

The Complete Netbook of Demons and their Relatives

(Book not signed or dated)

T_EX'ed by PM

Politics of the abyss

As you already know if you have read *Monster Manual* one, that Orcus and Demogorgon are suppose to be the two most powerful demon rulers of the abyss. *Monster Manual* seems to add to the problem of the relative power of that of Orcus to other demons such as Pazuzues (who could probably beat any demon mentioned in *Monster Manual* one or *Monster Manual* two... most of Demogorgon were the two most powerful demons who were contending for the rulership of the abyss. Obviously, since Pazuzu is not contending for planes as Orcus and Demogorgon are, then that may solve the discrepancy in the statements made in the first *Monster Manual*.

Another interesting feature in *Monster Manual* one that dealt with the politics of the lower planes, is that Gary seemed to make gods (such as Geryon and Moloch) from different pantheons fighting each other. So that would

explain why Orcus (an Etruscan deity) was fighting Demogorgon (a greek deity). Although this doesn't make much sense since history does not put the Etruscans and Greeks at odds with each other unless you think of the Etruscans as pre-Roman in culture. That would mean that the Roman god (Orcus) was fighting the Greek god (Demogorgon), an interesting parallel if compared to the real world. If you take a look at history (and *Monster Manual* II), you see that there are many more demons originating from both the Etruscan and Greek Mythology. For example on the Etruscan side, there was Charun (a death god), Tuchulcha (Demon Prince of Infernal Tortures), Mantus (another death god, I think...although I have very little information on him), and Mania (a nymph cursed into a wretched form, "mother of manes"). This would make the demon gods originating from the Etruscan pantheon a powerful force. indeed, if they were fighting with other (perhaps, maybe, under the direction of Orcus) rival pantheons. On the Greek side (excepting Demogorgon) was Gorgon (half of demogorgon), Mormo (I think the spelling is correct, anyway he is the King of Ghouls that was sited under Yeenoghu), Cabiri (a volcanic demon), Euronymous (Prince of death, having many strange similarities with Charun), and Typhon (maybe not). Also you could include the King of Deathmasters from *Best of Anthology* Dragon on Demogorgon's side and Demon Lord of Orcus Gate from the *Bloodstone-Module* series for Orcus' team.

Obviously, not all rulers of the abyss are gods. Some of them just might be powerful demons (or maybe PC's if your campaign gets out of hand), and I have included the lesser known ones here. Other powerful demons, and

other Greater Gods usually do not compete with the rivalry of the abyss. They may have other schemes in mind besides ruling the abyss (again I have included rules in here that may fit into this category. Some want to corrupt good-ei Pazuzues, some want to destroy good-all of them, but some such as Ahrimanes are concentrated their efforts against good, and other demons want to conquer worlds (Lolth, Zugtmoy, actually...probably all of them want to...but these concentrate their activities to conquering worlds). And of course other demons that have other multiple desires, schemes, etc too detailed to be explained here. Some, even though fighting good or trying to escape the internal wars going on in the

abyss eventually get caught up in the wars whether they like it or not (Ahrimanes, for example). Again...this is all speculation, I'm not saying this is true but it seems to be what Gary Gygax had in mind when designing the politics of the abyss. Then again, maybe he never had a scheme in mind, I don't know. But that's what seems to be true.

Gary did not seem to include many other pantheon's deities from other mythologies (in *Monster Manual* I, *Monster Manual* II, and *Fiend Folio*), and so little can be inferred about the nature of the politics concerning those

gods from such pantheons as Indian or African. The Deities and Demigods edition or first edition *Legends and Lore* seems to emphasize that such gods ignore what other pantheon demons do and generally try to spread evil in that type of religion that they are in (such as Kali). If you do decide, however, that gods are to be in conflict with other gods, and you decide that what I have inferred from above about what Gary may have had in mind, then you might judge that the Hindu demons may be in conflict with some Muslim or Chinese pantheon demons. (India has been marked with few wars that I know of, maybe a few squirmishes). The Muslim's satan, or demon, is known as Eblis (also equated with Azazel in some religions) by the way. They also have Munkir, Nekir, and another judging god (as well as a few others that I couldn't find) that seems to be a mix of Hindu and Muslim gods (I think,..I could be wrong on this one).

Considering the "true" demons, which is those that seem to be manifestations of our lower selves, such as deception, pride, anger, and those originating from Jewish and ancient Mesopotamian cultures, Gary seem to have created a fiction about the politics based on a few facts (if any). If they are true physical manifestations of our lower natures, then they cannot be destroyed (if they were, the implications would be enormous, say if all hate was destroyed just because a god was destroyed). Not likely. They have very few worshippers, so perhaps their power is fueled by hate and other desires that mortals have on planes (possibly). Not saying that this is true, it's just a more logical explanation. Here is the listing of demons that Gary gave (the ones that have L beside them are lords, and do not have rulership over an entire layer, the ones that have F beside them are female). Gary also mentioned that this list wasn't exhaustive or complete (For those of you who are imaginative and want to create more demons):

Abraxas A number demon. also associated with 'abracadabra'.

Ahazu (L) A demon of disease-although no description of him is given in any of the books that i looked at, most of the demons of that period were half-animals and half-humans (such as Lamia).

Ahrimanes Lots of variant spellings on this name, easy to find in Zoroaster and Gnostic religion (under Iadaboleth)

Aldinach (F)(L) A female egyption demon that caused storms, ships to sink etc. I couldn't find any description on what she looked like.

- Alrunes (F)(L)** A teutonic demon associated with the vegetables known as mandrakes. Lots of info on her.
- Anarazel** Not much info on him, except on some demonology texts. A terrible demon, hides treasure, causes spectres to appear, etc.
- Ansitif** I got almost no info on him.
- Ardat (F)(L)** Equivalent to those succubus/vampire like demoness.
- Areex** a corrupt form of Ares.
- Asima (L)** A goddess of fate turned into a male demon.
- Astaroth** Easy to find. Powerful demon already detailed in Best of Anthology Dragon Part II (as a devil however, confusing).
- Azael (L)** Sometimes equated with Azazel, confusion. Cast down from heaven and bound in hell with Azazel. (also Az, Ouz, etc).
- Azazel** Bound in his plane and cast down from heaven. Taught men how to make weapons. (Sometimes equivalent to Eblis). Also 'scape-goat'.
- Barbu (L)** Couldn't find much on him.
- Bayemon (L)** another possession type demon.
- Bechard (L)** Demon that causes storms, winds, hail, etc.
- Baltazo (L)** Another of those demons that originated from possession type cases.
- Baphomet** Detailed in MMII. Lord of Minotaurs.
- Cabiri (L)** Either a volcanic demon or a few greek gods worshiped on remote islands (Dionysis, and 3 others).
- Charun (L)** Etruscan death god. Fresco's of him are easy to find in books.
- Dagon** either a fish demon or a agriculture (corn) god.
- Demogorgon** Greek demon. Mortals are not supposed to know his name. Couldn't find much on him., in MM1.
- Eblis** The Arabic Satan. Information on him similar to the eblis bird-race in MM2.
- Ereshkigal** A female god of the underworld (turned into a male demon again). Striking similarities to Hades. Has death gaze, etc.
- Fraz-Urb'luu** Couldn't find anything on him. Detailed in MM2.
- Graz'zt** Couldn't find anything on him. Detailed in MM2.
- Gresil (L)** Another possession type case. Also a demon that tempts through impurity.
- Juiblex** Couldn't find anything on him. Detailed in MM1.
- Kostchtchie (L)** Russian spirit who stole pretty women, raided villages, hated.
- Laraie (L)** detailed in demonology texts. Typed as a archer clad in green.
- Lolth (F)** Couldn't find anything on her. Detailed in MM2, Fiend Folio, Demigods and Deities, Legends and Lore, etc.
- Mastiphal** Mentioned in the book called "The Little Genesis", (I think), and dubbed-"The Prince of Demons".
- Munkir (L)** An Arabic or Indian demon who had horrifying aspects that interrogated the dead. Had faces and bodies of rakhasa (although other descriptions differ).
- Nekir (L)** Worked with Munkir, and another death god of the same religion.
- Nergel (L)** Detailed in Mythology and Demonology texts. Pictures of him are easy to find. Also known as "Chief of secret police".
- Nocticula (F)** a patron of witches. Could only find one reference on her.
- Obox-ob** Could find nothing on him. Closest I got was in Canaanite mythology where 'ob' means demon, or ghost.
- Orcus** Etruscan deity rarely mentioned in mythological texts. Detailed in MM1.
- Pazuzu (L)** (Synonymous with Zeus?)-Demon Prince of the Lower aerial kingdom. Detailed extensively in mythology (mesopotamian) texts and also in MM2.
- Socothbenoth** Another female (harem) like deity turned into a male demon.
- Soneillon (F)(L)** Tempts through hate. Also another possession type case.
- Verin (L)** Mentioned as a fallen angel in some texts. Tempts through impatience and also another possession-type demon.
- Yeenoghu** found nothing on him. Detailed in MM1.
- Zuggtmoy (F)** found nothing on her. Detailed in module "Temple of Elemental Evil".

A lot of the information can be found in the Encyclopedia of Parapsychology and the Occult (I think that's what it is called). There are also some other demons that he did not mention that I put in here (for inconvenience) since they were easy to find and fit easily into the political and mythological framework that Gary had originally set up. If you do not wish to include, then the ones that are not on the list above are the ones that I made up from mythology (but not in the MM2 book).

Powers and Creation of Demons

Power is not only a measure of personal power (even though the Prince of Deception could defeat Orcus on a one to one combat, that does not necessarily mean that he is more powerful), it also encompasses how many planes and/or worlds a ruler has. It also encompasses the number of forces under his influence or control that he has. (Which is why, even though Orcus seems such a wimp, he still may be one of the most powerful of demon lords).

Some of the demons that were created by Gary were manifestations of objects that we fear: such as spiders (Lolth), and fungus (Zuggtmoy). Alternatively if you want to create demons, then I suggest you brain storm on those objects that might be demons (after all, some lower plane power has to represent them), here is my list:

- insects
- snakes
- poison
- murder
- death
- hate
- decay
- bleeding
- darkness
- slime
- sharks
- reptiles (and maybe amphibians)
- worms
- storms
- thunder
- rats, bats (actually there is already one in GreyHawk set)
- underworld
- earthquakes
- nightmares (The demon Ephialtes)
- evil (not in general, but evil elves, etc)
- etc..

Many of the demons that represent chaotic evil races are already mentioned in many of TSR's books. The ones that aren't (any many aren't from Fiend Folio's) are ones that future DMs can create. Obviously, ones that are mentioned are mythology need lots of expanding, and ones that are obscure may be tied into the brainstorming that you did (such as what I have done in a few of the demons below).

Concerning how demons, as well as other gods gain powers: Although not particular necessarily to any other planes except the abyss, power can be gained by gaining more planes (such as Orcus and Demogorgon are trying to do), by defeating another god (such as Inivail disposing other gods to gain rank in the Orc Pantheon hierarchy), getting more worshippers, getting power from a generous god (turning a pc into a demigod), by being an object of fear (such as prince of spiders), by being a force represented in nature (such as prince of death), or by having a weakness (such as Lolth's susceptibility to holy water). Although this is not official, this is what seems to be the case of what I have observed in the monster manuals and the magazines (and is all I can think of), and may be a good base from which to decide how powerful a demon is.

Although not necessarily the rule, here is a guideline of what demons and what areas, dependent on their powers, encompass:

- demon prince: one full plane of rulership, or more
- demon lord: portion of plane of rulership, and/or more (ex. prime material world)
- major demon: rulership of city or town
- lesser demon: cove, home
- semi-demon: dependent

Not all rulers of the abyss are demon lords or powerful gods...Power (as mentioned above is a measure of how much portion of a plane you own, etc.) Although almost all demon rulers are demon lords. All demon lords are considered lesser powers (Manual of the Planes) no matter how powerful they are, and regardless whether they are a demigod, lesser god, or greater god. The only beings that can become greater gods, saints, demigods, etc., in the abyss, are non-demons. To be considered a demon lord, a demon must conquer at least the area encompassing that of several cities (much like that of a lord or count must do in order to be considered a "lord" on our plane.). Then, any demon, no matter how wimpy his or her stats are, is considered a lesser power. For non-demons, it varies (the rules have not been mentioned in any magazine or books I've seen yet).

Ahrimanes (Demon Prince of Darkness)

Armor Class: -2
Move: 12"/15" (MC:E)
Hit Dice: 124 hp
% in lair: 90 %
Attacks: 3 or 5
Damage/Attack: 3-24/1-6/1-6 or 1-8/1-4/1-4/1-3/1-3
Special Attacks: see below
Special Defenses: +2 weapon to hit
Magic Resistance: 105 % or 90 % (see below)
Intelligence: Supra-Genius
Alignment: Chaotic Evil
Size: L (14' tall)
Psionics Ability: 242
Attack/Defense modes: all/all
XP: 42140 (material form only)

This demon normally appears as an ugly tri-horned, multi-faceted, demon, that in Zoroasterism was the creator of all demons and originator of all evil. In the end, however he was destroyed by Az(anger) and his power diminished when other demons started fighting with each other. His main interests in not in the abyss or with fighting with other demons: it is to destroy and thwart the plans of his arch-enemy of good, Ohrmazd. In melee, Ahrimanes may bite with five of his 8 faces (the faces are located as such: 3 on the head, 2 on the legs, 2 on the arms, and one around the posterior) or may claw with his hands and spear with his antlers (3-24). There is a constant circle of continual darkness (20'r.) and stench (as stinking cloud-40'r.) that surrounds him. Obviously, he usually does not surprise his opponents.

His normal magic resistance in combat is 105 %. However, if a continual light spell is cast on him or if somehow his darkness is dissipated by some outside force then his magic resistance drops to 90 %. His spell-like powers are also affected by the cancellation of such darkness (he only

casts at 10th-level ability in light, 20th level normally). He may case the following, at will, once per round: all darkness related spells, summon shadow, shadow images, (qv.p 108 MMII), hide in shadows 99%, and may teleport from any dark place to any other dark place. He also has shape change, stinking cloud, undetectable lie, symbol (any, 1/day), energy drain (1/day), ray of enfeeblement, shadow magic (3/day), and shades (2/day), as his other powers. He may "control" any undead as if he were a cleric of 20th-level. He may also summon any Type I-Type IV demon with a 80% chance success, once per round.

Ahrimanes also created major demons, and special demons that serve him (detailed following page).

(Major Demons) Iao, Sabaoth, Adonai, Ouraios, Eloi, Astaphiss, Achamoth

Armor Class: -2
Move: 8"/24" (MC:E)
Hit Dice: 10+5
% in lair: 5%
Treasure Type:
No of attacks: 3
Damage/attack: 1-10/1-10/3-12
special attacks: see below
special defenses: see below, +1 weapon to hit
magic resistance: 70%
intelligence: Genius
alignment: chaotic evil
size: variable
psionic ability: 100
attack/defense: a,d/f,i
XP: 5700 + 14/hp

These archdemons were created by Ahrimanes to combat Ohrmazd's Amahraspands (equivalent to powerful devas). These seven archfiends are led by Aeshma (wrath) and who are represented as the physical manifestations of Wrongmindedness, Heresy, Anarchy, Discord, Presumption, Hunger, and Thirst. Achamoth is the only female of the group. They are like Ahrimanes in many ways. They emit a stinking could of 10' radius, can shape change into almost any form they want to (of any reasonable size), and at will, may create a circle of darkness (30' rd.).

They may also have the following powers in common: polymorph self, polymorph other (1/day), cause disease, curse, cloak of fear, poison, hold person, and energy drain. They may also use any symbol once per day.

They may also summon 1 daiva (following page) with a 60% chance of success, once per round, (only 7 daiva may be summoned per day).

Daiva (Minor Demon)

Frequency: very rare
No. appearing: 1-10
Armor Class: -4
Move: 6"
Hit Dice: 8
% in lair: 0%
Treasure type:
No of attacks: 2
Damage/attack: by weapon type +4
special attacks: see below
special defenses: see below

magic resistance: 50%
intelligence: high
alignment: chaotic evil
size: M (6.5' tall)
psionic ability: nil
XP: 2700 + 10/hp

Daivas are the primary demons that serve Ahrimanes and his lackeys. They appear much like humans, except that they have large heads, no pupils, large beards, and a have a stubby build. In battle they carry an assortment of weapons, usually swords and polearms...many of which are non-magical. If deprived of a weapon, they may still bite for 2-8 points damage (once per round). They may use illusion, polymorph self, fly, telekinese 1,000 gp weight, darkness 5' r., detect magic, telepathy, and teleportation (once per day). They may, also try to summon another of their type (with 60% chance of success), once per day.

Behemoth (Demon of the Delights of the Belly) unique demon

Armor Class: -6
Move: 6"
Hit Dice: 80 hp
% in lair: 30%
Treasure Type: E,H,T
Attacks: 1 or 2
Damage/Attack: 1-20 or 1-12/1-12
Special Attacks: see below
Special Defenses: +3 weapon to hit
Magic Resistance: 70%
Intelligence: Genius
Alignment: Chaotic Evil
Size: M (6' tall)
Psionics Ability: 200
Attack/Defense modes: all/all
XP: 30500

(Few demons make their home on the plane of Pandemonium. The ones that do, are usually exiles or demons that fell from grace from their masters. Behemoth is one of the few demons (and was one of the more powerful) demons exiled to this plane. Perhaps, after a millenium, he can regain his throne on the abyss by defeating his detractors.)

Behemoth was dethroned from his plane by rival demon lords when other demons became jealous of his power. Rather than being killed by rival forces, Behemoth fled from his home plane with the few remaining demons still loyal to him.

He has since made his home in Pandemonium, although he longs for the day when he has enough power, and forces gathered, to retake his former plane which was taken over by other demon lords. Although he has lost considerable power and is exiled from his plane, Behemoth is still a powerful demon that, in melee, can either pommel with his fist (1-20), or rake an opponent with his bear-like claws if the opponent is on the ground and is of medium or smaller size. Additionally, any blunt weapon hitting him must be made at a -2 penalty due to his enormous amounts of fat surrounded parts of his body. He may also opt, in lieu of his melee attack, to bellow from his trunk causing 6-36 pts sound dmg thrice per day (no save allowed unless person is deaf, or some other magic is repressing sound. Magic resistance applicable). All in a 2" wide by 8" long 4" wide terminating cone is affected by this weapon. Any other outside this cone but still within a 10"

will be deafened by the blast for one round (no save unless conditions mentioned above apply). He has, if encountered, a bodyguard consisting of 3-13 harpies and 2-12 hill giants.

He also has the following magical powers he may cast once per round, at 20th level ability: detect good, darkness (30' radius), teleport (no error), magic missile (5 missiles), dispel magic, read magic, read languages, telekinese 3000 gp, and either gate in a type I demon (with a 50% chance of success) or a Bar-Lgura (15% chance of success). Once per day he may use wither.

Behemoth appears very much like a humanoid elephant, except that he has the feet of a bear. Skin coloration varies from dark brown to blue-grey.

Baltazo (Demon Lord)

Type VI demon -enhanced

(The base for these statistics came from "The Throne of Bloodstone" module, comparing the enhanced Demon under Orcus' control)

Armor Class: -5
Move: 6"/15"
Hit Dice: 16 + 16, hp 112
% in lair:
Attacks: 1
Damage/Attack: 2d12+2
Special Attacks: whip and flame for 8d6
Special Defenses: +2 weapon to hit
Magic Resistance: 95 %
Intelligence: Genius
Alignment: Chaotic Evil
Size: L (13' tall)
Psionics Ability: 180
Attack/Defense modes: A,B,E/F,G,H
XP: 20860 (material form only)

Few Type 6 demons achieve the power and forces necessary to challenge or usurp a demon lord from his plane (or portion of it). Even fewer have the power and success (or even luck) necessary to become demon lords. Those that do usually have very short reigns as demon rulers as other demon lords are unwilling to see a Type 6 demon gather enough power to challenge, and usurp their realms as well. Baltazo is one of those few that have managed to gain enough followers and power to establish his own realm and place as a demon lord. Although his reign may be short lived, he has managed to stave off other demon rulers using his meager forces of lesser demons and other chaotic evil followers, as well as the other demon lords fear of each other, in order to keep his kingdom intact. (No wonder type 6 demons are so rare!).

Baltazo is an exception among type 6 demon lords that have maintained their power, he does not bargain with other demon lords or will bow down to another demon lord in order to increase, or keep his power (which most type 6 demons will do in order to become demon lords, and also to stay alive).

Baltazo has the normal powers of a type 6 demon (enhanced): darkness 10'r., cause fear (as wand), detect magic, read magic, read languages, detect invisible, cause pyrotechnics, dispel magic, suggestion, telekinesis 6000 gp wt., symbol of fear, symbol of discord, symbol of stunning, 70% chance of gating in a demon type 3 (80%) or type 4 (20%).

Tuchulcha (Demon Prince of Torture)

Armor Class: -7
Move: 10"/30" (MC:E)
Hit Dice: 129 hp (29 HD)
% in lair: 90 %
Attacks: 1
Damage/Attack: by weapon type +8
Special Attacks: see below
Special Defenses: +3 weapon to hit
Magic Resistance: 70 %
Intelligence: Supra-Genius
Alignment: Chaotic Evil
Size: L (12' tall)
Psionics Ability: 259
Attack/Defense modes: all/all
XP: 42315 (material form only)

This demon is an unpopular opponent since he loves to torture others (including other hapless PCs who happen to fall prey to him) continually, instead of mercifully killing them (although he sometimes does this to unresponsive victims). His plane lies in an infernal region of the abyss (129th plane) where there are a few black iron towers and a giant, black, cave-like fortress that serves as his lair. He appears much like a humanoid covered with a robe, with a bird's head and demonic-feathery ears. His wings end with his hands (his wings are his arms). A glow seems to come from within his robes that is a manifestation of his power. He does not actively participate with the politics of the abyss as other demons do (He does, but his main interest and purpose is to torture the dead).

In combat, this demon usually carries a double whip (2-12) +1 or a huge curved, saw-toothed sword (equal to a two handed sword +2). At will, his touch does automatically 1-4 pts. electrical damage (He may carry this damage through his sword). When encountered outside his lair, he is usually accompanied by his legions of vrocks (as well as a few Nabassu).

He may also use any of the following spell-like powers, at will, at 20th-level-ESP, magic missile (10/round), know alignment, darkness (10' radius), shape change, chaos, telekinese 20,000 gp. weight, symbol of pain (3/day), teleport, and once per day may use a prismatic sphere. He may always gate in 1-2 Nabassu (35%) or 2-8 vrocks (65%) once per round without fail.

Laraie (Demon Lord)

Armor Class: -4
Move: 18"
Hit Dice: 118 hp
% in lair: 30 %
Attacks: 4 or 2
Damage/Attack: by weapon type +6
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 75 %
Intelligence: Genius
Alignment: Chaotic Evil
Size: L
Psionics Ability: 218
Attack/Defense modes: all/all
XP: 44530 (For material form only)

Laraie is considered to be one of the more 'handsome' of the demon lords (at least by human standards), appearing as a large centaur clad in green carrying a long bow that is adjusted so that his strength bonus applies to every hit. He carries a quiver that can hold a maximum of 100 arrows (most (ei 75 %) are iron arrows (usually poisoned), while others are magical in nature (including some arrow of slaying). In melee he also carries a magical iron blade that can range in size from anywhere to a knife to a two-handed sword (on command).

He also may opt to use any of the following spell-like powers, at will, at 20th-level magic use- putrify food and drink, cause disease, teleport 10,000 gp weight, levitation, suggestion, cause fear, and once per day may use an unholy word. He regenerates at a rate of 1 hp/turn. He will often be encountered with 1-4 lamies or 2-8 harpies if encountered in his lair. He may also summon 1-4 type II demons with a 65 % chance of success, per round.

Charun (Demon Lord of Death)

Armor Class: -6
Move: 13"/26" (MC:C)
Hit Dice: 130 hp
% in lair: 5 %
Attacks: 2
Damage/Attack: by weapon type +6
Special Attacks: see below
Special Defenses: +3 weapon to hit
Magic Resistance: 85 %
Intelligence: Supra-Genius
Alignment: Chaotic Evil
Size: M (13' tall)
Psionics Ability: 330
Attack/Defense modes: all/all
XP: 45350 (For material Form only)

In battle, Charun (not to be confused with Charon of the river Styx) usually wields a huge, bright, mallet that does 3-18 pts. damage (plus strength bonus). Anything flammable that the mallet touches will ignite. Any being that is not of god-like or semi-god-like status or immune to death magic that is touched by the mallet will die (no save). Charun also carries a smaller hammer +3 (2-5/1-4) +9 (total bonus) or an iron hook (2- 8/1-8) +6 in the other hand against more powerful opponents.

Charun is a grisly deity that appears as a large man with black-green hair (that looks like, but actually is not a large number of snakes) with a long hooked nose and feathery wings wielding his mallet.

At will, Charon can use any of the following spell-like powers at 20th-level ability, once per round- continual darkness, create illusion (as wand), ESP, dispel magic, clairvoyance, clairaudience, cast a 12-die fireball, polymorph self, wall of stone, telekinese 10,000 gp weight, poison, deafness, blindness, gust of wind, paralyzation, death spell, symbol of death (1/day), trap the soul (1/day) and has a 70 % chance of gating a Type I-III demon and has a 55 % chance of gating a type IV-VI demon.

If encountered within his lair, Charun will be accompanied by at least 1-4 specters, 1-2 wraiths, and 1 ghost. He mainly gathers the dead for Orcus' legions, and is not directly involved with the conduct of marshalling and waging wars in the abyss.

Dagon (Demon Prince of evil sea men)

Armor Class: -3 (-7)
Move: 3"/20"
Hit Dice: 132 hp
% in lair: 60 %
Attacks: 2
Damage/Attack: by weapon type +8
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 80 %
Intelligence: Supra-genius
Alignment: Chaotic Evil
Size: M (6'tall)
Psionics Ability: 232
Attack/Defense modes: all/all
XP: 42420 (For Material form only)

Dagon is a powerful demon prince whose plane is filled with all sorts of sea monsters and sea demons. There are a few spotty areas of land (very rare) whose areas are filled with abundant crops (usually grain), and of course there is a large amount of air (where sometimes Pazuzues is encountered ..qv. MMII) above the water. In melee, he usually wields a trident of fish command (+1) made of iron that requires no charges. He also wears a large helm that combines the powers of a helm of telepathy and a helm of underwater action. He sometimes carries a non-corrosive metal shield +4 (hence, the armor class in the parenthesis).

He is also able to use any of the following powers at 20th-level ability, one per round, at will- darkness (20' radius), teleport (no error), infravision (triple human norm), polymorph other, charm monster, camouflage (as cloak of elvinkind), create food and water, alter self, emotion, shocking grasp, telekinese 10,000 gp weight, heal (2/day), spectral force, airy water, summon weather (2/day), plant growth, and use any symbol (1/day). He may always gate in 1-6 hezrou (65 %) or 2-8 dretch (35 %) with a 100 % chance success. He may also cast spells as a 10th-level cleric and a 5th-level magic-user (Dagon has a wisdom of 20).

Dagon appears very much like a large merman, half tail and half man carrying his trident and helm, and wearing his large, white beard. His aims are unknown and many demons do not visit his watery plane because of there is few places to land or walk onto. He is also a patron to those mermen, localaths, and occasional renegade triton that follow the path of evil. Those that worship him as shamans may advance as high as 5th-level clerical ability.

Witchdoctors can have up to 3rd level magic-user ability.

(I know that some may argue that this demon cannot exist since lycanthropes aren't a true race, but a disease. This belief would probably stem from the philosophy that all gods were physical manifestations of particular race (albeit a powerful one). If this were true, then this god would probably not exist. However if worship was involved in the power of the god, then this god could exist (Maybe he has some werewolf worshippers?). I kind of think it's both, even though neither of the 2 variables are required to create a god.)

Aseroth (Demon Prince of Evil Lycanthropes)

Armor Class: -3
Move: 24"(in animal form) 12" in normal form
Hit Dice: 156 hp
% in lair: 50 %

Attacks: variable (see below)
Damage/Attack: see below
Special Attacks: see below
Special Defenses: harmed by both silver and iron
Magic Resistance: 75 %
Intelligence: Genius
Alignment: Chaotic Evil
Size: L (9'tall)
Psionics Ability: nil
Attack/Defense modes: nil
XP: 49260 (For Material form only)

Aseroth appears as a garbed, multi-horned, tall, humanoid demon who, in this form attacks twice per round with a weapon (he has an effective strength of 19, and carries a longsword +3 that paralyzes a victim unless a save is made). He also may change into any lycanthropic form (with appropriate attack abilities, except he attacks as a 16-HD monster), although he usually changes into a giant wolf-like creature with heads of a wolf, jackal, and fox (damage 3-14, 3-12, 3-8, respectively) that may also jump 38" in addition to his normal movement. Each head has 18 hp, and has the following breath weapons-fox-slow (1-6 rounds unless save is made, 1/day, 3"×2"×2" cloud), jackal-stunning (1-4 rounds, unless a save is made, 1/day, 4"×3"×2" cloud), and wolf-paralyzation (1-2 rounds, unless save is made, 1/day, 5"×4"×2"). anyone brought down to less than 50 % hp by Aseroth (while in lycanthrope form), will eventually become into a random, evil lycanthrope.

In humanoid form, he may cast any of the following spell-like powers, at will, at 20th-level ability, once per round-continual darkness, charm person, create illusion (as wand), cause fear (as wand), ESP, dispel magic, telekinese 10,000 gp weight, fly, volley (1/day), project image, cast a feeblemind spell once per day, use any symbol once per day, paralyzation, and has a 75 % chance of gating a type I-IV demon or a 35 % chance of gating a type V or VI demon.

He may also summon lycanthropes, as follows:

- 1 2-8 werejackals
- 2 4-24 wererats
- 3 1-6 foxwomen
- 4 3-12 werewolves

If near or around the ocean, he may opt to summon:

- 1-4 weresharks

In his lair he has foxwomen, and female werewolves as his main consorts. He is primarily hatred is against fairy folk, and his aim is to enslave all humans and demi-humans by turning them into lycanthropes.

(Nergel and Astaroth were already mentioned in Best of Dragon vol II. The stats of the latter was also given in the book. Yet each were listed as devils. Maybe they switched race? Since they were formerly higher planar creatures in the beginning (devas, solars, planatars), then this might not seem as unreasonable as Gary had (accidentally?) done.)

Nergel (Demon Lord)

Armor Class: -2
Move: 15"/24" (MC:C)
Hit Dice: 59 hp
% in lair: 30 %
Attacks: 3
Damage/Attack: 2-16/2-16/3-13

Special Attacks: see below
Special Defenses: +1 weapon to hit
Magic Resistance: 85 %
Intelligence: Genius
Alignment: Chaotic Evil
Size: L (20'tall)
Psionics Ability: 206
Attack/Defense modes: all/all
XP: 17662 (For Material form only)

This giant demon spies for other demon lords while counter-spying for their enemies (without each party knowing it). Although his efforts usually produce little gain for him, it usually result in the 2 demon lords in question to fight against each other (usually erupting into a major war) when they have found that they have been spying on each other. Whether this demon is just trying to keep other demons busy to keep himself alive, or whether he is just trying to spread chaos, is unknown. He usually tries not to be the target of the anger when the demon lords have found out that each of them have betrayed their trust in each other. (Although if either demon found out what was truly going on, Nergel would not stay in his portion of the abyss for long).

In combat (which he avoids at all cost unless he is forced to engage in) he can rake with his two foreclaws for enormous effect. His bite (3- 13) may also cause disease (of random type) if a save is not made against it.

His roar (of which he may use once per day) causes those in a 10' radius to be deafened (no save) and also causes darkness in a 20' radius.

He may, at will, produce any of the following spell-like powers as a 20th-level magic-user: polymorph self, darkness (20'r), teleport (no error), telekinese 9,000 gp weight, invisibility, protection from good, suggestion, illusion, know alignment, charm person, and may use a (un)holy word, once per day. He may gate in a type I demon with a 90 % chance of the gate opening.

Azael (Demon Lord)

Armor Class: -6
Move: 6"/18"/6" (MC:B)
Hit Dice: 78 hp
% in lair:
Attacks: 10 or 12
Damage/Attack: 1 pt + poison×10+(1-10/1-6)
Special Attacks: see below
Special Defenses: never surprised, see below
Magic Resistance: 75 %
Intelligence: Genius
Alignment: Chaotic Evil
Size: L (10'tall)
Psionics Ability: 212
Attack/Defense modes: all/all
XP: 31550 (For Material form only)

Azael inhabits a plane of chaos (like Limbo) that is controlled by many warring demon lords and major demons. The plane is under the will of many powerful beings, and therefore, the plane has no set terrain or pattern.

Azael is one of the most powerful demons inhabiting the region. His portion of the plane is covered by rolling hills, sand pits, and a few rivers (rivers that are not filled with water). In combat, he can hit with each digit of his hands that are actually snakes. Each snake-finger causes 1 pt. dmg and

a save vs poison must be made or the victim must take an additional 3-12 pts. damage. Against large opponents, he may also bite with both his fox and lion heads. Each head (he has 3) also has unique powers that can be utilized in combat. His lion head may roar causing all those within a 7' long cone terminating in a 2' diameter radius to save vs. breath weapon or be deafened for 1-4 rounds. The gaze of his human head causes fear (save vs magic) for 1 round duration, and the breath weapon of his fox mouth is equivalent to a stinking cloud. He may utilize each weapon once per round.

He may also use any of the following spell-like powers, at will, at 20th-level magic use: darkness, teleport (no error), polymorph self, produce fire, create illusion (as wand), charm person, telekinese 7000 gp weight, dispel magic, pyrotechnics, flaming sphere, and once/day may pronounce an unholy word. Azael may gate in a demon (50% type I, 30% type II, and 20% type III), with a 65% chance of the gate opening. He also regenerates at a rate of 1-12 hp per turn.

Azael, in his natural form, looks like a man with a head of a human, horned fox, and lion. On top of the 3 heads is a burning ring of flame. He has feathered wings, hands that have fingers ending in snakes, and legs that are a combination of a fish and a snake.

Ahijah (Cambion - son of Azael)

Armor Class: -1 (-2 with shield)
 Move: 15"
 Hit Dice: 16HD, 86 hp
 % in lair:
 Attacks: 2 or 1
 Damage/Attack: by weapon type +8 or 1-8 + poison
 Special Attacks: see below
 Special Defenses: +1 weapon to hit
 Magic Resistance: 30%
 Intelligence: Exceptional
 Alignment: Chaotic Evil
 Size: L (9'tall)
 Psionics Ability: nil
 Attack/Defense modes: nil
 XP: 5604

Living among other demons in the plane inhabited by Azael, are his illegitimate offspring. One of the most prominent is Ahijah. He appears as a huge ogre with the head of a snake and the tails of snakes for his legs. He fights as a 12th-level fighter and carries a large, Roman-style shield +1 and a whip+2 that discharges 6 pts electrical damage per hit. He also carries a huge iron mace, although he prefers to use the whip. He may also bite with his head. Victims bitten must save vs poison or be paralyzed for 1-6 rounds. He also has small, and almost useless wings that help to break his fall (-1 pt/die dmg in fall) yet does not let him fly.

Og and Sihon (Cambions - sons of Ahijah)

Og and Sihon are the sons of Ahijah. It is rumored that they are on the prime material planes. Og appears very much like an ogre. His extraordinary size and strength comes from the demon blood inside him (which is very weak now). In battle he usually utilizes large spear. He is also a shaman of 3rd level.

Armor Class:	6	6 (5 with shield)
Move:	12"	15"
Hit Dice:	42 hp (8 HD + 3d4)	36 hp (7 HD)
% in lair:	-	-
Attacks:	1	2
Damage/Attack:	weapon type +4	weapon type +6
Special Attacks:	see below	see below
Special Def.:	nil	nil
Magic Res.:	nil	nil
Intelligence:	average	very
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L (9' tall)	L (9' tall)
Psionics Ability:	nil	nil
XP:	?	?

Sihon appears much like Og. He is a little smarter and stronger than Og, although he has no shaman abilities and has less hp. He carries a shield and a giant sword (equivalent to a two-handed sword) and fights as a 7th-level fighter.

Azael (Demon Prince of War)

Armor Class: -2 (-4)
 Move: 18"/24" (MC:C)
 Hit Dice: 178 hp
 % in lair: 30%
 Attacks: 3 or 2
 Damage/Attack: by weapon type +7 (x2) + 2-8
 Special Attacks: see below
 Special Defenses: +2 weapon to hit
 Magic Resistance: 75%
 Intelligence: Supra-genius
 Alignment: Chaotic Evil
 Size: M (8.5'tall)
 Psionics Ability: 278
 Attack/Defense modes: all/all
 XP: 46630 (For Material form only)

Azael lives in a plane of the abyss that is covered by a desert. He was imprisoned there for a long time by a solar and now seeks revenge against all good. There, he leads several hundred seirs who travel from prime material

or other plane whose purpose is to thwart good or conquer and destroy rival demon lords. In battle, he may carry a large shield +2 (hence AC: -4, and also the reduction in one of his hand attacks) or a longsword +4 vorpal blade in his left hand. In his right hand, he carries a spear +3 that returns to him whenever thrown.

At will, once per round, he may use any of the following spell-like powers at 20th-level magic use: darkness 15' r., clairvoyance, material, wall of fire, telekinese 18,000 gp wt, fabricate, spectral force, dispel illusion, banishment (1/day), symbol of discord (1/day), and may either summon 1-4 Seir (95% chance) or 1 Nabassu demon with a 100% chance of the gate opening.

Azael appears much like that of a large satyr, except that he has the head of a goat with long horns and has wings on his back. His closest ally in the abyss is Azael, not because they need each other to survive or have an alliance between each other for mutual benefit, but because they were both thrown down by the forces of good at the same time. Even this alliance is on shaky grounds, at best.

Sier demons

Sier demons (which are not true demons), are spirits of evil satyrs that worshipped or served Azazel in some way. As such, they have the former abilities (and statistics) that they had when they were on the prime material.

The only changes that need to be made between a satyr and a seir (besides their alignment) is that they have AC:4, and has a 10 % chance of being a cleric of level 1D10 (I took this change from the Manual of the Outer Planes).

The Sier “demons” are not the only warriors that makes up Azazel’s army, although he uses them in almost every battle since Sier demons cannot be truly slain on the abyss (much like Orc and Goblin spirits), except by holy items (water, sword, etc).

Abraxas (Demon Prince)

Armor Class: -2 (base)
Move: 15”
Hit Dice: 123 hp
% in lair:
Attacks: 3
Damage/Attack: by weapon type +2 / 1-2 (+ poison) (×2)
Special Attacks: see below
Special Defenses: +2 weapon to hit
Magic Resistance: 95 %
Intelligence: God-like
Alignment: Chaotic Evil
Size: L (10’tall)
Psionics Ability: 234
Attack/Defense modes: all/all
XP: 47705 (For Material form only)

Abraxas, also known as the triple prince, appears as a pot-belly demon with a large, cock-like head, and two snakes in place of his lower legs. He is often seen carrying his whip, as well as some magical jewelry about him. Any weapon he carries does triple-base damage (not triple the strength or magical bonus damage). For example, his whip is a whip of laceration (+1) that does 3-6/3 pts dmg in his hands, but 1-3/1 pt in any other creatures’ hand. (The whip of laceration mimics the effects of a sword of wounding, and on a natural hit of ‘20’, severs a miscellaneous appendage). He often carries protective devices (his jewelry) that may easily bring his armor class down to -10. In melee, he may hit with a weapon and let his legs bite (save vs. poison or die). If without a weapon, then he may still pommel for 3-12 pts dmg.

He also has a special power, similar to Pazuzues’ converting good characters into evil (although not as powerful). Anyone reciting a special incantation in Abraxas’ presence (or if it can be heard by the demon), (you know...abracadabra, abracadabr, abracadab, etc.) may ask the demon a favor or service. The demon is not required to perform the service, although if he does, then the creature receiving the demon’s favor must perform a service (or give up something) in return. The recitation of the verse forces the individual to perform the service if and only if Abraxas had done a service for the individual (barring magic resistance or permanent anti-magic shells, also can be dispelled by a lesser or greater god, or by a mage of at least 20th-level mastery, although doing so will bring the wrath of this god). The nature of the service depends directly on the requests that the individual initially made upon Abraxas. For example, if a character wanted a limb restored, Abraxas may require the character, at a later date, to destroy a

rival demon lord (Abraxas’ services don’t come cheap). Here is the guide (by spell level) of what may be required of an individual if he/she requests something from Abraxas:

1st–2nd level: give up some gold or minor magic item(s)

3rd–4th level: give up large amounts of gold or major magic item(s) destroy a rival major demon find a very rare herb, or animal for him (Abraxas is an alchemist as well as a fine cook)

5th–6th level: destroy an entity of good, such as a kirin find several very rare herbs for him destroy a rival unique demon, powerful rival of good find a lost, major magic item for him

7th level+: give up unique item or destroy a rival demon lord, planatar, serve as his vassal for a year and a day

Some of these requests, will obviously, change the characters alignment by at least one step (the consequences of bargaining with a demon).

Abraxas may also use any of the following spell-like powers, at 20th-level ability, once per round, at will: neutralize poison, dispel magic, continual darkness, teleport (no error), and may summon 1-3 type IV demons (with a 100 % chance of the gate opening). He also has the powers of a 15th-level cleric (wis: 20).

Cabiri (Demon Lord)

Armor Class: 0
Move: 6”
Hit Dice: 110 hp
% in lair:
Attacks: variable (up to 6)
Damage/Attack: variable (see below)
Special Attacks: see below
Special Defenses: +1 weapon to hit
Magic Resistance: 55 %
Intelligence: Very
Alignment: Chaotic Evil
Size: L (9’tall)
Psionics Ability: 210
Attack/Defense modes: all/all
XP: 44250 (For Material form only)

This volcanic demon lord appears as a large, slow moving, molten stalagmite. Often, he will be carrying weapon(s) about him if encountered. In combat, he may decide to eject a pseudopod from his molten body to cause creatures that are not resistant to heat, 1-12 points dmg (max. reach 8 ft.). Anything flammable or ignitable must save or be caught on fire (normal burning damage, if clothes are burning for example is 1-6 pts.). Similar damage occurs to any creature that touches his body with his/her bare appendages or parts. He may also employ any weapon he has on his person with a +8 damage bonus (this requires two appendages to operate a weapon). The number of times he may attack per round is dependent on how many creatures are attacking him in melee. He may only attack once, per creature that is attacking him. (eg. If six fighters surrounded him, which is the usual number of combative medium sized creatures that can normally surround him if all are on the ground, then he can attack each one with a pseudopod or with a weapon, if he has one on him). Any non-magical weapon that strikes his body must

save or be melted if metal, or burned if flammable (etc). Although Cabiri may have trouble with creatures that use distant attacks, he may use his spells, or his special weapons that compensate for this weakness.

His favorite weapon is a two-handed sword+3 that is so huge (with a 15 ft. r. effective reach), that only characters with a 19 or better strength can wield it (dmg 1-12/5-20).

Cabiri's specialty is to design unusual weapons (he has a forge in his lair) such as a bola-type weapon (+1) with a 20ft. effective reach (dmg 1-6/ 1-4), or other weird instruments-boomerangs, etc. Because of his desire for the designs of unique weapons, he may decide to parley with creatures if they have an unusual weapon they would like to trade or give to him (more likely for unfortunate PC's to spare their lives).

He may also use any of the following spell-like powers, at 20th-level use: darkness, teleport (no error), telekinese 5,000 gp wt, glyph of warding (of which he may write 1 on himself, he must check his magic resistance, of course), passwall, flamestrike (2/day), pyrotechnics, wall of fire, and once per day - firestorm. Most demons shun him, due to the nature of his realm (it's too hot). He may summon 1-4 magma demons (DM has to make these up) with an 85 % chance of the gate opening. (Or you may choose mephits..as these are common in his kingdom).

Eblis (Demon Prince)

Armor Class: -3

Move: 12"/20" (MC:C)

Hit Dice: 108 hp

% in lair: 90 %

Attacks: 4 or 2

Damage/Attack: 5-8 or by weapon type +4

Special Attacks: see below

Special Defenses: +2 weapon to hit

Magic Resistance: 75 %

Intelligence: Supra-genius

Alignment: Chaotic Evil

Size: L (9'tall)

Psionics Ability: nil

Attack/Defense modes: nil

XP: 44580 (For Material form only)

Eblis lives in a desert plain that characterizes the Arabic plains. He carries a scimitar that stuns his opponents unless a save is made versus magic: (duration 1-4 rounds). He lives on a plane populated by jinn, evil elementals, and a few elemental-like demons. Eblis, himself, appears as a huge stork-like bird with an additional pair of hands from which he uses his weapon.

He may also use any of the following spell-like powers, at 20th-level ability, once per round-audible glamour, change self, hypnotism, spook, wall of fog, blur, hypnotic pattern, telekinese 10,000 gp weight, invisibility, assume gaseous form, teleport (no error), darkness (15'r), grant another's wish (1/day), project image, water breathing, use a symbol of hopelessness (1/day), and may gate in any demon (of type I-IV) with a 75 % chance of success. He may also cast the following magic-user spells, at 20-level-ability-9 1st-level, 8 2nd-level, 7 3rd-level, 6 4th-level, 5 5th-level, 4 6th-level, 3 7th-level, 2 8th-level, and 1 9th-level spell. The following spells are recommended, but may be altered by the DM:

1st-level: burning hands, shocking grasp, magic missile×6, sleep

2nd-level: web×2, stinking cloud×4, mirror image, continual light

3rd-level: dispel magic×3, fireball, lightning bolt, haste, slow

4th-level: fireshield, polymorph other, wall of fire×2, wall of ice

5th-level: cloudkill, conjure elemental, cone of cold×2, wall of force

6th-level: anti-magic shell, disintegrate, death spell, globe of invulner.

7th-level: cacodemon, limited wish, power word-stun

8th-level: incendiary cloud, polymorph any object

9th-level: meteor swarm

He may also summon elementals (1/day), as follows:

- 1 4 dust devils (as spell)
- 2 1-3 grue elementals-earth
- 3 1-4 grue elementals-fire
- 4 1-3 grue elementals-water
- 5 2-8 eblis
- 6 1-4 grue elementals-air
- 7 1-6 water weirds
- 8 1 randomly chosen 8HD elemental

(If a result that occurs cannot logically happen, such as summoning a fire elemental in the middle of the ocean, then re-roll). He is at war with the female peris (an evil lower planar race). He is also, strangely, even though the alignments differ (eblis are neutral evil), the patron god of eblis. However, he has no priests originating from this race.

5 sons of Eblis (cambions)

Cambions are listed in MMII (qv. which is why I did not list their other powers).

Eblis' sons serve as his vassals and also manage his realm. Some of them Dasim, for example) may serve as generals of his army (lots of expansion in the DM's part here) warring against the peris.

Dasim, Lord of Discord

AC: 0

MV: 9"@15"

HD: 16, hp70

DMG: by weapon type +8 (twice per round) or 9-14/9-14

Magic Resistance: 40 %

Psionic ability: nil

Cast spells as 16th-level cleric (except no 6th or 7th level spells)

size:L (7.5' tall)

At will he may cast-detect magic, cause fear (by touch), levitate, and once per day use a symbol of discord.

S:20 I:16 W:15 D:16 C:17 CH:7

XP: 7900

Dasim appears as a large, and ugly demonic baboon. His spells (obviously) come from Eblis.

Awar, Lord of Lubricity

AC: -2
MV: 6"/15" (MC:D)
HD: 16, hp74
DMG: 1-4/1-4 or by longsword +2 of venom (twice per round)
Magic Resistance: 35 %
Psionic ability: nil
Has powers of 15th-level assassin
size:M (6.5' tall)
At will he may cast-grease, invisible, hypnotic pattern, and once per day use an unholy word.
S:9 I:18 W:17 D:19 C:20 CH:22 (-4)
XP: 5510

Awar appears as a huge peacock whose wings end in arms and feather-like hands.

Sut, Lord of Lies

AC: 0
MV: 15"/18" (MC:C)
HD: 16, hp68
DMG: 1-4/1-4/1-8
Magic Resistance: 35 %
Psionic ability: 268
attack/defense: A,B,D/G,J
Has 3 minor disciplines in psionics
size:M (6' tall)
At will he may cast-detect magic, undetectable lie, and once per day use a symbol of insanity.
S:15 I:19 W:18 D:16 C:16 CH:20 (-2)
XP: 5420

Sut appears as a cross between a man and a stork, with feather-like wings and beak with human like arms, hands, and torso.

Tir, Lord of Fatal Accidents

AC: -3
MV: 3"/15"
HD: 17, hp75
DMG: by spear +2 of wounding (twice per round)
Magic Resistance: 40 %
Psionic ability: nil
Has powers of a 15th-level assassin
size:M (7' tall)
At will he may cast-alter self, grease, detect magic, and once per day use a symbol of stunning.
S:17 I:14 W:10 D:20 C:18 CH:3
XP: 5525

Tir appears as a cross between a boar and a fish, with arms and hands of a human. One arm is completely white, while the other arm is completely black.

Zalambur, Lord of Mercantile Dishonesty

AC: -1
MV: 6"/15" (MC:E)
HD: 18, hp81
DMG: 1-3 pt. + poison (×7, save or die)
Magic Resistance: 40 %
Psionic ability: nil

Has powers of a 15th-level assassin and 10th-level cleric
Size: L
At will he may cast-undetectable lie, polymorph self, and once per day use a symbol of hoplessness.
S:13 I:17 W:16 D:17 C:18 CH:24 (-6)
XP: 8120

Zalambur appears as a hydra with the heads of a seven snakes, with small feather-like wings covering his body.

As sons of Eblis, they each have demonic abilities including darkness (5'r), teleport (no error), telekenese 5,000 gp weight, and may gate a type II demon with a 50 % chance of success. (See Cambions qv. MMII).

Anarazel (Demon Prince)

Armor Class: -10
Move: 15"/30" (MC:D)
Hit Dice: 214 hp
% in lair: 50 %
Attacks: 2
Damage/Attack: 1-8/1-8 + special
Special Attacks: see below
Special Defenses: see below, +1 magic weapon to hit
Magic Resistance: 60 %
Intelligence: Supra-genius
Alignment: Chaotic Evil
Size: M
Psionics Ability: 214
Attack/Defense modes: all/all
XP: 51290 (For Material form only)

Anarazel is probably the most fearsome of all demons (at least to mortals).

Myth has it, that Anarazel has enormous amounts of treasure lied buried under the earth on his plane (Although few, if any, adventurers of non-dietary status have confirmed this rumor). His plane contains certain types of non-corpeal undead and horrifying demons. His plane is in a continual state of darkness (very dim light) and a slight wind, cold and darkness accompanies him within a mile radius, similar to Pandemonium. Anyone seeing his face (he appears as a ghostly figure whose outline is the most visible feature) must save vs. petrification or be too terrified to move. Even those that save will still have some sort of fear against him (unless they are naturally fearless, such as paladins) and will be trembling while near his presence. He may also wail, causing all those within a 20' radius to save at -2 or die (same as banshee). Anyone that is touched by him will take dmg and must save or be affected by the same fear as if they had seen him. Thrice per day, his gaze may cause those to age 10 years (no save), at will.

He may also at 20th-level ability use any of the following spell-like powers, at 20th-level ability- darkness (30' r.), telekinese 9000 gp weight, gust of wind, weather summoning, control temperature, turn undead (as evil cleric), audible glamour, phantasmal force, call lightning, passwall, earthquake (1/day), fools gold, phantasmal killer (1/day), protection from good 10' r., paralyzation, and may gate in a type III demon (70 % chance success). He may summon one spectre around him, instead of using his spells or attacks, once per turn, in lieu of normal attack (a maximum of 7 per day).

Sammael (Demon Prince of Poison)

Armor Class: -5
Move: 6"/18" (MC:B)
Hit Dice: 72 hp (16HD)
% in lair:
Attacks: 1
Damage/Attack: 2d12+8 (+ poison)
or 5d6+8 (constriction)
Special Attacks: see below
Special Defenses: see below, +1 magic weapon to hit
Magic Resistance: 72 %
Intelligence: Supra-genius
Alignment: Chaotic Evil
Size: L (72' long)
Psionics Ability: 382
Attack/Defense modes: all/all
XP: 30150 (For Material form only)

Sammael appears on a spacial layer of the abyss where gravity is not present and the only element inside (besides other demons) is air. Any hapless player caught inside this plane without any wings or powers of flight may find themselves motionless (easy prey for the winged demons that inhabit this plane). Sammael, himself, appears as a giant red snake with 12 wings. He is often followed by a void of darkness of immeasurable size emanating from his tail (although the effect of this darkness is temporary. It lasts for only 1 hour or so). He is generally, a solitary creature and will be (usually) encountered alone by any intruder, or PC, that happens his way.

In combat, he may bite with his fangs for 10-20 pts damage. Additionally, he may choose which poison enters his opponent as follows: no poison, paralyzation (1-6 turns 3/day, save at -4), death (1/day, no save), damage (6d6, half is save is made), or normal poison (save or die). He may also breath a cone of cold as that of an ancient white dragon (1/day, for 56 pts, dmg, half if save). Any opponent near his side (and not near his head), may be constricted by Sammael (he must hit first, of course) for 5d6+8 dmg per round until he is dead, the character is dead, he is severed in some way as to allow the character to escape, or if he makes a successful bend bars check. Any character constricted that is of small or medium size cannot fight or cast spells against Sammael (unless they are purely verbal, and the head is not constricted), although psionics and innate powers function normally.

While constricting, or not biting, he may also cast spells at other opponents (or the opponent that is being constricted) at 20th-level use- polymorph self, curse, water breathing, neutralize poison, ESP, dispel magic, fear, unholy word (1/day), use any symbol (1/day), and may summon a type 5 or type 1 demon without fail.

Chalkydri (Major Demon) Charneas, Charpon, Charuch, Daresiel, Joustriel, Medussusiel, Meresiim, Nestoriel, Sameon, etc...

Frequency: Very rare
No. appearing: 1
Armor Class: 2
Move: 6"/18" (MC:A)
Hit Dice: 12
No. of attacks: 1
Damage/attack: 2-8 + special
Special attacks: see below

Special defenses: +2 weapon to hit, see below
Intelligence: Genius
Alignment: Chaotic Evil
Size: L
Psionics Ability: 216
attack/defense: all/all
XP: 7500 + 16/hp

These demons roam the plane ruled by Sammael where they destroy any hapless intruders they may encounter. In combat, these powerful demons bite for 2-8 pts dmg and inject a poison in which the victim must save vs. poison or continue to lose 1 hp/round for 1 turn (effects of poison are cumulative, so that a person could be losing, for example, 5 hp/round). They also may breath a cloud of gas equal to that of a green dragon (56 pts/dmg, half if save) once per day, but only do so in extreme cases.

They may also cast the following spell-like powers (as common to all demons) as follow: teleport (no error)-3/day, continual darkness, protection from good, detect illusion, cause fear, dispel magic (3/day), polymorph self, project image, detect magic, and symbol of death (1/day). Chalkydri may summon a vroock (35 % chance success), once per round. All Chalkydri regenerate at a rate of 1 hp/round. When they reach 0 hp, their remains burn up in flames. However, they are not destroyed: an egg appears in the very place where it was destroyed. This egg is immune to normal weapons and most magics (although can be destroyed by a magical weapon, and spells such as wish, limited wish, altar reality, holy word, or finger of death). If not destroyed, then the egg will hatch in 7 turns forming into a baby Chalkydri that has the full memories of the former Chalkydri. They initial stats are AC:6, HD 5, dmg 1 pt., save +4 vs. poison, and are considered medium sized creatures. Every year after its birth, it will then gain an addition HD, so the growth is as follows:

HD	AC	Dmg	Save vs poison
5	6	1	+4
6	6	1-2	+4
7	5	1-3	+3
8	5	1-4	+3
9	4	2-5	+2
10	3	2-6	+2
11	3	2-7	+1
12	2	2-8	+0

Other powers that they have remain normal (except that they are cast at the lower HD's level of the Chalkydri). The only way to permanently destroy these creatures (only if combatted on the abyss), is to destroy the egg.

Chalkydri have a special hatred toward phoenixs. When not roaming their own plane, they try to gain access to prime material planes where they can find, and challenge their prime adversaries. Due to their inferiority in power, in comparison to the phoenix, they try to summon demons or try to gather followers to help or destroy a phoenix.

Chalkydri appear as large snakes with six pairs of wings and an allegator's head. Coloration varies, although most have heads that are greenish, or at least have a greenish tint to their skin.

Munkir (Demon Lord)

Armor Class: -4
Move: 15"
Hit Points: 160
No. of attacks: 3
Damage/attack: 8-10/8-10/9-12
Special attacks: see below
Special defenses: +1 weapon to hit
Magic Resistance: see below
Intelligence: Genius
Alignment: Chaotic Evil
Size: L (14' tall)
Psionics Ability: 260
attack/defense: all/all
XP: 46400 (material form only)

Munkir is a terrifying demon lord that with the other demon lord, Nekir, interrogate the dead to see if they are worthy of 'paradise'. Although rarely combative (most other demons 'ignore' his plane), he can bite and rake with his forehands. If he succeeds in hitting with both hand attacks, then he has grasped opponent (he doesn't automatically grasp, just if he wants to) and may attack and hit automatically with his bite (9-12), and crush his victim for 3-18 pts dmg. Munkir's gaze may also cause those looking at him, to save vs. fear (save vs. magic applicable). If he also speaks while a victim looks at his gaze, then the fear saving throw decreases by -2.

Munkir also has a special magic resistance-a spell has a chance of succeeding of equal to the level of the spell (so, a 9th-level spell has a 90% chance of affecting him). Even if the magic succeeds this initial check, it must still further pass a normal magic resistance check of 100%. The exception to this rule is if any weapon has a bless spell cast on it. Any weapon that has this spell cast on it will cause an extra 1 hp/level of caster damage to him (Munkir is part rhakasha).

He may, also at 16th-level, cast any illusionist spell of third level or under that is not specific to a world (he can't cast any Bigby's spells, Tenser, Dragonlance spells, etc), once per round. He also has the powers of a 16th-level cleric. In addition he may cast his innate demonic powers of: teleport (no error), telekinese 5000 gp wt., use any symbol (1/day), polymorph self, and (grant another's) wish (1/day).

Munkir often wears the entrails of his slain enemies around his neck, arms, shoulders, etc. Munkir, along with Nekir are also known as the 'Black Angels'.

Alrunes (Female Demon Lord)

Armor Class: 0
Move: 3"/12"(3") (MC:C)
Hit Points: 164 hp (12HD)
No. of attacks: 2 or 1
Damage/attack: 2-8/2-8 or by weapon type
Special attacks: see below
Special defenses: see below
Magic Resistance: 100%
Intelligence: Genius
Alignment: Chaotic Evil
Size: M
Psionics Ability: 220
Attack/defense: all/all
XP: 46140 (for material for only)

Alrunes appears as a giant plant-like creature that may be mistaken for an odd looking tree, if creatures are not looking too carefully at her. An occasional fruit will be seen growing on her. If any creatures eat of this fruit, then they will be affected as if they had been charmed (no save) by Alrunes (Alrunes, as a consequence controls those characters by telepathy). A magic resistance check is allowed for the victim as well as a saving throw if she orders the creature's self-destruction. She rarely engages in combat, usually preferring to teleport away before melee occurs.

If forced into combat, (or if the odds seem obviously in her favor), then she may whip at her opponents with her tendrils. A natural roll of 20 on her to hit of one of her tendrils means that she has latched on to the victim's neck and strangulation begins (automatic 2-8 pts. damage, and victim must make an endurance check or suffer an additional 1-12 pts damage per round, assuming that the creature hit needs to breathe). She may also 'wail' instead of choosing to fight with her tendrils. Her wail causes similar effects to that of a banshee (save or die) to those that are able to hear and are in a 10 ft. radius of her. She is especially susceptible to (non-magical) fire, taking double damage from such a hit.

She may also use the following spell-like powers at 20th-level use: hallucinatory terrain, entangle, wall of fog, pass-plant, massmorph (2/day), darkness 15' r., teleport (no error), speak with plants, clairvoyance, and once per day use a limited wish. She may also, summon 1-4 magloire demons (detailed later) with an 80% chance of the gate opening. While near any wooded area, she may summon various plant creatures once per day:

- 1: 1-2 quickwoods
- 2: 1 black willow
- 3: 1-2 wolf in sheep's clothing
- 4: 4-10 kampfult
- 5: 1 hangman tree
- 6: 3-18 mandragora

(they do not have to come to her at their own power, but are "grown" out of the ground, near her, taking one round).

She may also appear as a beautiful, nude woman. Although in this form, she may not use any of her spell-like powers or her powers natural in her tree form. She may, however, use her psionics and may use a weapon that she may be carrying. In tree form, she may use all her powers except her psionics (treat as if psionic ability was nil for purposes of attack).

Magloire (Minor Demon)

Frequency: rare
No. appearing: 1-3
Armor Class: -2
Move: 3"/24" (MC:C)
Hit Dice: 5
% in lair: 20%
Treasure type:
No. of attacks: 2
Damage/attack: 2-5/2-7
Special attacks: see below
Special defenses: see below
Magic Resistance: 35%
Intelligence: Very
Alignment: Chaotic Evil
Size: S (3' tall)

Psionics Ability: nil
XP: 975 + 6/hp

Magloire are minor demons that server the demon lord Alrunes (q.v.).

They may either appears as a cross between a man and a chick, or as a mandrake root with wing-like leafs. In chick-man form, they man attack with beak and claw, and while in root form may wail causing all those in a 10 ft.

radius (affecting only those of non-planar origin) to save with a +4 modifier or die. In either form, they fly, move, and have the same statistics as they would in the other form (although they have different attack modes, as mentioned above). On the prime-material, they may server as pseudo-familiars: they may be summoned by a powerful magic-user or cleric to serve as a familiar (although they do not confer the benefits of a normal familiar, nor is there any bond that exists between the owner and the Magloire) as long as they give enough magic items or treasure to satisfy the demon. If not given enough magic or treasure, however, the demon will attack the master until the owner or the demon itself dies. After the master dies, the demon will carry the soul to the demon Alrunes (although there may be some conflict if the owner also had a quasit familiar).

Each magloire also may use the following powers, at 5th-level use: locate object, darkness (5' radius), teleport (1/day), telekinese 600 gp weight, detect magic, and detect good. The demons may also try to gate in another of its kind with a 20 % chance of the gate opening.

Labartu (Major Demoness)

Armor Class: -2
Move: 24"/12" (MC:D)
Hit Points: 56 hp (12HD)
No. of attacks: 2
Damage/attack: by weapon type +4/1-4 (+4) + special
Special attacks: see below
Special defenses: see below
Magic Resistance: 70 %
Intelligence: Genius
Alignment: Chaotic Evil
Size: M
Psionics Ability: nil
XP: 9246

The "overwhelmer" as she is known as, she is often seen, or accompanied by other powerful demons (Ahazu, and Labasu). They work together for mutual protection from other, more powerful, demon lords. In battle, she usually carries a longsword +4 and can pommel for 1-4 pts dmg. Any creature hit, that is not of demonic or outer-planar origin, or of god-like status will lose 2-12 pts of strength (1-4 pts., if a save is made). (Such loss is permanent, although a wish or restoration spell should reverse the effects.) For every point of strength drained by her, she gains 20 % of a full strength point to add to her 18/56 initial strength rating. Damage bonus, as well as to hit bonuses apply (for those DMs that include to hit bonuses for demons). This effect, however, is temporary for her, (unfortunately, not for the victem), lasting only 1 day from her initial strength gain.

She also has the following spell-like powers she can cast, once per round, at will, at 12th-level ability: teleport, alter

self, fear (in a 20' r.), darkness, disintegrate (1/day), pyrotechnics, charm person, suggestion, animate dead, and may gate in a type I demon (70 % chance of success).

She appears like a cross between an lion and a female human. Much like the shape of that of a wemic (MM2), although she also has wings and horns.

Tartarus

(Although not a demon, Tartarus can be found frequenting the abyss (he enjoys destroying demons, for the fun of it). Most demons fear him, and almost all are on unfriendly terms with him (with the exception of Pazuzues.)

Armor Class: -10
Move: infinite (all mediums, including flight)
Hit Points: 313 hp
No. of attacks: 4
Damage/attack: by weapon type +14 (+5)
Special attacks: see below
Special defenses: see below
Magic Resistance: See below
Intelligence: God-like
Alignment: Chaotic Evil (neutral)
Size: L (in natural form)
Psionics Ability: nil (immune to psionics)
S: 25 (+7/+14) I: 21 W: 20 D: 24 C: 25 CH: -4
XP: 65555

Tartarus is the (ex)-solar of torments over the realms of Tartarus.

Whether he is the physical manisfistation of the plane's power, or is just a powerful being of the plane is uncommonly unknown. He leads a lower- planar race called the Tartaruchians (natives of Tartarus) that he, as well as members of that race have powers in common with each other. They are all immune to cold, poison, takes full damage from lightning and magic missiles, and takes half damage from gas, fire, and acid. They also may, at will, use alter self, teleport (no error), and all divination spells. They are affected by magical weapons or weapons made with nickel (No wonder Kostchtchie hammer has inlays of nickel in it.) He himself, is affected by weapons having a magical enchantment of +2 or better. In combat, he carries a huge, flaming, (yet cold) two-handed sword +5 that automatically drains 3 levels per hit (a save can be made to lessen the effect, although a level is lost even if the save is made).

He may also opt to use any of the following spell-like powers, once per round (yet rarely needs to), in leiu of his melee attack:

change self, poison, protection from good, wither (1/day), disintegrate (1/day), stinking cloud, cloud kill, prismatic sphere (1/day), deathfog (3/day), phantasmal force, symbol of fear (3/day), darkness, cone of cold (3/day), lightning bolt (1/day), chaos, astral spell (1/day), fascinate, and dispel illusion.

All spell-like powers are made at 20th-level ability.

As far as spells, and spell-like powers affecting him, no spell of 6th-level or under may affect him. Even then, no spell, or magical ability may imprison, stun, or sever him. Any spell that still can affect him must pass through his 85 % magic resistance and no power or permanent loss may affect him for more than 7 days (unless he is slain).

Tartarus appears similar (but not exactly like) a bright solar (qv. MM2). Skillenting colors (usually) surround his unholy and neuter features.

Tartaruchian

Frequency: rare (on own plane)
No. appearing: 1 or 1-10
Armor Class: 0
Move: 18" (24" on all fours)
Hit Dice: 10
% in lair:
Treasure type: (a lot, but all of it is hidden)
No. of attacks: 2
Damage/attack: by weapon type +6 or 7-10/7-10
Special attacks: see below
Special defenses: see below
Magic Resistance: 65 %
intelligence: exceptional
alignment: chaotic evil (neutral)
size: M (7' tall)
psionic ability: 163 (yes I know this splits unevenly)
attack/defense: all/F,G,H,J
XP: 5250 + 14/hp

This evil entities serve the arch-(ex) solar Tartarus. They're main activity is torturing the dead that go to that region, although sometimes they act in accordance to Tartarus'

will. The single race of Tartaruchians have powers common to all of them- including immunity to cold, poison, taking full damage from lightning and magic missiles, and taking half damage from gas, fire, and acid. They all have the ability to alter self, teleport (no error), haste (1/day), fool's gold, and use all divination spells (at will, once per round, at 10-level magic-user ability). They may also summon another of their kind (90 % success) or in extreme cases their lord (Tartarus-5 % chance). They all must be hit by either magical weapons, or weapons made of (or partly of) nickel.

They themselves in combat carry an iron rod that has 3 hooks that causes 3d4 points damage and acts as a +2 weapon (the weapons are native to Tartarus, see reference made in "Manual of the Planes", about crossing planar borders and its affect on magic items). On a modified hit of 20+, these weapons will cause a permanent loss of hp equal to the dice damage (3d4) of the hit (excluding strength and magical bonuses). A wish, limited wish, or dream, or any other similar power will restore the hit points at a rate of 1-8 hp. These weapons, fortunately, lose their power on the prime material since they were made in Tartarus (see effects of weapons through cross planar travel in "The Manual of the Planes").

Tartaruchians look like satyrs, except that they are more goat-like in nature having heads of a goat, and hooves on all four appendages (all of which are capable of handling complex tasks such as weapon combat). A few of them ride steeds and other lower-planar herd-like creatures. They all have huge amounts of treasure, buried and hidden.