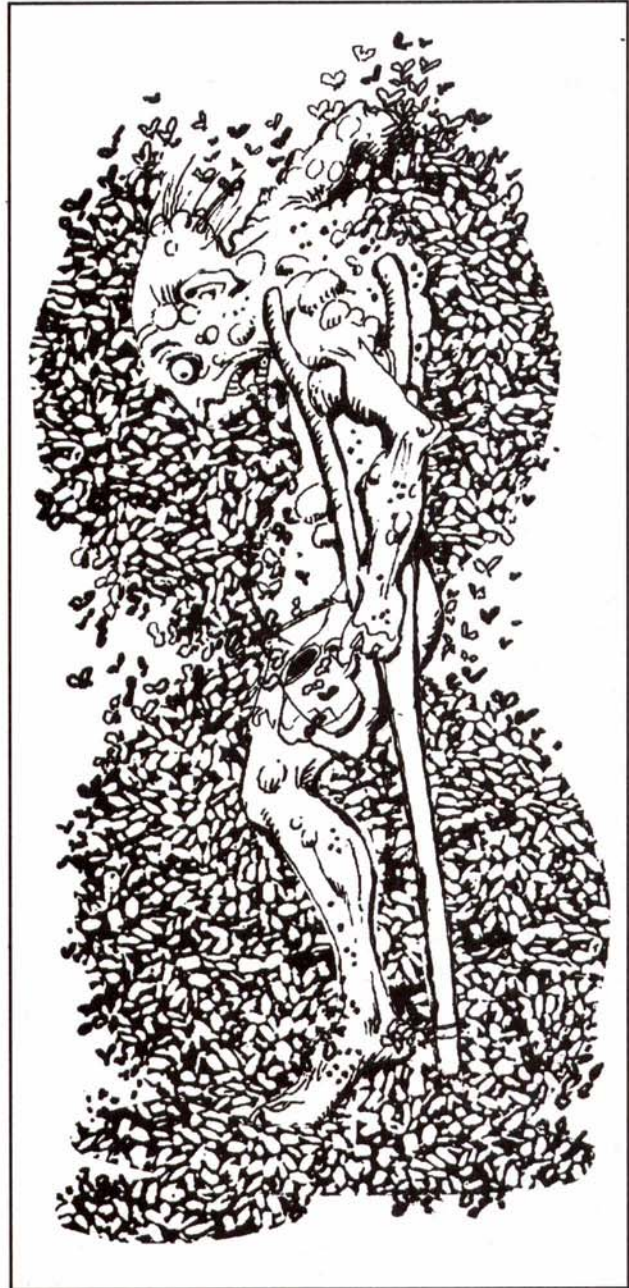
When he attacks in melee combat, Duxarid uses his crutch, which is a +3 weapon in his hands and does 2-12 points of damage. He sometimes assumes human form to beg on the plane prime. If he is denied alms, his crutch does double damage to the offending penny pincher.

Diabolical Abilities

Duxarid commands the insects that infest mortal settlements. His tiny minions see and hear many things that transpire in the shadows. When the demon wills it, his spies watch the plane prime for him, making him privy to many secrets. The demon may cast *Insect Swarm* at will and summon insect of immense size to him by reciting ancient blasphemies which leave his lips crusted with blood.

Lieutenants

Xiraxiran has four extra arms and is covered with black, bristling hair giving him a spider-like appearance. His



multi-faceted eyes can see six places at once, at any distance. **Vorox** the Foul wears a greasy carapace and can spit an acidic secretion up to 20" that does 1-20 points of damage. **Aliaxisis** has the wings of a fly and breath so fetid it can be used as a *Creeping Doom* spell once per day. **Zoralex** is tiny for a noble demon of the Infernus, but his ant-like body has the strength of a titan. **Balbrialixax** is part maggot, part man. Its leech-like mouth does 1-12 points of damage, and if it rolls a "natural 20" in melee combat, it swallows its victim whole unless they save vs. death.

Adred

(General of Avaron)

STRENGTH:	16
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	17
STAMINA:	15
APPEAL:	14
FIGHTER:	Skill 10 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 8 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	93
THACO:	11
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Adred's torch burns away her opponent's resolve. She will choose one victim per round who must save vs. death or lose the will to act, falling into an apathetic state that resembles paralyzation for 1-6 rounds. The demon will use her sword against those rendered helpless by the torch, attacking twice per round for 2-12 points of damage per hit.

Diabolical Abilities

This general favors the forms of the inanimate and will often visit the plane prime as some object which will tempt unwary mortals. A favorite trick is to appear as a religious relic. When she successfully corrupts a soul, she will revert to her true form and carry her prey to the Infernus.

Lieutenants

Adred's lieutenants appear as immense wolves with bat wings and scorpion tails. **Mablered's** sting is so potent that any victim who fails his save vs. poison is rendered to a puddle of ooze. **Olugarn** has two heads. One casts spells like a skill 5 wizard and the other like a skill 5



priest. **Virendur** speaks so beautifully that any mortal who hears him must save vs. spell or be entranced for as long as the demon keeps talking. **Curelbik** can pass through physical objects but is easily repulsed by faith (turned by priests as a mummy). **Dasur** despises women and receives a +2 to hit bonus when fighting them but is destined to be killed by a female paladin.

Morik

(General of Avaron)

STRENGTH:	13
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	18
STAMINA:	15
APPEAL:	16
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	88
THACO:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Morik's horn can be sounded once per round, forcing any opponent to drop his guard unless he makes a successful save vs. death. Such opponents are effectively Armor Class 10 for that round, leaving them vulnerable to the thrust of the demon's barb, a +2 weapon that inflicts 2-16 points of damage.

Diabolical Abilities

Never satisfied with the hollow truth of her own existence, this General has become adept at pilfering the lives of others. If the demon comes into physical contact with a mortal, she may choose to emulate their form, attributes, class, level, and abilities. An unwilling victim is allowed a save vs. spell to resist this foul mimicry. While in human form, the beast retains her hit points, armor class, and innate powers, but if she is trapped in flesh on the plane prime at dawn, she is banished to the Infernus where she burns for a year and a day.

Lieutenants

Morik's lieutenants are winged demons who can assume the form of black birds which fly faster than dragons.



Abbelket's screen can shatter any weapon within 3" that fails a save vs. crushing blow unless it has been blessed or anointed with holy water. **Debbel** is attended by a flock of seagulls that carry his blasphemies in tiny phials around their necks. **Bollub** devours the dead to learn their secrets. **Vabiss** wields twin +2 swords that do double damage if they both hit in the same round. **Geridok** can breathe fire like an ancient red dragon.

Zelar

(General of Avaron)

STRENGTH:	18
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	15
STAMINA:	17
APPEAL:	16
FIGHTER:	Skill 11 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	98
THACO:	10
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Zelar's lantern exposes mortal weakness. Once per round, she may choose any opponent within 100" and illuminate him with the lantern's light. Her victim must save vs. death or the wicked light shows the demon where to strike, allowing her to hurl up to 4 knives with a +4 to hit. These knives cause 2-8 points of damage.

Diabolical Abilities

Over the eons, Zelar has studied the many shapes of fear. She may change form at will, assuming features so horrific that any mortal who views them without the protection of a bloodstone charm must save vs. spell or go blind rather than suffer the madness that would surely come from full realization of what they have observed.

Lieutenants

Zelar is served by five demonic minotaurs with stone giant strength and the ability to generate Darkness at



will. **Mafrax** can turn *flesh to stone* with a blast of his foul breath. **Durill** wields a whip of bleeding iron that causes wounds which cannot be healed by clerical magic. **Palikk** is an enchanter who can cast spells like a skill 9 wizard. **Aberath** is immune to fire-based spells but takes double damage from arrows that have been feathered in white and blue. **Ruik** can attack twice per round with each of its two heads.

Foresh

(General of Avaron)

STRENGTH:	12
INTELLIGENCE:	16
INSIGHT:	17
DEXTERITY:	17
STAMINA:	13
APPEAL:	17
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	Skill 10 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	88
THACO:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Foresh uses her net of deceit to snare the common sense of mortal men. If she hits and her opponent fails an Insight Check, the victim's Intelligence is reduced by half for a day. The demon receives a +3 to hit bonus against targets addled by her net as she uses her axe to cut their flesh and their prospects. The weapon does 1-12 points of damage, and if the victim fails a save vs. death, his highest attribute is permanently lowered by 1.

Diabolical Abilities

The General can assume forms and colors beyond the comprehension of mortality. Most of these shapes render the demon invisible as the viewer's mind will fail to comprehend what it does not understand. Other shapes incite fear, and a few have peculiar properties such as a certain shade of vermilion which causes paralysis in all animals that view it.

Lieutenants

Foresh is served by five lizardmen of immense size who wield black swords which do 3-12 points of damage. **Ammabrok** prefers the blood of liars and children.



Dummaredd travels through the dreams of the guilty, leaving nightmares in his wake. **Olkaregon** can assume dragon form at will and has a treasure horde which includes fortunes lost to pride. **Woleg-Oredd** is a master swordsman and spends most of his time on the plane prime hunting slayers. **Burett-Alor** can breathe fire once every three rounds for 3-18 points of damage.

Alendar

(General of Hulth-Alagan)

STRENGTH:	18
INTELLIGENCE:	13
INSIGHT:	13
DEXTERITY:	15
STAMINA:	18
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 8 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-1
HTK:	95
THACO:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	55%
SIZE:	L
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

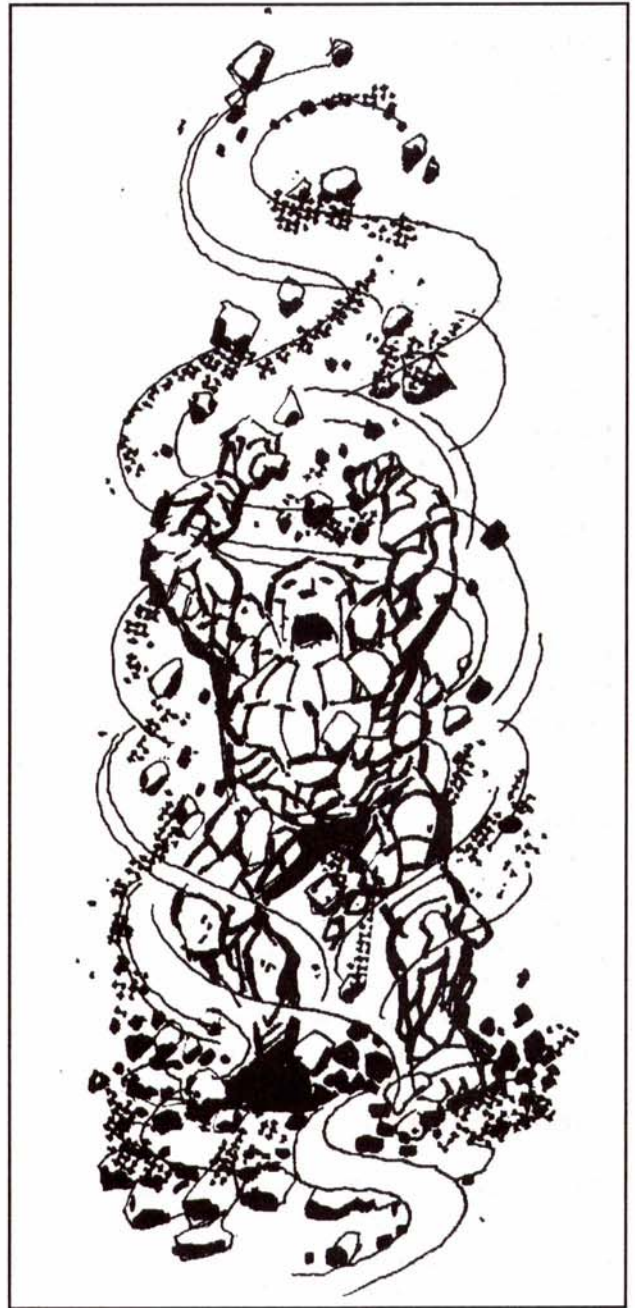
Alendar can attack twice per round with its rocky fists, powerful weapons that do 5-11 (2D4+3) points of damage, or he can attack once by projecting a stream of stones up to 10", doing 2-16 damage. Twice a turn the demon can will itself to explode, sending the rocky shrapnel of its own body whirling in a 5" radius with devastating force, causing 5-30 points of damage to any and all targets within range. A successful save vs. breath weapon will reduce this damage by half.

Diabolical Abilities

This General has an affinity for earth and stone, and his touch hardens the heart of mortal men. This is an attack that may be attempted twice per turn. If the demon hits and the victim fails a save vs. spell, he loses the ability to feel any emotion except resentment. Only the touch of a loved one's tears can reverse this insidious enchantment.

Lieutenants

Burrok is a massive dwarf with stone flesh with an Armor Class of 0 which turns mortal weapons as a skill



9 priest turns spectres. **Ammaron's** touch turns *flesh to stone* unless his victim saves vs. death. **Gethraladon** is a shapeless mound of earth which attacks by engulfing its opponents. If it hits and its victim fails a save vs. death, he is consumed and will take 3-18 points of damage per round until freed by the creature's destruction. **Moragall** wields a stone club that does 5-20 damage. **Zilegarr** appears as a spiked stone ball that attacks by hurling itself at its opponents for 2-20 points of damage.

Moromal

(General of Hulth-Alagan)

STRENGTH:	16
INTELLIGENCE:	14
INSIGHT:	13
DEXTERITY:	17
STAMINA:	15
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	95
THACO:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	18" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Moromal delights in combat, attacking twice per round with his twin lightning swords, +2 weapons that do 3-12 points of damage (2-16 against opponents wearing metal armor). Every other round, he can conjure a *lightning bolt* instead of making a melee attack, doing 6-36 damage (half if the victim saves vs. breath weapon).

Diabolical Abilities

This General can control weather on the plane prime. He may cast any spell which affects the weather once per turn as a skill 12 wizard or priest. In addition, he may incite storms in the mortal soul which enrage his opponents. This is an attack form which he can use every 3 rounds, affecting up to 5 opponents in a 30" radius. His chosen victims must save vs. spell or fall prey to his machinations, attacking at a -2 penalty for 2 turns. In addition, those affected have trouble telling friend from foe, requiring an Intelligence Check to tell the difference.

Lieutenants

Shorashonna is a lissome girl in a long grey cloak who can fly faster than a hawk. **Calakar** is a winged warrior



whose demon-sword does 3-18 points of damage. **Omalamored** is an invisible spirit whose powerful will give it the strength of a titan and whose insect minions can lie in any language. **Vammet** appears as a ball of lightning whose touch does 5-20 points of damage. **Nurenar** prefers the form of a small bird in which he travels the plane prime inconspicuously, searching for vulnerable mortals to tempt into wickedness.

Shafran

(General of Hulth-Alagan)

STRENGTH:	13
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	17
STAMINA:	15
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	95
THAC0:	12
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	18" air
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Shafran's flames may strike up to 4 opponents per round for 3-12 points of damage at a range of up to 38", though they burn more brightly when inflicted on one foe. If she attacks only once, her range is only 11," but the flames do 3-30 damage. In both cases, victims are allowed a save vs. breath weapon to reduce the damage by half. Once per day she can unleash the wheel, spitting flame like a meteor shower. She will not use this devastating attack lightly but can be compelled to use it on a mortal's behalf if she is offered burnt sacrifice.

Diabolical Abilities

To this General there are many kinds of fire and all are hers to command. Her favorite trick is to snuff the flame of ambition, lust, or genius in the human heart. If her victim fails a save vs. spell, he falls into a malaise which lasts for a number of rounds equal to his Insight. Those foolish enough to embrace her could loose their fire forever.

Lieutenants

Amaradik appears as a ball of flame with an angelic



voice; her touch does 3-18 points of damage. **Calkandar** is part bird/part dragon and is as fierce as the infernal pit that spawned him. He can breath fire every third round for 4-32 points of damage. **Birenor** hides his fire behind a beautiful face but can use it to cast fir-based wizard spells like a skill 7 mage. **Valixbarin** is an immense black hound limned in violet flame. Its touch is a curse that lights a vengeful fire that burns the victim for 2-12 points of damage every time he commits a mortal sin. **Thratch** is a warrior with a flaming sword that does 2-12 damage.

Vulgatt

(General of Hulth-Alagan)

STRENGTH:	13
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	15
STAMINA:	14
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	0
HTK:	95
THACO:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000



Combat

When it needs to attack, this demon can direct the mist which surround it against any opponent within 15," causing 3-24 points of damage on a successful hit. (a save vs. breath weapon reduces this damage by half.) As often as three times per turn, Vulgatt can shear off huge chunks of ice, causing 2-16 points of damage to everyone in a 5" by 20' cone. On the plane prime, he can cast any cold-based wizard spell of skill 6 or less once per day. He is especially adept at the *cone of cold* spell, which it can cast twice per hour.

Diabolical Abilities

This General can freeze the desire of mortal opponents. To use this attack, the demon must hit his intended victim in melee combat or lure them into a kiss while in human form. If the mortal fails a save vs. death, he loses all motivation and becomes the creature's pawn for a year and a day.

Lieutenants

Calladain wears armor of ice that is harder than steel and can turn weapons of less than +2 enchantment. **Voloxx** is a giant covered in white fur whose ivory tusks

can be used as weapons that do 3-12 points of damage. **Yamorrik's** spear of ice is a +2 weapon that does 4-14 (2D6+2) damage and destroys fire elementals on any successful hit. **Duralendon** lives in a cave of ice and collects the bones of his foolish victims. He can animate these bones with a single word, creating 4-32 skeletons a round. **Ammell-Khur** prefers the form of a polar bear with steel talons who regenerates 3 points a round.

Athbir-Agoren

(General of Moremaledd)

STRENGTH:	19
INTELLIGENCE:	13
INSIGHT:	11
DEXTERITY:	14
STAMINA:	18
APPEAL:	8
FIGHTER:	Skill 11 Fighter
WIZARD:	N.A.
PRIEST:	Skill 5 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-2
HTK:	102
THAC0:	10
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	45%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000

Combat

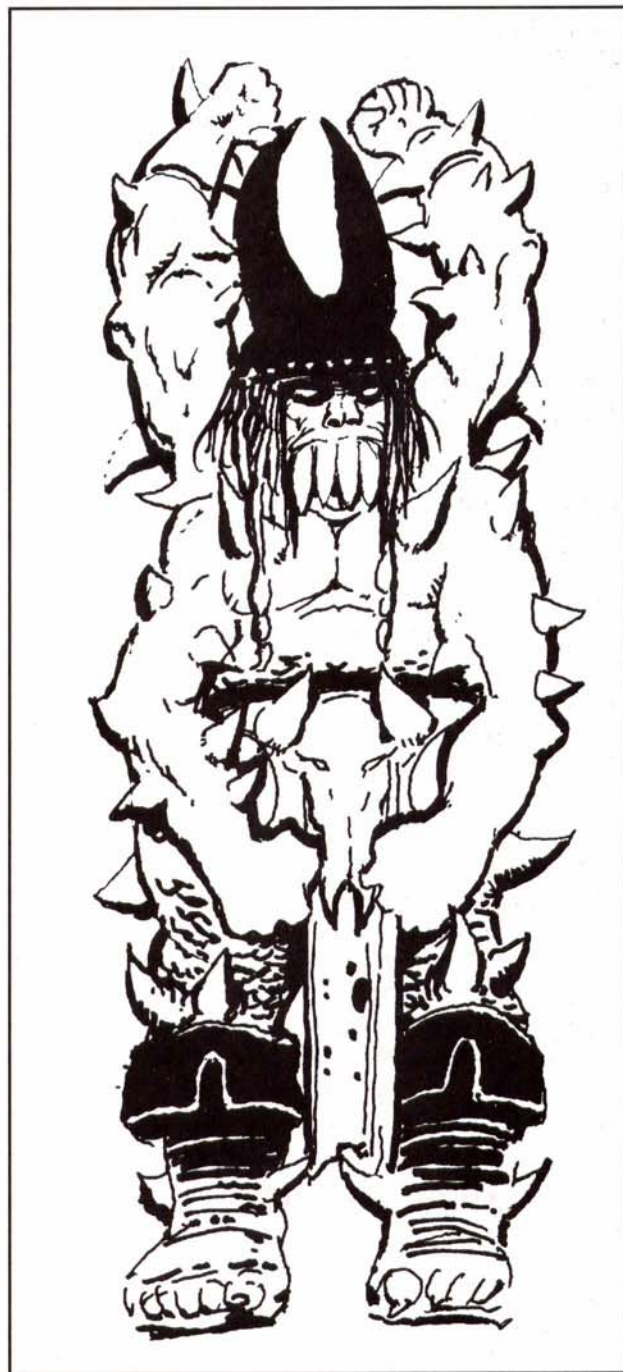
Athbir rends his opponents with all four of his inhumanly muscular arms, doing 1-8 points of damage on each successful hit. In addition, if he hits the same opponent with two or more attacks in the same round, he must save vs. death or be drawn in and impaled on the spikes that cover the demon's flesh, doing an additional 3-18 points of damage.

Diabolical Abilities

The General carries the Phantom Vortex, a box containing the souls of wicked mortals who have transcended pain. Their wailing is so terrible that any character who comes within 42" must save vs. spell or be paralyzed with fear until the sound stops or he can no longer hear it. Athbir can incite his captives to utter the Great Shout once per turn, which causes spontaneous combustion in a 13" radius, causing 4-32 points of damage (save vs. breath weapon for half).

Lieutenants

Barfalgas is an ape-like demon whose knife can cut the bounds of loyalty. **Azrak** is tiny for a demon of its rank

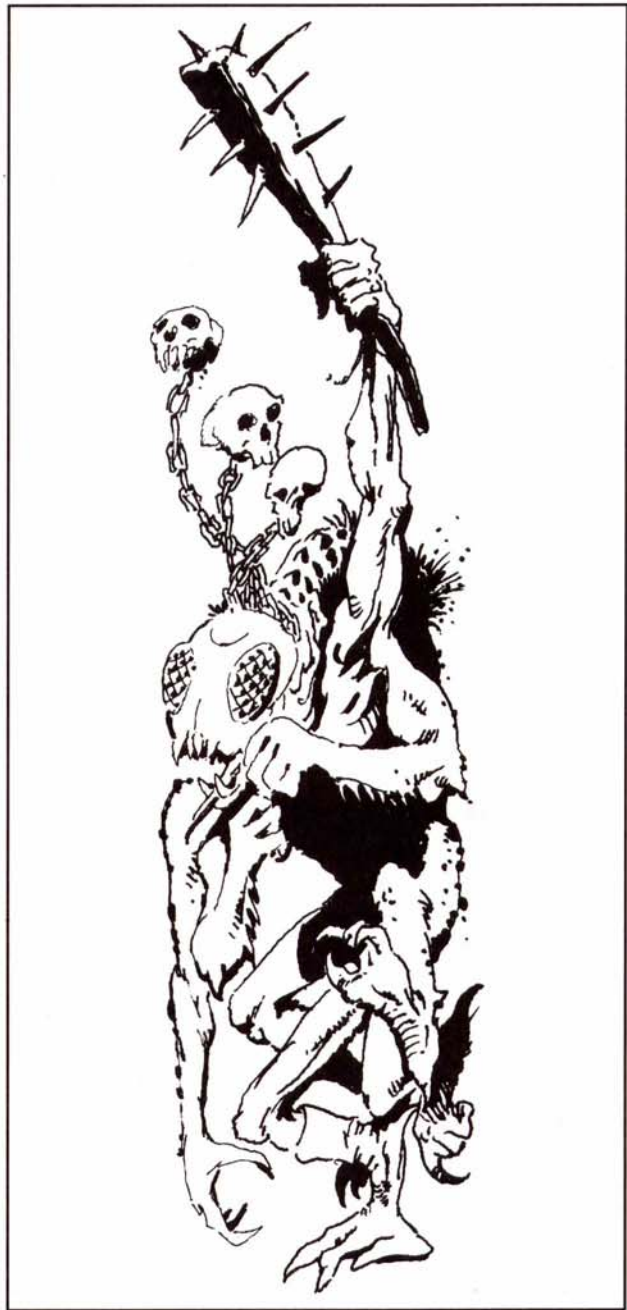


but has the strength of a stone giant. **Mublik** has a secret face, which he only shows his enemies, that will turn living flesh to dust and another, which he shows his trusted minions, that gives flesh the resilience of steel (Armor Class 4). **Voramash** has a third eye on its chest with which it can see the near future, allowing it to re-roll any roll once per round. **Idjit** is a blind basilisk.

Moresk-Gathir

(General of Moremaledd)

STRENGTH:	18
INTELLIGENCE:	11
INSIGHT:	13
DEXTERITY:	18
STAMINA:	16
APPEAL:	9
FIGHTER:	Skill 11 Fighter
WIZARD:	N.A.
PRIEST:	Skill 5 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	0
HTK:	99
THACO:	10
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	50%
SIZE:	L
PERSONALITY:	Bestial
XP AWARD:	9,000



Combat

Moresk-Gathir has four arms though three were wounded in an attempt to usurp his Marshal so he is forced to rely on a weapon. The demon can swing his savage club three times per round for 3-13 (2D6+1) points of damage. When faced with an unconscious or paralyzed opponent, the General will bite off and devour his head in a single round instead of attacking with the club, spitting out the skull when his grisly work is done.

Diabolical Abilities

Moresk-Gathir wears the bleached skulls of three virtuous heroes around his neck as talismans. Once per turn, he may pluck one of the skulls from its chain and hurl it at any opponent within 30". When it lands, the spirit of the deceased will manifest as a spectre of maximum HTK points intent on the demise of any mortals of good or lawful alignment. The tortured spirit will fight for a turn and then return to skull form.

Lieutenants

Moresk-Gathir has bound his chosen five, forcing them

to assume human form. **Babalan** looks like a maiden so lovely that the mere sight of her can *charm* any man who fails to save vs. spell. **Dezrik** looks like an old woman and can cast spells like a skill 7 priest. **Orfeezus** looks like an old man whose head is engulfed in purple flame. He can breathe fire for 3-24 points of damage every third round. **Zalak** looks like an infant whose cry is deafening to any character within 27" who fails a save vs. paralyzation. **Alafon** looks like a handsome young man and can cast spells like a skill 7 wizard.

Zharen-Melorn

(General of Moremaledd)

STRENGTH:	15
INTELLIGENCE:	16
INSIGHT:	16
DEXTERITY:	17
STAMINA:	15
APPEAL:	10
FIGHTER:	Skill 10 Fighter
WIZARD:	N.A.
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	1
HTK:	90
THAC0:	11
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

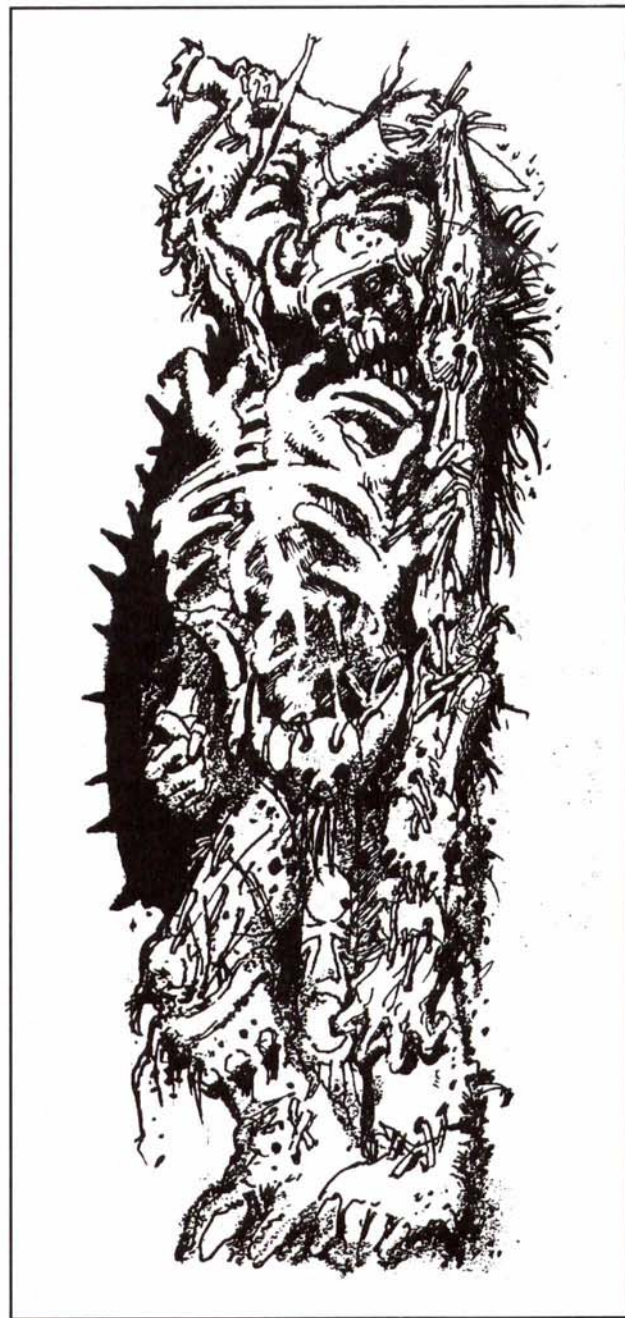
When forced to engage mortals in physical combat, this General will manifest iron spears which he will hurl at his opponents. He may make 4 attacks per round, one for each of his arms. The spears are considered +2 weapons and do 4-10 (2D4+2) points of damage, but dissolve into cloying mist in 1-3 turns.

Diabolical Abilities

Most demon lords consign the souls of their victim to the Infernus, but Zharen prefers to keep his victims with him. He binds his conquests to his own body, making him prison and jailer all at once. By drawing on the abilities of his captives, the demon may use any mortal proficiency with a skill of 13. He may also cast any wizard or priest spell of skill level 1 or 2 at will by commanding one of his charges to cast the spell for him.

Lieutenants

Zharen's lieutenants resemble the unquiet dead save for the bat-like wings they manifest when they fly. **Abbaross** emits a stench so foul it causes insanity in mortals exposed to it for more than a turn and who fail a



save vs. death. **Gammeth's** touch rots living tissue and causes 2-12 points of damage when used as a weapon. **Fathkir** can *animate dead* at will, though his creations are destroyed if they move more than 100" from their master. **Yarrow** has a paralyzing touch like that of a ghoul and can breathe an insect swarm once per hour. When **Purellesh** devours the brain of a mortal corpse, he digests their secrets but not their passions.

Raleth-Skuren

(General of Moremaledd)

STRENGTH:	15
INTELLIGENCE:	16
INSIGHT:	19
DEXTERITY:	15
STAMINA:	13
APPEAL:	13
FIGHTER:	Skill 9 Fighter
WIZARD:	N.A.
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Chaotic Evil
ARMOR CLASS:	-1
HTK:	95
THAC0:	12
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	18" air
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

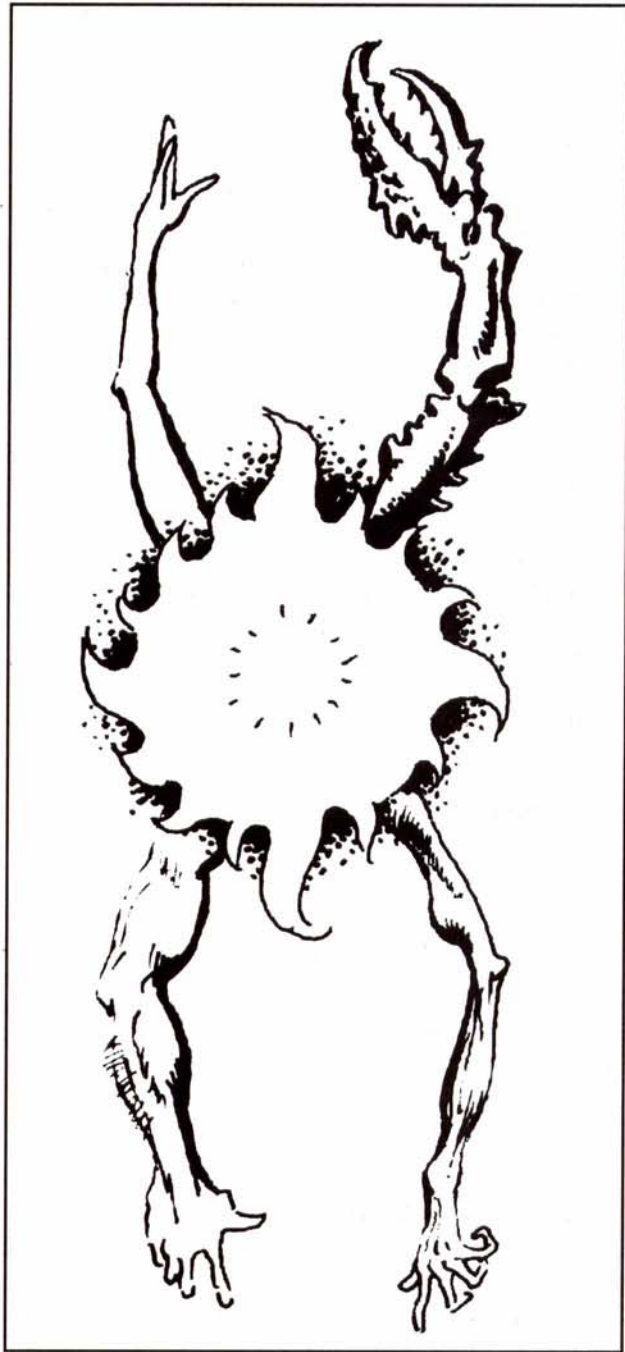
Raleth may choose to attack either the body or the soul. It can attack the body four times per round with talons it manifests from the fiery core of its being. If one attack hits, it only does 1-4 points of damage; if two attacks hit, both do 1-6 damage; if three hit, each attack does 1-8 damage; and if it hits with all four attacks, each does 1-10 damage. When the demon decides to attack the soul, it must roll to hit its chosen victim four times, but the attacks do no damage unless they all hit. If it is successful, Raleth's victim must save vs. spell or his soul is forfeit.

Diabolical Abilities

This General can resurrect anyone whose souls he has stolen. The subject must save vs. death or is reborn with his skills and abilities intact but his personality warped and his alignment changed to evil. Victims become darker versions of their former selves, twisted into Raleth's service.

Lieutenants

Raleth's lieutenants are winged demons who burn with green flame that causes 1-4 points of damage to anyone who hits them in melee combat. **Boreezus** can breathe



fire once per turn for 6-24 points of damage. **Zalekeer's** touch burns fond memories and causes 2-12 damage. **Olabaren** can teleport himself from any flame to any other flame and can extinguish fire elementals with his breath. **Maderikk** wields a flaming sword that does 2-16 points of damage to anyone not protected by a spring of mistletoe. **Amorill** can cast any fire-based spell of skill 1, 2, or 3 once per day but cannot speak to women.

Alamandree

(General of Olegarin)

STRENGTH:	16
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	13
STAMINA:	17
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 6 Wizard
PRIEST:	Skill 6 Priest
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	1
HTK:	95
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

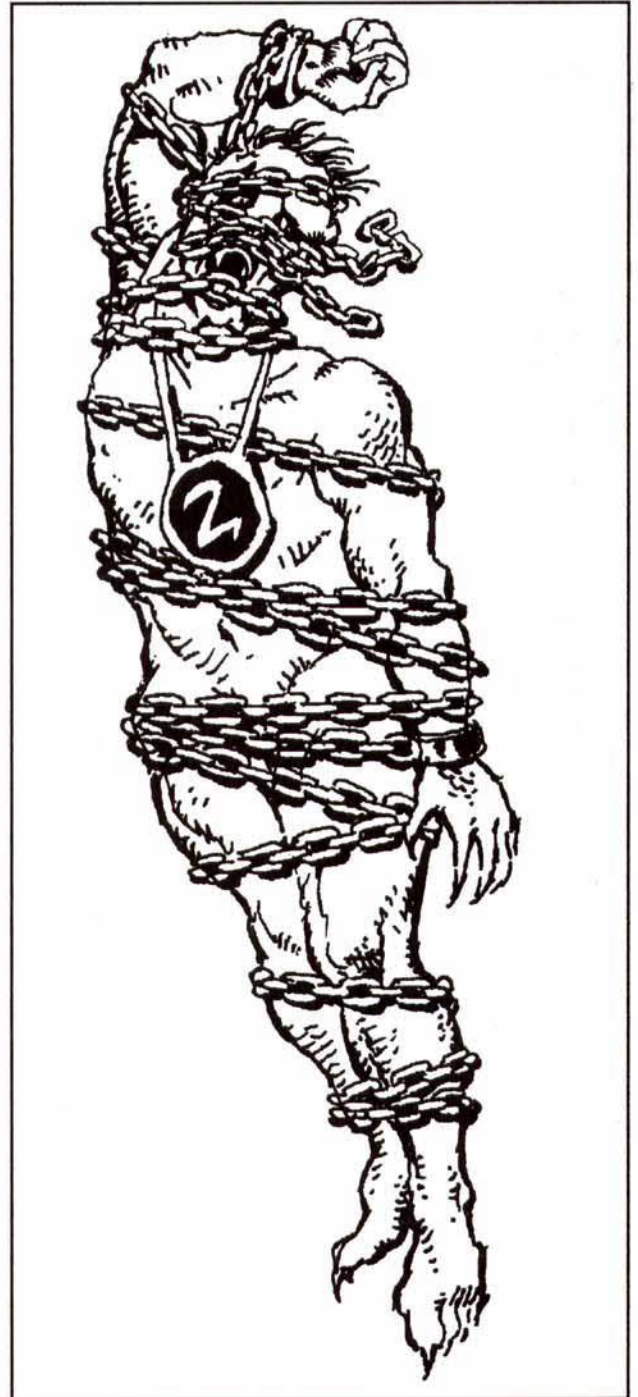
When this demon swings its arm, a length of chain comes loose that will strike like an iron serpent. This attack is effective at any range up to 5" and is considered a +3 weapon which does 4-16 points of damage. A to-hit roll of 20 for this attack means that the chain has found its way into the tender flesh of its victim. If he fails a save vs. death, a still-living organ is ripped out, causing an additional 4-40 damage.

Diabolical Abilities

This General's amulet can draw tears from the stars. When Alamandree commands it, the night sky rains droplets of light over an area of up to 10 square inches. This mist renders demons and their minions invisible and blinds the saintly (paladins and Good/Lawful priests). The effects last until the first light of dawn. It is often called upon to mask the movements of the legions of the damned.

Lieutenants

Alamandree is served by **Olesh, Remadra, Tagritt,**



Zagg, and Banlardt. Their arrival is heralded by strange clouds and violent storms. These lieutenants usually appear as small dogs or two-headed buzzards of enormous size with bloody wings. Yellow blossoms can be used to ward off the attacks of these demons; mortals who bear such tokens have a +2 armor class and receive a +2 to saving throws.

Jurelendeth

(General of Olegarin)

STRENGTH:	15
INTELLIGENCE:	18
INSIGHT:	15
DEXTERITY:	15
STAMINA:	13
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	2
HTK:	110
THAC0:	12
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

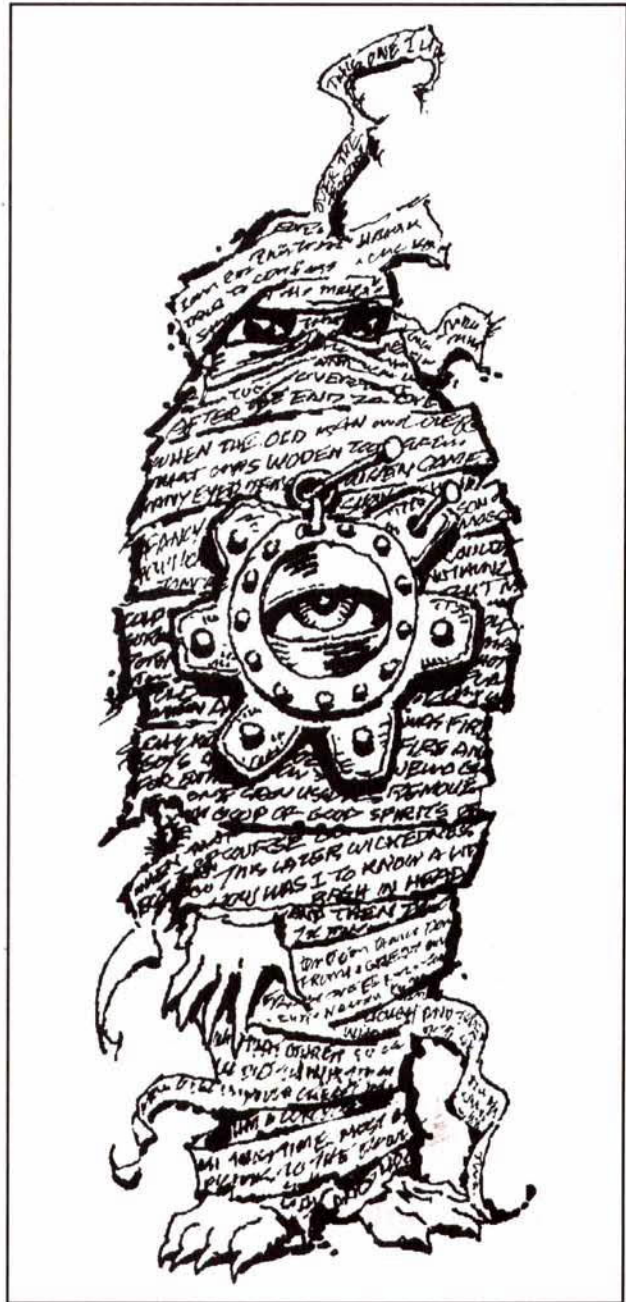
Though Jurelendeth is bound in scrolls bearing the hideous litany of his life of lies, he can easily tear through the paper shackles when he needs to move and attack, but as fast as he rips, the strips grow back. In melee combat, the demon has the power to pull the flesh from his opponents, a devastating attack that causes 3-12 points of damage and bleeding that causes an additional 1-6 damage per round for 3 rounds. On a "natural 20" to hit, the demon has pulled off his victim's face, which causes double damage and lowers the victim's Appeal to 0.

Diabolical Abilities

The General's amulet can be used to turn fear into fire. Once every third round, the demon can choose to use this weapon instead of making a melee attack. If the intended victim fails a save vs. spell, he must flee, and his horror manifests as spontaneous combustion which causes 6-24 points of damage for 2-8 rounds.

Lieutenants

Jurelendeth is served by **Thraekin**, **Badradan**,



Morememnar, **Kafmallon** and **Ghashrik**. Their arrival is heralded by ghostly lights and disembodied voices. These lieutenants never wear the same form twice, but regardless of the shape they choose, they always have serpent's eyes. Mortal characters of skill 4 or less who meet the gaze of one of these creatures fall hopelessly in love with them. Keeping a snake's skull under the tongue allows potential victims a saving throw against this attack.

Malabakfar

(General of Olegarin)

STRENGTH:	17
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	16
STAMINA:	15
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 5 Priest
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	1
HTK:	100
THAC0:	12
NO. OF ATTACKS:	2 (3)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

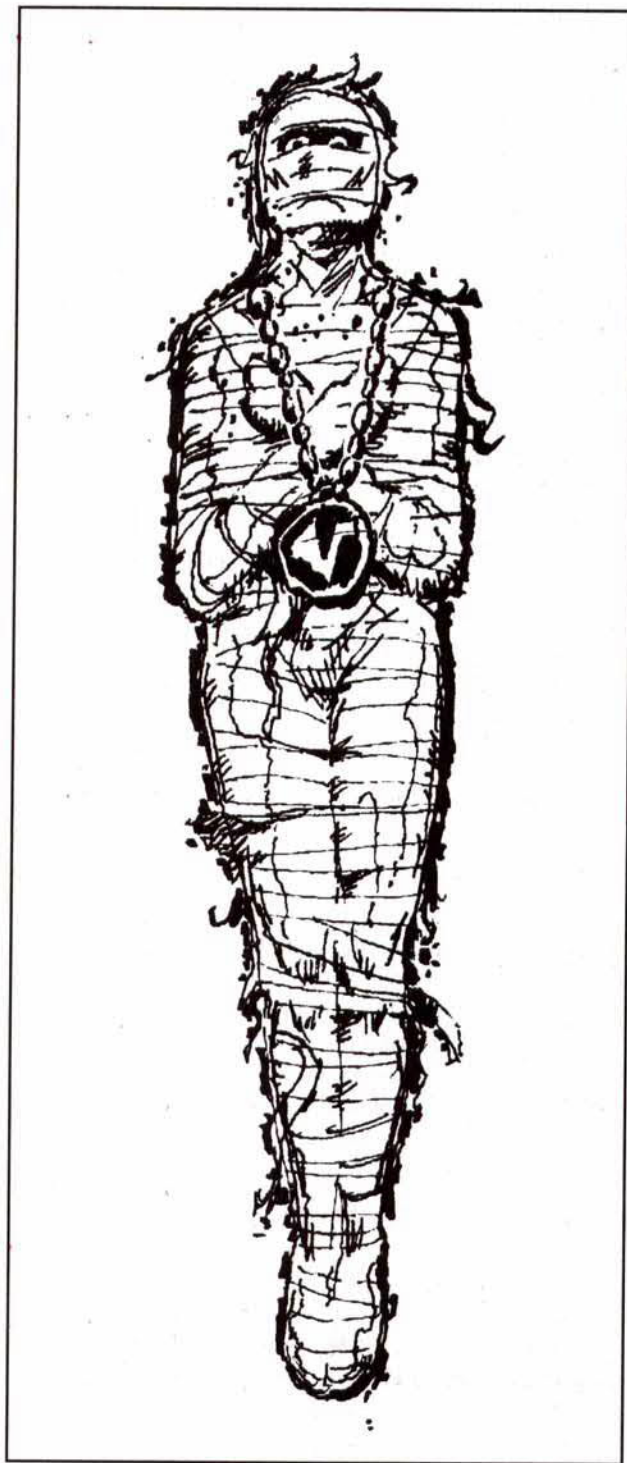
The claws of Malabakfar have inhuman strength and the power to pass through mortal metals unimpeded. The armor class of the demon's victims is not improved by metal armor such as chain or plate mail, though the bonuses of enchanted armor still count. It may attack twice per round for 4-10 (2d4+2) points of damage, and if both claws hit the same opponent in the same round, it may rend for an additional 2-16 damage.

Diabolical Abilities

This General's amulet can draw blood from stones. This potent elixir contains the essence of the earth and can turn mortal flesh to a stronger substance that makes the mortal immune to mundane weapons and gives them a natural armor class of 3. The effects of one draught last 3 days, but if a minion is allowed to drink 3 times, the effects are permanent.

Lieutenants

Malabakfar is served by **Olegar, Valzen, Kathrel, Amalzek, and Borez**. Their arrival is heralded by a foul

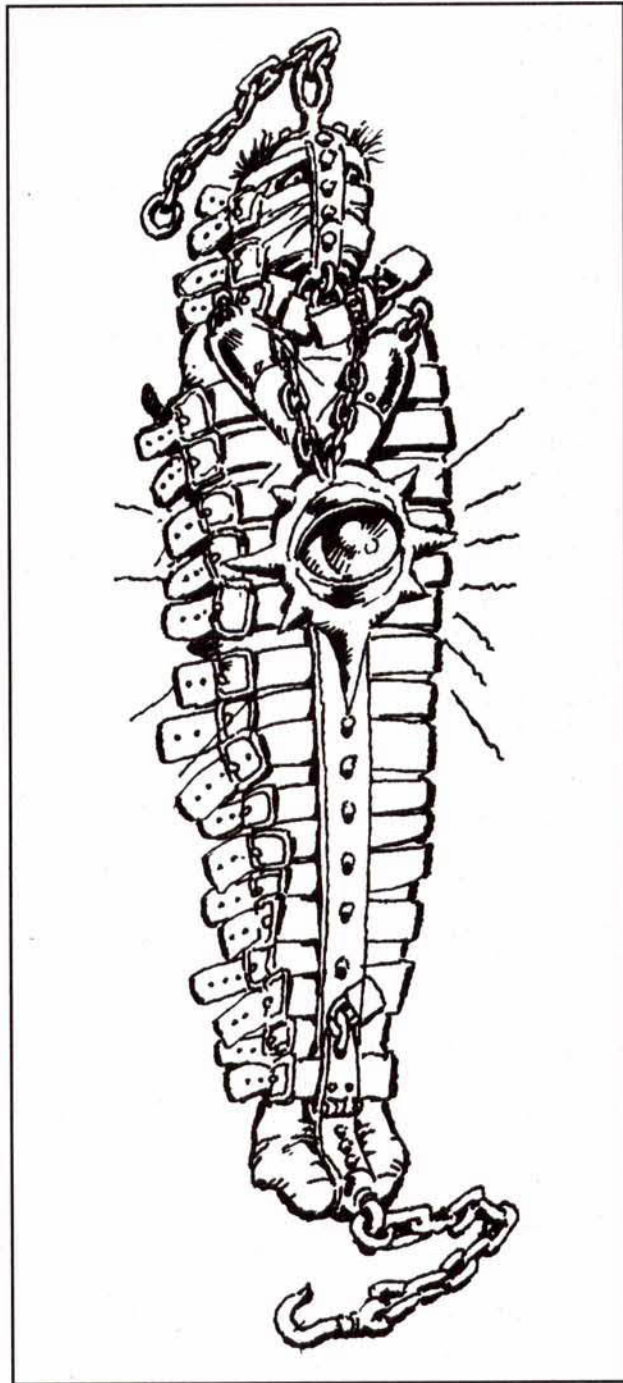


wind that stains white garments with streaks of blood. Assuming human form, they prey on desperate mortals on the plane prime, casting wizard spells at skill 5, and priest spells at skill 6. The touch of a white wand forces the blisters of their wickedness to manifest.

Zamagond

(General of Olegarin)

STRENGTH:	13
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	17
STAMINA:	15
APPEAL:	9
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 7 Priest
THIEF:	N.A.
ALIGNMENT:	Lawful Evil
ARMOR CLASS:	1
HTK:	98
THACO:	12
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000



Combat

Zamagond attacks by remembering wounds dealt to it by its infernal masters since it was first spawned. So vivid are these memories that mortal flesh recoils at the recollection. The demon may choose as many as 3 opponents per round. It must roll to hit as though it were engaged in melee, but if it succeeds, the victim suffers 1-4 wounds that do 1-6 points of damage each. A successful save vs. death reduces the total number of wounds by half.

Diabolical Abilities

This General's amulet is a powerful tool which he can use to give the immaterial shroud of darkness physical form, creating fist-sized orbs that may be used as hurled missiles of +2 enchantment and a maximum range of 15" that inflict 3-12 points of damage each. In addition, when used against a mortal target, the victim must save vs. spell, or he is permanently blinded.

Lieutenants

Zamagond is served by **Burenn, Azthar, Galagan,**

Pourett, and Jemmett. Their arrival is heralded by the sudden death of the aged and the sick. These demons usually wear the forms of six-armed giants whose thunderous footsteps deafen their opponents. Weapons that have been doused in vinegar cause 1-4 extra points of damage the first time they strike one of these lieutenants, but the treatment only lasts a single turn.

Surendir

(Governor of Dantalion)

STRENGTH:	11
INTELLIGENCE:	19
INSIGHT:	19
DEXTERITY:	15
STAMINA:	13
APPEAL:	18
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 5 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	70
THAC0:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Surendir never uses physical weapons. In battle he attacks one victim per round with the Lash of Unbearable Inspiration, besieging their mind with so many ideas that the excess burn bright, causing 2-8 points of damage to characters with an Insight of 8 or less, 2-24 points to those with an Insight of 15 or better and 2-16 points to the rest.

Diabolical Abilities

With a wave of his hand this demon may invoke a curse which robs a character's world of color, leaving it bleak of reality. If the intended victim makes an Insight Check but fails a save vs. death, they are so overwhelmed that they lapse into an apathetic catalepsy that lasts a number of years equal to their Intelligence. Only the song of a bard reincarnated as a bird can wake them from this lifeless trance. Once per hour the demon may invoke the curse on a much larger scale, affecting as many mortals as he desires.

Pacts

Those who have lost their muse call upon this Governor to fuel their talent. The ritual to summon Surendir is complex and must be performed three times over the space of five years. His arrival is heralded by the inexplicable silence of infants.

Role Playing

Surendir appears as a poet and speaks with the eloquence that is expected of him. Charming and worldly, he seems unusually sensitive for a demon, but this is a facade for the malicious creature that lurks beneath. In truth he is a cynic so vile that his peers in the infernal court often tire of the constant bile that dribbles from his lips.



Palace

From the outside the Governor's castle is incomparably beautiful, the Avalon that mortals aspire to but never achieve, but inside the castle is an empty shell. Surendir is attended by the lingering shadows of forgotten dreams and seven golden giants.

Thanes

Surendir's Thanes look like young boys with white robes and golden skin whose hypnotic voices are accompanied by the singing of an invisible choir. **Malgeg** knows many legends and will sing them to mortals who offer blood sacrifice. Once per day **Guldarrin** may banish an author to the world he has created with a power similar to the *maze* spell. When **Kurkilak** raises his voice it becomes a potent weapon that does 2-12 points of damage to everyone who can hear him and causes deafness to those characters within 15" who fail a save vs. spell. **Dezar** often poses as a muse but invariably inspires tales of such depravity that the author is outcast or imprisoned.

Ammonalin

(Governor of Dantalion)

STRENGTH:	17
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	15
STAMINA:	17
APPEAL:	15
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	84
THACO:	11
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000



Combat

Ammonalin fights with a withered staff called "desolate fire," a +3 weapon with which he may attack twice per round. The staff does 1-10 points of damage, but its real power is the "lingering doom." If the victim fails a Stamina Check, the next time they sleep they take 2-12 points of damage. A successful save vs. spell will reduce this damage to half. The effects of the doom are cumulative so the demon will tend to concentrate his attacks on a single character until they have suffered the doom at least three times.

Diabolical Abilities

Ammonalin can make things of value seem vulgar and give worthless objects the luster of desirability. This power works like a permanent *suggestion* spell and may be resisted with a successful Insight Check. He may also dispel currency once per turn, destroying all valuables within any radius he chooses up to 5 miles. The wealth of the truly virtuous is unaffected.

Pacts

This Governor can be called upon to inflict the magician's enemies with poverty or to gift his friends with wealth, but the demon will grant no boon directly. He must be summoned in darkness on a carpet of dust with an iron rod which has been dipped in the blood of a noble celebrant. If he chooses to manifest on the plane prime, the virtuous wealthy will weep bitter tears and dark clouds will fill the sky.

Role Playing

There was a time when Ammonalin was summoned so frequently that he tired of interaction with desperate mortals, so he now feigns madness to avoid congress with fools. If the summoner blows three blasts on a silver horn, the

demon will drop the act though the mage had best conclude his business quickly lest he rouse the Governor's anger.

Palace

Ammonalin's domain is a shanty town composed of derelict buildings inhabited by lost souls. The town's economy is based on dust, the only commodity available in any supply. Once per day one of the demon guardians leaves a tiny cask in the town square. The Governor delights in watching his charges fight over the few scraps he allows them.

Thanes

Ammonalin's Thanes visit the mortal plane by possessing the hopeless, a service for which they pay thirteen pieces of silver. **Jul-garin** can fly and trades children for gold. **Dath-kalon** is a master swordswoman who may attack as a skill 11 fighter regardless of what form she takes and works freelance for rich nobleman. **Hun-shara** sells potions of delusion which seem to make the imbibers' dreams come true though the price is all the character's worldly goods. **Wallek-aren** speaks in rhyme, casts spells as a skill 7 wizard and may cast *charm person* and *fool's gold* at will.

Lorellan

(Governor of Dantalion)

STRENGTH:	9
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	16
STAMINA:	15
APPEAL:	18
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	77
THACO:	12
NO. OF ATTACKS:	4
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Bleeding heart is more than an expression: once per round this demon may attack any mortal opponent she can see by calling the blood out of his body. If she hits, the victim takes 1-12 points of damage and must save vs. death or take an additional 1-12 points, and then must save again or take 1-12 more points, and so on until a save is made. If the victim dies from this, his heart has exploded and he may not be *raised* unless a *regenerate* is cast first.

Diabolical Abilities

Lorellan can cause mortals to fall in love. This can be treated as a *charm person*, *suggestion* or *domination* depending on the situation and the time she has had to work her wiles. Those who have found true love are immune to her seduction.

Pacts

Lorellan can only be summoned by a sorcerer who has lost their true love. Her appearance is heralded by the disappearance of wedding rings for miles around. She is usually called upon to exact vengeance on the unfaithful.

Role Playing

In her role the Governor is a pitiable creature but free of her office she is a sadistic nymph with an insatiable appetite for



mortal flesh.

Palace

Lorellan lives in a dungeon under a desolate chapel where the souls of unfaithful lovers are bound with golden chains and tormented by incubi and succubi with jagged knives. The Governor is attended by a small army of trolls who tend a garden of flesh where her concubines are grown.

Thanes

Lorellan's Thanes are **Morenell**, **Sharendell**, **Varagell** and **Rutkellin**. They are powerful incubi who carry +2 spears that do 2-16 points of damage. They have the power to cast any skill 1 wizard spell at will but cannot bear the power of

Wrex-Damthor

(Governor of Dantalion)

STRENGTH:	11
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	13
STAMINA:	15
APPEAL:	15
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 6 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	71
THACO:	11
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	10"
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Wrex-Damthor will not fight unless he has no other choice but when he does he will conjure a +2 scythe with which he can attack twice per round for 3-12 points of damage. Every time a spellcaster is hit with this weapon they lose one of their memorized spells (their choice.) If the demon rolls a 19 or 20 to hit, the victim must save vs. death or lose all their memorized spells.

Diabolical Abilities

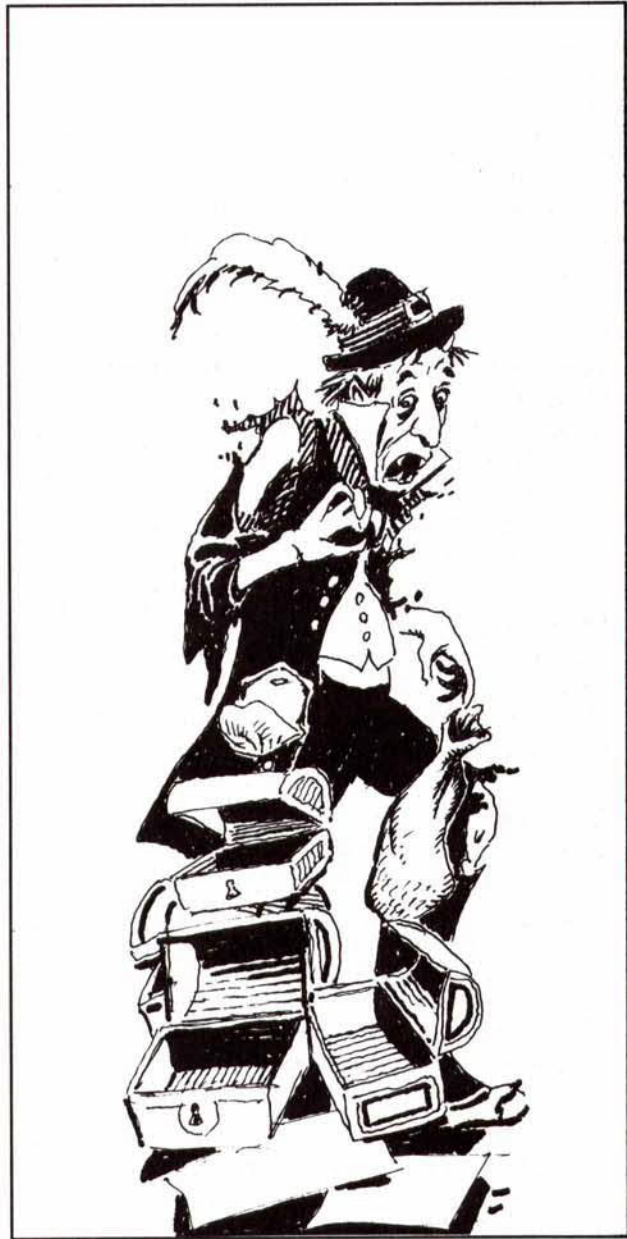
Wrex-Damthor has the power to cause priests to doubt, shaking their faith to the core. If the intended victim fails an Insight Check, they have to save vs. spell every time they try to cast a spell or nothing happens. This can lead the priest to believe his god has abandoned him, causing him to despair.

Pacts

There is no known ritual to summon this Governor. It is believed that all such methods have been secured by Wrex-Damthor and are closely guarded.

Role Playing

Wrex-Damthor is responsible for causing the clergy to despair during a crisis of faith, turning them from the religion that gives their life meaning.



Palace

This Governor lives in a hovel at the base of a mountain of skulls. He is attended by the souls of fallen priests who entertain him by begging their gods for forgiveness.

Thanes

The Thanes of Wrex-Damthor are enormous insects with hundreds of clawed legs that move with amazing speed, always winning the initiative in melee combat. Their names are **Balxex**, **Julxex**, **Felxex** and **Mirxex**. They may cast *insect swarm* and *stinking cloud* at will.

Zezzarex

(Governor of Dantalion)

STRENGTH:	18
INTELLIGENCE:	5
INSIGHT:	17
DEXTERITY:	13
STAMINA:	15
APPEAL:	9
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	84
THAC0:	10
NO. OF ATTACKS:	1-6
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

This demon may conjure weapons with which to attack. It may attack 1-6 times per round doing 1D4x1D6 points of damage on a successful hit. Its weapons are usually bizarre, and are discarded after a single blow (the gamemaster should describe some of the strange things it attacks with).

Diabolical Abilities

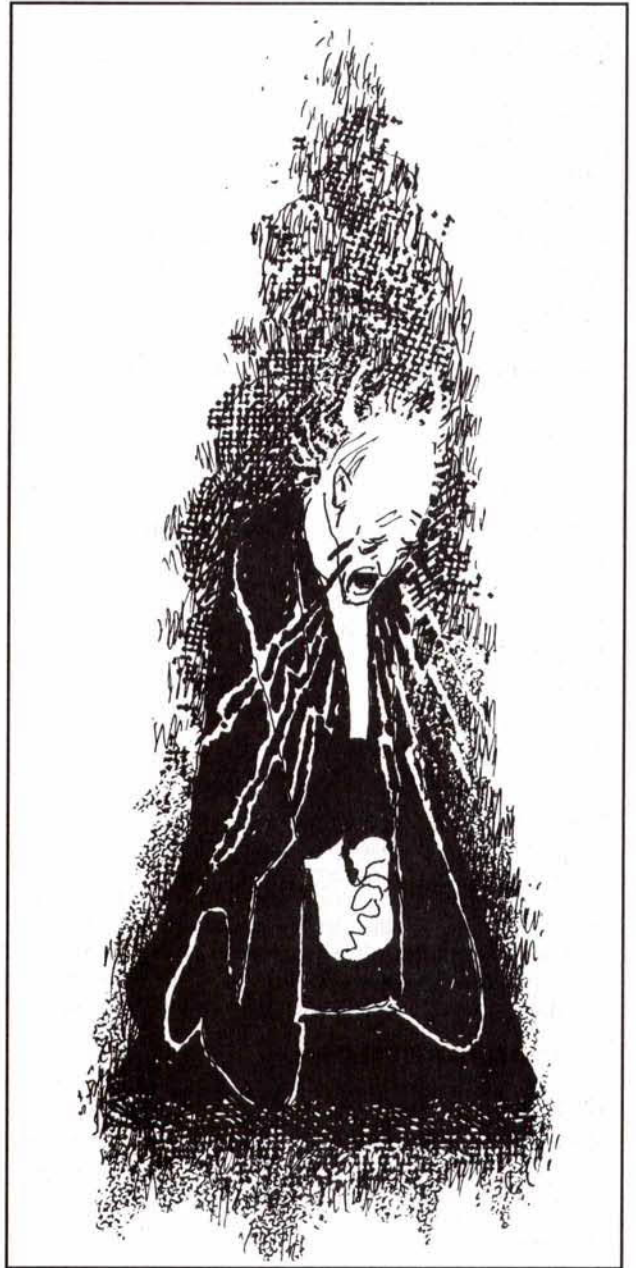
Zezzarex is a spellcaster and carries a black book which contains many secrets. He may read from this book once per turn, casting a random wizard spell of skill level 1-8. His touch causes temporary insanity in mortals with an Intelligence or Insight of 15 or more unless they save vs. spell. Reason will return in 1-12 hours or if the effect is dispelled.

Pacts

This Governor is seldom summoned but will sometimes appear if a ritual to summon another lord is botched. Its arrival is heralded by strange dreams.

Role Playing

Zezzarex is mad. He is the spirit of despair which comes with the loss of reason. Trying to communicate with him is a losing proposition. He makes very little sense and is fond of singing to himself instead of answering important questions.



Palace

Palace? Zezzarex probably has one, but it is no longer capable of finding its way home.

Thanes

This Governor's office calls for Thanes, though he has not bothered to empower any of his minions, so the offices remain empty. Dantalion has sworn to see to the oversight but has not gotten around to it yet.

Meraneth

(Governor of Malphas)

STRENGTH:	18
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	13
STAMINA:	18
APPEAL:	15
FIGHTER:	Skill 8 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	N.A
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	82
THAC0:	9
NO. OF ATTACKS:	2-3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Meraneth can conjure a bright blade at will, a +2 weapon with which he may attack twice per round for 3-12 points of damage. Three times per turn he may conjure a bolt of lightning that he may hurl at any target he can see. If the demon makes his hit roll, the victim takes 6-36 points of damage, though a save vs. breath weapon will reduce this to half. A piece of twisted wire worn over the heart is an effective defense against this power, giving the victim a +3 to save.

Diabolical Abilities

In addition to his memorized spells, Meraneth can cast any priest spell of skill level 3 or less at will and can raise the dead as often as once per hour, though the reanimation only lasts three days at the end of which the target turns into a mindless zombie of maximum HTK points.

Pacts

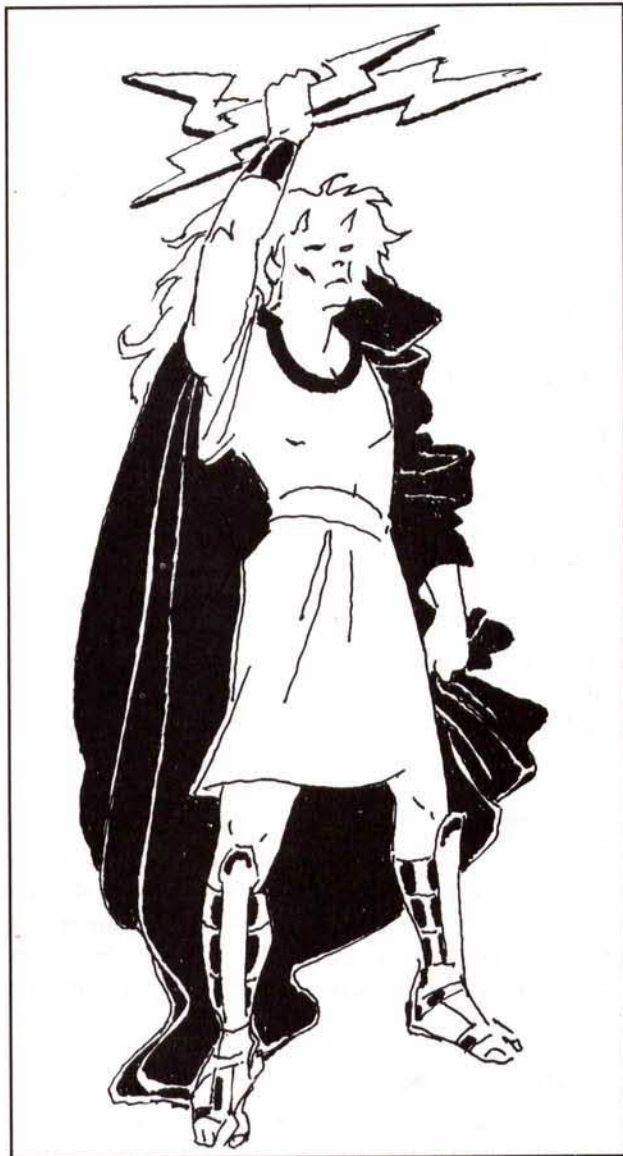
Mortals call upon Meraneth to perform miracles which their gods will not. The required ritual may only be performed in a circle of stones during the full of the moon and calls for the desecration of a stolen idol or religious relic. The Governor's arrival is heralded by a trumpet blast which deafens the righteous and curdles milk for miles around.

Role Playing

The Governor is charged with posing as a deity to undermine the faith of errant mortals. In his role as a parody of the divine, he blusters though his voice grates and his words are empty. When faced with mortals, he patronizes potential victims and bullies the rest.

Palace

The mountaintop palace of Meraneth is woven of storm-



clouds and lined with marble shot with silver. When he is in residence the Governor is attended by lovely winged nymphs with black hearts and venomous fangs.

Thanes

Meraneth's Thanes are pale phantoms in white robes with eyes that burn like captive stars. Their stare is a potent curse that will inflict a mortal with an incurable disease unless they save vs. spell. **Wairen** has four arms and may attack four times per round for 2-8 points of damage. If he hits with all four attacks, he will drain two life levels unless the victim fails a save vs. spell. **Galdurr** knows a secret path between the worlds of the living and the dead, allowing him to *speak with dead* and *dimension door* at will. **Vullor** is attended by a pack of unusually intelligent hellhounds who have the ability to speak. **Durdreth** wields a +3 whip made of silver chain which inflicts wounds that cannot be healed by clerical spells.

Alidurik

(Governor of Malphas)

STRENGTH:	8
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	18
STAMINA:	13
APPEAL:	17
FIGHTER:	N.A.
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	-2
HTK:	59
THAC0:	15
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

When forced to engage in physical combat this demon unleashes bolts of energy at his opponents that sear the mind with waves of agony. He may project as many as three of these bolts every round at any target or targets within a 13" radius. If the bolt hits it does 1-8 points of physical damage, and if the victim fails a save vs. death the pain it causes inflicts an additional 1-16 points.

Diabolical Abilities

Alidurik can enhance the abilities of mortals, forsaking them when the power is needed most. He may temporarily increase any or all of a characters statistics by 2 or raise them to 15, whichever is higher. If he desires, the demon may also increase a mortal's skill level by as many as 3 levels or to skill level 5. The extra HTK points afforded by these "phantom levels" are always the maximum possible for class and skill level.

Pacts

The Governor can only be summoned in the ruins of a temple on ground that is no longer sacred. The ritual requires a wheel carved with the runic wards for each of the demons thousand names and a bonfire fed with bloody oak. He is most often called upon to enhance the summoners skill level or primary attribute, a service for which he asks ten years of the celebrants life, shortening his destined span.

Role Playing

Alidurik's whispered compulsions are subtle. He is charged with the temptation of arrogant mortals and speaks through animals and phantoms of the dead. His is the light that inspires murders to commit bloody acts in the mistaken belief that they are chosen instruments of the gods. Seldom



will he deal with mortals as an incarnate being. When he does, the demon will mutter a stream of consciousness, a jumble of blasphemous enticements that will nauseate the most jaded conjurer.

Palace

This Governor lives in a quiet room at the bottom of a deep, dry well where he is attended by a host of tiny creatures which worship him, carving countless idols out of the knucklebones of the damned. These statuettes have the ability to cure any madness if they are ground up and combined with a potion of extra healing and a luckstone.

Thanes

Alidurik's Thanes are blind wolves who rarely take human form. They can track mortal prey unerringly, and their howl causes forgetfulness in the weak willed. Characters with an Insight of 9 or less who hear their cry will be stricken with amnesia unless they save vs. spell with a -2 penalty. **Dabaran** can cast spells with the proficiency of a skill 5 wizard. The bite of **Valadox** cause permanent paralysis unless the victim makes a successful Stamina Check. **Onurri** knows the secret desires of any mortal he touches and may offer to fulfill their darkest dreams for a price. **Zullush** is immune to priest spells of skill 3 or lower and may *dispel magic* at will.

Yesper

(Governor of Malphas)

STRENGTH:	13
INTELLIGENCE:	17
INSIGHT:	15
DEXTERITY:	15
STAMINA:	15
APPEAL:	18
FIGHTER:	Skill 5 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	N.A.
THIEF:	Skill 8 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	80
THACO:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000

Combat

Yesper has a +3 stiletto concealed in his robes, a lethal weapon with which he may attack twice per round for 2-8 points of damage. Such is the dagger's magic that the wounds it inflicts burst into flame on the round following the attack, doing an additional 2-12 damage. Characters of goodly alignment can protect themselves by anointing their body with holy water. This precaution is effective for up to 3 hours and reduces the damage caused by the spontaneous combustion to 1-6 points.

Diabolical Abilities

This Governor can cast illusion spells of skill 4 or less at will, a power he uses to mislead mortal fools. The mirror he carries can also be used as a *mirror of life trapping*, consuming those who dare to interfere with his diabolical machinations. When released from the mirror, a captured soul must save vs. spell or they have left their sanity behind.

Pacts

The ritual to summon Yesper is only contained in the Pale Libram, an ancient text penned by powerful diabolists. Also known as the Book of Curses, only three copies remain. To learn the ritual, a summoner must permanently sacrifice a point of Insight. This Governor is usually summoned to bestow the Unquiet Gift, an infernal power which so enhances a mortal's presence that his voice becomes a tool with which he may *command* at will.

Role Playing

Yesper is charged with encouraging the divine aspirations of mortal heroes. In his chosen role he is a toady of remarkable skill who has learned much from the time spent in the court of Thraxus. When the mask is no longer required, the demon becomes foul and abusive, every word a cunningly crafted obscenity.



Palace

The Shining Labyrinth is a winding hall of mirrors which serves as the Governor's palace. Countless lost souls wander the halls, some traveling through the mirrors to distant reaches of the maze. A precious few of these mirrors lead out of the maze to other areas of the Infernus, and one leads back to the plane prime though no one has ever found it.

Thanes

Yesper's Thanes are winged giants with birdlike features and knives instead of talons. In combat they will make four frenzied attacks per round for 1-10 damage. **Julurgon** is summoned to corrupt the young, reducing innocent children to infernal pawns. A *holy word* spoken by an ancient priest will cleanse the afflicted and drive out the demon. **Komalik** wears a suit of scale armor that will absorb the first 3 points of damage inflicted by any attack directed against him by any weapon save a *holy avenger*, which will destroy the artifact in a single blow. Once per turn **Lurund** can cast any skill 1 wizard or priest spell. Once per hour **Mequeth** can become so large that his mighty footsteps cause an *earthquake* as per the priest spell of the same name. This power cannot affect holy ground, frustrating him that he can never collapse a temple.

Delex-Amnon

(Governor of Malphas)

STRENGTH:	14
INTELLIGENCE:	18
INSIGHT:	18
DEXTERITY:	11
STAMINA:	15
APPEAL:	16
FIGHTER:	N.A.
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 9 Priest
THIEF:	Skill 8 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	76
THACO:	14
NO. OF ATTACKS:	See below
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	45%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

In melee combat Delex-Amnon wields a +2 scourge with which he may attack every opponent within 3" every round doing 3-12 points of damage on a successful hit. If he chooses to limit his attacks to one foe, the weapon only does 1-12 damage, but the chosen victim must save vs. spell or be overcome with doubt, losing his next two attacks.

Diabolical Abilities

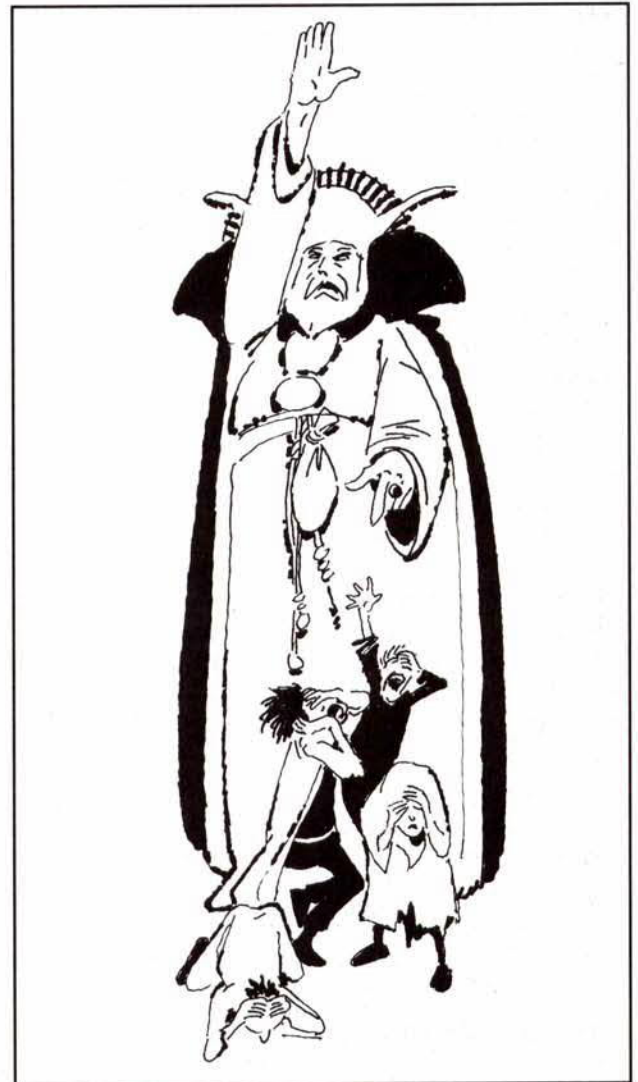
Delex-Amnon has the power to foil the spellcasting of priests. His influence extends for up to 10 miles in all directions, and while it can affect those on holy ground, it cannot affect the truly virtuous. Any time a priest spell is cast in the demon's area of influence, the character must make an Insight Check or the spell will fail or have some effect other than that which the caster intended. This power tends to undermine the faith of followers of the afflicted.

Pacts

This Governor can be summoned by anyone who knows the proper ritual and is willing to sacrifice of their own vitality, spilling enough blood to cause the permanent loss of 2-8 HTK points. The demon's arrival can be foretold by the birth of a two-headed calf and may be prevented by lighting a hundred candles each night until the seasons change.

Role Playing

His office requires Delex-Amnon to assume the mannerisms of a pompous priest, the kind of droning fool that turns away the faithful with meaningless dogma. In truth the demon is a worldly beast who delights in verbal interplay



with intelligent mortals, turning them from religion with elegantly constructed rationalizations.

Palace

Delex-Amnon lives in a black walled fortress where he is building an army of demon warriors to assault the throne of his master. Malphas knows of his minions' intended insurrection though so far the lord has taken no action to prevent it.

Thanes

The Thanes of Delex-Amnon are tentacled, scabrous things whose only human features are the eyes which float in the bundle of protean ooze which serves as the creatures' heads. They may change shape at will but return to their rightful form if splashed with holy water. Their touch is their only weapon, and though they may only attack once per round at a -2 to hit, their potent acid causes 1-8 points of continuing damage for 1-6 rounds. Their names are **Xugug**, **Balblus**, **Qulgup** and **Barablug**.

Devorek

(Governor of Malphas)

STRENGTH:	10
INTELLIGENCE:	15
INSIGHT:	17
DEXTERITY:	11
STAMINA:	13
APPEAL:	15
FIGHTER:	N.A.
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 9 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	85
THAC0:	11
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Craven
XP AWARD:	9,000

Combat

Devorek often feigns weakness to achieve his ends, attacking only once per round by hurling feeble bolts of lightning which can only travel 5," and do 2-8 points of damage, none if the victim saves vs. breath weapon. When he is able to use his abilities, the demon will abandon the form required by his office, becoming an infernal scorpion whose deadly sting causes 3-12 damage. If he hits in this form, the victim must save vs. death or not only does the venom kill them, but it causes their body to decompose so badly that *raise dead* will fail.

Diabolical Abilities

Despite his impressive spellcasting abilities, this demon will usually rely on simple illusions to convince mortals that he is less competent than he seems: a useful deception. He is immune to priest spells of skill 3 or lower and may turn these spells back on their caster at will. The Governor's touch can impart a *suggestion* of hubris that lasts for a year and a day unless the intended victim makes a save vs. spell.

Pacts

Many ancient grimoires suggest that this Governor has the power to bind the gods if he is summoned properly, though this is a misconception. The ritual requires at least 13 celebrants, each bearing a candle and a gift of silver. Devorek seldom manifests physically, preferring to possess one of the celebrants. The experience is so stressful that it kills the character unless he makes a save vs. death at a -2 penalty.

Role Playing

This Governor is compelled by his office to imitate the gods of twilight pantheons whose followers are few, inspiring challenge from mortals with divine ambitions. While serving this function the demon will act tired and feeble, a frail, pitiable shell.



Palace

Beyond the sea of blood is a small island covered in ruins and inhabited by a large tribe of wererats who are native to the Infernus. Beneath the ruins is a massive cavern which contains a glass city where a legion of hoardlings craft the lies that their master bears with him during his time on the plane prime.

Thanes

Devorek's Thanes are shapeless figures in tattered cloaks who bear bright torches which serve as +2 weapons that do 1-12 points of damage. They can cast spells with the facility of skill 5 wizards but direct sunlight will foul their conjurations. **Lurem** can heal wounds with his torch which has the power of a *heal* spell, though the effects are temporary and will reverse themselves in the space of an hour. **Kadren** rides a two-headed worm which is as large as a ship and can breathe frost twice per turn for 5-30 points of damage. **Umirid** carries a satchel filled with the heads of fallen prophets who will utter predictions of dubious accuracy at his command. **Tetretallin** can enchant a murder's weapon by touch, bestowing a +2 enchantment and the power to do maximum damage if wielded in anger.

Avarendra

(Governor of Marchosias)

STRENGTH:	17
INTELLIGENCE:	15
INSIGHT:	13
DEXTERITY:	15
STAMINA:	17
APPEAL:	16
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	88
THAC0:	12
NO. OF ATTACKS:	3
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

Avarendra was once a demon warrior and did service as the commander of an infernal legion. She is still a fearsome warrior whose preferred weapon is "Bold Malice," a +3 spear with which she may attack three times per round for 2-16 points of damage. The haft will automatically become as long as she desires, allowing her to attack opponents up to 5" away. On a roll of 19 or 20 "Malice" will shatter the victim's shield if he has one. Only magic shields are allowed a save against this effect.

Diabolical Abilities

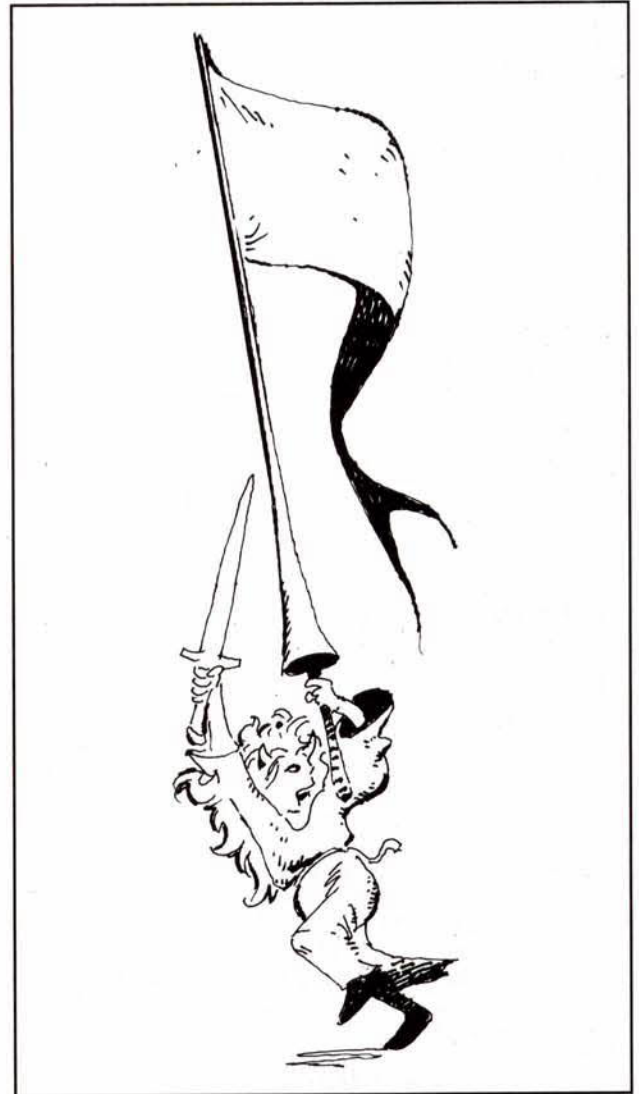
This Governor carries an infernal standard that is a call to arms to those who need a flag to follow. When she inspires a crusade, the banner acts as a modified mass charm that compels impressionable youths to join her army of the damned. In battle, the standard gives her army a +3 morale bonus and strikes fear in the enemy, giving them a -3 penalty.

Pacts

Diabolists call upon Avarendra to assume the form of an incubus and sire demon spawn, as it is said that from her children will come a great hero who will overthrow the church and free them to practice their faith with impunity. She demands the sacrifice of a child in payment for this service but is always willing to comply.

Role Playing

This Governor is a compelling leader whose oratory is inspirational, but the mask sometimes slips and the beast will come to the fore, bellowing horribly. So terrible is her battle cry that it causes *fear* in those who hear it unless they save vs. spell.



Palace

At the top of a jagged peak is a tower wrought entirely from iron whose battlements are manned by hundreds of warriors bearing her mark. The Governor is attended by four animations and has the counsel of many damned generals bound to her service. In battle she uses a host of bizarre war machines crafted of steel that are driven by furnaces in their bellies fed by a small army of hoardlings with oil and coal.

Thanes

Avarendra's Thanes are gigantic creatures who are bound into complex suits of armor which give them an Armor Class of -3 but restrict their movements so severely that they always attack last every round, automatically surrendering the initiative. Draped over their steel hides are dozens of weapons, though they will usually attack twice per round with their gauntleted hands, doing 1-10 points of damage. Their names are **Gulvergond**, **Malverax**, **Abult** and **Gammongath**.

Molox

(Governor of Marchosias)

STRENGTH:	10
INTELLIGENCE:	17
INSIGHT:	19
DEXTERITY:	14
STAMINA:	13
APPEAL:	19
FIGHTER:	N.A.
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 10 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	73
THACO:	13
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Molox will avoid direct confrontation whenever possible, preferring to let the crusaders in his service do the fighting for him. He can conjure a blade crafted from the darkness in his soul at will. This tool is considered a +2 weapon and will do 7-13 (2D4+5) points of damage, but if the demon hits he may automatically roll to hit a second time against the same opponent. If this attack hits it causes 7-13 additional points and a scar which permanently reduces the victims Appeal by 1 point.

Diabolical Abilities

In addition to the spells he may normally memorize, Molox can cast as many as 3 priest spells of skill 3 or less every hour. His touch will *cure light wounds*, and once per day he may *raise dead*, but none of his powers affect the truly virtuous. His words are compelling and can cause a *mass charm* effect if he is allowed to speak for more than a turn.

Pacts

A silver chalice filled with innocent blood is required to call up this Governor. His manifestation on the plane prime will cause mirrors to fog and statues to weep tears of blood. A third canto seducer will often be dispatched to answer the call in his stead and a lens of red glass or a *truesight* spell is required to penetrate the deception. The most common pact is one of service, wherein the lord offers one or more of his minions to a mortal in exchange for certain blasphemous favors.

Role Playing

Molox is a false prophet whose teachings inspire foolish crusades. This is the demon's true demeanor, very little deception is required to play his role. He revels in his office and is unusually loyal to Marchosias for granting him the station.



Palace

At the heart of the twisted grove is a pool of fire where a hundred and one salamanders dwell. The pool fills a pit three miles deep, at the bottom of which is an iron door which is the only entrance to the Governor's domain: an opulent palace where he is attended by dark nymphs and vicious hoardlings.

Thanes

The four Thanes of Lord Molox are called **Desaret**, **Galvaret**, **Suralet** and **Korellet**. These triplicitous fiends are ogres whose flesh is covered in iron spines that give them an Armor Class of 0 and serve as +2 weapons with which they may attack twice per round for 3-13 (2D6+1) points of damage. Each bears a mask that not only gives them human form but the ability to *charm person* as often as once per turn.

Malapraxis

(Governor of Marchosias)

STRENGTH:	18
INTELLIGENCE:	13
INSIGHT:	12
DEXTERITY:	17
STAMINA:	18
APPEAL:	17
FIGHTER:	Skill 10 Fighter
WIZARD:	N.A.
PRIEST:	Skill 5 Priest
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	90
THACO:	9
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Malapraxis wields a +2 bastard sword with which he may attack twice per round for 4-10 (2D4+2) points of damage. If he makes only one attack he may strike a Mighty Blow that does 10-20 (2D6+8) damage. When maintaining his guise is not necessary, he will abandon the blade in favor of three tentacles which he hides in his gut. These tentacles allow him three attacks per round for 3-12 points of damage while the suckered mouths transfer life essence to him, restoring 1-6 HTK points for every successful attack.

Diabolical Abilities

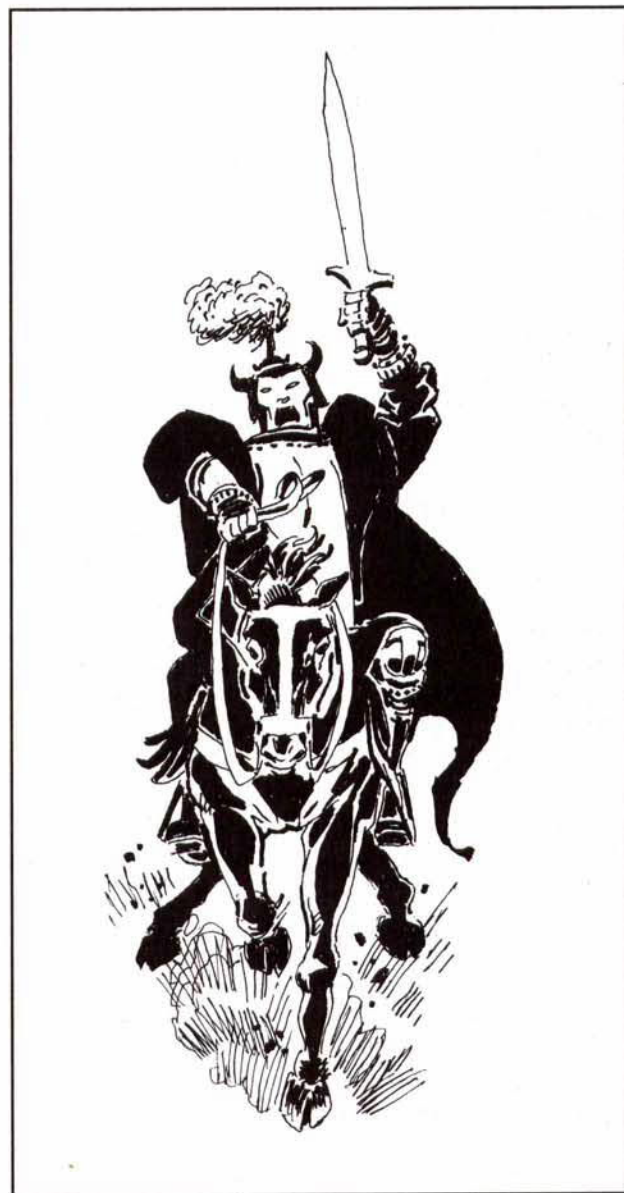
This Governor's office bestows no special powers, though he has collected many mortal magic items, which he keeps as trophies, that will give him more abilities than those represented by any wizard spells. (Every time he appears the gamemaster should randomly generate 7 magic items for him to use during the encounter.)

Pacts

Malapraxis is called upon by those who wish him to lead their troops into battle. With the demon in command, a mortal army will not tire so long as it travels at night. But after a week, one out of ten soldiers will contract a fatal rotting disease. The summoning ritual requires 3 days and the sacrifice of a magical weapon plunged into the heart of a goat.

Role Playing

This Governor is the perfect hero, an ideal leader for those born to follow. He inspires the loyalty of fools and leads them into wickedness. In his true form the pretended nobility is forgotten and impatient arrogance takes over. He would rather kill most mortals than talk to them and will readily do so unless somehow prevented.



Palace

In the field of bones is a walled city crafted from the weapons abandoned on countless mortal battlefields. Eight giants are always on patrol and two infernal dragons fly overhead. At the center of town is a well filled with gray fluid which has the same effects as a *potion of heroism* if consumed by a character of evil alignment.

Thanes

Malapraxis is served by **Sulgun**, **Aramor**, **Qualthet** and **Futhgeg**, Thanes who take the form of two-headed knights. They ride nightmares and each hunts with a pack of 3-12 hellhounds. During the midnight hour they regenerate 3 points of damage per round and cannot be harmed by missile weapons. Wearing a white hood renders characters of goodly alignment invisible to them.

Ulegaire

(Governor of Marchosias)

STRENGTH:	9
INTELLIGENCE:	16
INSIGHT:	18
DEXTERITY:	14
STAMINA:	15
APPEAL:	13
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 5 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	80
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	40%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Ulegaire fights with two weapons, a rod and a sickle. The rod is a +2 weapon that does 2-8 points of damage and functions as a *rod of withering*. The sickle is a +2 weapon that does 1-10 points of damage and has the same effects as a *sword of sharpness*. Once per turn she may call up a swarm of vicious insects which gnaw every mortal within 13" of her who fails a save vs. death for 3-24 points of damage.

Diabolical Abilities

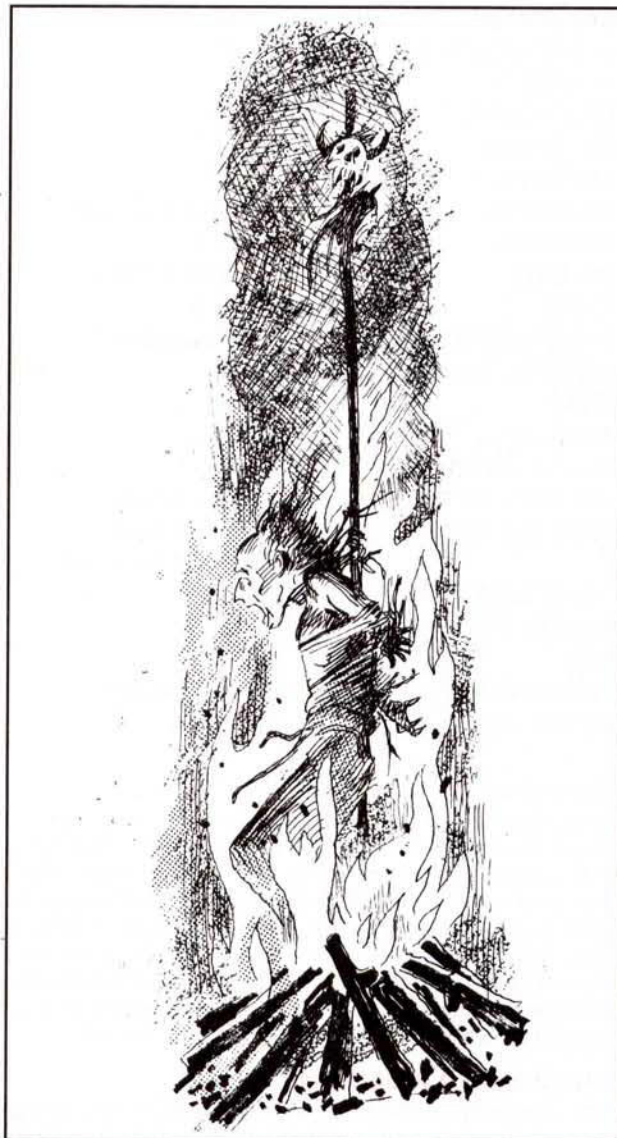
In addition to her spell-like abilities, Ulegaire has the power to *cause fear* at will and can *charm person* by touch. She may weave curses which transcend the potency of the priest spell and allow her to approximate the effects of any wizard spell of skill 7 or less. Uttering such a curse weakens her for an hour, reducing her HTK points by half.

Pacts

This Governor is usually called upon to speak one of her terrible curses upon a hated enemy. She can only be summoned at the stroke of midnight during the dead of winter and demands the celebrants eyesight as payment for her deed.

Role Playing

Ulegaire plays the role of the great evil which must be put down, uniting the righteous. Over the course of centuries her machinations have sparked many crusades which have claimed more innocent lives than guilty.



Palace

A winding stair anchored to the sky with bloody nails is the only path to Ulegaire's keep, a butchers shop of horrors where her minions strip the sanity from the damned souls in her indelicate care. She is attended by thirteen warriors whose invisible whips cause both 1-10 points of damage and panic in their victims.

Thanes

Ulegaire's Thanes have the lower body of a horse and the upper body of a man. Their names are **Luthnar**, **Abaress**, **Eaeren** and **Hulj** and they have the ability to cast *improved phantasmal force* at will. Abaress has a +3 sword called "Barrowmire" that will cause any mortal it kills to be raised as a zombie in three nights time unless the head is struck from the body.

Dammongar

(Governor of Marchosias)

STRENGTH:	15
INTELLIGENCE:	15
INSIGHT:	15
DEXTERITY:	11
STAMINA:	17
APPEAL:	19
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 5 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	88
THAC0:	12
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Dammongar wields a +2 sceptre as a weapon with which he may attack twice per round for 3-12 points of damage. If he hits the same target twice in the space of a single round the victim must save vs. spell or be weighed down by the creature's malice, which has the same effects as a *hold person* spell.

Diabolical Abilities

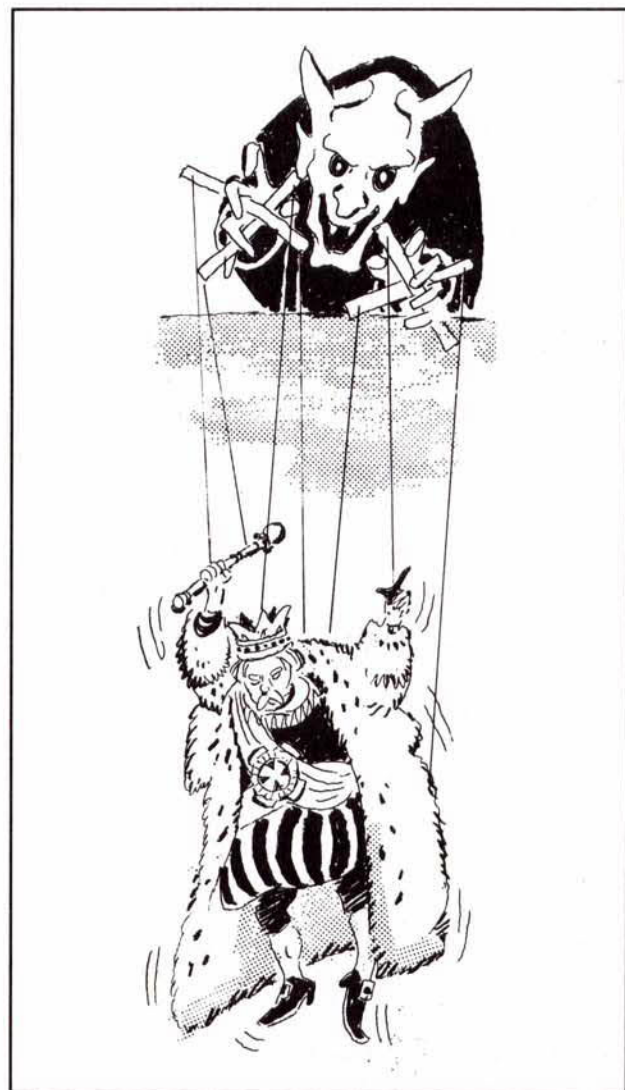
Dammongar has the power of plausibility which acts as a *suggestion* that effects anyone who listens to one of his twisted rationalizations. He may *summon* as many as 13 hoardlings per round to serve him and may *banish* any number with a wave of his hand. Anyone who willingly enters into his service must save vs. spell or suffer a binding that acts like a *domination* spell which bends the victim to the demon's will even when his noble guise is discarded. He has many mortal slaves.

Pacts

Summoners believe that the blessing of Dammongar will ensure a usurper's success. There is some evidence to support this rumor but it is not a certainty. The blessing usually takes the form of an iron crown set with bloodstones which gives the wearer the power to cast *mass charm* twice per day. The price of such a crown is always high.

Role Playing

This General takes the role of the "rightful king" whose



sudden appearance ignites bloody civil wars. Nobility comes easily to Dammongar though he prefers cruelty. His passion for torture is notorious even in the Infernus.

Palace

Dammongar's palace is a series of barren tunnels to which his victims are chained, all noble and all permanently marked with the heraldic devices of their houses, cunningly rendered in scar tissue. The constant screaming is unbearable to mortals who must plug their ears or go mad. The demon is attended by a hundred trolls who serve as tormentors when he is not present to indulge his lust.

Thanes

Dammongar's Thanes are **Tutren**, **Suresh**, **Welen** and **Dovarek**. Assuming beastform, they wander the plane prime in search of vulnerable mortals to tempt with empty promises of noble title and the lands and riches that that

Dauren-Maelek

(Governor of Orobas)

STRENGTH:	15
INTELLIGENCE:	19
INSIGHT:	16
DEXTERITY:	11
STAMINA:	17
APPEAL:	18
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	Skill 7 Priest
THIEF:	Skill 7 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	79
THAC0:	10
NO. OF ATTACKS:	2
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	13"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Imperious
XP AWARD:	9,000

Combat

Before he became Governor, Dauren-Maelek was a warrior of the fourth circle. In his new office he is relaxed to the point of disregard, though in personal combat he is very dangerous when cornered. In battle he may conjure a headman's axe that serves as a +3 weapon that does 1-12 points of damage. If the to-hit roll is an 18 or 19, the axe does 2-20 damage and on a 'natural' 20 it does 3-24 damage.

Diabolical Abilities

Dauren-Maelek may create treasure at will in any volume he desires. This infernal wealth cannot be spent for goodly purpose and will decompose if sprinkled with holy water, melting into a viscous black ooze from which serpents will rise unless it is promptly burned. The Governor may call upon up to one hundred minions who attend his every whim. These creatures are AC 8, have 1-4 HTK points and may attack once per round with a THAC0 of 20 for 1-3 points of damage. Dauren-Maelek will sometimes gift his followers with these servitors.

Pacts

Magicians call upon this governor to utter a curse on a bag of coins making them irresistible. Once enchanted, these coins may be added to others but they may not be separated lest they lose their potency. The compulsion is subtle and will gnaw at the victim's heart, slowly turning resolve to avarice.

Role Playing

Dauren-Maelek savors his chosen role of officious potentate and plays it well, concealing his baser passions with consummate skill. He will offer mortals great wealth if he knows it will bring them no happiness, bartering for talents



or possessions of unrealized value. A flaw of the Governor's office is exceptional greed which may drive him to accept material wealth as an offering from the faithful.

Palace

In the Tower of Authority is a room of gold where sixteen lepers tend Archosis, a mindless dragon dressed as a nobleman. This creature guards a cavern filled with red gold that has been used for bribes to subvert mortal law. Dauren-Maelek dwells in a chamber at the heart of the treasure mound.

Thanes

Dauren-Maelek's thanes are tattered monks with feathered wings and silver crowns who bear chests filled with bloody coins whose touch will blister the poor. Their names are **Daleg, Wurrung, Furret** and **Abeldon**. They can cast spells with the ability of skill 6 priests and may utter a *bestow curse* spell as often as once per turn.

Zagar-Abbelen

(Governor of Orobas)

STRENGTH:	16
INTELLIGENCE:	18
INSIGHT:	17
DEXTERITY:	18
STAMINA:	16
APPEAL:	19
FIGHTER:	Skill 7 Fighter
WIZARD:	Skill 9 Wizard
PRIEST:	N.A.
THIEF:	Skill 11 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	2
HTK:	80
THAC0:	10
NO. OF ATTACKS:	2 (3)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	50%
SIZE:	M
PERSONALITY:	Personable
XP AWARD:	9,000

Combat

Zagar-Abbelen will try to avoid combat, but if forced to fight he will bare his steel fangs at his enemies and shed his cloak of flesh, revealing the feral thing that lurks beneath. In this form he may attack twice per round with his claws for 1-8 points of damage. If he hits the same opponent with both claws in a single round, he may attempt to bite. If he succeeds the victim takes 3-18 damage and must save vs. death or his throat is ripped out, killing him instantly.

Diabolical Abilities

Zagar-Abbelen can conjure any mortal commodity, from simple grain to gold or even magic items. He is the ultimate merchant, possessed of the ability to barter for anything a mortal has to give, including life, health, destiny and sanity. His deals are never a bargain.

Pacts

This Governor may only be summoned at the pinnacle of a high mountain into a conjuring circle of such complexity it takes several months to complete. Several of these patterns already exist, etched into sheer rock, and may be reused if they are anointed with blood. His gifts are always material and the payment is always spiritual.

Role Playing

Zagar-Abbelen corrupts mortals with promises of wealth and material possessions and is adept at convincing his prey that he has exactly what they need.



Palace

Zagar-Abbelen lives in an enormous manor filled with valuables which mortals thought they had to have but brought them no pleasure. He is served by a small army of dwarven creatures who craft the goods he peddles on the plane prime.

Thanes

Zagar-Abbelen's Thanes resemble winged squids with many bulbous eyes that give them the power of truesight. Their names are **Quedred**, **Abulscur**, **Gumeldred** and **Festbilik**. They may attack six times per round for 1-8 points of damage and once per turn they have the power to cast *dispel magic* on their enemies in an attempt to destroy

Vura-Shezret

(Governor of Orobas)

STRENGTH:	13
INTELLIGENCE:	15
INSIGHT:	16
DEXTERITY:	19
STAMINA:	15
APPEAL:	20
FIGHTER:	N.A.
WIZARD:	Skill 8 Wizard
PRIEST:	Skill 5 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	68
THAC0:	11
NO. OF ATTACKS:	2 (3)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	11"
MAGIC TOLERANCE:	60%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

When forced to fight, Vura-Shezret will attack twice per round, shaping her bare hands into hooks which do 2-8 points of damage. If there is an opponent directly behind her, she may also attack by kicking backwards with one of her powerful hooves. This awkward attack has a -3 to-hit penalty, though if she hits it does 3-18 damage. Once per turn she may frenzy, attacking one opponent four times with a +2 bonus to hit, doing 1-10 points of damage on each hit.

Diabolical Abilities

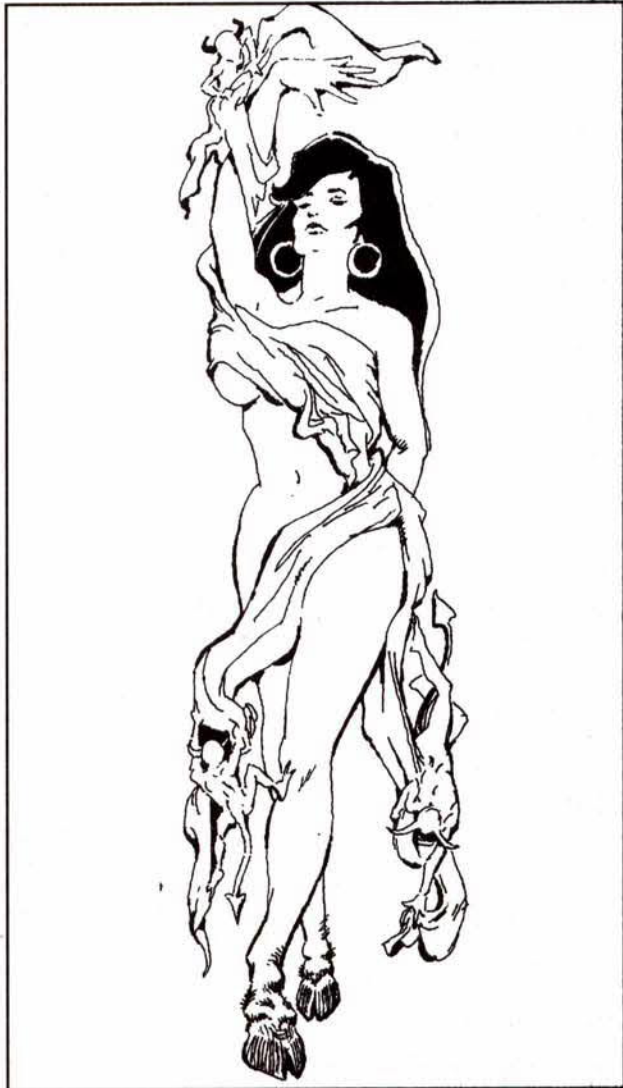
This Governor's office empowers her to corrupt the flesh, figuratively and literally. She may cast charm person at will as well as suggestion and domination once per turn, though she only resorts to these talents if expedience is critical. If a mortal succumbs to her charms of his own free will, the consummation of his lust will twist his body and despoil his features, lowering his Appeal to 3 until he receives absolution.

Pacts

Magicians who desire Vura-Shezret's aid must tattoo diagrams on the living flesh of thirteen sacrifices which are flayed from their bodies when the summoning ritual is performed. If the supplicant does not have seven black roses as tribute for the Governor when she arrives, she will shed her pleasing shape, becoming a shambling nightmare who will lash out with greasy tentacles to devour her would-be master.

Role Playing

Most of the time Vura-Shezret plays the alluring temptress but she becomes impatient with virgins, quickly dropping her civil mask, revealing her beast within. She revels in thwarting fate by subverting the chosen with the empty pleasures of her flesh. Those who fail to admire her beauty invite her wrath.



Palace

Vura-Shezret lives in a square room whose walls are covered in mirrors from which damned souls watch as she dances, inciting passions which may no longer be satisfied. When she desires more comfort, she seduces some mortal lord, devouring his hands before abandoning him to hopeless longing for all eternity.

Thanes

Vura-Shezret's Thanes have skeletal bodies and wear beautiful masks to conceal their hideous features. While their masks are on, they may charm person at will. While the masks are off they may cast spook at will. Their names are **Bufrix**, **Alfred**, **Woren**, and **Dezad**. Their bones are durable as steel, giving them an Armor Class of 0 and the ability to make an unarmed attack that does 1-10 points of damage.

Berex-Quaret

(Governor of Orobas)

STRENGTH:	13
INTELLIGENCE:	16
INSIGHT:	19
DEXTERITY:	14
STAMINA:	16
APPEAL:	18
FIGHTER:	Skill 5 Fighter
WIZARD:	N.A.
PRIEST:	Skill 11 Priest
THIEF:	Skill 9 Thief
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	1
HTK:	82
THACO:	12
NO. OF ATTACKS:	2 (3)
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	14"
MAGIC TOLERANCE:	65%
SIZE:	M
PERSONALITY:	Seductive
XP AWARD:	9,000

Combat

This Governor tries to appear saintly so will not engage in combat unless forced. When he goes into battle his human shell drops off like a molting serpent's skin, revealing the killing machine beneath. In this form he may attack twice a round with his hooked claws, cruel weapons that do 3-12 points of damage. If he hits a single opponent with both claws in the same round he can also attempt to consume his victim by unhinging his massive jaw. If he makes a successful to-hit roll with a -4 penalty and the intended victim fail a save vs. death, they are devoured and may not be *raised* or *resurrected*.

Diabolical Abilities

Berex has the power to *imbue with spell ability* at will. This power works like the spell of the same name but does not affect his own casting ability and has a duration of three days. He may also empower fallen priests with spellcasting abilities which they may have lost when they became corrupt.

Pacts

This Governor is summoned by performing heretical perversions of the rituals of goodly religion. He seldom chooses to appear on the plane prime, manifesting a lesser demon to serve as a spokesman instead. This demon wears two faces and carries a tiny cage which it uses to imprison foolish magicians who are not protected by a crimson seal.

Role Playing

Berex-Quaret pretends piety but despises purity. He tempts the priesthood with the trappings of their office, corrupting those whose faith is weak. Paladins are not his chosen prey though he makes a special effort to humble those who dare to interfere with his machinations.



Palace

Berex-Quaret dwells in a twisted cathedral which is more magnificent than any of those on the plane prime. A thousand monks chant in a language lost to the mortal realm for centuries. The stained glass windows depict scenes featuring nightmarish beasts the governor may animate to do service as warriors. Most have abilities which resemble those of Demon Horses, Demon Hounds or Warriors of the Third Circle. If the window from which the creature was drawn is shattered, it is destroyed.

Thanes

The four Thanes of lord Berex-Quaret are called **Hierul**, **Gammen**, **Borofett** and **Malku**. They are noncorporeal spirits, invisible to mortals under most circumstances. Their reflection can be viewed through a mirror though it is so horrible that characters with an Insight of less than 15 must save vs. spell or be stricken with intermittent blindness.

Utrek-Shurr

(Governor of Orobas)

STRENGTH:	18
INTELLIGENCE:	13
INSIGHT:	13
DEXTERITY:	11
STAMINA:	19
APPEAL:	5
FIGHTER:	Skill 9 Fighter
WIZARD:	Skill 7 Wizard
PRIEST:	N.A.
THIEF:	N.A.
ALIGNMENT:	Neutral Evil
ARMOR CLASS:	0
HTK:	95
THACO:	9
NO. OF ATTACKS:	1
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapons to hit
MOVEMENT:	15"
MAGIC TOLERANCE:	55%
SIZE:	M
PERSONALITY:	Unfathomable
XP AWARD:	9,000

Combat

This demon is not much of a warrior though his touch is deadly. He may only attack once per round doing 1-6 points of damage, and the victim must save vs. spell or their physical form will be corrupted causing spontaneous decomposition which does an additional 3-30 damage. Any weapon which touches the Governor must save vs. disintegration or be destroyed unless it has been anointed with holy water by a high priest within the hour.

Diabolical Abilities

Utrek-Shurr has many dooms concealed in his voluminous robes. If provoked, he will unleash a powerful curse capable of destroying a small town in a matter of hours. (It is up to the gamemaster's creativity to describe the details of the effect.)

Pacts

Once per year the door to Utrek-Shurr's lair opens and a grove dies on the plane prime. If a magician can find that grove, he may attempt to summon the lord of corruption. The ritual requires three celebrants, a choir of hounds and the sacrifice of a major magic item (worth at least 6,000 XP). Heralded by a roiling cloud of putrescence the Governor will ravage the surrounding countryside until he is sated. Only then may negotiations commence.

Role Playing

Utrek-Shurr has difficulty communicating. He will typically manifest a mouth, utter a few words and then forget what he was trying to say. More a force than an avatar, this Governor carries out the duties of his office by instinct and is driven by sinister passions.



Palace

At the base of the sanguine monolith is a dread, bottomless pool of unusual size which is home to the Governor and his minions. Three Leviathans with maximum HTK points serve as guardians of these depths. Utrek-Shurr is served by a race of lizard men that are native to the Infernus and worship the foul lord as a god.

Thanes

Utrek-Shurr's Thanes are formless puddles of ooze whose acidic touch does 2-12 points of damage when a successful attack is made and 1-8 damage per round for three following rounds. Washing out the wound reduces the residual damage to 1-3 points per round. These Thanes are called **Ghullg**, **Burrul**, **Jullum**, and **Ullgo**. When in the presence of intense evil such as the reek of their master, they regenerate 1-4 HTK points per round but if they are exposed to the purity of characters like paladins they take 1-3 points of damage per round.

The Infernal Hierarchy of Generals

Marshal Avaron

Zelar
Maftaz
Durill
Palikk
Aberath
Ruik

Morik
Abbelket
Debbel
Bollub
Vabiss
Seridok

Adred
Mablered
Olugarn
Virendur
Curelbik
Dasur

Soresh
Ammabrok
Dummaredd
Olkaregon
Woleg-Oredd
Burett-Alor

Marshal Moremaledd

Athbir-Agoren
Barfalgas
Azrak
Mublik
Voramash
Idjit

Moresh-Gathir
Babalan
Dezrik
Orfeezus
Zalak
Alafon

Zharen-Melorn
Abbaross
Sammeth
Sathkir
Yarrow
Durellesh

Raleth-Ghuren
Boreezus
Zalekeer
Olabaren
Maderikk
Amorill

Marshal Aballigar

Belmeera
Raskret
Buflegor
Jalkrek
Asheer
Eeshkree

Arzex
Sarell
Marikk
Dulenn
Vasatt
Surnarr

Culdra
Dathmirax
Balamarið
Duredarin
Avardurian
Vorteregon

Duxarid
Xiraxiran
Voroxx
Aliaxisis
Zoralex
Balbrialixax

Marshal Hulth-Alagan

Shafran
Amaradik
Calkandar
Birenor
Valixbarin
Thratch

Moromal
Shorashonna
Calakar
Omalamored
Vammet
Nurenar

Alendar
Burrok
Ammaron
Gethraladon
Moragall
Zilegarr

Vulgatt
Calladain
Voloxx
Yamorrik
Duralendon
Ammell-Khur

Marshal Olegarin

Malabakfar
Olegar
Valzen
Kathrel
Amalzek
Borez

Alamandree
Olesh
Remadra
Tagritt
Zagg
Banlardt

Zamagond
Burenn
Azthar
Galagan
Pourett
Jemmett

Jurelendeth
Thraekin
Badradan
Morememnar
Kafmallon
Ghashrik

The Infernal Hierarchy of Governors

Great Orobas

<u>Dauren-Maelek</u>	<u>Zagar-Abbelen</u>	<u>Vura-Shezret</u>	<u>Berex-Quaret</u>	<u>Utrek-Shurr</u>
Daleg	Quedred	Bufrix	Hierul	Ghullg
Wurrung	Abulscur	Algred	Gammen	Burrul
Surret	Sumeldred	Woren	Borofett	Jullum
Abeldon	Festbilik	Dezad	Malku	Ullgo

Great Dantalion

<u>Surendir</u>	<u>Ammonalin</u>	<u>Lorellan</u>	<u>Wrex-Damthor</u>	<u>Zexzarex</u>
Malgeg	Jul-garin	Morenell	Balxex	none
Guldarrin	Dath-kalon	Sharendell	Julxex	
Kurkilak	Hun-shara	Varagell	Felxex	
Dezar	Wallek-aren	Rutkellin	Mirxex	

Great Malphas

<u>Meraneth</u>	<u>Alidurik</u>	<u>Yesper</u>	<u>Delex-Amnon</u>	<u>Devorek</u>
Wairen	Dabaran	Julurgon	Xugug	Lurem
Galdurr	Valadox	Komalik	Balblus	Kadren
Vullor	Onurri	Lurund	Qulgup	Umirid
Durdreth	Zullush	Mequeth	Barablug	Tetretallin

Great Marchosias

<u>Avarendra</u>	<u>Molox</u>	<u>Malapraxis</u>	<u>Ulegaire</u>	<u>Dammongar</u>
Sulvergond	Desaret	Sulgun	Luthnar	Tutren
Malberax	Galvaret	Aramor	Abaress	Suresh
Abult	Suralet	Qualthet	Eaeren	Welen
Gammongath	Korellet	Futhgeg	Hulj	Dovarek

"... the scope of the blasphemous insult committed by Infernal Rubbibat against the persons of the gods was staggering. Spewed out before me was a most hideous simulation of the divine houses, twisted into fomenting mockeries. It occurred to me with a chill, that the Unclean Hosts of this region would one day pay for their audacity..."

-an excerpt from Lord Pliney's *Aurorus Tempus*

BEYOND THE VEIL OF EVIL...

The **DENIZENS OF OG** monster folio contains complete information on the Unclean Host of this twisted demi-plane. Included in this pack are dozens of demon lords: the **Governors, Generals and Marshals of Og** and their minions.

DENIZENS OF OG can be used alongside **DEMONS, DEMONS II** and **SENTINELS**, or it can be used alone to provide numerous evil adversaries for your characters.



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ISBN 0-923763-95-3

0793763MFG1100

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