



## FIENDISH ASPECTS

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

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## INTRODUCTION

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

Well, that is where this little guide comes in. In this combined edition of *Fiendish Aspects*, you'll meet eleven aspects of demon lords, all suitable for mid-level campaigns. Several of the demon lords could have aspects that are different than the ones you see here, because an aspect is one facet of a demon lord rather than a lesser version of the whole package. If you don't like the aspect presented here for your demon lord of choice, choose a different "view" of the demon lord and make your own. For example, Juiblex has a few combat tricks, plus a few spell-like and ooze-related powers. If you want a more oozy aspect of Juiblex, take away the grappling and constriction powers and give it the create slime and summon ooze abilities. Additionally, each aspect has entries with suggestions on how to use the aspect in the EBERRON® and FORGOTTEN REALMS® settings.

Obyriths are older demons than the tanar'ri that have arisen in the past millennia. Before delving into the demons themselves, though, take a look the information on the obyrith demon subtype in the sidebar.

## ASPECT OF BAPHOMET

*Before you stands a humanoid more than 12 feet tall covered in thick, black matted hair. Its head is that of a bull, and its eyes glow with fiendish light. Its great horns, longer than those of any bull, are permanently stained dark red with blood. Its cloven hooves are scarred and stained with blood as well. Its expression is one of sardonic primal anger, like he's mocking your very nature.*

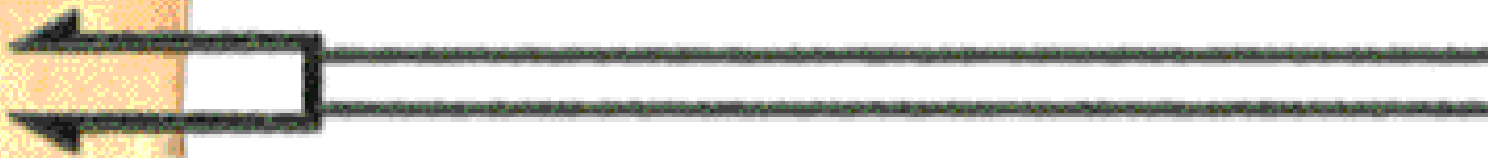
### ASPECT OF BAPHOMET

CR 7

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +15, Spot +15  
**Languages** Abyssal, Common, Giant; telepathy 100 ft.

**AC** 20, touch 11, flat-footed 18  
(–1 size, +2 Dex, +9 natural)

**hp** 84 (8 HD); **DR** 10/cold iron and good  
**Immune** electricity, maze, poison  
**Resist** acid 10, cold 10, fire 10





**Fort** +12, **Ref** +8, **Will** +10

**Speed** 40 ft. (8 squares)

**Melee** +2 *glaive* +15/+10 (2d8+11) and  
gore +9 (2d6+3) or

**Melee** 2 claws +13 (1d6+6) and gore +8 (2d6+3)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with glaive)

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

**Atk Options** Awesome Blow, Improved Bull Rush,  
Power Attack, Powerful Charge<sup>B</sup>

**Abilities** Str 23, Dex 14, Con 22, Int 16, Wis 18,  
Cha 15

**SQ** natural cunning, tanar'ri traits

**Feats** Awesome Blow, Improved Bull Rush, Power  
Attack, Powerful Charge<sup>B</sup>

**Skills** Climb +17, Diplomacy +4, Handle Animal  
+13, Hide +4, Intimidate +13, Jump +17,  
Knowledge (nature) +14, Knowledge (the  
planes) +14, Listen +15, Move Silently +7, Ride  
+4, Sense Motive +15, Spot +15, Survival +15  
(+17 in aboveground natural environments, +17  
on other planes)

**Possessions** +2 *Large glaive*

**Natural Cunning (Ex)** An aspect of Baphomet  
possesses an innate cunning and logical ability  
similar to that of a minotaur. He is immune to  
*maze* spells, never becomes lost, and can track

enemies as if he had the Track feat. He is never  
caught flat-footed.

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

## STRATEGIES AND TACTICS

The aspect of Baphomet is a melee monster, and he  
loves to charge into a fight. He especially loves to use  
Powerful Charge as often as possible, following that up  
with a full melee attack using his glaive and horns on  
the same foe.

## SAMPLE ENCOUNTERS

An aspect of Baphomet loves a fight, and fights are  
better in groups, so he usually brings friends.

**EL 10:** An aspect of Baphomet and three half-fiend  
minotaurs are stirring up trouble so that local folk  
will turn to the nature god that the Redeemers are  
preaching.

**EL 13:** An aspect of Baphomet and four vrocks ter-  
rorize the countryside looking for worthy combatants.

## ECOLOGY

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

## THE OBYRITH DEMONS

The strange and horrific obyriths are primeval  
demons from eons past. They wrought chaos and  
evil upon the multiverse before the advent of intelli-  
gent life on the Material Plane. Their forms are  
hideous to behold, rarely if ever incorporating ele-  
ments possessed by mortal creatures. Obyriths  
dwell only in the most remote corners of the Abyss.  
Their kind has been in decline since the rise of  
tanar'ri in the Abyss, although a few tenacious  
examples continue to make their presences known  
on key layers.

**Obyrith Traits:** An obyrith possesses the fol-  
lowing traits (unless otherwise noted in a creature's  
entry).

—Immunity to poison and mind-affecting spells  
and abilities.

—Resistance to acid 10, cold 10, electricity 10,  
and fire 10.

—Fast Healing: All obyriths have fast healing  
(DMG 293); the exact amount is indicated in the  
specific creature's entry.

—Form of Madness (Sp): Obyriths appear in  
forms so noxious and horrific that those within 60  
feet of an obyrith who observe it are subject to mad-  
ness. When a creature first encounters an obyrith, it  
must attempt a Will save (DC 10 + 1/2 the obyrith's  
HD + the obyrith's Cha modifier). Failure indicates  
that the victim is afflicted with some permanent  
form of madness or insanity. The kind of malady  
and its duration depends on the obyrith. A creature  
that makes a saving throw against an obyrith's form  
of madness is immune to that particular effect for  
24 hours. Blindness is no protection against an  
obyrith's form of madness—their presence is an  
affront to all five senses. This is a mind-affecting  
ability. Chaotic evil outsiders are immune to an  
obyrith's form of madness. The insanity caused by  
an obyrith's form of madness ability is permanent  
in most cases, but can be removed by *greater restora-  
tion*, *heal*, *limited wish*, *miracle*, or *wish*.

—True Seeing (Su): An obyrith is under the constant  
effect of *true seeing*. This effect cannot be dispelled.

—Telepathy.

**Environment:** An aspect of Baphomet usually makes his home in some kind of maze that is complex enough that intruders have great difficulty while the aspect moves easily through the passages. This is true whether the aspect is on Baphomet's home layer of the Abyss or on the Material Plane on some mission.

**Typical Physical Characteristics:** An aspect of Baphomet looks like a large minotaur that is covered in black fur rather than brown. Its redly glowing eyes and the bloodstains on its horns proclaim its fiendish nature, and the wicked-looking glaive in its hand proclaims its ability to dish out punishment.

### ASPECT OF BAPHOMET LORE

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

DC	Result
18	This is a manifestation of Baphomet, the demon prince of beasts. The PC can learn all of his outsider traits.
23	Aspects of Baphomet are very like minotaurs in how they fight, charging and using their horns in addition to their glaives.
28	Aspects of Baphomet can be hurt fully only by weapons of cold iron that are powered by goodness.

### SOCIETY

An aspect of Baphomet is a rowdy brawler that loves the companionship of like-minded fiends. It usually spends time with vrock, glabrezu, and mortal barbarian or ranger worshipers of Baphomet. They may have some fiendish or half-fiend minotaurs with them as well.

**Alignment:** Aspects of Baphomet are always

chaotic evil.

### TYPICAL TREASURE

An aspect of Baphomet always has some kind of magical glaive, but it rarely has anything else of value. It might have some healing potions as well.

### ASPECTS OF BAPHOMET IN EBERRON

Dungeon Masters using Baphomet in the EBERRON setting can have him live on Lamannia, the Twilight Forest, where he sends aspects to Eberron when cults spring up that worship him. Aspects can be found in the Eldeen Reaches as well as Lamannia and the Demon Wastes.

### ASPECTS OF BAPHOMET IN FAERÛN

When used in a FORGOTTEN REALMS campaign, Baphomet and his aspects live in the Abyss, but they are not confined to any specific locations on Faerûn. Cults worshipping Baphomet arise in rural areas, usually near forests or hills, and the aspects are more common there than anywhere else.

## ASPECT OF DAGON

*This large creature with the head of a great fish can instill horror almost beyond imagination within a viewer. Only such fiends as Juiblex are worse. An aspect of Dagon's head extends downward into a somewhat shapeless lower body that sprouts a storm of writhing tentacles. The two longest tentacles have five-fingered talons at their ends. The aspect's head is a mask of bestial intelligence and translucent razor-sharp teeth.*

### ASPECT OF DAGON

CR 9

CE Large outsider (aquatic, chaotic, evil, extraplanar, obyrith)

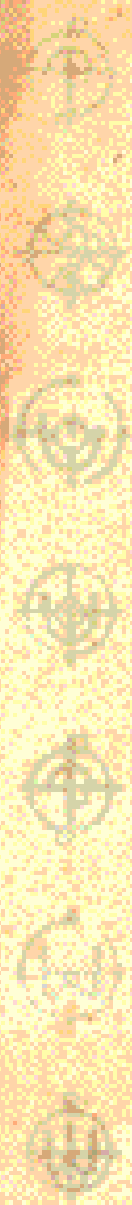
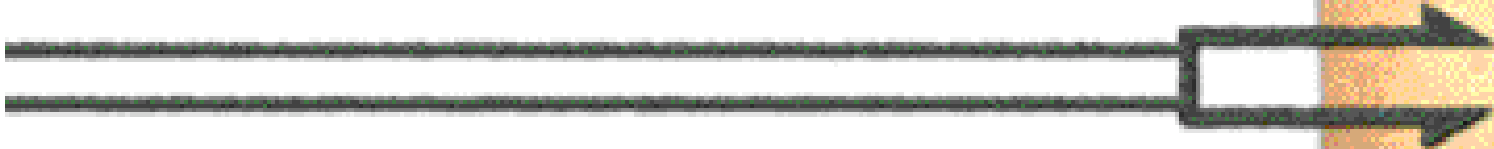
### TANAR'RI SUBTYPE

Most demons encountered outside of the Abyss are tanar'ri. The most populous of the demon subtypes, the tanar'ri form the largest and most diverse group of demons. They are the unchallenged masters of the Abyss at this time. The first tanar'ri were forged from the souls of the first humanoids drawn to the Abyss. Most tanar'ri incorporate humanoid features into their forms as a result of their close ties to the mortal realm.

**Tanar'ri Traits:** A tanar'ri has the following traits (unless otherwise noted in a creature's entry).

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- Summon (Sp): Tanar'ri share the ability to summon others of their kind (the success chance and kind of tanar'ri summoned are noted in each monster description). Between their arrogance and disdain for owing favors to one another, however, tanar'ri are often reluctant to use this power until they are in obvious peril.
- Telepathy.





**Init** +4; **Senses** darkvision 60 ft.; Listen +16, Spot +16

**Languages** Abyssal, Aquan; telepathy 100 ft.

**AC** 22, touch 9, flat-footed 22  
(-1 size, +0 Dex, +13 natural)

**hp** 112 (9 HD); fast healing 5; **DR** 10/cold iron and good

**Immune** mind-affecting spells and abilities, poison  
**Resist** acid 10, electricity 10, fire 10

**Fort** +14, **Ref** +6, **Will** +10

**Speed** 30 ft. (6 squares), swim 60 ft.

**Melee** 2 tentacles +15 (1d6+7) and  
bite +13 (1d8+3)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

**Base Atk** +9; **Grp** +20

**Atk Options** Combat Expertise, Combat Reflexes,  
improved grab, constrict 1d6+7, swallow whole

**Abilities** Str 24, Dex 10, Con 26, Int 14, Wis 18, Cha 16

**SQ** amphibious, form of madness, oyrith traits  
(see above)

**Feats** Combat Expertise, Combat Reflexes,  
Improved Initiative, Multiattack

**Skills** Bluff +15, Diplomacy +7, Disguise +3 (+5  
acting), Escape Artist +12, Intimidate +15,  
Knowledge (religion) +14, Knowledge (the  
planes) +14, Listen +16, Move Silently +12,  
Sense Motive +16, Spot +16, Survival +4 (+6 on  
other planes), Swim +19, Use Rope +0 (+2 with  
bindings)

**Amphibious (Ex)** Although an aspect of Dagon is  
aquatic, he can survive indefinitely on land.

**Constrict (Ex)** An aspect of Dagon deals 1d6+7 points  
of damage with a successful grapple check, in  
addition to damage from his tentacle attack.

**Improved Grab (Ex)** To use this ability, an aspect of  
Dagon must hit an opponent of Medium or  
smaller size with a tentacle or bite attack. He can  
then attempt to start a grapple as a free action  
without provoking an attack of opportunity. If he  
wins the grapple check with a tentacle attack, the  
aspect of Dagon establishes a hold and can  
constrict. If he wins the grapple check with a bite  
attack, he establishes a hold and can try to swal-  
low the opponent in the following round.

**Swallow Whole (Ex)** An aspect of Dagon can try to  
swallow a grabbed opponent of Medium size or  
smaller by making a successful grapple check.  
The swallowed creature takes 1d6+7 points of  
bludgeoning damage and 1d6 points of acid  
damage per round from the aspect of Dagon's  
stomach. A swallowed creature can cut its way

out by using a light slashing or piercing weapon  
after dealing 20 points of damage to the stom-  
ach (AC 16). Once the creature exits, muscular  
action closes the hole; another swallowed oppo-  
nent must cut its own way out.

**Form of Madness (Su)** Anyone within 60 feet of  
an aspect of Dagon must make a Will save  
(DC 17). Failure indicates the creature devel-  
ops an overwhelming fear of the ocean and its  
depths. As long as the ocean is in sight, the  
creature is distracted with fear and takes a -4  
penalty on Will saving throws and all attack  
rolls against creatures with the aquatic  
subtype. On the first round of combat against  
a creature with the aquatic subtype, the char-  
acter must make a DC 17 Will save or be para-  
lyzed with fear for 1d6 rounds. This condition  
can be cured by a *heal*, *greater restoration*, *mir-  
acle*, or *wish* spell. A creature that makes this  
save is immune to the aspect of Dagon's form  
of madness for 24 hours. This is a mind-affect-  
ing fear effect that does not affect chaotic evil  
outsiders. The save DC is Charisma-based.

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

## STRATEGIES AND TACTICS

The aspect of Dagon moves into melee as soon as pos-  
sible. He then selects a target for swallowing and tries  
to swallow that target before attacking others. The  
aspect of Dagon divides his attacks among as many foes  
as he can reach, trying to hold off and grapple all of  
them. He prefers to fight in the water, where his foes  
are usually hampered and he is not. He never runs  
from a fight, and Dagon thinks nothing of making  
more aspects if he needs them. To Dagon, aspects are  
disposable, and they know it.

## SAMPLE ENCOUNTERS

Aspects of Dagon are frequently encountered alone,  
since they are fearsome creatures that other demons  
avoid when possible. Any minions that an aspect of  
Dagon has with him are aquatic demons, sea hags, kuo-  
toa, or other sea monsters.

**EL 10:** An aspect of Dagon and a covey of three sea  
hags is seeking out a great magical treasure in a sunken  
vessel or city.

**EL 14:** An aspect of Dagon leads a force of two 7th-  
level kuo-toa barbarians, a 7th-level kuo-toa cleric, a  
7th-level kuo-toa wizard, and a kraken in an attack of

revenge on a floating surface town or seaside town.

## ECOLOGY

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

**Environment:** Dagon's underwater realm in the Abyss is a horrible place to be, but the aspects of Dagon find it quite comfortable. On the Material Plane, they prefer underwater locations for two reasons. First, the aspects of Dagon can move more freely underwater. Second, that is where Dagon's worshipers are usually found. Aspects of Dagon don't feel the chill of cold water, so the colder the water the better they like it.

**Typical Physical Characteristics:** An aspect of Dagon is a horrible combination of shark, mollusk, and sea serpent. His only feature is his great fish head, which looks like a number of different carnivorous fishes combined into a single horrible look. The rest of its body is pretty formless, except for the mass of writhing but mostly useless tentacles.

## ASPECT OF DAGON LORE

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

### DC Result

- |    |   |
|----|---|
| 19 | This is a manifestation of the ancient demon lord Dagon, Prince of the Darkening Depths.  |
| 24 | An aspect of Dagon is an obyrith demon, an older kind of demon with different powers than tanar'ri demons. This reveals all obyrith traits, except the specifics of the creature's form of madness. |
| 29 | An aspect of Dagon chases down opponents and swallows them whole.   |
| 24 | An aspect of Dagon causes a mad fear of water and sea creatures in anyone within 60 feet of itself. This insanity is permanent once contracted.   |

## SOCIETY

Only obyrith demons spend a lot of time with aspects of Dagon. The aspects are as disgusting as their master, and they drive anything else around them mad. Aspects of Dagon are seen in other layers of the Abyss as messengers or ambassadors to other demon princes. Dagon is fond of sending an aspect to open a new contact with a demon prince, to see if the other is planning some trick. On the Material Plane, aspects of Dagon are avoided like the plague that they are. Even worshipers of Dagon don't actually want to be in his presence, or the presence of his aspect.

**Alignment:** Aspects of Dagon are always

chaotic evil.

## TYPICAL TREASURE

Aspects of Dagon don't carry treasure. They don't value it and cannot use it. Their minions and allies carry treasure and useful items. Aspects of Dagon may collect powerful magic items for their master, but minions transport these items.

## ASPECTS OF DAGON IN EBERRON

If used in the EBERRON setting, aspects of Dagon are native outsiders that exist almost exclusively in deep underground seas in Khyber. They rarely move beyond their own places, unless Dagon wills them to do so. They sometimes wander the oceans of Eberron, especially after they've been summoned. The summoned aspect avoids returning to his depths at the end of the spell and heads off when the magic is spent. Then he swims the surface for an unknown period of time.

## ASPECTS OF DAGON IN FAERÛN

DMs who wish to add aspects of Dagon to their campaigns can have these outsiders with the native subtype live deep in the oceans, where they serve as Dagon's representatives to the powerful who seek the demon prince's secret knowledge. Some come from the Abyss, too, and these don't have the native subtype.

## ASPECT OF DEMOGORGON

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

### ASPECT OF DEMOGORGON

**CR 9**

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

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

**Languages** Abyssal, Common; telepathy 100 ft.

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

**hp** 104 (11 HD); **DR** 10/cold iron and good

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10

**Fort** +12, **Ref** +10, **Will** +12

**Speed** 35 ft. (7 squares)

**Melee** 2 tentacles +15 (1d6+5)





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

**Base Atk** +11; **Grp** +19

**Atk Options** Combat Reflexes

**Special Actions** dual action, gaze

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

**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative

**Skills** Concentration +19, Craft (alchemy) +19, Diplomacy +21, Jump +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (nature) +19, Knowledge (the planes) +19, Listen +21, Search +19, Sense Motive +19, Spellcraft +7, Spot +21, Survival +5 (+7 aboveground natural settings, +7 on other planes, +7 following tracks, +9 following tracks in aboveground natural settings, +9 following tracks on other planes), Swim +19

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

**Gaze (Su)** Any creature within 30 feet of the aspect of Demogorgon must make two successful DC 20 Will saving throws each round at the beginning of his turn, the first save against the aspect of Demogorgon's beguiling gaze and the second save against his confusing gaze. Creatures can avoid the need to make saving throws by averting their eyes or wearing a blindfold (MM309). The aspect of Demogorgon can actively target foes with his beguiling gaze and confusing gaze, in which case each gaze requires a standard action to activate. Thanks to his dual actions ability, Demogorgon can use both gazes in the

same round. He must split these gaze attacks between two targets to gain their effects.

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

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

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

## SAMPLE ENCOUNTERS

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

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

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

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

## ECOLOGY

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

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

**Typical Physical Characteristics:** An aspect of Demogorgon looks like a smaller version of the

demon lord himself. His body is apelike, and his necks and tail snakelike.

## ASPECT OF DEMOGORGON LORE

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

### DC Results

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

## SOCIETY

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

**Alignment:** Aspects of Demogorgon are always chaotic evil.

## TYPICAL TREASURE

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

## ASPECTS OF DEMOGORGON IN EBERRON

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

## ASPECTS OF DEMOGORGON IN FAERÛN

If you're thinking of using aspects of Demogorgon in the FORGOTTEN REALMS, you may want them to live in

the Abyss, unless a cult calls them in for a purpose. They also work with powerful lizardfolk or troglodyte clerics of Demogorgon, usually in places “holy” to the Prince of Demons.

## ASPECT OF FRAZ-URB'LUU

*This 12-foot monstrosity is covered in short, pale blue fur. In contrast, two large black wings extend from its back, and its tail ends in a black razor-sharp point. Its face looks small because of its large ears and its large, tooth-filled mouth. It glares with hatred in its black eyes at everything it sees.*

### ASPECT OF FRAZ-URB'LUU **CR 7**

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

**Init** +5; **Senses** darkvision 60 ft.; Listen +15, Spot +15

**Languages** Abyssal, Common; telepathy 100 ft.

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

**hp** 85 (9 HD); **DR** 10/cold iron and good

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10

**Fort** +11, **Ref** +9, **Will** +9

**Speed** 30 ft. (6 squares), fly 50 ft. (average)

**Melee** 2 slams +11 (1d6+3) and  
tail +9 (1d8+1)

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

**Base Atk** +9; **Grp** +16

**Special Actions** *summon tanar'ri*

**Spell-Like Abilities** (CL 9th):

At will—*greater teleport* (self plus 50 lbs. only)

3/day—*persistent image* (DC 22), *summon monster IV*  
(CE or NE creatures only)

1/day—*summon monster V* (CE or NE creatures only)

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

**SQ** tanar'ri traits

**Feats** Augment Summoning, Multiattack, Power  
Attack, Spell Focus (conjuration)

**Skills** Bluff +19, Concentration +17, Diplomacy +17,  
Disguise +19 (+21 acting in character), Intimidate  
+21, Knowledge (arcana) +16, Knowledge (the  
planes) +16, Listen +15, Search +10, Sense  
Motive +15, Spellcraft +18 (+20 to decipher spells  
on scrolls), Spot +15, Survival +3 (+5 on other  
planes), Use Magic Device +19 (+21 scrolls)

**Summon Tanar'ri (Sp)** Once per day, an aspect of

Fraz-Urb'luu can attempt to summon 1 vrock or 1d4 babaus with a 40% chance of success. This ability is the equivalent of a 4th-level spell. These demons gain a +4 enhancement bonus to Strength and Constitution due to the aspect of Fraz-Urb'luu's Augment Summoning feat.

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

### STRATEGIES AND TACTICS

The aspect of Fraz-Urb'luu prefers to let others do the fighting for him, and he uses his summoning powers as soon as a combat seems likely. When he has enough allies, he uses his illusion spell-like ability to confuse opponents. Lacking his master's ability to summon demon lord aspects, he must rely on his own strength even more and, though unwilling, can take care of himself in a melee.

### SAMPLE ENCOUNTERS

An aspect of Fraz-Urb'luu does not care to encounter other beings if he has his choice. However, accidents happen, so an aspect of Fraz-Urb'luu rarely travels alone.

**EL 9:** An aspect of Fraz-Urb'luu and a succubus seek to undermine the efforts of another demonic aspect, and they run afoul of adventurers before they can strike.

**EL 10:** An aspect of Fraz-Urb'luu and three babau assassins attempt to eliminate a good cleric and pin the deed on some other demonic aspect. The player characters have a chance to unravel this scheme either during the attempt or are called in shortly after the first attempt.

### ECOLOGY

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

**Environment:** Aspects of Fraz-Urb'luu revel in deception, and they live in places that are always a lot more than they appear. This is especially true of Fraz-Urb'luu's own realm in the Abyss, Hollow Heart. When sent to the Material Plane, the aspects try to keep a low profile so that they can surprise foes if needed.

**Typical Physical Characteristics:** Aspects of Fraz-Urb'luu have small faces atop very large, muscled bodies, and they appear as smaller versions of the demon lord himself. They weigh over 1,000 pounds.





## ASPECT OF FRAZ-URB'LUU LORE

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

### DC Result

- |    |  |
|----|--|
| 19 | The creature is a manifestation of Fraz-Urb'luu. The PC can learn all of his outsider traits.  |
| 24 | Fraz-Urb'luu is known as the Prince of Deception, and his aspects have some ability to deceive as well. They also rely on summoned monsters for support. |
| 29 | Monsters summoned by an aspect of Fraz-Urb'luu are more powerful than the usual specimen.  |

## SOCIETY

Aspects of Fraz-Urb'luu don't leave the Abyss unless called by some mortal or sent by the demon prince. They prefer the comfortable feeling of Hollow Heart,

now that their master has been freed and has returned. Aspects of Fraz-Urb'luu spend time with any other demons in the vicinity (except those loyal to Yeenoghu) and try not to make enemies.

**Alignment:** Aspects of Fraz-Urb'luu are always chaotic evil.

## TYPICAL TREASURE

An aspect of Fraz-Urb'luu carries items that assist it with summoning, or that summon additional creatures. Aside from *wands of summon monster*, these may include *bags of tricks* and *decks of illusion*.

## ASPECTS OF FRAZ-URB'LUU IN EBERRON

If used in your EBERRON campaign, aspects of Fraz-Urb'luu are native outsiders in Eberron and can be

found in the Demon Wastes and Khyber.

## ASPECTS OF FRAZ-URB'LUU IN FAERÛUN

If used in a FORGOTTEN REALMS campaign, aspects of Fraz-Urb'luu rarely, if ever, make an appearance in Faerûn unless called by a mortal wizard or cleric.

## ASPECT OF JUIBLEX

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

### ASPECT OF JUIBLEX **CR 8**

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

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

**Languages** Abyssal, Common; telepathy 100 ft.

**AC** 22, touch 12, flat-footed 19  
(-1 size, +3 Dex, +10 natural)

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

**Immune** acid, bludgeoning damage, electricity  
**Resist** fire 10

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

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

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

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

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

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

**Abilities** Str 23, Dex 16, Con 23, Int 14, Wis 15, Cha 10  
**SQ** amorphous, tanar'ri traits

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

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

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

**Improved Grab (Ex)** To use this ability, the aspect  
of Juiblex must hit an opponent of Large or  
smaller size with his slam attack. He can then  
attempt to start a grapple as a free action with-

out provoking an attack of opportunity. If he  
wins the grapple check, he establishes a hold  
and can constrict or attempt to engulf.

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

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

## STRATEGIES AND TACTICS

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

## SAMPLE ENCOUNTERS

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

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

## ECOLOGY

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

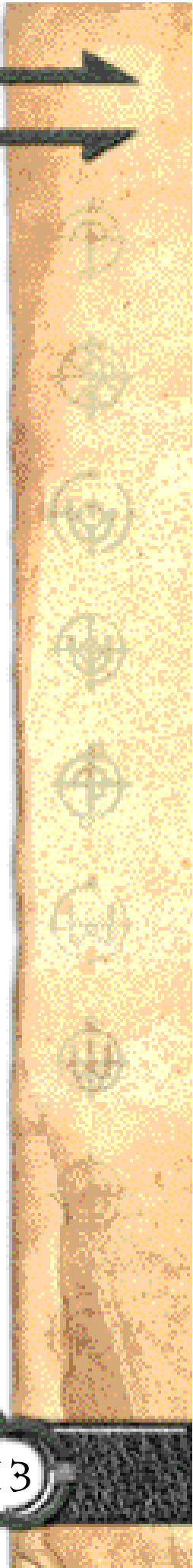
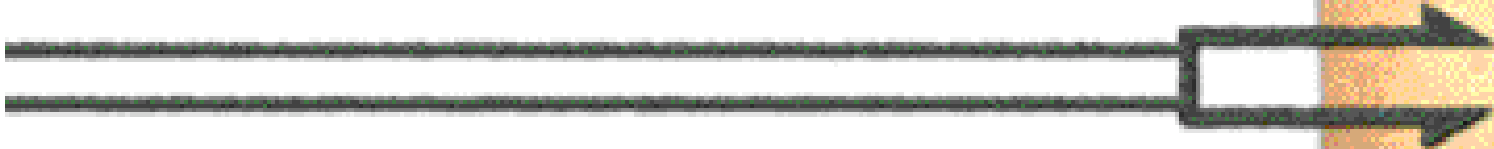
**Environment:** Aspects of Juiblex live on Juiblex's  
plane in the infinite layers of the Abyss. When found  
on the Material Plane, they tend to be close to a wor-  
ship site dedicated to the Faceless Lord.

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

## ASPECT OF JUIBLEX LORE

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







**DC Result**

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

**SOCIETY**

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

**Alignment:** Aspects of Juiblex are always chaotic evil.

**TYPICAL TREASURE**

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

**ASPECTS OF JUIBLEX IN EBERRON**

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

**ASPECTS OF JUIBLEX IN FAERÛÛN**

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

## ASPECT OF KOSTCHTCHIE

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

**ASPECT OF KOSTCHTCHIE****CR 10**

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

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

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

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

**Immune** cold, electricity, poison

**Resist** acid 10, fire 10

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

**Weakness** vulnerable to fire

**Speed** 40 ft. (8 squares)

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

**Ranged** rock +13 (2d6+10)

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

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

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

**Special Actions** rage, rock throwing

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

**SQ** rock catching, tanar'ri traits

**Feats** Awesome Blow, Cleave, Improved Critical (maul), Power Attack, Weapon Focus (maul)

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

**Possessions** +1 Large frost cold iron maul

**Rage (Ex)** Once per day, the aspect of Kostchtchie can enter a state of frenzy exactly like the barbarian rage ability. In this state, the aspect of Kostchtchie's Strength and Constitution increase by 4 and his morale bonus on Will saves increases by 2. His Armor Class gains a -2 penalty. Kostchtchie remains in his rage for 13 rounds and he becomes fatigued when he leaves his rage.

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

**AC** 19, touch 10, flat-footed 18

**hp** 150

**Fort** +16, **Will** +11

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

**Ranged** rock +13 (2d6+8)

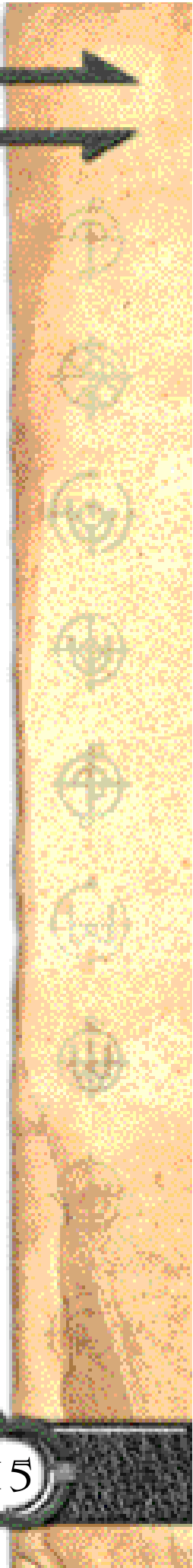
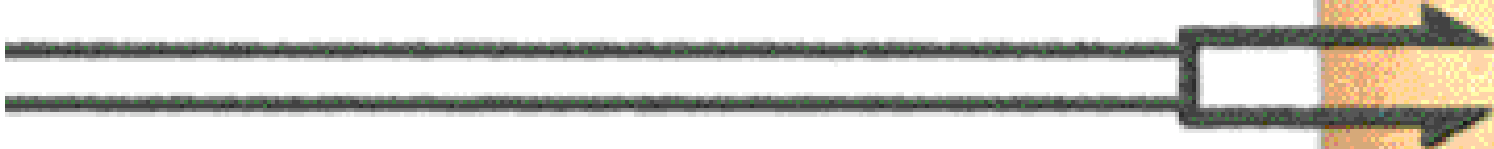
**Grp** +24

**Abilities** Str 27, Con 26

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

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

**Rock Catching (Ex)** The aspect of Kostchtchie can catch Small or Medium rocks (or projectiles of similar shape). Once per round, if he would normally be hit by a rock, the aspect of Kostchtchie can make a Reflex save (DC 15 Small or DC 20 Medium) to catch it as a free action. If the projec-



tile provides a magical bonus to hit, the DC is increased by that amount. He must be aware of the attack to make a rock catching attempt.

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

### STRATEGIES AND TACTICS

The aspect of Kostchtchie revels in combat, and he enters a rage as soon as one begins. He beats mercilessly

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

### SAMPLE ENCOUNTERS

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

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

### ECOLOGY

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

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

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

### ASPECT OF KOSTCHTCHIE LORE

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

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

### SOCIETY

An aspect of Kostchtchie might be found among a tribe of frost giant worshipers of Kostchtchie, acting as their leader and visible presence of the tribe's deity. He may

also work with demons, such as vrocks, who like to fight as much as he does.

**Alignment:** Aspects of Kostchtchie are always chaotic evil.

### TYPICAL TREASURE

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

### ASPECTS OF KOSTCHTCHIE IN EBERRON

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

### ASPECTS OF KOSTCHTCHIE IN FAERÛN

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

## ASPECT OF MALCANTHET

*This stunning beauty has curved horns protruding from her brow, and the horns serve to hold back her long and luxurious black hair. Her eyes smolder with sensuality, and her ruby lips almost always wear a seductive smile. Large leathery wings stretch from her back. A thin tail snakes behind her, twitching back and forth in a seductive rhythm. Though clearly demonic, she is more beautiful and sensuous than any mortal or any succubus.*

### ASPECT OF MALCANTHET

CR 8

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

**Init** +5; **Senses** darkvision 60 ft.; Listen +15, Spot +15

**Languages** Abyssal, Common; telepathy 100 ft.

**AC** 24, touch 15, flat-footed 19

(+5 Dex, +3 armor, +6 natural)

**hp** 150 (9 HD); **DR** 10/cold iron and good

**Immune** electricity, poison



**Resist** acid 10, cold 10, fire 10

**Fort** +12, **Ref** +11, **Will** +10

**Speed** 30 ft. (6 squares), fly 60 ft. (good)

**Melee** +1 *adamantine scourge* +14/+9 (1d8+4/19-20) and  
claw +7 (1d4+2) and  
tail +7 (1d6+2 plus poison)

**Base Atk** +9; **Grp** +12

**Atk Options** Combat Expertise, Improved Feint, poison, sneak attack +5d6

**Abilities** Str 16, Dex 20, Con 22, Int 17, Wis 18, Cha 30

**SQ** tanar'ri traits

**Feats** Combat Expertise, Exotic Weapon Proficiency (scourge), Improved Critical (scourge), Improved Feint

**Skills** Balance +7, Bluff +21, Diplomacy +27, Disguise +10 (+2 acting in character), Escape Artist +16, Intimidate +23, Jump +5, Knowledge (nobility and royalty) +14, Knowledge (the planes) +14, Listen +15, Sense Motive +15, Spot +15, Survival +4 (+6 on other planes), Tumble +16, Use Magic Device +21, Use Rope +5 (+7 with bindings)

**Possessions** +1 *adamantine scourge*, masterwork studded leather, *wand of cure light wounds*

**Poison (Su)** Stinger—Injury, Fortitude DC 20, initial 1d6 Wisdom, secondary 3d6 Wisdom. The save DC is Constitution-based.

**Sneak Attack (Ex)** An aspect of Malcanthet can make sneak attacks like a rogue, dealing an extra 5d6 points of damage whenever a foe is denied his or her Dexterity bonus or when the aspect of Malcanthet is flanking.

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

## STRATEGIES AND TACTICS

An aspect of Malcanthet is a formidable force in melee, making full use of its sneak attack capabilities. Thus, the aspect likes to move to an enemy's flank and to use Improved Feint to create a sneak attack opportunity. The aspect focuses on a single opponent until it is dead, and it uses Combat Expertise as much as needed to boost its Armor Class while not crippling its ability to hit a foe.

## SAMPLE ENCOUNTERS

Aspects of Malcanthet rarely are encountered alone since they work exceedingly well with others.

**EL 9:** An aspect of Malcanthet has befriended a 6th-level male rogue in a smaller city of the realm, and she encourages him to greater and greater evil while she builds a network of rogues to serve her needs. Perhaps the player characters find themselves opposing the rogue or even the aspect's plans for the area.

**EL 11:** An aspect of Malcanthet and three succubi stop for a night of sensuous pleasure and torment in a small town or village where the adventurers are staying.

**EL 13:** Two aspects of Malcanthet and their three vrock guardians attempt to kidnap someone secretly associated with a cult of Graz'zt that is spending time with the adventurers.

## ECOLOGY

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

**Environment:** Aspects of Malcanthet live in Malcanthet's hedonistic paradise called Shendilavri in the Abyss. The realm not only serves as a paradise for demons, but it also acts as a place of great twisted beauty and temptation into the foulest acts. On the Material Plane, an aspect of Malcanthet seeks to make her habitation as much like Shendilavri as possible and will find any luxuries that are available to decorate her home (that includes decorative humans).

**Typical Physical Characteristics:** Aspects of Malcanthet look a lot like Malcanthet herself, and Malcanthet can make aspects that look exactly like herself. They all have leathery wings, horns, flowing black hair, ruby lips and fiery eyes, and stunning figures.

## ASPECT OF MALCANTHET LORE

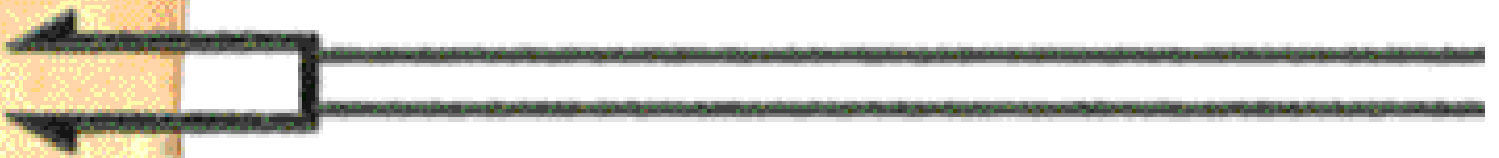
Characters with ranks in Knowledge (the planes) can learn more about the aspect of Malcanthet. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

### DC Result

- |    |   |
|----|---|
| 19 | The creature is a manifestation of Malcanthet, the Queen of Succubi. The PC can learn all of her outsider traits. |
| 24 | An aspect of Malcanthet wields a deadly scourge and fights the same way that a rogue does.                        |
| 29 | An aspect of Malcanthet's tail has a stinger that delivers a will-draining poison.                                |

## SOCIETY

Aspects of Malcanthet love to mix with mortals and demons alike, since they are as sensuous and desirous of lovers as their mistress. They mix with fiends in Malcanthet's realm, or with a variety of beings in neutral gate-towns or on the Material Plane. They take many lovers,



but never sire any children. Frequently they have succubi with them, and the hedonistic parties that happen around them are talked about for months. If an aspect of Malcanthet encounters an aspect of Graz'zt, the two try to outdo the other in sensuous activities among mortals. These rare scenes are best not talked about.

**Alignment:** Aspects of Malcanthet are always chaotic evil.

## TYPICAL TREASURE

An aspect of Malcanthet always arms itself with a lesser version of its mistress's scourge, and she always wears some jewelry and expensive clothing. She could be armed with a variety of wands as well, to boost her fighting capability. Such wands would carry spells that do not allow saving throws, that provide some battlefield control, or that give her more opportunities to use her sneak attack capability.

## ASPECTS OF MALCANTHET IN EBERRON

If used in your campaign, aspects of Malcanthet come from Lamannia, the Twilight Forest, where they have somewhat fey characteristics and outlooks. On Eberon, they can be found in the Eldeen Reaches and Karmath, and they shun the monster nations.

## ASPECTS OF MALCANTHET IN FAERÛÛN

If used in Faerûn, aspects of Malcanthet are outsiders with the native subtype in the FORGOTTEN REALMS, and they move through the lands of Faerûn corrupting mortals. They are especially interested in the same worshippers of Sharess that Graz'zt's aspects seek out, because taking them away from Graz'zt furthers Malcanthet's conflict with that demon prince. An aspect might be found in any large city where people use their charms to get the best of those around them.

## ASPECT OF ORCUS

*This 12-foot tall creature is obviously demonic. Its head resembles that of a great horned ram, and its legs end in cloven hooves. Large batlike wings complete the demonic visage. It wields a mighty rod made of black iron and obsidian, topped with an obsidian skull.*

### ASPECT OF ORCUS

**CR 9**

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

**Init** +3; **Senses** darkvision 60 ft., see invisibility always active (as spell caster level 9th); Listen +14, Spot +14

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**AC** 21, touch 12, flat-footed 18  
(-1 size, +3 Dex, +9 natural)

**hp** 103 (9 HD); **DR** 10/cold iron and good

**Immune** electricity and poison

**Resist** acid 10, cold 10, fire 10

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

**Speed** 20 ft. (4 squares), fly 40 ft. (poor)

**Melee** *Wand of Orcus* +16/+111 (2d6+10/19-20)

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

**Base Atk** +9; **Grp** +19

**Atk Options** Cleave, Power Attack

**Abilities** Str 23, Dex 16, Con 25, Int 20, Wis 17, Cha 16

**SQ** tanar'ri traits, unholy weapons

**Feats** Cleave, Improved Critical (heavy mace), Power Attack, Weapon Focus (heavy mace)

**Skills** Concentration +18, Craft (alchemy) +14, Diplomacy +5, Escape Artist +14, Intimidate +14, Knowledge (arcana) +16, Knowledge (the planes) +16, Knowledge (religion) +16, Knowledge (undead) +16, Listen +14, Search +16, Sense Motive +14, Spellcraft +18, Spot +14, Survival +3 (+5 following tracks, +7 following tracks on other planes, +5 on other planes), Use Rope +3 (+5 bindings)

**Unholy Weapons (Su):** Any weapon wielded by an aspect of Orcus is treated as unholy.

**Wand of Orcus** The weapon that the aspect of Orcus wields is as a far weaker version of the original *wand of Orcus*, but formidable nonetheless. It functions as a +1 *Large heavy mace* that is unholy in the aspect of Orcus's hands. Any living creature with less than 15 HD that is critically struck by the *wand* must make a DC 20 Fortitude save or be instantly slain. This is a necromantic death effect.

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

## STRATEGIES AND TACTICS

An aspect of Orcus loves to wade into battle, making as much use of its wand as possible. If faced with a large opposing force, he prefers to be accompanied by undead allies, but he won't flee a fight unless the mission falls into jeopardy with his death. His weapons are treated as chaotically and evilly aligned for purposes of overcoming damage reduction.



## SAMPLE ENCOUNTERS

Player characters may encounter an aspect of Orcus alone or with support undead and demons if on an important mission.

**EL 11:** An aspect of Orcus and a vroock seek another *wand of Orcus* that is held inside a good temple. Their master wants to set it loose on the world to cause chaos and havoc again. Fortunately, the player characters learn of this before it happens, but can they stop it?

**EL 13:** An aspect of Orcus has been sent to lead a group of Orcus's followers against a rival group. The aspect leads a 9th-level cleric of Orcus, two 7th-level vampire wizards, three 7th-level barbarian/fighters, and eight wights or vampire spawn. A community of innocents is directly in the path of the upcoming march and battle. Will the player characters get there in time?



## ECOLOGY

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

**Environment:** Like all tanar'ri, aspects of Orcus live in the Infinite Layers of the Abyss. When encountered away from the Abyss, they have the extraplanar subtype.

**Typical Physical Characteristics:** Aspects of Orcus appear as slightly smaller versions of Orcus himself. They lack the tail of the original, but are extremely scary nonetheless. An aspect of Orcus is 12 feet tall and weighs 1,000 pounds.

## ASPECT OF ORCUS LORE

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

### DC Results

- |    |   |
|----|---|
| 19 | The creature is a manifestation of Orcus, the demon prince of undead. The PC can learn all of his outsider traits.  |
| 24 | Its wand is a less powerful version of the infamous <i>wand of Orcus</i> , which can deal death with a single blow. |
| 29 | It can see invisible all the time, and only good cold iron weapons can strike for full effect.                      |

## SOCIETY

Aspects exist to do the will of the demon lord that created them. They usually are accompanied by undead, or sometimes other tanar'ri, but are as often found alone on some mission for their dread prince.

**Alignment:** Aspects of Orcus are always chaotic evil.

## TYPICAL TREASURE

Aspects of Orcus carry only one thing at all times: their *wands of Orcus*. These are powerful but dangerous treasures that corrupt those who try to wield them.

## ASPECTS OF ORCUS IN EBERRON

If used in an EBERRON campaign, aspects of Orcus spend most of their time on Shavarath, because they live to fight the forces of other demon princes to expand Orcus's power. Occasionally one is seen in Khyber or the Demon Wastes. Very rarely one may make an appearance in Karrnath, called by a sect of the Blood of Vol to aid in the plans of that evil organization.

## ASPECTS OF ORCUS IN FAERÛÛN

Dungeon Masters should consider the idea that aspects of Orcus come to Faerûn only when called by powerful wizards or cults of Orcus. Otherwise, they spend most of their time in the Abyss, working toward increasing Orcus's power.

## ASPECT OF PALE NIGHT

*Before you shimmers a diaphanous sheet billowing in some unknown wind. It has a strange attractiveness about it, and as the sheet moves you can perceive beneath it a lithe female form, like an elf or human woman. The edges of the sheet billow up, hinting at but never giving a clearer view of the figure beneath.*

### ASPECT OF PALE NIGHT

CR 7

CE Medium outsider (chaotic, evil, extraplanar, incorporeal, obyrith)

**Init** +7; **Senses** darkvision 60 ft., true seeing; Listen +5, Spot +17

**Languages** Abyssal, Common; telepathy 100 ft.

**AC** 23, touch 23, flat-footed 16; Dodge, Mobility (+7 Dex, +6 deflection)

**hp** 68 (9 HD); fast healing 5; **DR** 10/cold iron and good

**Immune** mind-affecting spells and abilities, poison

**Resist** acid 10, cold 10, electricity 10, fire 10

**Fort** +9, **Ref** +13, **Will** +11

**Speed** fly 50 ft. (perfect) (10 squares); Spring Attack

**Melee** incorporeal touch +16 (1d6 Cha damage)

**Base Atk** +9; **Grp** —

**Atk Options** Combat Reflexes

**Special Actions** truth beneath the veil

**Abilities** Str —, Dex 25, Con 16, Int 17, Wis 20, Cha 23

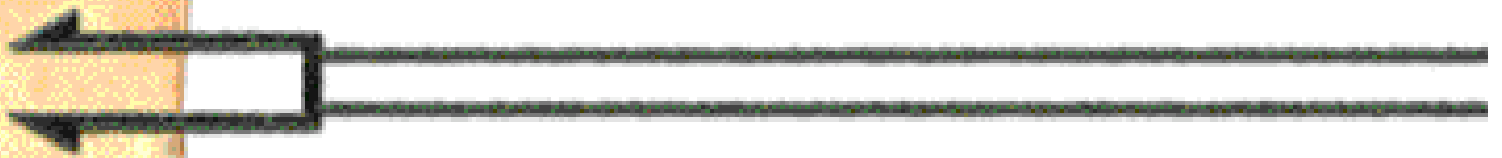
**SQ** incorporeal (MM 315), obyrith traits (see sidebar)

**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack

**Skills** Bluff +18, Diplomacy +24, Hide +19, Intimidate +20, Knowledge (arcana) +15, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Perform (song) +18, Search +15, Sense Motive +17, Spot +17, Survival +5 (+7 on other planes, +7 following tracks, +9 following tracks on other planes)

**Charisma Damage (Su)** An aspect of Pale Night causes 1d6 points of Charisma damage each time she hits with her incorporeal touch attack. On each such successful attack, she gains 5 temporary hit points.







**Truth Beneath the Veil (Su)** Like Pale Night herself, the true form of an aspect of Pale Night is one of such unimaginable horror that reality itself refuses to accept it. Thus, the aspect of Pale Night does not have a form of madness like other obyriths. Its true form is hidden by its shroud. Anyone who attempts to part the shroud to get a better look at the aspect must make a DC 20 Fortitude save. Success indicates that the creature's mind simply fails to process what it sees before a new shroud automatically wraps around the aspect's incorporeal body. Failure indicates that for a brief moment, the character views the truth and is immediately rendered comatose and stricken with total amnesia. Even if the coma and amnesia effects are dispelled, the character cannot remember what he or she saw under the shroud. The save DC is Charisma-based.

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

## STRATEGIES AND TACTICS

An aspect of Pale Night has one means of attacking: doing Charisma damage. If forced into melee, an aspect of Pale Night uses Spring Attack to deliver Charisma-damaging attacks to a single character until that character falls unconscious, and then moves to a new target. The aspect chooses fighter types to attack first because these types of foes tend to have low Charisma anyway, and her attacks bypass their major defenses. When using Spring Attack, an aspect of Pale Night can spring back into a solid object for the cover it provides between attacks.

## SAMPLE ENCOUNTERS

An aspect of Pale Night is usually encountered alone. In such cases, she is intent on some business for her mistress. She prefers incorporeal companions, but few incorporeal demons exist, so her options are usually limited. Aspects of Pale Night do not associate with undead.

## ECOLOGY

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

**Environment:** Pale Night and her aspects live in Pale Night's realm, a single bone castle on the 600th layer of the Abyss. They rarely appear elsewhere, and Pale Night rarely creates aspects. She does not get involved much in the affairs of the Material Planes, preferring to keep to herself or sire some new race of demonic creatures.

**Typical Physical Characteristics:** Aspects of Pale Night are always covered by a billowing shroud, like their mistress. They look exactly like her at first glance. Only when someone raises the shroud can he tell the difference.

## ASPECT OF PALE NIGHT LORE

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

### DC Results

- |    |   |
|----|---|
| 19 | The creature is a manifestation of the Mother of Demons, Pale Night. The PC can learn all of her outsider traits. |
| 24 | This is an obyrith demon, a representation of an ancient race of demons. This reveals all obyrith traits.         |
| 29 | Aspects of Pale Night steal the life force and personality of a victim with but a touch.                          |

## SOCIETY

A lot of demons can be found in Pale Night's realm, and aspects of Pale Night associate freely with these demons. Sometimes an aspect of Pale Night is seen in other parts of the Abyss, and generally the other demons leave it alone. In other parts of the Abyss, aspects of Pale Night associate only with those they must. Aspects of Pale Night are virtually never seen on the Material Plane.

**Alignment:** Aspects of Pale Night are always chaotic evil.

## TYPICAL TREASURE

An aspect of Pale Night carries no treasure. In a particularly dangerous area, one might wear some kind of ghost touch armor, but aspects of Pale Night eschew weapons of all kinds and rely on their own abilities.

## ASPECTS OF PALE NIGHT IN EBERRON

If used in an EBERRON campaign, Pale Night's realm is on Xoriat, the Realm of Madness, where she commands the allegiance of pseudonatural creatures. Some say she is the mother of all pseudonatural creatures. Her few aspects remain on Xoriat, since virtually no one on Eberon wants to summon anything from this mad realm.

## ASPECTS OF PALE NIGHT IN FAERÛÛN

Dungeon Masters should consider the idea that aspects of Pale Night are virtually never seen in Faerûn; even calling one rarely works. The horror that is Pale Night (and her aspects) is rejected by Faerûn and its gods.

## ASPECT OF PAZUZU

*This tall and well-muscled man has sharp talons for feet, and these talons scrape the ground as it approaches. Its hawklike head somehow also appears to have the features of a handsome human. His hooked beak is full of small, sharp teeth. Four black, feathered wings rise from its back, and smoke rises from them as if they were constantly smoldering.*

### ASPECT OF PAZUZU CR 8

CE Medium outsider (chaotic, evil, extraplanar, obyrith)

**Init** +6; **Senses** darkvision 60 ft., true seeing; Listen +15, Spot +15

**Languages** Abyssal, Auran, Common; telepathy 100 ft.

**AC** 23, touch 16, flat-footed 17; Dodge, Mobility (+6 Dex, +7 natural)

**hp** 86 (9 HD); fast healing 5; **DR** 10/cold iron and good

**Immune** electricity, mind-affecting spells and abilities, poison

**Resist** acid 10, cold 10, fire 10

**Fort** +11, **Ref** +12, **Will** +9

**Speed** 30 ft. (6 squares), fly 60 ft. (good); Spring Attack

**Melee** +2 *greatsword* +15/+10 (2d6+8/17–20) and 2 talons +8 (1d6+2)

**Base Atk** +9; **Grp** +13

**Abilities** Str 18, Dex 22, Con 21, Int 18, Wis 16, Cha 19

**SQ** Aura of servile avians, obyrith traits

**Feats** Dodge, Improved Critical (*greatsword*), Mobility, Spring Attack

**Skills** Balance +8, Bluff +16, Diplomacy +14, Disguise +16 (+18 acting in character), Gather Information +10, Hide +18, Intimidate +18, Jump +6, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +15, Move Silently +18, Sense Motive +15, Spot +15, Survival +3 (+5 on other planes), Tumble +18

**Possessions** +2 *greatsword*

**Aura of Servile Avians (Su)** All evil-aligned creatures with a natural fly speed feel a strange bond of attraction to an aspect of Pazuzu. Before such a creature takes any hostile action against the aspect of Pazuzu, it must make a DC 18 Will save. Failure indicates that the creature's attack fails and its action is wasted. This aura extends to a radius of 120 feet. The saving throw is Charisma-based.

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

### STRATEGIES AND TACTICS

An aspect of Pazuzu always possesses a magic greatsword with some nasty special power, and he enters combat more than ready to use this weapon. He makes use of Spring Attack against melee fighters and full attack sequences against archers and spellcasters. An aspect of Pazuzu loves to fight in the sky, where it has a decided advantage.

### SAMPLE ENCOUNTERS

Aspects of Pazuzu fight with, and against, any sort of demons.

**EL 10:** Two aspects of Pazuzu challenge some good flying creatures for dominance.

**EL 11:** An aspect of Pazuzu and its succubus lover are enjoying each other's company in a remote airy location, accompanied by a single vroock to protect them.

### ECOLOGY

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

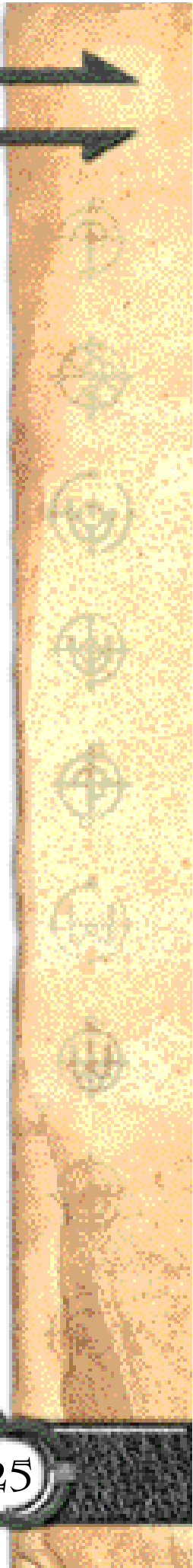
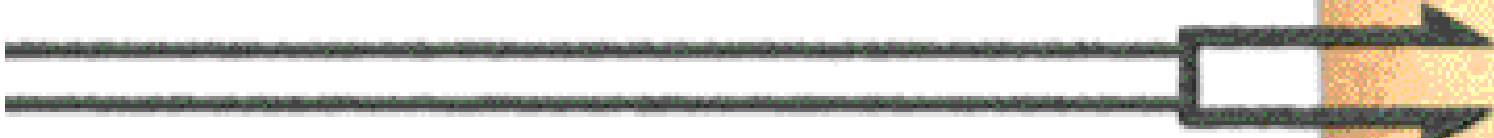
**Environment:** Aspects of Pazuzu spend most of their time in the aerial realm that is Pazuzu's, and thus they are flying most of the time. They don't like to be grounded, though they like to visit anywhere in the Abyss that strikes their fancy (except for some of the really disgusting layers and those without sky). On the Material Plane, they choose tree-based lairs or floating ones if they can find them.

**Typical Physical Characteristics:** An aspect of Pazuzu looks like Pazuzu himself. Typically one is about 7 feet tall and weighs 500 pounds.

### ASPECT OF PAZUZU LORE

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

DC	Results
19	The creature is a manifestation of Pazuzu, the demon lord of the lower skies. The PC can learn all of his outsider traits.
24	Aspects of Pazuzu heal very quickly, and they use movement to their advantage in combat.
29	Evil flying creatures cannot attack aspects of Pazuzu.





## SOCIETY

Aspects of Pazuzu are found in the company of flying demons and other flying creatures. They prefer the company of vrocks, and they avoid water-based demons such as Demogorgon and oozy ones like Juiblex. Pazuzu has no enemies in the Abyss, and neither do the aspects, but they have definite preferences. Sometimes they take succubi as lovers, in the same way that Pazuzu sometimes takes Malcanthet as a lover.

**Alignment:** Aspects of Pazuzu are always chaotic evil.

## TYPICAL TREASURE

An aspect of Pazuzu always has a magic greatsword of some kind. It might also have some minor consumable magic. Aspects of Pazuzu rarely carry wealth for the sake of show.

## ASPECTS OF PAZUZU IN EBERRON

When used in an EBERRON campaign, Pazuzu's realm is on Shavarath, and his aspects are closely involved in the unending battles that take place there. Pazuzu maintains control of the skies, and with it control of battlefields.

## ASPECTS OF PAZUZU IN FAERÛÛN

If you want to include Pazuzu in your FORGOTTEN REALMS campaign, Pazuzu's aspects live in the Abyss, but make frequent trips to Faerûn when they know they can find innocents to corrupt. Pazuzu often sends an aspect to render the assistance that someone has asked of him.

## ASPECT OF ZUGGTMOY

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

### ASPECT OF ZUGGTMOY

**CR 6**

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

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

**Languages** Abyssal, Common, Terran; telepathy 100 ft.

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

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

**Immune** electricity, plant traits

**Resist** cold 10, fire 10

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

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

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

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

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

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

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

**SQ** plant traits, tanar'ri traits

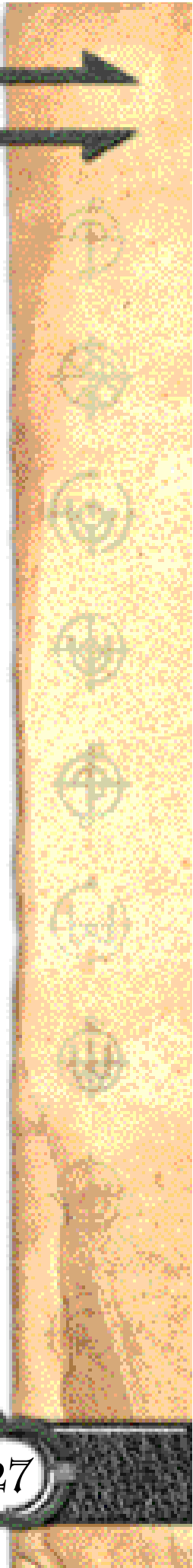
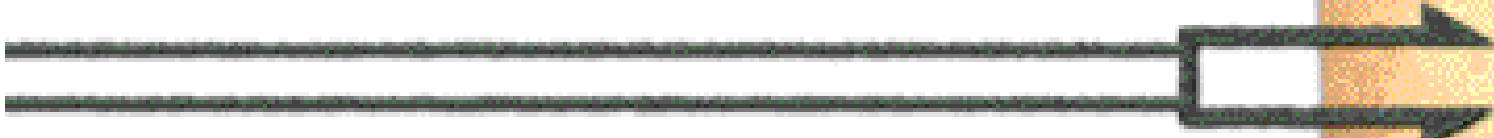
**Feats** Combat Expertise, Improved Initiative, Power Attack

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

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

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

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



If she successfully grapples a Medium or smaller target, she can attempt to engulf that target the next round.

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

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

## STRATEGIES AND TACTICS

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

## SAMPLE ENCOUNTERS

Aspects of Zuggtmoy always have company.

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

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

## ECOLOGY

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

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

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

## ASPECT OF ZUGGTMOY LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Zuggtmoy. When a

character makes a skill check, the following lore is revealed, including the information from lower DCs.

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

## SOCIETY

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

**Alignment:** Aspects of Zuggtmoy are always chaotic evil.

## TYPICAL TREASURE

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

## ASPECTS OF ZUGGTMOY IN EBERRON

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

## ASPECTS OF ZUGGTMOY IN FAERÛN

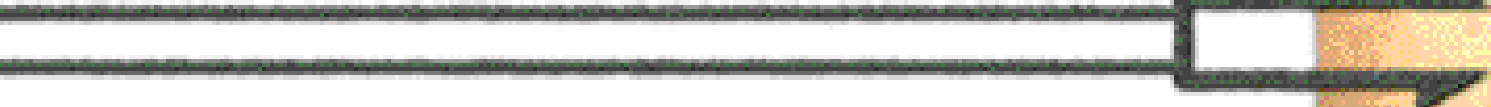
If you're interested in using Zuggtmoy in Faerûn, she'll need to take care because the gods are as interested in the world as she is. Her aspects dwell in the Abyss, but they may show up at any location that shows promise for a new cult of the Lady of Fungus.

## ADDITIONAL FEATS USED IN THIS SERIES

This feat is not presented in the *Player's Handbook* or *Monster Manual*.

**Powerful Charge** (from *Monster Manual III*): When the creature charges, if its melee attack hits, it deals an





extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

## ABOUT THE AUTHOR

**Robert Wiese** entered the gaming hobby through the Boy Scouts and progressed from green recruit to

head of the most powerful gaming fan organization in the world. He served as head of the RPGA<sup>®</sup> Network for almost seven years, overseeing the creation of the LIVING GREYHAWK<sup>™</sup> and LIVING FORCE<sup>™</sup> campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.