



FIENDISH ASPECTS III

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

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INTRODUCTION

Welcome back to the series of web enhancements that bring you a slew of aspects that you can use in your game. In this final installment you'll find a collection of unusual and seldom seen demon princes, including an aspect of the Mother of Demons. Now you have aspects for almost every demon prince published in *Fiendish Codex I*, and you can use any of them to challenge mid-level adventurers. Remember that if a particular demon prince has more than one mode of operation (melee, spell-like abilities, some strange ability like Fraz-Urb'luu has), you can modify these aspects by changing the feats and/or the special abilities to reflect a different operating mode. For example, Baphomet has breath weapons, but the aspect included in this PDF series does not. If you want an aspect of Baphomet at the same challenge rating with breath weapons, then change the feats to less combat-intensive ones (from Baphomet's list) and replace Powerful Charge with one of Baphomet's breath weapons. There are a lot of possibilities with the aspects, and you should make them what you need for your campaign. As before, each aspect has entries with suggestions on how to use the aspect in the EBERRON® and FORGOTTEN REALMS® settings.

ASPECT OF BAPHOMET

Before you stands a humanoid more than 12 feet tall covered in thick, black matted hair. His head is that of a bull, and his eyes glow with fiendish light. His great horns, longer than those of any bull, are permanently stained dark red with blood. His cloven hooves are scarred and stained with blood as well. His 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^B

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^B

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.

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).

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 terrorize 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 creates them fully formed when he needs them.

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. His redly glowing eyes and the bloodstains on his horns proclaim his fiendish nature, and the wicked-looking glaive in his 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.

—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.

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. He 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 he rarely has anything else of value. He 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 worshiping Baphomet arise in rural areas, usually near forests or hills, and the aspects are more common there than anywhere else.

ASPECT OF FRAZ-URB'LUU

This 12-foot monstrosity is covered in short, pale blue fur. In contrast, two large black wings extend from his back, and his tail ends in a black razor-sharp point. His face looks small because of his large ears and his large, tooth-filled mouth. He glares with hatred in his black eyes at everything he 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 him 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 FAERÛN

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 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)

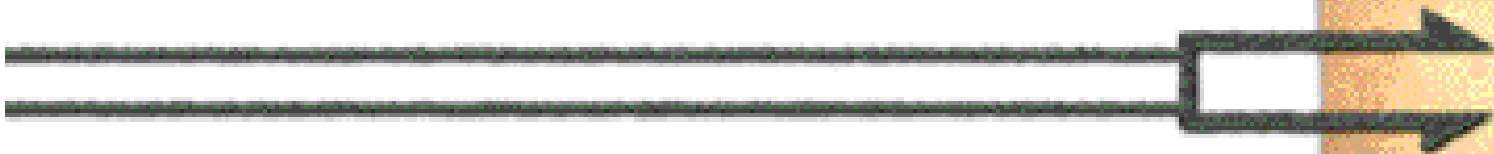
Feats Combat Reflexes, Dodge, Mobility, Spring Attack

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. Her true form is hidden by her 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

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 intelligent life on the Material Plane. Their forms are hideous to behold, rarely if ever incorporating elements 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 following 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 madness. 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 restoration*, *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.

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 Eberron wants to summon anything from this mad realm.

ASPECTS OF PALE NIGHT IN FAERÛN

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 he approaches. His 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 his 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 he 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 his succubus lover are enjoying each other's company in a remote airy location, accompanied by a single vroek 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 vroeks, 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. He 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 FAERÛN

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.

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® Network for almost seven years, overseeing the creation of the LIVING GREYHAWK™ and LIVING FORCE™ 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.