



YET MORE ARCHFIENDS

A Book of Vile Darkness Web Enhancement

The *Book of Vile Darkness* details all aspects of evil as they might apply to your campaign. This includes, but is not limited to, the statistics and descriptions of those most evil beings, the archfiends—the Lords of Hell and Demon Princes. They each come with their own details plus descriptions of their followers and cultists. Yes, although the archfiends are not true deities, cults of mortals revere them all the same. (The *Book of Vile Darkness* describes how this works and suggests relevant variant rules.)

Presented here for you are three more archfiends that didn't make it into the book: a deposed archdevil and two demon princes—well, one demon prince and one princess.

- The former archdevil, Geryon, longs to rule in Hell once again.
- Pazuzu is a prince like no other, for he rules the skies of all Abyssal layers. Thus he is master of very much and very little all at once.
- Rhyxali holds sway over all the shadow demons (find their description in the *Book of Vile Darkness*) and the secrets and souls they procure as they skulk about the Abyss.

To use this web enhancement, you should already have the *Book of Vile Darkness* by Monte Cook. Any spells, feats, or magic items marked with a dagger (†) appear in that sourcebook rather than in the core rulebooks. This bonus material is brought to you by the official DUNGEONS & DRAGONS website: www.wizards.com/dnd.

While the *Book of Vile Darkness* is intended for mature readers only, this web enhancement was written with Wizards of the Coast's online audience in mind. Therefore, it is suitable for all D&D players.

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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GERYON, DEPOSED LORD OF THE FIFTH (FILTH)

Huge Outsider (Evil, Lawful)

Hit Dice: 30d8+360 (495 hp)

Initiative: +8

Speed: 40 ft.

AC: 40 (–2 size, +4 Dex, +11 insight, +17 natural), touch 23, flat-footed 36

Attacks: Claws +40 melee and tail slap +38 melee

Damage: Claws 2d8+13 plus 1 vile, tail slap 1d8+6 plus poison

Face/Reach: 20 ft. by 5 ft./15 ft.

Special Attacks: Fear gaze, improved grab, poison, spell-like abilities, *summon baatezu*

Special Qualities: Baatezu traits, DR 15/+5, outsider traits, regeneration 6, SR 30

Saves: Fort +29, Ref +21, Will +24



Abilities: Str 36, Dex 19, Con 35, Int 26, Wis 24, Cha 23
Skills: Appraise +28, Bluff +34, Climb +41, Concentration +42, Diplomacy +36, Hide +26, Innuendo +34, Intimidate +37, Knowledge (arcana) +36, Knowledge (the planes) +36, Knowledge (religion) +36, Listen +35, Move Silently +34, Perform +21, Search +36, Sense Motive +34, Spellcraft +38, Spot +37

Feats: Cleave, Combat Reflexes, Dark Speech†, Great Cleave, Improved Initiative, Multiattack, Power Attack, Vile Natural Attack† (claws)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 22

Treasure: Quadruple standard

Alignment: Lawful evil

Advancement: —

Geryon was once Lord of Hell's Fifth Layer. During a period called the Reckoning, Asmodeus himself ousted him. This turn of events seems strange to those who know the facts, since the Reckoning came about when the lords of Hell all turned on their master, Asmodeus—all but Geryon, that is. The only loyal lord was deposed, while most of the mutinous lords went unpunished. Some speculate that this move represented some sort of strange reward from Asmodeus—Geryon certainly did not see it that way—and others assume the former archdevil's loss of rank is only temporary. If Geryon has his way, the latter estimation will prove correct.

Although some call him the Serpentine Lord, Geryon's enemies also name him Lord of the Filth. This label obviously plays off his former "Lord of the Fifth" title, much like Baalzebub's "Lord of the Flies/Lord of the Lies" moniker. However, such a reference is ironic in Geryon's case, for the archdevil despises uncleanness and dirt, demanding that servants keep himself and his surroundings immaculate. This need seems at odds with the devil's otherwise bestial appearance and nature; some think him a little mad.

The archdevil dwells in a secret iceberg fortress called Citadel Coldsteel that floats in a frigid sea. Its dangers combined with its sterile appearance encourage the few who have seen it to compare the place to a surgeon's scalpel.

In appearance Geryon resembles Mammon's current form: that of a huge serpent with a muscular humanoid torso sporting two large arms and a massive humanoid head. For all his bizarre appearance, Geryon's face and features seem strangely attractive and handsome in a raw, animal sort of way.

Geryon's symbol is a menacing bull's head surrounded by a serpentine border.

Combat

Geryon thrusts himself into physical combat at a moment's notice with lust and ferocity. He prefers to destroy foes with his bare hands, but sometimes he resorts to using weapons and even a shield.

Fear Gaze (Su): Geryon has a gaze attack that produces fear, similar to the *fear* spell (caster level 15⁺; Will DC 31 negates). Other baatezu are immune to the aura.

Improved Grab (Ex): If Geryon hits a Large or smaller opponent with a claw attack, he deals normal damage and attempts to start a grapple without provoking an attack of opportunity (grapple bonus +51). If he hits with the claw, he also automatically hits with his tail slap attack in the same round. Geryon has the option to conduct the grapple normally, or simply use his claw to hold the opponent (–20 penalty on grapple check, but Geryon is not considered grappled). In either case, each successful grapple check he makes during successive rounds automatically deals claw and tail slap damage.

Poison (Ex): Geryon delivers his poison (Fort DC 37) via each successful tail slap attack, from the vicious stinger embedded in his tail. The initial and secondary damage are the same (2d6 points of Constitution damage).

Spell-Like Abilities: At will—*blasphemy, charm monster, desecrate, detect good, detect magic, discern location, dispel magic, enthrall, fireball, hellfire storm†, hold person, magic circle against good, major image, produce flame, see invisibility, suggestion, teleport without error, unholy aura, unhallow, wall of fire*; 1/day—*spread of savagery†, symbol (any), wish*. Caster level 20th; save DC 16 + spell level.

Baatezu Traits: Geryon can communicate telepathically with any creature within 100 feet that has a language. In addition, he can see perfectly in darkness of any kind, even that created by a deeper darkness spell. Geryon is immune to fire and poison, and he has acid resistance 20 and cold resistance 20.

Outsider Traits: Geryon cannot be raised or resurrected.

Regeneration (Ex): Geryon takes normal damage from holy and blessed weapons of at least +4 enhancement.

Summon Baatezu (Sp): Three times per day, Geryon can summon four barbazu or hamatulas automatically. Alternatively, he can attempt to summon three cornugons, two gelugons, or one pit fiend with an 80% chance of success.

Possessions: Geryon possesses the *horn of the bull*.

The Goals of Geryon

Geryon's single-minded goal is to regain his former position. Although he hates Asmodeus for taking away his authority and power, he does not openly oppose his old master. Instead, he still works for him, hoping his performance will result in his reinstatement. In fact, Asmodeus likely deposed Geryon in the first place because he knew the archfiend's coveting of his former position would make him more easily to manipulate and use for some great task at a later date.

Most of the time Geryon plots and schemes against Levistus, current ruler of Hell's fifth layer. Slowly and secretly the resentful ex-lord raises an army of disaffected or mercenary devils. Geryon's secret army is vast and powerful, but not yet ready to begin a revolt against Levistus.

If Geryon ever regains his former position, his personal power likely will increase quickly (more Hit Dice, greater spell-like abilities, and so on).

The Cult of Geryon

Cultists who worship Geryon see him as a patron of controlled rage and revenge. His followers, often rangers and barbarians, can be found among gnolls, bugbears, hobgoblins, and minotaurs, as well as more standard races. These driven, greedy individuals allow nothing to get in their way.

The very few temples of Geryon are found deep in the wilderness. These underground labyrinths incorporate cold, bluish steel where possible and always look extremely clean and stark.

Clerics associated with Geryon wear red or dark green clothing and serpentine jewelry. They usually have access to the Diabolic, Evil, and Bestial domains.

Cultists

Daglum Shiverstone lives alone in the wilderness, maintaining a small underground temple to his patron. His current goals include winning over some of the local bugbears to Geryon's service and using them as temple guards. Eventually he hopes to lead an army of Geryon's worshippers back to his dwarven home and raze it in revenge for past wrongs done him. A dire badger companion currently serves Daglum.

◆ **Daglum Shiverstone:** Male dwarf Clr 5/Rgr 6; CR 11; Medium-size humanoid; HD 5d8+13 plus 6d10+12; hp 65; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13; Atk +10/+5 melee (1d8+3/x3, +1 *cursespewing battleaxe*) and +10 melee (1d62/x3, +1 *handaxe*); SQ Dwarf traits, favored enemies (humans +2, beasts +1), scent; AL LE; SV Fort +13, Ref +5, Will +9; Str 15, Dex 15, Con 14, Int 10, Wis 16, Cha 4.

Horn of the Bull

This lesser artifact summons 1d10+10 minotaurs with maximum hit points. They serve the summoner until they die. The horn can be used three times per week, but when a user blows it, all summoned minotaurs remaining from its previous use (if any) disappear. In all other ways, treat the horn's effect as a *summon monster* spell.

Caster Level: 18th.

Skills and Feats: Appraise +3, Balance +3, Concentration +6, Craft (metalworking) +2, Craft (stoneworking) +2, Escape Artist +3, Hide +3, Knowledge (religion) +8, Move Silently +8, Spellcraft +8, Spot +6; Combat Casting, Great Fortitude, Scribe Scroll, Toughness, Track.

Dwarf Traits: Daglum has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, a +2 racial bonus on Fortitude saves against all poisons, and a +4 dodge bonus against giants. He has darkvision (60-foot range) and stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 feet and can use the Search skill to find stonework traps as a rogue can; intuit depth). Daglum also has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (these bonuses are already figured into the statistics above).

Favored Enemies: Daglum has selected humans as his first favored enemy and beasts as his second. He gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against humans, and a +1 bonus when using them against beasts. He gets the same bonus to weapon damage rolls against creatures of these types. He also gets the damage bonus with ranged weapons if the target is within 30 feet. The bonus doesn't apply to damage against creatures that are immune to critical hits.

Scent (Ex): Daglum can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level): 0—*cure minor wounds, detect magic* (2), *guidance, resistance*; 1st—*bane, command, cure light wounds, divine favor, magic fang**; 2nd—*aid, bull's strength*, endurance, sap strength†*; 3rd—*cure serious wounds, dispel magic, greater magic fang**.

***Domain spell.** *Domains:* Bestial (gains the scent extraordinary ability), Evil (+1 caster level with evil spells).

Ranger Spells Prepared (2; save DC 13 + spell level): 1st—*resist elements, speak with animals*.

Possessions: +1 *cursespewing†* battle axe, +1 hand axe, +1 *fleshshifter†* leather armor, scroll of *cure moderate wounds*.

The Servants of Geryon

This archdevil has a diabolic army composed of a variety of devils—the rogue lord will take whomever he can get. His most powerful servant and most trusted ally is the duke Amon, a unique creature also

deposed at Geryon's ousting. Amon looks like a huge humanoid figure covered in fur with a massive wolfish head. His mouth is full of jagged teeth, and his eyes glisten like ice. Normally accompanying him is a Huge 18-HD winter wolf.

Amon: Male deposed duke of Hell; CR 18; Huge outsider (evil, lawful); HD 26d8+234; hp 351; Init +9; Spd 40 ft., fly 60 ft. (average); AC 36, touch 13, flat-footed 31; Atk +37/+32/+27/+22 melee (4d6+18 plus 1 vile, Gargantuan +3 heavy mace) and +29 melee (2d8+5, bite); Face/Reach 5 ft. by 10 ft./15 ft.; SA Fear aura, spell-like abilities; SQ Baatezu traits, cold immunity, DR 25/+3, outsider traits, regeneration 5, SR 28, *summon baatezu*; AL LE; SV Fort +24, Ref +20, Will +20; Str 31, Dex 20, Con 29, Int 20, Wis 20, Cha 18.

Skills and Feats: Bluff +33, Climb +37, Concentration +36, Diplomacy +17, Disguise +30, Hide +17, Intimidate +8, Jump +36, Knowledge (arcana) +34, Listen +34, Move Silently +34, Search +34, Spellcraft +34, Spot +34; Cleave, Corrupt Spell-Like Ability, Great Cleave, Improved Initiative, Power Attack, Vile Martial Strike (heavy mace), Weapon Focus (heavy mace)

Fear Aura (Su): As a free action, Amon can create an aura of fear in a 20-foot radius. This effect is otherwise identical to a fear spell (caster level 15th; Will DC 27). If the save succeeds, that creature cannot be affected again by Amon's fear aura for one day. Other baatezu are immune to the aura.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, cone of cold, create undead, desecrate, detect good, detect magic, dispel magic, fly, improved invisibility, magic circle against good, major image, polymorph self, suggestion, teleport without error* (self plus 50 lb. of objects only), *unholy aura, unhallow, wall of ice*; 1/day—*limited wish, symbol* (hopelessness). Caster level 18th; save DC 14 + spell level.

Baatezu Traits: Amon is immune to fire and poison. He has acid resistance 20 and cold resistance 20. Amon can see perfectly in darkness of any kind, including that created by *deeper darkness* spells. He can also communicate telepathically with any creature within 100 feet that has a language (except lemures).

Outsider Traits: Amon cannot be raised or resurrected.

Regeneration (Ex): Amon takes normal damage from holy and blessed weapons of at least +4 enhancement.

Summon Baatezu (Sp): Twice per day Amon can automatically summon two osyluths or barbazu, or one erinyes, cornugon, or gelugon.

Possessions: Gargantuan +3 heavy mace.

PAZUZU, DEMON PRINCE OF THE LOWER AERIAL KINGDOMS

Large Outsider (Chaotic, Evil)

Hit Dice: 33d8+330 (478 hp)

Initiative: +14

Speed: 30 ft., fly 120 ft. (perfect)

AC: 43 (-1 size, +10 Dex, +6 insight, +18 natural), touch 25, flat-footed 33

Attacks: 2 claws +46 melee and bite +41 melee

Damage: Claws 2d8+15 plus 1 vile, bite 1d10+10

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

Special Attacks: Breath weapon, improved grab, pounce, rake 2d8+5, spell-like abilities

Special Qualities: Blindsight 100 ft., DR 20/+6, fast healing 5, *greater magic fang*, SR 34, *summon tanar'ri*, *summon aerial monster*, tanar'ri traits

Saves: Fort +28, Ref +28, Will +27

Abilities: Str 30, Dex 31, Con 30, Int 29, Wis 29, Cha 30

Skills: Animal Empathy +35*, Balance +44, Concentration +43, Diplomacy +47, Escape Artist +43, Handle Animal +35*, Hide +39, Intimidate +42, Intuit Direction +42, Jump +14, Knowledge (nature) +37, Knowledge (the planes) +37, Listen +42, Move Silently +43, Ride +12, Search +28, Sense Motive +42, Spellcraft +28, Spot +42*, Tumble +43, Wilderness Lore +36

Feats: Cleave, Dark Speech†, Dodge, Expertise, Fly-by Attack, Improved Initiative, Power Attack, Sunder, Vile Natural Weapon† (claw)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 24

Treasure: Quadruple standard

Alignment: Chaotic evil

Advancement: —

Pazuzu, known to some as Pazrael or Pazuzeus, is a unique demon lord in that he does not rule a layer of the Abyss. Instead he oversees a portion of almost every layer: the sky above. Also unlike his fellow princes, he does not war with other demon lords. All treat him with roughly equal amounts of resentment and grudging respect.

One cannot dispute Pazuzu's power, but he is not in the same league physically as the most powerful princes, Demogorgon and Orcus. He maintains no permanent lair, although he occasionally resides in the



highest Abyssal mountain peaks or rocky crags, or in the floating palaces of the evil cloud giants that pay him homage.

Known as the Demon Prince of the Lower Aerial Kingdoms or Demon Prince of the Air, Pazuzu concerns himself mainly with the Material Plane. He goes there more often than most demon princes. And, more than any other prince, he enjoys tempting or tricking those of good alignment to fall to evil.

Pazuzu is a 7-foot-tall humanoid with four dark, feathered wings. His large head also bears a bit of plumage, as well as massive red eyes and a sharp, tooth-filled, beaklike mouth.

The Demon Prince of the Air uses a swooping bird of prey as his symbol.

Combat

Pazuzu uses his breath weapon as liberally as possible as his main offensive tactic. In battle, he sticks to the air, swooping down to attack, then flying back up again. Even if he achieves a grapple attack against a foe with his improved grab ability, he is unlikely to hang on for long, unless the foe is in the air. He usually prepares for battle with *unholy aura* and *improved invisibility*, giving his Armor Class and saving throws a +4 bonus against good characters.

Breath Weapon (Su): Pazuzu can breathe a 30-foot cone of acidic gas and insects that deals 14d6 points of damage (Reflex DC 36 half) and also has the effects of a *creeping doom* spell. (The insects are immune to the effects of the acidic gas.) Once he uses his breath weapon, he must wait 1d4 rounds before doing so again.

Improved Grab (Ex): If Pazuzu hits a Medium-size or smaller opponent with a bite attack, he deals normal damage and attempts to start a grapple without provoking an attack of opportunity (grapple bonus +47). If he gets a hold, he can also rake in the same round. Thereafter, Pazuzu has the option to conduct the grapple normally, or simply use his jaws to hold the opponent (–20 penalty on grapple check, but Pazuzu is not considered grappled). In either case, each successful grapple check he makes during successive rounds automatically deals bite damage.

Pounce (Ex): Should Pazuzu attack a foe from the air during the first round of combat, he can make a full attack, even though he has moved.

Rake (Ex): If attacking from the air, Pazuzu can make two rake attacks with his legs (+41 melee) for 2d8+5 points of damage each. If he pounces on an opponent or gets a hold with his improved grab ability, he can also rake.

Spell-Like Abilities: At will—*blasphemy, call lightning, control weather, control winds, deeper darkness, desecrate, detect good, detect law, detect thoughts, greater dispelling, greater magic fang, improved invisibility, shapechange, suggestion, telekinesis, teleport without error, tongues (self only), unhallow, unholy aura, unholy blight, wind wall*; 1/day—*meteor swarm*. Caster level 20th; save DC 20 + spell level.

Blindsight (Su): By detecting subtle movements in the air, Pazuzu is aware of all things around him in a 100-foot radius. Invisibility and darkness are irrelevant, though he still can't discern ethereal beings. Pazuzu usually does not need to make Spot or Listen checks to notice creatures within range of his blindsight ability.

Fast Healing (Ex): Pazuzu regains hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow him to regrow or reattach lost body parts.

Greater Magic Fang: Pazuzu carries this permanent spell effect (caster level 20th) on each of his two front claws and on his jaws. The effect adds a +5 bonus to attack and damage rolls (already figured into the statistics above). Should someone dispel it, he can use his own spell-like ability to replace the effect.

Outsider Traits: Pazuzu has darkvision (60-foot range). He cannot be raised or resurrected.

Summon Aerial Monster (Sp): Once per day Pazuzu can summon 2d6+3 gargoyles, 1d6+3 harpies, 1d4 manticores, or 1 wyvern automatically. These particularly strong creatures enjoy maximum hit points and a +1 bonus to attack and damage rolls.

Summon Tanar'ri (Sp): Once per day Pazuzu can summon 1d4+1 succubi, 1d2+1 vrocks, or 1 balor automatically.

Tanar'ri Traits: Pazuzu is immune to poison and electricity. He has acid resistance 20, cold resistance 20, and fire resistance 20. Pazuzu can communicate telepathically with any creature within 100 feet that has a language (except dretches).

***Skills:** Pazuzu gains a +10 bonus to Spot checks made while in the air, and a +10 bonus to Animal Empathy and Handle Animal skill checks used with any winged creature.

The Goals of Pazuzu

Uninterested in conquest, Pazuzu does not see the other demon princes as rivals. This attitude is partially due to arrogance (he considers himself above them and assumes he already controls anything of worth in the Abyss) and partially due to the fact that his goals have nothing to do with those of most other demon lords. Pazuzu loves to tempt mortals. He personally offers his aid to any good creature that calls upon him—an act that automatically causes the good creature to turn to evil. Calling upon him usually involves intoning his name three times in succession.

The Cult of Pazuzu

The cult of Pazuzu is an uncommon one. Rarely do societies devote themselves to this demon lord. Instead, the occasional individual swears allegiance to him. Even this conduct occurs most often among harpies, gargoyles, manticores, wyverns, and (rarely) evil fey or dragons.

Pazuzu encourages his priests to use their powers to corrupt the souls of good creatures. He enjoys it when they sacrifice good creatures that prove beyond temptation on altars dedicated to him. His temples usually lie deep in the wilderness, atop high cliffs or rugged mountain peaks unreachable except by those capable of flight or similar means of travel.

His priests wear multicolored robes, often with feathers stitched into the fabric, or they wear nothing. They sometimes refer to themselves as the Talons of Pazuzu.

Clerics affiliated with Pazuzu usually have access to the Evil, Demonic, and Air domains.

Cultists

Agribrulix, an exceptional harpy cleric that reveres Pazuzu, dwells with a small clutch of other harpies high in the wilderness. Agribrulix seeks to lead them out of their lair to steal a magic item that would alter her appearance enough to pass in a human city. In such a guise, she hopes to use her captivating song to cause good mortals to commit evil acts. By using her magic voice to bring them to her, she can more easily get them to listen to the temptations she offers in her lord's name. Corrupting these souls should encourage Pazuzu to grant her the power to establish her own temple, she hopes, with her own Pazunite soldiers to command.

✦ **Agribrulix:** Female harpy Clr 6; CR 10; Medium-size monstrous humanoid; HD 7d8+7 plus 6d8+6; hp 82; Init +3; Spd 20 ft., fly 80 ft. (average); AC 17, touch 13, flat-footed 14; Atk +16 melee (1d3+5, 2 claws), or +15/+10/+5 ranged (1d8+5/x3, +1 mighty composite longbow [+4 Str bonus]); SA Captivating song, rebuke undead 9/day; SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +10, Will +12; Str 19, Dex 17, Con 13, Int 8, Wis 15, Cha 22.

Skills and Feats: Bluff +12, Concentration +4, Diplomacy +8, Intimidate +8, Knowledge (arcana) +3, Listen +9, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +13, Spot +8; Dodge, Flyby Attack, Martial Weapon Proficiency (composite longbow), Thrall to Demon.

Captivating Song (Su): When Agribrulix sings, every creature within 300 feet must succeed at a Will save (DC 19) or become utterly captivated. This charm effect follows the rules for a spread. If the save succeeds, Agribrulix's song cannot affect that creature again for one day. A captivated victim walks toward Agribrulix, taking the most direct route available. If the

path leads into a dangerous area (through flame, off a cliff, etc.), the creature gets a second saving throw. Captivated creatures can take no other actions other than to defend themselves. A victim within 5 feet of Agribrulix stands there and offers no resistance to her attacks. The effect continues for as long as she sings.

Spells Prepared (5/5/5/3; save DC 12 + spell level): 0—create water, cure minor wounds, detect magic, guidance, resistance; 1st—command, demonflesh*†, divine favor, endure elements, shield of faith; 2nd—bull's strength, darkness, endurance, hold person, wind wall*; 3rd—cure serious wounds, dispel magic, gaseous form*.

***Domain Spell.** Domains: Air (turn or rebuke earth creatures 3/day), Demonic (gain +1 bonus to attack and damage when fighting unarmed).

Possessions: Bracers of armor +3, +1 mighty composite longbow (+4 Str bonus), 24 arrows, potion of see invisibility, scroll of boneblade†.

The Servants of Pazuzu

Pazuzu commands six balors, each an elite individual with special fighter training (5th-level fighters) and magical plate armor. Called the Six Wings of Pazuzu, they act as his bodyguards and assassins. In turn, each of these balors commands a unit of hundreds of vrocks.

✦ **Six Wings of Pazuzu (6):** Male balor Ftr 5; CR 23; Large outsider (chaotic, evil); HD 13d8+78 plus 5d10+30; hp 193; Init +5; Spd 40 ft., fly 90 ft. (good); AC 43, touch 10, flat-footed 42; Atk +24 melee (1d6+7 plus fear, 2 slams), or +24/+19/+14/+9 melee (2d6+10/17–20, +1 vorpal greatsword) and +23 ranged (1d2+3 plus entangle, whip); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with whip) ft.; SA Body flames, entangle, fear, spell-like abilities; SQ Death throes, detect magic, DR 30/+3, outsider traits, see invisibility, SR 28, summon tanar'ri, tanar'ri traits; AL CE; SV Fort +18, Ref +10, Will +14; Str 24, Dex 12, Con 23, Int 20, Wis 21, Cha 18.

Skills and Feats: Bluff +19, Concentration +21, Craft (weaponsmithing) +12, Diplomacy +15, Hide +13, Intimidate +6, Knowledge (the planes) +17, Listen +28, Move Silently +11, Scry +21, Search +20, Sense Motive +25, Spellcraft +21, Spot +29; Ambidexterity, Cleave, Great Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (whip), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Body Flames (Su): A wing of Pazuzu can wreath its body in roaring flames as a free action. It suffers no harm, but anyone grappling with it takes 4d6 points of fire damage each round.

Entangle (Ex): A wing of Pazuzu's whip entangles foes much like an attack with a net. The whip has a maximum range of 40 feet, with a range increment of 10 feet, and 20 hit points. The whip needs no folding. If it hits, the target and the wing of Pazuzu immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see Body Flames). The target remains anchored against the wing of Pazuzu's body until it escapes the whip.

Fear (Su): Any creature hit by a wing of Pazuzu's slam attack must succeed at a Will save (DC 20) or flee in terror for 1d6 rounds.

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 lb. of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight, wall of fire*; 1/day—*fire storm, implosion*. Caster level 20th; save DC 14 + spell level.

Death Throes (Ex): When killed, a wing of Pazuzu explodes in a blinding flash of light that deals 50 points of damage to everything within 100 feet (Reflex DC 22 half).

Detect Magic (Su): A wing of Pazuzu continuously detects magic as the spell (caster level 20th).

Outsider Traits: A wing of Pazuzu has darkvision (60-foot range). It cannot be raised or resurrected (though a wish or miracle spell can restore life).

See Invisibility (Su): A wing of Pazuzu can continuously use a see invisibility effect as the spell (caster level 20th).

Summon Tanar'ri (Sp): Once per day, a wing of Pazuzu can automatically summon 1d4 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor.

Tanar'ri Traits: A wing of Pazuzu is immune to poison and electricity. It has acid resistance 20, cold resistance 20, and fire resistance 20. A wing of Pazuzu can communicate telepathically with any creature within 100 feet that has a language (except dretches).

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

Possessions: +1 *vorpal greatsword*, +5 *full plate armor*, whip.

RHYXALI, THE DEMON PRINCESS OF SHADOW

Large Outsider (Chaotic, Evil)

Hit Dice: 36d8+252 (414 hp)

Initiative: +15

Speed: 40 ft.

AC: 40 (–1 size, +11 Dex, +6 insight, +14 natural), touch 26, flat-footed 29

Attacks: +5 *longsword* +44/+39/+34/+29 melee and +5 *longsword* +44 melee

Damage: +5 *longsword* 1d8+11/17–20 (primary hand), +5 *longsword* 1d8+8/17–20 (off hand)

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

Special Attacks: Sneak attack +10d6, spell-like abilities

Special Qualities: DR 15/+6, fast healing 5, incorporeality, outsider traits, SR 38, *summon tanar'ri, summon shadow demons*†, *tanar'ri traits*

Saves: Fort +27, Ref +31, Will +26

Abilities: Str 23, Dex 32, Con 25, Int 28, Wis 23, Cha 28

Skills: Balance +51, Bluff +25, Climb +24, Concentration +23, Diplomacy +48, Disable Device +37, Disguise +34, Escape Artist +39, Gather Information +35, Hide +43, Intimidate +39, Jump +10, Knowledge (arcana) +35, Knowledge (the planes) +45, Listen +42, Move Silently +47, Scry +35, Search +45, Sense Motive +42, Spellcraft +27, Spot +42, Tumble +47

Feats: Ambidexterity, Cleave, Dark Speech†, Dodge, Expertise, Improved Critical (*longsword*), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (*longsword*)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 24

Treasure: Quadruple standard

Alignment: Chaotic evil

Advancement: —

Rhyxali is a female demon lord who rules the shadow demons. Unlike such princes as Demogorgon, Orcus, and Graz'zt, she maintains a low profile. Her servants run a brisk trade in both souls and information as they flit amid the infinite Abyss. She controls an entire layer, the home of the shadow demons, and does not covet a larger realm. Rhyxali seems content to gain more personal power by trafficking in secrets and souls. She delights in killing and deceit.

Rhyxali's layer of the Abyss, called Shaddonon, is a

place of darkness. Within its dim twilight, nestled among forests of shadows, lie hidden cities full of out-cast demons and rogue beings of all sorts. The main inhabitants, however, are shadow demons.

Few have seen Rhyxali's true form and lived to tell the tale. She is a tall, humanoid woman with jet-black skin. The color of her flesh, and the fact that she has six fingers on each hand, lends credence to the idea that she is related to Graz'zt—perhaps his sister. Neither speaks of the issue; they seem to have no special like or dislike for each other.

Rhyxali's symbol is a jet-black dagger.

Combat

Rhyxali detests straightforward combat. She likes to stalk her prey unseen, striking with surprise when conditions suit her. She fights with two longswords; both blades usually bear poison such as bebilith venom,† devil's eye†, or vilestar†, depending on whom she might encounter.

Sneak Attack: Rhyxali can make sneak attacks as a 20th-level rogue.

Spell-Like Abilities: At will—*blasphemy*, *blur*, *damning darkness*†, *darkbolt*†, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *dream*, *greater dispelling*, *improved invisibility*, *major image*, *mirage arcana*, *mirror image*, *phantasmal killer*, *suggestion*, *telekinesis*, *teleport without error*, *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, *wretched blight*†; 1/day—*disintegrate*, *shapechange*, *veil*. Caster level 20th; save DC 19 + spell level.

Fast Healing: Rhyxali regains hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow her to regrow or reattach lost body parts.

Incorporeality: As a standard action, Rhyxali can become incorporeal for as long as she desires. While incorporeal, Rhyxali appears as a large humanoid shadow. During this time, she receives the incorporeal subtype, and the following changes to her statistics are in effect for as long as she remains incorporeal: Large outsider (chaotic, evil, incorporeal); AC 35, touch 35, flat-footed 24; Atk +49/+44/+39/+34 melee (1d8+5/17–20, +5 longsword) and +49 melee (1d85/17–20, +5 longsword); SQ incorporeal subtype; Str –; Climb +18, Jump +4; Cleave and Power Attack unavailable. She requires a standard action to return to her natural state.

Outsider Traits: Rhyxali has darkvision (60-foot range). She cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Summon Tanar'ri (Sp): Once per day, Rhyxali can summon 1d2+1 glabrezu or 1d2 mariliths automatically.

Summon Shadow Demons (Sp): Three times per day, Rhyxali can summon 1d6+1 shadow demons automatically.

Tanar'ri Traits: Rhyxali is immune to poison and electricity. She has acid resistance 20, cold resistance 20, and fire resistance 20. Rhyxali can communicate telepathically with any creature within 100 feet that has a language (except dretches).

Possessions: Rhyxali wields two +5 longswords.

The Goals of Rhyxali

Shadow demons travel throughout the Lower Planes virtually unnoticed. As they do, they see everything and report it back to their mistress. Rhyxali sells some of this information to wealthy buyers (who pay in magic or souls) but keeps the best tidbits to exploit herself.

Like night hags, shadow demons also trade in souls. Shaddonon's reputation as the Abyss's main soul-trading center draws many visitors willing to pay vast sums. Even other demon princes send emissaries to Rhyxali make deals. Virtually all powerful demons call Rhyxali their ally even though many fear her ability to strike unseen, slay, and leave again unnoticed. None of them trust her completely, but she knows enough not to trust them either.

Rhyxali has slight regard for the Material Plane or its mortal inhabitants. Mortals have souls and souls are a commodity; she thinks of them as little more than livestock.

The Cult of Rhyxali

Very few mortals worship Rhyxali. She neither seeks their adoration nor notices its absence. Although a few ruined temples located in isolated locales hold services in her name, she really has no cult—just scattered undead shadows whispering foul rites dedicated to her.

The Servants of Rhyxali

Rhyxali's second in command is a marilith sorcerer named Viractuth. As the shadow demons return, she organizes the secrets and knowledge they've gathered. She dwells in a huge, shadowy library filled with hand-

written tomes only she can read. The books' organization seems so chaotic that no one but Viractuth can find anything of relevance in the collection, let alone decipher it.

More often than not, a Large shadow demon named Kadasha serves at Rhyxali's side. This creature backs up the demon princess while she stalks foes. It not only provides an adequate pair of eyes on her back but acts as an excellent flanking ally as well.

☛ **Viractuth:** Female marilith Sor 5; CR 22; Large outsider (chaotic, evil); HD 9d8+45 plus 5d4+25; hp 122; Init +3; Spd 40 ft.; AC 32, touch 12, flat-footed 29; Atk +15/+10/+5 melee (1d8+5/19–20, +1 *chaotic longsword*) and +15 melee (1d8+3/19–20, two +1 *chaotic longswords*) and +15 melee (1d8+3/19–20, +1 *unholy longsword*) and +15 melee (1d8+3/19–20, three +1 *unholy longswords*) and +12 melee (4d6+2, tail slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Constrict 4d6+6, improved grab, spell-like abilities; SQ DR 20/+2, enhanced multiweapon fighting, outsider traits, SR 25, *summon tanar'ri*, *tanar'ri* traits; AL CE; SV Fort +12, Ref +10, Will +14; Str 19, Dex 16, Con 20, Int 19, Wis 18, Cha 22.

Skills and Feats: Bluff +17, Concentration +21, Diplomacy +10, Hide +11, Intimidate +8, Knowledge (arcana) +6, Listen +24, Move Silently +17, Scry +14, Search +18, Sense Motive +18, Spellcraft +19, Spot +24, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Quicken Spell-Like Ability†, Violate Spell-Like Ability†.

Constrict (Ex): Viractuth deals 4d6+6 points of bludgeoning damage against a held Medium-size or smaller opponent with each successful grapple check. The constricted creature must succeed at a Fortitude save (DC 19) or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter.

Improved Grab (Ex): If Viractuth hits a Medium-size or smaller opponent with her tail slam attack, she deals normal damage and attempts to start a grapple without provoking an attack of opportunity (grapple bonus +17). If she hits with the tail slam, she can also constrict in the same round. Viractuth has the option to conduct the grapple normally, or simply use her claw to hold the opponent (–20 penalty on grapple check, but Viractuth is not considered grappled). In either case, each successful grapple check she makes during successive rounds automatically deals tail slam and constrict damage.

Spell-Like Abilities: At will—*animate dead*, *bestow curse*, *chaos hammer*, *cloudkill*, *comprehend languages*, *darkness*, *desecrate*, *detect good*, *detect law*, *detect magic*, *inflict serious wounds*, *magic circle against good* (self only), *magic weapon*, *project image*, *polymorph self*, *pyrotechnics*, *see invisibility*, *shatter*, *telekinesis*, *teleport without error* (self plus 50 lb. of objects only), *unholy aura*, *unholy blight*. Caster level 13th; save DC 16 + spell level.

Outsider Traits: Viractuth has darkvision (60-foot range). She cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Summon Tanar'ri (Sp): Once per day, Viractuth can attempt to summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success.

Tanar'ri Traits: Viractuth is immune to poison and electricity. She has acid resistance 20, cold resistance 20, and fire resistance 20. Viractuth can communicate telepathically with any creature within 100 feet that has a language (except dretches).

Sorcerer Spells Known (6/8/6; save DC 16 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *flare*, *mage hand*, *read magic*; 1st—*charm person*, *mage armor*, *magic missile*, *shield*; 2nd—*bull's strength*, *invisibility*.

Possessions: Three +1 *chaotic longswords*, three +1 *unholy longswords*, *bracers of armor* +2, *wand of wither limb* (42 charges).

☛ **Kadasha:** Advanced elite shadow demon; CR 10; Large outsider (chaotic, evil, incorporeal); HD 20d8+40; hp 130; Init +11; Spd fly 40 ft. (perfect); AC 23, touch 23, flat-footed 16; Atk +26 melee (1d6 vile, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA *Flesh-ripping claws*, improved grab, pounce, rake 1d6 vile, spell-like abilities; SQ *Darkness* enhancement, immunities, incorporeal subtype, light powerlessness, outsider traits, vile damage; AL CE; SV Fort +14, Ref +21, Will +17; Str –, Dex 25, Con 14, Int 17, Wis 17, Cha 24.

Skills and Feats: Bluff +27, Concentration +20, Diplomacy +24, Hide +36, Intimidate +19, Knowledge (arcana) +26, Knowledge (the planes) +22, Listen +28, Move Silently +30, Search +26, Spot +28; Alertness, Dodge, Expertise, Improved Initiative, Iron Will, Lightning Reflexes.

Flesh-Ripping Claws (Su): When Kadasha's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor, making its claw and rake attacks as touch attacks. Fleshless creatures, such as cer-

tain constructs, are immune to the attacks of a shadow demon. Corporeal foes attempting to grapple the shadow demon can only attempt to escape; they can't deal damage or pin in a grapple.

Improved Grab (Ex): If Kadasha hits a Medium-size or smaller opponent with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +31). If it hits with both claws, it can also rake. Kadasha has the option to conduct the grapple normally, or simply use its claws to hold the opponent (–20 penalty on grapple check, but the shadow demon is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both claws.

Pounce (Ex): If Kadasha dives or leaps upon a foe during the first round of combat, it can make a full attack (including a rake attempt, see below) even though it has moved.

Rake (Ex): On any round that Kadasha has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+26 melee touch) with its hind legs for 1d6 points of vile damage each. The shadow demon can also attempt to rake when it pounces on an opponent.

Spell-Like Abilities: At will: *darkness*; 1/day—*deeper darkness*, *damning darkness*; 1/week—*magic jar*. Caster level 10th; save DC 17 + spell level.

Darkness Enhancement (Ex): Kadasha gains power from being within total darkness. It gains a +4 enhancement bonus to AC, attack rolls, damage rolls, saves, and skill and ability checks in such conditions.

Immunities (Su): Kadasha is immune to fire, cold, and electricity as well as mind-affecting effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal Subtype: Kadasha can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. Kadasha can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Kadasha always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Light Powerlessness (Ex): Kadasha is drained in bright light (such as sunlight) and flees from it. Within such light, it takes a –4 penalty to AC, attack rolls, damage rolls, saves, and skill and ability checks.

Outsider Traits: Kadasha has darkvision (60-foot radius). It cannot be raised or resurrected (though a wish or miracle spell can restore life).

Vile Damage (Su): All damage dealt by Kadasha's claws is vile damage.

Possessions: *Ring of protection* +2.

ABOUT THE AUTHOR

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked with the *Rolemaster* and *Champions* games as an editor, developer, and designer.

In 1994 Monte came to work at TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of *DUNGEONS & DRAGONS* and authored the *DUNGEON MASTER's Guide*. His recent Wizards releases include the *Book of Vile Darkness* and the *Call of Cthulhu d20 Roleplaying Game*.

A graduate of the Clarion West writer's workshop, Monte has also published short stories and two novels. In his spare time, he runs anywhere from one to three games per week, holds a yearly game convention at his house, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

Monte designed the May through August 2001 adventures and the April and July 2002 adventures for the Official D&D Website. To read more of his recent work and find out about his own d20 imprint, Malhavoc Press, visit his website at <www.montecook.com>.