

BOOK OF DEMONS

This book contains all of the demons found in the Creature Catalog, including all of the original demon lords and princes as described in the first edition of Advanced Dungeons and Dragons.

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ALU-DEMON (demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft, fly 50 ft (average)

AC: 16 (+1 Dex, +5 natural)

Attacks: Claw +7 melee; or longsword +7 melee

Damage: Claw 1d4+1 and vampiric touch; longsword 1d8+1

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

Special Attacks: Spell-like abilities, vampiric touch

Special Qualities: Damage reduction 10/+1, SR 17, demon qualities, telepathy, darkvision 60 ft

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

Abilities: Str 13, Dex 13, Con 15, Int 14, Wis 14, Cha 14

Skills: Bluff +9, Concentration +10, Hide +8, Intimidate +10, Listen +10, Move Silently +8, Search +8, Spellcraft +9, Spot +10

Feats: Dodge, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: Double coins; standard goods; standard items

Alignment: Usually chaotic evil

Advancement: By character class

The alu-demon is the offspring of the mating of a succubus and a

human. They are always female.

An alu-demon demon appears quite human, having very small horns that can be hidden under her hair. Only their rather small bat-like wings betray them for what they actually are.

COMBAT

The alu-demon attacks with either her claws or longsword.

Spell-Like Abilities: At will—*charm person*, *desecrate*, *detect thoughts*, *shapechange* (to a humanoid their own approximate height and weight only), and *suggestion*; 1/day—*dimension door*. These abilities are as the spells as cast by an 8th-level sorcerer (save DC 12 + spell level).

Vampiric Touch (Su): Touch; adds a number of hit points to the alu-demon's current hit points. Hit points gained equal damage dealt. This cannot raise the alu-demon's hit point total above her total, undamaged hit points (that is, she does not gain bonus hit points from this ability).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Alu-demons can communicate with any creature within 100 feet that has a language.

The Alu-Demon first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

BABAU (demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 23 (+2 Dex, +11 natural)

Attacks: Longsword +12/+7 melee; or longspear +10 ranged; or 2 claws +12 melee, bite +10 melee

Damage: Longsword 1d8+4; or longspear 1d8+4; or claw 1d6+4, bite 1d6+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, enfeeblement gaze, sneak attack, summon demons

Special Qualities: Damage reduction 20/+2, SR 21, weapon immunity, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +9, Ref +8, Will +8

Abilities: Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 14

Skills: Climb +12, Concentration +14, Disable Device +7, Hide +13, Knowledge (any one) +6, Listen +18, Move Silently +11, Open Lock +8, Pick Pocket +6, Search +7, Sense Motive +8, Spot +13

Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-12 HD (Medium-size); 13-24 HD (Large)

The babau is called the 1-horned horror or ebony death. Babau are hated by vroock, hezrou, and glabrezu. They are particularly fond of the

flesh of Nalfeshnee and are thus both despised and feared by the latter.

These horrid creatures look much like great skeletons covered with dark, form-fitting leather. They have a great horn protruding from the back of their skulls. Babau typically have long, wicked claws covered with dirt, blood, and decaying flesh.

COMBAT

Babau prefer to attack with weapons in combat. If necessary, they will attack with their claws and bite.

Spell-Like Abilities: At will—*change self*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fear*, *fly*, *heat metal*, *magic circle against good*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Enfeeblement Gaze (Su): Affected as if by *ray of enfeeblement* cast by a 12th-level sorcerer, 20 feet; Will save (DC 16).

Sneak Attack (Ex): Babau can sneak attack as a rogue of 9th-level. Damage is +5d6 if a successful hit is scored.

Weapon Immunity (Ex): A babau's body exudes a reddish slime that protects it during combat. Due to this slime, a babau takes only half damage from piercing and slashing attacks.

Summon Demons (Sp): Once per day a babau can attempt to summon 3d10 dretches or another babau with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Babaus can communicate with any creature within 100 feet that has a language.

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

The Babau first appeared in the *Monster Manual II* (Gary Gygax, 1983).

BAR-LGURA

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft, climb 30 ft

AC: 20 (+1 Dex, +9 natural)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 1d4+3, bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, summon demons

Special Qualities: Damage reduction 10/silver, SR 12, chameleon, demon qualities, telepathy, darkvision 60 ft

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

Abilities: Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 10

Skills: Climb +17, Concentration +8, Hide +7, Move Silently +7, Listen +9, Search +6, Sense Motive +6, Spot +9

Feats: Alertness, Dodge, Spring Attack*

Climate/Terrain: Any land and underground

Organization: Gang (2-5) or pack (6-11)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

The Bar-Igura or leaping demon, is similar to an orangutan except for its gruesome visage and tushes. Its hands and feet have six digits with exceptionally long claws.

COMBAT

The bar-Igura attacks with its claws and bite in combat. The favored tactic is to assault a foe from ambush, with all leaping to the attack at the same instance.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect thoughts*, *entangle*, *fear*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 2/day—*change self*, *invisibility*, and *spectral hand*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 10 + spell level).

Chameleon (Ex): As a free action, the bar-Igura can change its coloration to match that of its surroundings. This grants it a +12 racial bonus on Hide checks.

Summon Demons (Sp): Once per day a bar-Igura can attempt to summon 1d6 additional bar-Iguras with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Bar-Iguras can communicate with any creature within 100 feet that has a language.

Feats: Bar-Iguras gain Spring Attack as a bonus feat.

The Bar-Igura first appeared in S4 The Lost Caverns of Tsojcanth (Gary Gygax, 1982).

CHASME (Demon)

Large Outsider (Chaotic, Evil)

Hit Dice: 7d8+21 (52 hp)

Initiative: +2 (Dex)

Speed: 20 ft, climb 20 ft, fly 60 ft (good)

AC: 22 (-1 size, +2 Dex, +11 natural)

Attacks: 2 claws +10 melee, bite +5 melee

Damage: Claw 2d4+4, bite 1d8+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, improved grab, blood drain, drone, fear aura, summon demons

Special Qualities: Damage reduction 20/+2, SR 19, demon qualities, telepathy, darkvision 60 ft

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

Abilities: Str 18, Dex 14, Con 17, Int 14, Wis 13, Cha 12

Skills: Concentration +13, Hide +7, Knowledge (any one) +10, Listen +13, Move Silently +11, Search +10, Sense Motive +11, Spellcraft +11, Spot +13

Feats: Power Attack, Cleave

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or squad (5-6)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-12 HD (Large); 13-21 HD (Huge)

The chasme, also known as the fly demon, hates most all other types of demons, especially vrocks and hezrous. The chasmes are intelligent enough to avoid fighting with the other demons unless the chasme has the advantage. They are not particularly fond of rutterkins or dretches, but use them to further their own ends.

The chasme resembles a cross between a common fly and human. It stands on four fly-like hind legs and grasps with its human-like forelimbs, which end in chitinous claw-like fingers. A chasme has wings and the blue-black, hairy body of a fly. The head is human with saucer eyes and is topped with a backswept bristled mane. The mouth is tiny, but the nose is long and sharp and is used to pierce and draw blood.

A chasme can walk on walls and ceilings as a normal fly can.

COMBAT

The chasme attacks using its spell-like abilities and claws and bite in combat. It will attempt to drain blood from any sleeping victim, though not at the expense of turning its back on any remaining foes.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 11 + spell level).

Improved Grab (Ex): To use this ability, the chasme must hit with its bite attack.

Blood Drain (Ex): On a successful grapple check a chasme drains blood, dealing 1d4 points of temporary Constitution damage for each round it remains attached. An attached chasme has an AC of 20.

Sleep Drone (Su): At all times, except when using any spell-like abilities, the chasme drones and buzzes like a fly. Every creature within a 30-foot radius must succeed at a Will save (DC 16) or fall into a comatose sleep for 2d4 hours. A creature that makes a successful save is immune to the droning of that chasme for 24 hours.

If a chasme attaches itself to a sleeping victim and drains blood, the victim receives a save (DC 12) on the first round to awaken.

Fear Aura (Su): As a free action, 30-foot radius to anyone viewing the chasme, Will save (DC 16) negates, as a *fear* spell cast by an 8th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that chasme for 24 hours. Other demons are immune to the aura.

Summon Demons (Sp): Once per day a chasme can attempt to summon 2d8 dretches or another chasme with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Chasmes can communicate with any creature within 100 feet that has a language.

Skills: Chasmes receive a +8 racial bonus on Listen and Spot checks.

The Chasme first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

MANES (demon)

Small Outsider (Chaotic, Evil)

Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft
AC: 12 (+1 size, -1 Dex, +2 natural)
Attacks: 2 claws +1 melee, bite -1 melee; or mace +1 melee
Damage: Claw 1d4-1, bite 1d4-1; or mace 1d8-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Acid cloud
Special Qualities: Damage reduction 5/silver, immunity to mind effects, reformation, demon qualities, darkvision 60 ft
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 8, Dex 8, Con 10, Int 4, Wis 6, Cha 11
Skills: Listen +2, Spot +2
Feats: Multiattack

Climate/Terrain: Any land and underground
Organization: Swarm (6-15), mob (10-40), or horde (50-100)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: 2-3 HD (Small)

Those dead that go to the 666 layers of the Abyss become manes. The more evil of them are confined in the tiers of flames of Gehenna. Demon lords and princes sometimes feed upon these creatures, destroying them utterly.

Manes do not possess the telepathic ability of other demons.

COMBAT

Manes attack with their claws and bite or with a mace. Most of the time they forgo their weapon attacks to use their natural attacks.

Acid Cloud (Ex): When slain, a manes dissipates in a noxious cloud of acidic vapor. Those within 10 feet must succeed at a Fortitude save (DC 10) or take 1d6 points of acid damage.

Immunity to Mind Effects (Ex): Immune to mind-influencing effects.

Reformation (Su): When slain, a manes is not truly dead. It will reform at full strength in 1 day. Demon lords, princes, and other creatures of equal power can permanently slay a manes by devouring its physical body.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

The Manes first appeared in the *Monster Manual* (Gary Gygax, 1977).

NABASSU (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 7d8+14 (46 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft, fly 40 ft (average)
AC: 23 (+1 Dex, +12 natural)
Attacks: 2 claws +11 melee, bite +9 melee
Damage: 2 claws 1d4+4, bite 1d6+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, feed, paralysis aura, summon

ghasts

Special Qualities: Damage reduction 10/+1, ethereal jaunt, SR 21, demon qualities, telepathy, darkvision 60 ft

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

Abilities: Str 19, Dex 13, Con 14, Int 14, Wis 14, Cha 13

Skills: Climb +11, Escape Artist +9, Hide +9, Intimidate +10, Jump +11, Knowledge (arcana) +7, Listen +8, Move Silently +7, Search +8, Spot +8

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Medium-size); 15-21 HD (Large)

Nabassu are foul creatures that live portions of their lives on the Material Plane. These monsters are spawned in the Abyss, but travel to the Material Plane to devour living flesh while they mature.

At first sight a nabassu is unmistakably a demon. It stands about 7 feet tall and resembles a gargoyle at first glance. It is gaunt with tightly corded muscles. A nabassu has great claws on its hands and feet. Its skin is leathery. Its eyes gleam a steel-gray and its mouth is lined with sharp fangs.

COMBAT

Nabassu attack using claw and bite. This is their preferred method as they enjoy watching their foes die a slow and very painful death.

Spell-Like Abilities: At will—*deeper darkness*; 1/day—*death gaze* (functions as *finger of death*). A nabassu that gains 10+ HD can also use the following: 1/day—*energy drain*, *silence*, and *vampiric touch*. These abilities are as the spells cast by a 12th-level sorcerer (DC 11 + spell level).

Feed (Su): When a nabassu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a nabassu consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Paralysis Aura (Su): As a free action, a nabassu can create an aura of paralysis in a 10-foot radius. It is otherwise identical with *ghoul touch* cast by a 12th-level sorcerer (save DC 13). If the save is successful, that creature cannot be affected again by that nabassu's paralysis aura for one day. Other demons are immune to the aura.

Ethereal Jaunt (Su): Twice per day a nabassu can shift from the Ethereal to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. The ability is otherwise identical with *ethereal jaunt* cast by a 12th-level sorcerer.

Summon Ghasts (Sp): Once per day a nabassu can automatically summon 1d6 ghasts.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Nabassu can communicate with any creature within

100 feet that has a language.

NABASSU SOCIETY

Nabassu are a scourge of humanity. They are the only demon that lives a portion of its life on the Material Plane. Once they return to the Abyss from their tour of carnage on the Material Plane, they take up residence in some fortress and live there for the duration of their immortal existence.

The Nabassu first appeared in the *Monster Manual II* (Gary Gygax, 1983).

RUTTERKIN (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 4d8 (18 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft

AC: 20 (+10 natural)

Attacks: 2 claws +5 melee; or snap-tongs +5 melee; or guisarme +5 melee; or longsword +5 melee; or triple-dagger +4 ranged

Damage: Claw 1d4+1; or snap-tongs 2d4+1; or guisarme 2d4+1; or longsword 1d8+1; or triple dagger 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, snap-tongs, summon demons

Special Qualities: Darkvision 60 ft, damage reduction 5/silver, demon qualities, telepathy, SR 6

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 12, Dex 11, Con 11, Int 10, Wis 12, Cha 11

Skills: Hide +6, Listen +9, Move Silently +6, Search +6, Spot +9

Feats: Alertness, Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 7-10 HD (Medium-size); 11-12 HD (Large)

The rutterkin wander the planes of the Abyss, outcasts in their own deranged society. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with respect to the dretch, a lone vrock, or a single hezrou.

Rutterkin are humanoid and resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

COMBAT

The preferred method of attack is with one or more weapons, particularly the snap-tongs. A rutterkin can also attack with its two misshapen claws. This method of attack is not favored by the rutterkin because their malformed bodies are subject to pain if they strike someone.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *fear*, *fly*, *scare*, and *telekinesis*; 3/day—*invisibility* (self only). These are as the spells cast by a 5th-level sorcerer (save DC 10 + spell level).

Snap-Tongs: Large exotic weapon. It deals 1d10 points of bludgeoning damage, threatens on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent foe. A wielder that hits an opponent of at least small size, but no larger than Large size, attempts to start a grapple as a free action without provoking an attack of opportunity.

If the wielder gets a hold, the snap-tongs grab the opponent and deal 1d10 points of damage each round the hold is maintained.

Triple Dagger: Tiny exotic weapon, it is a three-bladed dagger. Deals 1d4 points of damage, threatens on a 19-20, and deals double damage on a critical hit. It can be used to disarm an opponent. Wielder gains a +3 attack bonus to opposed attack roll when attempting to disarm an opponent. This bonus applies to the opposed roll to keep from being disarmed if the wielder fails to disarm his opponent.

Not normally thrown, the rutterkin have developed a sling-like device that they use to fire a triple dagger. It has a range increment of 10 ft.

Summon Demon (Sp.): Once per day a rutterkin can attempt to summon 1d6 dretches or another rutterkin with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Rutterkin can communicate with any creature within 100 feet that has a language.

The Rutterkin first appeared in S4 *The Lost Caverns of Tsjocanth* (Gary Gygax, 1982).

BAPHOMET (Demon Lord of Minotaurs)

Large Outsider (Chaotic, Evil)

Hit Dice: 35d8+420 (577 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 40 (-1 size, +6 Dex, +25 natural)

Attacks: Bite +48 melee, butt +46 melee, Huge +4 *halberd* +50 melee; or Huge +4 *halberd* +52/+47/+42/+37/+32 melee

Damage: Bite 1d8+13, butt 1d8+6, Huge +4 *halberd* 2d8+10; or Huge +4 *halberd* 2d8+17

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, breath weapon, roar, summon demons, summon minotaurs

Special Qualities: Damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +31, Ref +25, Will +30

Abilities: Str 36, Dex 23, Con 34, Int 26, Wis 32, Cha 32

Skills: Bluff +41, Climb +43, Concentration +46, Diplomacy +36, Disguise +36, Escape Artist +31, Gather Information +41, Intimidate +41, Intuit Direction +48, Jump +38, Knowledge (arcana) +33, Knowledge (planes) +33, Listen +49, Move Silently +33, Scry +28, Search +38, Sense Motive +33, Spellcraft +46, Spot +49

Feats: Cleave, Combat Casting, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (bite, butt, huge halberd)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-8 minotaurs)

Challenge Rating: 55

Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Baphomet is the lord of minotaurs. He is hated by Yeenoghu, and the two are warring against each other.

Baphomet appears as a 12-foot tall bullheaded ogre, with large curving horns. His body is covered with black hair and his hands and feet are broad and thick with stubby fingers and toes. His tail is bovine.

COMBAT

Baphomet attacks using his bite, butting with his head, and his huge +4 halberd.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, passwall, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight, and wall of fire*; 3/day—*maze, shapechange, and wall of stone*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Baphomet casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Chaos, Evil, and War.

Breath Weapon (Su): Line of unholy water, 5 feet wide, 5 feet high, and 10 feet long, 4d6 points of damage to outsiders of any good alignment, once per 1d4 rounds, Reflex save half (DC 33).

Roar (Su): Three times per day, 30-foot radius, Will save (DC 33) or flee in fear for 1d6 rounds.

Summon Demons (Sp): Three times per day Baphomet can automatically summon one balor or nalfeshnee, or 1d3 mariliths.

Summon Minotaurs (Sp): Once per day Baphomet can automatically summon 2d4 minotaurs.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Baphomet first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

DEMOGORGON (Demon Prince)

Huge Outsider (Chaotic, Evil)

Hit Dice: 66d8+1056 (1353 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 44 (-2 size, +8 Dex, +28 natural)

Attacks: 2 tentacles +82 melee, tail lash +80 melee, 2 bites +80 melee

Damage: Tentacle 2d6+18 and disease, tail lash 2d6+9 and energy drain, bite 2d6+9

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, spells, disease, energy drain, summon demons, gaze attacks

Special Qualities: Damage reduction 40/+4, SR 34, demon qualities,

telepathy, darkvision 60 ft

Saves: Fort +51, Ref +43, Will +48

Abilities: Str 47, Dex 26, Con 43, Int 36, Wis 36, Cha 38

Skills: Balance +73, Bluff +83, Climb +83, Concentration +85, Diplomacy +83, Disguise +69, Escape Artist +63, Gather Information +68, Heal +78, Intimidate +83, Jump +73, Knowledge (arcana) +82, Knowledge (planes) +82, Knowledge (religion) +82, Listen +73, Move Silently +68, Scry +78, Search +78, Sense Motive +78, Spellcraft +82, Spot +73

Feats: Ambidexterity, Blind-Fight, Combat Casting, Cleave, Dodge, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Multiattack, Power Attack, Spring Attack, Sunder, Weapon Focus (bite, tentacle, tail)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-2 balors plus 1-4 glabrezu)

Challenge Rating: 65

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

It is contended by some that this demon prince is supreme. His hatred for Orcus is immense and unending, followed closely by his hatred for Graz'zt.

Demogorgon appears as an 18-foot tall reptilian-humanoid. He has two heads that bear the visages of baboons. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. In place of arms, he has two huge tentacles.

COMBAT

Demogorgon attacks first using his gaze weapons and should any survive the onslaught, he will utilize his tentacles, tail, and bites. He uses his spells and spell-like abilities liberally in combat, and should the combat go against him, he will summon demons to cover his escape.

Spell-Like Abilities: At will- *blasphemy*, *charm monster*, *charm person*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *fear*, *greater dispelling*, *polymorph self*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol (any)*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of ice*; 1/day—*feblemind*, *power word (any)*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Spells: Demogorgon casts arcane spells as a 20th-level sorcerer (save DC 24 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Trickery, and War.

Disease (Su): Supernatural disease—tentacle attack, Fortitude save (DC 59), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, this continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease page 74 in the *Dungeon Master's Guide*).

Energy Drain (Su): Living creatures hit by Demogorgon's tail lash receive two negative levels. The Fortitude save to remove a negative level has a DC of 57.

Gaze Attacks (Su): Each of Demogorgon's head's can emit one gaze

effect; hypnotism and insanity. If he focuses both gazes on one foe, he can *dominate* his opponent. Each is usable once per round.

Each gaze effect resembles a spell cast by a 20th-level sorcerer. All gazes have a range of 50 feet and a save DC of 57.

Hypnotism: Left head; the target must succeed at a Will save or be affected as though by the spell.

Insanity: Right head; the target must succeed at a Will save or be affected as though by the spell.

Domination: Both heads combined; the target must succeed at a Will save or be affected as though by the spell.

Summon Demons (Sp): Three times per day Demogorgon can automatically summon 1d2 balors, 1d3 nalfeshnees or glabrezu, or 1d4 mariliths.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Demogorgon first appeared in the *Monster Manual* (Gary Gygax, 1977).

FRAZ-URB 'LUU (Prince of Deception)

Huge Outsider (Chaotic, Evil)

Hit Dice: 77d8+924 (1270 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 50 ft (average)

AC: 38 (-2 size, +5 Dex, +25 natural)

Attacks: 2 slams +92 melee, bite +90 melee, tail slash +90 melee

Damage: Slam 2d6+16, bite 2d6+8, tail slash 2d4+8

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, spells, improved grab, tear, summon demons, summon prince or lord

Special Qualities: Damage reduction 30/+3, SR 30, immunities, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +52, Ref +45, Will +51

Abilities: Str 42, Dex 20, Con 34, Int 32, Wis 32, Cha 36

Skills: Bluff +93, Concentration +93, Diplomacy +93, Hide +91, Intimidate +93, Intuit Direction +93, Knowledge (arcana) +93, Knowledge (planes) +93, Knowledge (history) +93, Knowledge (geography) +93, Knowledge (religion) +93, Listen +93, Move Silently +91, Scry +93, Search +93, Sense Motive +93, Spellcraft +93, Spot +93

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Empower Spell, Extend Spell, Great Cleave, Improved Critical (slam, bite, tail), Improved Initiative, Improved Unarmed Attack, Multiattack, Power Attack, Quicken Spell, Spell Penetration, Stunning Fist, Weapon Focus (slam, bite, tail)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 nalfeshnees or 1-2 balors)

Challenge Rating: 65

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Fraz-Urb 'Luu dwells on an abyssal plane that seems totally flat and

featureless. The dreary place is actually alive to the demon's wishes, and shapes itself accordingly into hills, caves, etc. From the experiences of two individuals who have been there and returned, the horrible place is not only depressing and sickening, but magic items there lose their dweomer. Therefore, it seems almost certain that any magic treasure Fraz-Urb 'Luu possesses (save for artifacts and relics) will be spoiled.

For several centuries Fraz-Urb 'Luu was trapped under Castle Greyhawk in a stone prison. Many adventurers unwary enough to converse with him were destroyed forever. Eventually two powerful individuals, a wizard and a cleric, were duped into performing a series of heroic deeds that set him free. As their just rewards, the demon prince transported them to his abyssal lair where they still serve as his slaves.

Fraz-Urb 'Luu is looking for his staff, a powerful artifact which is said to combine the powers of several staves and rods. The dreaded artifact was stolen from him while he was imprisoned, and even the other demon princes do not desire its recovery.

Fraz-Urb 'Luu appears as a hulking, 18-foot tall humanoid. His body is covered in short, coarse, blue hair. His feet are broad and splayed, and his hands are large and stubby. His visage is beautiful, but cruel, and the mouth is huge and fanged. Large, ragged ears jut from the central portion of the skull to beyond the domed, rather pointed, head. He has pale gray skin and two vast wings of dull black project from his back. His tail is hairless, from a gray base to a pale blue tip.

COMBAT

Fraz-Urb 'Luu will pummel and bite a foe in combat, or use his tail to slash an opponent or entwine an opponent while he bites and pummels him.

One of his favorite tactics, after a group of would-be-slayers has been worn down, is to summon another demon prince to deal with them.

Fraz-Urb 'Luu will teleport away when the prince or lord arrives.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, hypnotic pattern, mislead, polymorph self, polymorph other, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight*, and *wall of fire*; 1/day—*plane shift, power word blind*, and *prismatic spray*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Fraz-Urb 'Luu casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and Trickery.

Improved Grab (Ex): To use this ability, Fraz-Urb 'Luu must hit an opponent with a slam attack or his tail attack. If he gets a hold he tears the flesh.

Tear (Ex): Fraz-Urb 'Luu automatically hits a held opponent with all his melee attacks each round he maintains the hold.

Summon Demons (Sp): Three times per day Fraz-Urb 'Luu can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Prince or Lord (Sp): Once per day Fraz-Urb 'Luu can attempt to deceive another demon prince or lord into believing that he or she has been summoned by the party (so long as the party and Fraz-Urb 'Luu are on the same plane) with a 70% of success. If the

deception succeeds, the summoned demon prince (lord) or princess (lady) appears believing to have been summoned by those opposing Fraz-Urb 'Luu.

Immunities (Ex): Fraz-Urb 'Luu is immune to all mind-influencing effects and detection spells and effects.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Fraz-Urb 'Luu can communicate telepathically with any creature within 100 feet that has a language.

Fraz-Urb 'Luu first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

GRAZ'ZT (Demon Prince)

Large Outsider (Chaotic, Evil)

Hit Dice: 62d8+868 (1147 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 47 (-1 size, +8 Dex, +25 natural, +5 shield)
42 (without shield)

Attacks: Large +5 *vorpal bastard sword* +79/+74/+69/+64/+59 melee; or large +5 *vorpal bastard sword* +79 melee and +3 *guisarme* +74 melee

Damage: Large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid; or large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid and +3 *guisarme* 2d4+9

Face/Reach: 5 ft by 5 ft/10 ft (15-20 f. with *guisarme*)

Special Attacks: Spell-like abilities, spells, fear aura, summon demons

Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +47, Ref +41, Will +45

Abilities: Str 34, Dex 26, Con 38, Int 36, Wis 36, Cha 40

Skills: Bluff +79, Concentration +79, Craft (weaponsmith) +62, Diplomacy +79, Disguise +79, Escape Artist +58, Gather Information +77, Heal +62, Intimidate +79, Jump +63, Knowledge (arcana) +77, Knowledge (planes) +77, Knowledge (religion) +77, Listen +77, Move Silently +73, Scry +77, Search +77, Sense Motive +77, Spellcraft +77, Spot +77

Feats: Ambidexterity, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Two-Weapon Fighting, Weapon Focus (bastard sword), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 lamias plus 2-4 succubi or mariliths)

Challenge Rating: 64

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

One of the most powerful demon rulers in the Abyss is Lord Graz'zt, dedicated foe of both Demogorgon (q.v.) and Orcus (q.v.). The never-ending war between Graz'zt and the other demon lords rages across

the Abyss showing no mercy to those that get in its way.

Graz'zt is one of the handsomest of the demon lords, at least by human standards. He appears as a large, 9-foot tall humanoid with black skin and green glowing eyes. His slanted eyes and pointed ears are merely indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

COMBAT

Graz'zt attacks using his spells, spell-like abilities and bastard sword. On occasion he has been known to forego the use of his shield and wield two weapons, his bastard sword and a guisarme (that he wields one-handed).

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic missile, mirror image, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight, and wall of fire*; 1/day—*disintegrate, fire storm, polymorph any object, and trap the soul*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Graz'zt casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and War.

Fear Aura (Su): 60 feet; Will save (DC 55) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Graz'zt's fear aura for one day.

Summon Demons (Sp): Three times per day Graz'zt can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Graz'zt can communicate telepathically with any creature within 100 feet that has a language.

Graz'zt first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

JUIBLEX (The Faceless Lord)

Large Outsider (Chaotic, Evil)

Hit Dice: 29d8+435 (565 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 10 ft.

AC: 31 (-1 size, +22 natural)

Attacks: Slam +39 melee

Damage: Slam 2d6+16 and 1d6 acid

Face/Reach: 5 ft by 20 ft/10 ft

Special Attacks: Spell-like abilities, spells, acid, slime spittle, summon demons

Special Qualities: Amorphous, damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +31, Ref +16, Will +25

Abilities: Str 32, Dex 10, Con 40, Int 28, Wis 28, Cha 28

Skills: Climb +35, Concentration +47, Decipher Script +35, Diplomacy +39, Escape Artist +25, Gather Information +27, Intimidate +39, Intuit

Direction +38, Knowledge (arcana) +34, Knowledge (planes) +34, Listen +41, Move Silently +32, Scry +35, Search +35, Sense Motive +34, Spellcraft +36, Spot +41, Wilderness Lore +34
Feats: Cleave, Concentration, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Track

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-8 ochre jellies, 1-4 gray oozes, and 1-4 black puddings)

Challenge Rating: 55

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

There is no question that this is the most disgusting and loathsome of all demons. Juiblex is foul and nauseating in the extreme, reclusive and resentful of intrusion by any form of normal creature. He surrounds his person with oozes of all kinds. It is said by some that all such creatures are his spawn and find their way to the Prime Material by oozing through the cracks of the earth from the depths of the Abyss.

Juiblex has no set form. He takes the form of a 9-foot tall column of ooze, striated in disgusting blackish greens, foul browns and yellows, and sickly translucent grays. From this mass protrude several glaring red eyes. Juiblex can spread himself into a vast pool of slime or rise in a towering column of disgusting ordure 12 or more feet in height.

COMBAT

Juiblex's dripping form can lash forward in melee to cause terrible damage—both from the force of his blow and the caustic properties of his noisome secretions.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Spells: Juiblex casts arcane spells as a 20th-level sorcerer (save DC 29 + spell level) and divine spells as a 20th-level cleric (save DC 31 + spell level). He has access to the domains of Chaos, Evil, and Water.

Acid (Ex): Juiblex secretes an acid that dissolves only flesh. Any melee hit deals acid damage.

Slime Spittle (Su): Once per minute, 20 foot line of slime; Fortitude save (DC 40) or 1d6 points of acid damage and 1d6 points of temporary Constitution damage per round. On the first round the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime.

Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness, but not that of wood. The slime does not harm stone.

A metal or wooden weapon that touches the slime dissolves immediately unless it makes a successful Reflex save (DC 40).

Amorphous (Ex): Juiblex is not subject to critical hits, and having no clear front or back, cannot be flanked.

Summon Demons (Sp): Three times per day, Juiblex can automatically summon one balor, or two nalfeshnee or glabrezu, or 1d6 hezrous.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Juiblex first appeared in the *Monster Manual* (Gary Gygax, 1977).

KOSTCHTCHIE (Demon Lord)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 32d8+256 (400 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 36 (+1 Dex, +25 natural)

Attacks: Large two-handed +4 *warhammer* +49/+44/+39/+34/+29
melee

Damage: Large two-handed +4 *warhammer* 2d6+22

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, stun, summon demons

Special Qualities: Damage reduction 30/+3, SR 26, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +26, Ref +19, Will +26

Abilities: Str 35, Dex 13, Con 27, Int 26, Wis 26, Cha 23

Skills: Bluff +29, Climb +44, Concentration +40, Diplomacy +38, Escape Artist +26, Gather Information +38, Intimidate +38, Intuit Direction +40, Jump +32, Knowledge (arcana) +40, Knowledge (planes) +39, Listen +43, Move Silently +26, Search +39, Sense Motive +41, Spellcraft +38, Spot +43

Feats: Blind-Fight, Cleave, Combat Casting, Expertise, Great Cleave, Improved Critical (warhammer), Improved Disarm, Power Attack, Weapon Focus (warhammer)

Climate/Terrain: Any land and underground

Organization: Troupe (two Huge 18 HD leucrottas or two Huge 18 HD winter wolves) or squad (2-4 frost giants and one Huge ancient 30 HD white dragon that serves as his steed)

Challenge Rating: 55

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Kostchtchie is a powerful demon lord, so evil, that he is even hated by those of his own kind.

He appears as a 7-foot humanoid with short, bandy legs. He is relatively slow (compared to other demon lords). His head is a flat oval with slitted eyes and gross features. His torso and arms bulge with muscles. His skin is pale yellow and hairless save for eyebrows.

COMBAT

Kostchtchie fights with his warhammer in battle.

Spell-Like Abilities: At will—*bestow curse*, *blasphemy*, *command*,

deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic circle against good, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, and unholy blight; 1/day—harm and poison. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: Kostchtchie casts arcane spells as a 20th-level sorcerer (save DC 16 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Destruction.

Stun (Su): Any creature hit by Kostchtchie's warhammer must make a Fortitude save (DC 20) or be stunned for 1d3 rounds.

Summon Demons (Sp): Three times per day Kostchtchie can automatically summon one balor or nalfeshnee, or 1d4 babau demons (q.v.).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Kostchtchie first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

LOLTH (Demon Queen of Spiders)

Large Outsider (Chaotic, Evil)

Hit Dice: 46d8+540 (746 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 50 ft, climb 30 ft

AC: 48 (-1 size, +9 Dex, +30 natural)

Attacks: Bite +59 melee

Damage: Bite 1d8+19 and poison

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Spell-like abilities, spells, web, poison, summon demons, summon spiders

Special Qualities: Damage reduction 30/+3, SR 32, susceptibility to holy water, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +37, Ref +34, Will +38

Abilities: Str 36, Dex 28, Con 34, Int 32, Wis 36, Cha 40

Skills: Bluff +61, Climb +67, Concentration +58, Diplomacy +61, Disguise +50, Escape Artist +44, Gather Information +56, Hide +46, Intimidate +60, Jump +60, Knowledge (arcana) +58, Knowledge (planes) +58, Knowledge (religion) +58, Listen +62, Move Silently +54, Scry +51, Search +51, Sense Motive +52, Spellcraft +57, Spot +62

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Great Cleave, Improved Initiative, Maximize Spell, Mobility, Power Attack, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe

Challenge Rating: 57

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Loth is a very powerful and feared demoness. Her Abyssal lairs are

collectively and rightfully known as the Demonweb pits. She usually takes the form of a large, 9-foot long black widow spider, though she enjoys appearing as an exquisitely beautiful female drow. Little is known about her aims, and only the fact that the drow worship of Lolth causes her to assume form on the Material Plane permits compilation of any substantial information whatsoever.

COMBAT

Lolth attacks using her bite and spell-like abilities in combat. If she is confronted in drow form she will use her spells, before assuming her true form; that of a giant black widow spider.

Spell-Like Abilities: At will—*blasphemy, confusion, deeper darkness, desecrate, detect good, detect law, dispel magic, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, and unholy blight*; 3/day—*heal* (self only) and *shapechange*; 1/day—*word of chaos*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Lolth casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). She has access to the domains of Chaos, Evil, Destruction, and Trickery.

Web (Ex): Lolth can shoot webs from her abdomen at a range of 30 feet. This attack resembles the *web* spell with the following exceptions: the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 45, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

In addition, the webs are coated with an acidic poison that deals 1d6 points of damage per round of contact.

Poison (Ex): Bite, Fortitude save (DC 45); initial damage 3d6 temporary Constitution, secondary damage 3d6 temporary Constitution.

Summon Demons (Sp): Three times per day Lolth can automatically summon 1d4 vrocks or hezrous, or 1d3 glabrezus.

Summon Spiders (Sp): Three times per day Lolth can automatically summon 2d4 Medium-size, 1d6 Large, 1d4 Huge, or 1d2 phase spiders.

Susceptibility to Holy Water (Ex): Lolth is especially vulnerable to holy water, taking 3d6 points of damage from a direct hit, and 3 points of damage from a splash.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Lolth can communicate with any creature within 100 feet that has a language.

Lolth first appeared in D3 *Vault of the Drow* (Gary Gygax, 1980).

ORCUS (Demon Prince of Undead)

Large Outsider (Chaotic, Evil)

Hit Dice: 50d8+750 (975 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 40 (-1 size, +6 Dex, +25 natural)

Attacks: 2 slams +67 melee, tail sting +64 melee; or *Wand of Orcus* +67 melee, tail sting +64 melee
Damage: Slam 2d6+17, tail sting 2d4+8 and poison; or *Wand of Orcus* 1d8+17 and death
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, fear aura, poison, summon demons, summon undead
Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, speak with dead, darkvision 60 ft
Saves: Fort +42, Ref +33, Will +39
Abilities: Str 45, Dex 23, Con 40, Int 34, Wis 34, Cha 36
Skills: Bluff +63, Climb +62, Concentration +65, Diplomacy +63, Disguise +63, Escape Artist +51, Gather Information +62, Heal +62, Intimidate +66, Jump +62, Knowledge (arcana) +62, Knowledge (planes) +62, Knowledge (undead) +65, Listen +65, Move Silently +56, Scry +62, Search +57, Sense Motive +65, Spellcraft +62, Spot +65
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Multiattack, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (slam, *Wand of Orcus*)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-2 mariliths plus 4-20 zombies or shadows)
Challenge Rating: 60
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Orcus is one of the strongest and most powerful of all demon lords. He fights a never-ending war that spans the many layers of the Abyss with the forces of Graz'zt. Orcus is known as the Prince of the Undead, for it is said in secret that he alone invented the first undead that walked the worlds.

Orcus appears as a grossly fat demon some 15 feet tall. His gray body is covered with goatish hair, and his head is goat-like, although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat-like wings sprout from his back, and his long snaky tail is tipped with a razor sharp poisonous tip.

COMBAT

Orcus prefers to melee with his fists. If pressed, he will use his spells and spell-like abilities. He wields his Wand whenever possible. If combat is going against him, he will summon demons and undead to cover his escape.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm monster, charm person, deeper darkness, desecrate, detect good, detect law, detect thoughts, dispel magic, fear, greater dispelling, lightning bolt, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight*, and *wall of fire*; 1/day—*feeblemind*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Orcus casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Death, Evil, and War.

Fear Aura (Su): 60 feet; Will save (DC 48) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Orcus' fear aura for one day.

Poison (Ex.): Tail sting, Fortitude save (DC 50); initial damage 3d6 temporary Constitution, secondary damage death.

Wand of Orcus: Obsidian rod topped with a humanoid skull. Any creature of less than 40 HD that touches it (or is touched by it) must succeed at a Fortitude save (DC 40) or die immediately. Creatures slain by this power cannot be raised or resurrected by any means short of a god's magic. Orcus can suppress this power, and has been known to do so, when he lets the *Wand* pass into the Material Plane into the hands of one of his followers. In addition, the *Wand* also has the following powers.

- At will—*detect good, detect thoughts*
- 1/day—*animate dead, destruction, speak with dead, unhallow*
- 3/day—*magic circle against good*
- Can use *summon monsters* or *summon nature's ally* to summon undead of equal HD.

The wielder of the *Wand* suffers the following side effects (these do not apply to Orcus or any creature over 40 HD).

- Death stench in a 10-foot radius around wielder (no real harm, other than stinking).
- Each time a power is used, wielder must make a Will save (DC 20) or gain 1 negative level. There is no DC to remove the negative level. Negative levels automatically vanish at the rate of one per day when the wielder gets rid of the *Wand*.

Speak with Dead (Su): Orcus can, at will, speak with dead (as the spell of the name).

Summon Demons (Sp): Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Undead (Sp): As their prince, Orcus can, three times per day, automatically summon 4d8 skeletons or zombies, 3d6 ghouls, ghosts, or shadows, 2d4 wights, spectres, or wraiths.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Orcus first appeared in the *Monster Manual* (Gary Gygax, 1977).

PAZUZU (Prince of the Lower Aerial Kingdoms)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 51d8+510 (739 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (perfect)

AC: 44 (+9 Dex, +25 natural)

Attacks: +4 greatsword +68/+63/+58/+53/+48 melee; or 2 claws +64 melee

Damage: +4 greatsword 2d6+16; or claw 1d8+12

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, spells, breath weapon, summon demons, summon aid, dominate aerial creatures

Special Qualities: Damage reduction 30/+3, SR 32, plane shift, fast healing 5, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +37, Ref +36, Will +37

Abilities: Str 34, Dex 28, Con 30, Int 30, Wis 30, Cha 30

Skills: Bluff +55, Climb +62, Concentration +60, Diplomacy +60, Escape Artist +54, Gather Information +60, Heal +50, Intimidate +60, Intuit Direction +60, Jump +57, Knowledge (arcana) +60, Knowledge (planes) +60, Listen +60, Move Silently +59, Scry +55, Search +60, Sense Motive +58, Spellcraft +60, Spot +60

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (claws, greatsword)

Climate/Terrain: Any land

Organization: Solitary or troupe (3-6 balors)

Challenge Rating: 60

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Pazuzu is unlike all other lords of the Abyss in that he rules the skies above all the layers, at least to some extent. He differs from the others in several other ways as well. He does not compete for rulership on any plane or place, for he considers himself above competition. Instead, he treats all those with power on the lower planes equally (if not actually regarding them as equals). He is known to be on amicable terms with the mighty daemons and the dukes of Hell.

Pazuzu can appear as any creature (using his *shapechange* ability), although he usually takes the form of either a human or some creature of the air. In his true form, he appears as a 7-foot tall humanoid with four great wings jutting from his back. Although he is handsome, his features betray a great evil, and his eyes glow red. He has a noble brow and large head, a solid muscular body, and taloned, avian feet.

COMBAT

Pazuzu relies on his spells and spell-like abilities in combat rather than his sword or claws. If engaged in melee, he will usually summon his demon allies to his aid and retreat to attack from afar.

In general, Pazuzu prefers to play with and torment opponents rather than use radical attack forms, except in life or death situations.

Spell-Like Abilities: At will—*blasphemy*, *control weather*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *flesh to stone*, *greater dispelling*, *lightning bolt*, *pyrotechnics*, *read magic*, *shapechange*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of stone*; 1/day—*wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Spells: Pazuzu casts arcane spells as a 20th-level sorcerer (save DC 20 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Chaos, Evil, and Air.

Breath Weapon (Su): Each breath weapon's effect resembles a spell cast by a 20th-level sorcerer, and each is usable once per day. Each is

a cone 100 feet long and has a save DC of 45.

Creeping Doom: This works like the spell of the same name.

Insect Plague: This works like the spell of the same name.

Corrosive Gas: The target must succeed at a Reflex save or take 2d6 points of acid damage.

Summon Demons (Sp): Three times per day, Pazuzu can automatically summon 2d4 succubi.

Summon Aid (Sp): Three times per day, Pazuzu can automatically summon 3d4 harpies, 1d4 perytons, or 1d6 gargoyles with a 50% chance of success.

Dominate Aerial Creatures (Ex): Pazuzu has a natural power of domination over all evil aerial creatures. Those of 5 Hit Dice or less will obey his every command if he is within sight of them.

Plane Shift (Sp): Pazuzu can enter any of the Lower Planes, the Astral Plane, or the Material Plane. This ability transports Pazuzu only; he cannot take others with him. It is otherwise similar to the spell of the same name.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Pazuzu first appeared in the *Monster Manual II* (Gary Gygax, 1983).

YEENOGHU (Demon Lord of Gnolls)

Large Outsider (Chaotic, Evil)

Hit Dice: 45d8+585 (787 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 42 (-1 size, +8 Dex, +25 natural)

Attacks: +4 *heavy flail* +60/+55/+50/+45/+40 melee

Damage: +4 *heavy flail* 1d10+15 plus *confusion* or *paralysis*

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, summon demons, summon gnolls, summon ghouls

Special Qualities: Damage reduction 30/+3, SR 29, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +39 Ref +32, Will +36

Abilities: Str 32, Dex 26, Con 36, Int 26, Wis 34, Cha 34

Skills: Bluff +60, Climb +46, Concentration +56, Diplomacy +54, Disguise +54, Escape Artist +43, Gather Information +48, Intimidate +52, Jump +46, Knowledge (arcana) +46, Knowledge (planes) +46, Listen +60, Move Silently +47, Scry +38, Search +43, Sense Motive +52, Spellcraft +53, Spot +60

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (heavy flail), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (6-20 gnolls or 2-8 ghouls)

Challenge Rating: 56

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Amongst the ranks of the demon princes, Yeenoghu is one of the most powerful and most feared. He dwells in a great mansion the size of a large city. It rolls across the barren salt-waste of his layers, pulled by slaves and controlled by gnolls.

Yeenoghu resembles a human in general form, but only at first glance. His head is that of a hyena, his chest is canine in form, his hands are paw-like, and his feet are pawed. Yeenoghu is thin to the point of being skeletal, and his only body hair is a mangy crest of putrid yellow from his head to his mid-back. Yeenoghu's skin is a dead gray in color, and it is smooth. His eyes are lambent amber and large.

COMBAT

Yeenoghu attacks with his flail and spell-like abilities in combat.

Spell-Like Abilities: At will—*blasphemy*, *comprehend languages*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *hold person*, *invisibility*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 3/day—*magic missile*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Yeenoghu casts arcane spells as a 20th-level sorcerer (save DC 22 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Evil, and Trickery.

Heavy Flail: A creature struck by the flail will be affected by the following. Each is as the spell cast by a 20th-level sorcerer and has a save DC of 20.

Confusion (Su): Will save or be affected as though by the spell.

Paralysis (Su): Fortitude save or be paralyzed for 2d8 rounds.

Summon Demons (Sp): Three times per day Yeenoghu can automatically summon one balor, nalfeshnee, or 1d3 mariliths.

Summon Gnolls (Sp): Three times per day, as the Prince of Gnolls, Yeenoghu can summon 5d12 gnolls.

Summon Ghouls (Sp): Twice per day Yeenoghu can automatically summon 3d6 ghouls.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

Yeenoghu first appeared in the *Monster Manual* (Gary Gygax, 1977).

MISKA (The Wolf Spider)

Large Outsider (Chaotic, Evil)

Hit Dice: *Current:* 24d8+168 (138 hp)

Full Essence: 24d8+168 (276 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft, climb 30 ft

AC: 31 (-1 size, +2 Dex, +20 natural)

Attacks: *Current:* 4 slams +30 melee, 2 bites +28 melee; or +3 scimitar of speed +33/+33 melee, +5 scimitar of disintegration +33

melee, 2 +3 *morningstars* +31 melee, 2 bites +28 melee

Full Essence: 4 slams +37 melee, 2 bites +35 melee; or +3 *scimitar of speed* +40/+40 melee, +5 *scimitar of disintegration* +40 melee, 2 +3 *morningstars* +38 melee, 2 bites +35 melee

Damage: *Current*: Slam 1d8+10, bite 1d8+3 and poison; or +3 *scimitar of speed* 1d6+10, +5 *scimitar of disintegration* 1d6+6, +3 *morningstar* 1d8+6, bite 1d8+3 and poison

Full Essence: Slam 1d8+14, bite 1d8+3 1d8+7 and poison; or +3 *scimitar of speed* 1d6+17, +5 *scimitar of disintegration* 1d6+12, +3 *morningstar* 1d8+10, bite 1d8+7 and poison

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, summon demons, poison, web, acidic blood

Special Qualities: Damage reduction 30/+3, SR 28, freedom of movement, demon qualities, telepathy, sound imitation, regeneration 10, darkvision 120 ft

Saves: Fort +21, Ref +16, Will +18

Abilities: Str 25 (39)*, Dex 15, Con 25, Int 10 (20)*, Wis 18, Cha 20

Skills: Bluff +20, Climb +27 (+38)*, Concentration +34, Diplomacy +32, Gather Information +24, Intimidate +29, Knowledge (arcana) +27 (+32)*, Knowledge (planes) +27 (+32)*, Knowledge (religion) +27 (+32)*, Listen +24, Move Silently +17, Search +20 (+25)*, Sense Motive +24, Spellcraft +15 (+20)*, Spot +24

Feats: Blind-Fight, Cleave, Great Cleave, Improved Initiative, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 55

Treasure: None plus +3 *scimitar of speed*, +5 *scimitar of disintegration*, and two +3 *morningstars*

Alignment: Always chaotic evil

Advancement: By character class

* Part of Miska's essence is stored in the *Rod of Seven Parts*. He can transfer his essence back to his body if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's true resurrection* power is used on him. If successful, he gains the ability scores, skills, hit points, and attack and damage bonuses listed.

The *Rod* will fly 10d10x100 feet away from Miska once his essence is drawn from it.

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati (Wind Dukes) pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the multiverse.

Miska appears as an enormous half-human half-wolf spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as night. His spider body is blue-black, like a knife blade discolored by flame, and marked with bands of gray, silver, and blue. His arms are as white as bleached ivory.

COMBAT

Miska is a very deadly opponent in combat. He uses all of his powers to their fullest. His favorite method is physically assaulting his opponent with his vast array of weaponry.

Miska wields a +3 *scimitar of speed*, two +3 *morningstars*, and a +5 *scimitar* that disintegrates any lawful creature it touches. While he attacks with his weapons, his wolf heads will bite an opponent.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol (any)*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 3/day—*slow*, *shapechange*; 1/day—*implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Poison (Ex): Bite, Fortitude save (DC 29); initial damage 2d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Acidic Blood (Ex): When Miska is struck by a piercing or slashing weapon for 10 points of damage or more, the attacker must succeed at a Reflex save (DC 29) or die from the poisonous blood that sprays from the wound. Even if save is successful, the attacker suffers 2d6 points of damage from the caustic properties of the ichor.

Web (Ex): Every 1d4 rounds Miska can shoot webs from his abdomen. This attack is like a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the web is 29, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

Freedom of Movement (Ex): Miska cannot be trapped in webs of any kind, magical or normal.

Sound Imitation (Ex): Miska can mimic any sound or voice. Will save (DC 27) to detect.

Summon Demons (Sp): Twice per day Miska can automatically summon 1d2 bebilibs, two balors, two marilith, or two glabrezu.

Regeneration (Ex): While the *Rod* exists Miska cannot be slain, even by a *miracle* or *wish*. As long as the *Rod of Seven Parts* exists, no form of attack does normal damage to him. Miska regenerates even if slain with death magic or *disintegrated*. These attack forms merely reduce him to –10 hit points. He is immune to effects that produce incurable or bleeding wounds, such as a *sword of wounding*, mummy rot, or a clay golem's wound ability.

If slain, his weapons disappear, and he reforms (with his weapons) in 1d10 minutes.

Lost limbs regrow in 1d6 minutes. Miska can reattach severed limbs immediately by holding it to the stump.

If Miska regains his essence, he may be slain as any other demon, though the would-be slayers must contend with his increased powers.

Scimitar of Disintegration: Any lawful creature struck by this scimitar must succeed at a Fortitude save (DC 19) or be destroyed as if by a *disintegrate* spell.

Scimitar of Speed: Miska gains one extra attack at his full attack bonus with this weapon each round.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

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

NOTES ON MISKA

Miska is currently trapped in a prison on the plane of Pandemonium. Once reunited with the *Rod of Seven Parts*, the bubble of Law that binds him will weaken enough for him to break free, and take his place as general of the armies of Chaos.

Miska was first mentioned in the *Dungeon Master's Guide* (Gary Gygax, 1979) and was fully detailed in the *Rod of Seven Parts* boxed set (Skip Williams, 1996).

THE QUEEN OF CHAOS

Huge Outsider (Chaotic, Evil)

Hit Dice: 46d8+552 (759 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft

AC: 31 (-2 size, +1 Dex, +22 natural)

Attacks: +5 *chaotic trident* +59 melee, 2 tentacle slaps +52 melee, bite +52 melee

Damage: +5 *chaotic trident* 1d8+14 and 2d6 chaotic damage to lawful creatures, tentacle 2d4+4, bite 2d6+4

Face/Reach: 10 ft by 20 ft/10 ft (60 ft with primary tentacles)

Special Attacks: Spell-like abilities, spells, improved grab, constrict, crush, noxious cloud, chaos gate, summon demons

Special Qualities: Damage reduction 30/+3, SR 30, regeneration 10, demon qualities, telepathy, empathic link, darkvision 60 ft

Saves: Fort +37, Ref +26, Will +36

Abilities: Str 29, Dex 13, Con 34, Int 32, Wis 32, Cha 32

Skills: Balance +46, Bluff +60, Concentration +61, Diplomacy +60, Gather Information +60, Intimidate +60, Intuit Direction +60, Knowledge (arcana) +60, Knowledge (planes) +60, Knowledge (*Rod of Seven Parts*) +60, Knowledge (religion) +60, Listen +60, Move Silently +50, Scry +60, Search +60, Sense Motive +56, Spellcraft +60, Spot +60

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (trident, tentacle, bite)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 lycosidilith spider-demons and 1 raklupis spider-demon)

Challenge Rating: 57

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

The Queen of Chaos is a native of Limbo and rules the Steaming Fen. Her main goal and primary objective is to retrieve the *Rod of Seven Parts* and use it to heal Miska and resume the War of Law and Chaos.

Her lower body is a mass of squid-like tentacles, mauve in color; a beak lies hidden among her lower tentacles. The tentacles are always shiny with slime, and a twisted network of red and purple veins can be seen through her skin. Her upper body is humanoid, female, and grossly fat with bluish skin. Her eyes and hair are dark green and hangs in drooping curls. She stands about 25 feet tall.

COMBAT

The Queen attacks with her spell-like abilities and her trident, both as a ranged weapon and in melee. If she grabs an opponent with her tentacles, she will pass it to her lower tentacles where she can deal bite damage as well, with the beak hidden amongst them.

Spell-Like Abilities: At will—*blasphemy*, *chain lightning*, *clairvoyance/clairaudience*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect magic*, *fear*, *greater dispelling*, *major image*, *magic circle against law*, *magic missile*, *mass charm*, *pyrotechnics*, *read magic*, *see invisible*, *slow*, *suggestion*, *symbol (any)*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *ventriloquism*; 3/day—*polymorph any object*; 1/day—*circle of death*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: The Queen can cast divine spells from the Chaos domain as a 20th-level cleric (save DC 21 + spell level).

Improved Grab (Ex): To use this ability, the Queen must hit an opponent with a tentacle attack. If she gets a hold, she can constrict.

Constrict (Ex): The Queen deals 2d4+9 points of damage with a successful grapple check against Large or smaller creatures. She may pass a trapped creature to the tentacles on her lower body in order to free up her primary tentacles. This is a free action. A foe still takes constriction damage each round regardless of which tentacle holds it.

An attack with a +3 or greater slashing weapon that deals at least 15 points of damage severs a tentacle (AC 25).

Tear (Ex): A beak hidden among her tentacles automatically bites a trapped opponent for 2d6+4 points of damage each round.

Noxious Cloud (Su): Affected as by *deeper darkness* and *stinking cloud*, cone, 30 feet, every hour; Fortitude save (DC 35).

Crush (Ex): The Queen may place a constricted opponent under her massive lower body as a standard action. A trapped opponent takes 2d6+9 points of crushing damage per round. A creature may escape by making an Escape Artist check or Strength check with a DC of 29.

Empathic Link (Su): The Queen has a sixth sense concerning the *Rod of Seven Parts* and can sense its precise location when a creature begins assembling the pieces or when the wielder uses one of the *Rod's* powers. This ability is not inhibited by distance or plane, though she can only detect the *Rod* if it is on Limbo, the Material Plane, or the current plane in which she is traveling.

Chaos Gate (Su): Three times per hour, when the Queen detects the *Rod* being used, she can create a *gate* within 30 feet of her. The other end opens on Limbo or the Material Plane 30-120 feet away from the current wielder of the *Rod*. For each piece of the *Rod* that has been assembled, subtract 10 feet from the distance the gate appears in front of the wielder. Through this gate, the Queen will send a pack or troupe of spider-demons to slay the wielder and retrieve the *Rod*.

Any creature, save the Queen, a demon, or a creature native to Limbo, that steps through the gate (on either side) has a 25% chance of being swept to a random outer plane of existence.

Objects and magical effects cannot pass through the chaos gate unless worn or carried.

Summon Demons (Sp): Three times per day the Queen can automatically summon 1d3 raklupis spider-demons, 1d6 lycosidilith or phisarazu spider-demons, or 2d4 spithriku spider-demons, or 2d8 kakkuu spider-demons.

Chaotic Trident: Her trident deals +2d6 points of chaotic damage to

any lawful creature it hits. Any lawful creature touching it gains one negative level, so long as the trident is in hand.

The Queen, if she hurls this weapon, can retrieve it as a free action using the rope attached to it (the other end is attached to her wrist). The rope (hardness 5, 20 hp) is 75% resistant to magical fire and 100% resistant to normal fire.

Regeneration (Ex): The Queen of Chaos takes normal damage from holy and blessed weapons of at least +3 enchantment.

If she loses a tentacle or body part, the lost portion regrows in 4d12 hours.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): The Queen of Chaos can communicate telepathically with any creature within 100 feet that has a language.

The Queen of Chaos was first mentioned in the *Dungeon Master's Guide* (Gary Gygax, 1979) and was fully detailed in the *Rod of Seven Parts* boxed set (Skip Williams, 1996).