

THE BOOK OF DAEMONS

Daemons inhabit the Lower Outer Planes of Gehenna, Tarterus, and the Grooms of Hades. There is a large number of daemon races, each race dominated by its strongest and most intelligent member. Weaker daemons are usually the beck and call of stronger members of their race, while the strongest daemon, the oinodaemon, rules them all.

Daemons resemble both devils and demons, and they will associate with either for their own purposes. Daemons may move throughout the Lower Planes from the Nine Hells to the Abyss and may travel through the Astral and Ethereal Planes. They may not enter the Prime Material or any of the related Inner Planes without aid (such as being summoned).

Lesser daemons may be slain forever, their spirits reincarnated in a different form after death. Greater daemons can only truly be killed on the 3 planes to which they are native. Slaying a greater daemon elsewhere merely sends its essence back to that home plane and its material body reforms over a long period of time (1 year per HD).

Daemons can be grouped as follows:

Lesser: charonadaemon, derghodaemon, hydrodaemon, mezzodaemon, piscodaemon, and yagnodaemon.

Greater: Arcanadaemon, nycadaemon, and ultrodaemon

Unique: Anthraxus (oinodaemon) and Charon (the Boatman)

All of these creatures first appeared in the *Monster Manual II* (Gary Gygax, 1983) and were converted by Scott Greene.

ARCANADAEMON (Daemon)

Medium-Size Outsider (Evil)

Hit Dice: 12d8+65 (119 hp)

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

Speed: 40 ft.

AC: 29 (+1 Dex, +18 natural)

Attacks: 2 claws +18 melee, bite +16 melee, gore +16 melee

Damage: Claw 1d4+6, bite 2d6+3, gore 1d6+3

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

Special Attacks: Psionics, spell-like abilities, spells, summon daemon

Special Qualities: Damage reduction 20/+2, SR 26, daemon qualities, darkvision 60 ft.

Saves: Fort +13, Ref +9, Will +13

Abilities: Str 23, Dex 13, Con 21, Int 21, Wis 20, Cha 17

Skills: Bluff +17, Concentration +21, Diplomacy +16, Hide +10, Jump +17, Knowledge (arcana) +19, Listen +21, Move Silently +15, Search +17, Sense Motive +15, Spellcraft +21, Spot +21

Feats: Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-3)

Challenge Rating: 14

Treasure: Standard

Alignment: Always neutral evil

Advancement: 13-25 HD (Medium-size); 26-36 HD (Large)

Arcanadaemons are the most civilized of the daemons, as well as being the most powerful. They rule small baronies scattered across the Lower Planes from their red-iron forts.

The arcanadaemon appears as a robed human with the head of a fanged jackal or war dog. Ivory white horns jut from the top of its head.

COMBAT

The arcanadaemon attacks using its spells, psionics, and spell-like abilities. In melee combat it utilizes its claws, bite, and horns.

Psionics (Sp.): At will—*detect good*, *detect evil*, *detect thoughts*, *feather fall*, and *hypnotism*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

Spell-Like Abilities: At will—*alter self*, *charm person*, *contagion*, *deeper darkness*, *fly*, *invisibility*, *see invisible*, *silent image*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*fear* and *shapechange*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 13 + spell level).

Spells: Arcanadaemons can replicate spells as 12th-level sorcerers (save DC 13 + spell level).

Summon Daemon (Sp.): Once per day an arcanadaemon can automatically summon two piscodaemons or hydrodaemons or one mezzodaemon, nycadaemon, or another arcanadaemon.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

CHARONADAEMON (Daemon)

Medium-Size Outsider (Evil)

Hit Dice: 10d8+30 (75 hp)

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

Speed: 40 ft.

AC: 26 (+1 Dex, +15 natural)

Attacks: Staff +15/+10 melee

Damage: Staff 1d6+5

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

Special Attacks: Spell-like abilities, fear gaze, summon daemon

Special Qualities: Damage reduction 10/+1, SR 22, daemon qualities, darkvision 60 ft., plane shift

Saves: Fort +10, Ref +8, Will +9

Abilities: Str 21, Dex 13, Con 17, Int 16, Wis 14, Cha 18

Skills: Bluff +17, Concentration +16, Hide +11, Knowledge (planes) +14, Listen +12, Move Silently +11, Search +13, Sense Motive +15, Spellcraft +13, Spot +12

Feats: Improved Initiative, Power Attack, Sunder

Climate/Terrain: Any land (Lower Planes and River Styx)

Organization: Solitary

Challenge Rating: 10

Treasure: Standard coins; 50% goods; 50% items

Alignment: Always neutral evil

Advancement: 11-22 HD (Medium-size); 23-30 HD (Large)

The charonadaemons are the servants of Charon (q.v.), boatman of the Lower Planes, and like their master, they pilot small skiffs along the river Styx.

Charonadaemons are normally only found on the Styx. A charonadaemon charges the following for each passenger: one magic item, a bag of 10 platinum coins, or 2 gems 50+ gp value. If not paid, the charonadaemon will seek to prevent anyone entering its boat, and will teleport itself and its craft away.

Even if the charonadaemon is paid, there is a chance the daemon will betray the party by leading them to the incorrect place, or worse, into an ambush of charonadaemons and hydrodaemons. The chance of betrayal can be reduced by additional contributions to the charonadaemon's hoard.

These tall, thin, gray, pale-eyed humanoids are more easily summoned than their master, but are more cunning and malevolent.

COMBAT

A charonadaemon usually avoids combat and will teleport away (with its skiff) if attacked. If pressed into combat, the charonadaemon attacks with its spell-like abilities and staff.

Spell-Like Abilities: At will—*alter self*, *charm person*, *contagion*, *invisibility*, *see invisible*, *silent image*, and *teleport without error* (self plus boat only).

These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Fear Gaze (Su.): 30-foot radius to anyone viewing the charonadaemon, Will save (DC 19) negates, as a *fear* spell cast by a 12th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that charonadaemon for 24 hours.

Plane Shift (Su.): At will—as the spell cast by a 16th-level sorcerer. The charonadaemon can shift to the following planes; Prime Material Plane, Astral Plane, Ethereal Plane, or any of the lower planes.

Summon Daemon (Sp.): Once per day a charonadaemon can attempt to summon 1d6 hydrodaemons or another charonadaemon with a 35% of success.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

DERGHODAEMON (Daemon)

Large Outsider (Evil)

Hit Dice: 8d8+16 (52 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

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

Attacks: 5 claws +12 melee; or 2 claws +12 melee, greatsword +7 melee, 2 greatswords +7 melee

Damage: 5 claws 1d4+5; or 2 claws 1d4+5 and 3 greatswords 2d6+2

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

Special Attacks: Spell-like abilities, all-around vision, confusion, improved grab, tear

Special Qualities: Damage reduction 20/+2, SR 22, daemon qualities, darkvision 60 ft.

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

Abilities: Str 21, Dex 15, Con 15, Int 12, Wis 14, Cha 14

Skills: Bluff +12, Concentration +14, Hide +14, Listen +14, Move Silently +14, Search +9, Sense Motive +9, Spellcraft +10, Spot +14

Feats: Cleave, Multidexterity, Multiweapon Fighting

Climate/Terrain: Any land and underground

Organization: Solitary or team (2-4)

Challenge Rating: 10

Treasure: Standard, plus 1d3 gems (100 gp value) in gizzard

Alignment: Always neutral evil

Advancement: 9-13 HD (Large); 14-24 HD (Huge)

Derghodaemons are native to Hades, but are found throughout the Lower Planes.

A derghodaemon stands about 9 feet tall with a round body with five long arms and three stumpy legs. Its arms end in claws. It has a large insect-like head sitting atop its body.

COMBAT

The derghodaemon attacks with its claws, or if wielding weapons, a combination of its weapons and claws, with the claw attacks being resolved before the weapon attacks.

All-Around Vision (Ex.): A derghodaemon's head can rotate 360 degrees. Therefore it cannot be flanked.

Confusion (Su.): By clattering its mandibles together, as the spell as cast by an 12th-level sorcerer, 30 feet, Will negates DC 16.

Improved Grab (Ex.): To use this ability, the derghodaemon must hit a Large or smaller creature with two claw attacks.

Tear (Ex.): A derghodaemon automatically hits a held opponent with all of its melee attacks each round it maintains its hold.

Spell-Like Abilities: At will—*alter self*, *charm person*, *contagion*, *deeper darkness*, *fear*, *invisibility*, *silent image*, *see invisible*, and *teleport without error* (self plus 50 pounds of objects only); 2/day—*sleep*. These are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

HYDRODAEMON (Daemon)

Large Outsider (Evil, Water)

Hit Dice: 7d8+14 (45 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 20 ft. (poor), swim 60 ft.

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

Attacks: 2 claws +10 melee, bite +8 melee; or 2 claws +10 melee, 2 rakes +8 melee, bite +8 melee

Damage: 2 claws 1d4+4, bite 2d6+2 and poison; or 2 claws 1d4+4, 2 rakes 1d6+2, bite 2d6+2 and poison

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

Special Attacks: Spell-like abilities, poison

Special Qualities: Damage reduction 10/+1, SR 22, resistance to water, daemon qualities, summon daemon, water breathing, darkvision 60 ft.

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

Abilities: Str 19, Dex 15, Con 15, Int 12, Wis 14, Cha 12

Skills: Concentration +16, Hide +11, Listen +13, Move Silently +11, Search +8, Sense Motive +11, Spot +13

Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), swarm (5-8), mob (9-23)

Challenge Rating: 11

Treasure: Standard

Alignment: Always neutral evil

Advancement: 8-11 HD (Large); 12-21 HD (Huge)

Hydrodaemons are the only creatures known to swim in the Styx without losing their memories.

They are squat humanoids with large flaps of skin under the arms used for gliding on the air. They have frog-like faces and warty, yellow skin.

COMBAT

Hydrodaemons attack by raking with their claws and biting. They can also launch themselves into the air and glide, thereby using their feet to rake an opponent in addition to their claws and bite attacks.

Poison (Ex.): Spittle, 10-foot range, Fortitude save (DC 18); initial damage 1d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Spell-Like Abilities: At will—*alter self*, *charm person*, *contagion*, *create water*, *dimension door*, *deeper darkness*, *invisibility*, *silent image*, *see invisible*, *teleport without error* (self plus 50 pounds of objects only), and *water walk*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Water Breathing (Ex.): Can breathe underwater indefinitely and can freely use their abilities while submerged.

Resistance to Water (Ex.): Half damage from water-based attacks. If a save is allowed, may save for no damage.

Summon Daemon (Sp.): Once per day a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

MEZZODAEMON (Daemon)

Medium-Size Outsider (Evil)

Hit Dice: 10d8+30 (75 hp)

Initiative: +0

Speed: 40 ft.

AC: 27 (+17 natural)

Attacks: 2 claws +16 melee; or greatsword +16/+11 melee

Damage: Claw 1d6+6; or greatsword 2d6+6

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

Special Attacks: Spell-like abilities, improved grab, summon daemon

Special Qualities: Damage reduction 20/+2, SR 25, daemon qualities, darkvision 60 ft.

Saves: Fort +10, Ref +7, Will +9

Abilities: Str 23, Dex 11, Con 17, Int 16, Wis 14, Cha 16

Skills: Bluff +13, Concentration +17, Hide +8, Knowledge (arcana) +13, Listen +16, Move Silently +10, Scry +10, Search +11, Sense Motive +11, Spellcraft +13, Spot +16

Feats: Blind-Fight, Cleave, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or troupe (1 mezzodaemon and 2-5 derghodaemons)

Challenge Rating: 13

Treasure: Standard coins; double goods; standard items

Alignment: Always neutral evil

Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

Mezzodaemons freely roam the Lower Planes and can often be found keeping company with night hags, demons, and even devils on occasion, though they find the strict regulations of the latter quickly tiresome. Mezzodaemons enjoy wreaking havoc on the Prime Material when they are summoned, and will freely associate with evil humans, so long as the price is right, and their superior position is recognized.

Mezzodaemons look like humanoid insects covered in great chitinous plates. They have long, lanky arms and legs and wide, armored skulls. Mezzodaemons have long, sharp claws that can cut through most nonmagical substances. They are a dirty ivory in color with glaring red eyes.

COMBAT

Their preferred method of attack is with their razor sharp claws, though on occasion they will employ weapons, most notably a greatsword.

Spell-Like Abilities: At will—*alter self*, *burning hands*, *charm person*, *contagion*, *detect good*, *detect magic*, *inflict serious wounds*, *invisibility*, *magic circle against good*, *see invisible*, *silent image*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*dispel magic*, *flame strike*, and *stinking cloud*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Improved Grab (Ex.): To use this ability, a mezzodaemon must hit with both claw attacks.

Rend (Ex.): A mezzodaemon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+12 points of damage.

Summon Daemon (Sp.): Once per day a mezzodaemon can attempt to summon 1d4 derghodaemons with a 50% chance of success, or another mezzodaemon with a 20% chance of success.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

NYCADAEMON (Daemon)

Large Outsider (Evil)

Hit Dice: 11d8+44 (93 hp)

Initiative: +1 (Dex)

Speed: 40 ft., fly 50 ft. (average)

AC: 27 (-1 size, +1 Dex, +17 natural)

Attacks: Greataxe +16/+11/+6 melee; or 2 claws +16 melee

Damage: Greataxe 1d12+6; or 2 claws 1d8+6 and fear and wound

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

Special Attacks: Spell-like abilities, fear, wound

Special Qualities: Damage reduction 20/+2, SR 24, daemon qualities, summon daemon, darkvision 60 ft.

Saves: Fort +11, Ref +8, Will +10

Abilities: Str 23, Dex 13, Con 19, Int 16, Wis 16, Cha 17

Skills: Bluff +16, Concentration +18, Hide +13, Listen +17, Move Silently +13, Search +14, Sense Motive +15, Spellcraft +14, Spot +17

Feats: Cleave, Power Attack, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 13

Treasure: Standard coins; double goods; standard items

Alignment: Always neutral evil

Advancement: 12-15 HD (Large); 16-33 HD (Huge)

The nycadaemon is one of the most powerful daemons that roam the Lower Planes. They are a domineering and wicked race, caring not who or what they enslave or exploit, but always acting in a manner aimed at maximizing personal power and safety.

A nycadaemon resembles a gargoyle in appearance, with huge black bat-like wings protruding from its shoulders. Its skin is leathery and green in color. Its teeth and claws are a pale ivory in color.

COMBAT

Nycadaemons prefer to wield weapons in combat, most notably a greataxe or greatsword. They will use their claws if disarmed or when no weapon is available. They will never hesitate to attack those they consider weaker than themselves.

Fear (Su.): Touch, as *fear* cast by a 12th-level sorcerer (Will save DC 18). Whether or not the save is successful, that creature cannot be affected again by that nycadaemon's fear ability for one day.

Wound (Su.): A hit from a nycadaemon's claw attack causes a bleeding wound. The injured creature loses 2 additional hit points each round until the wound is bound (a DC 10 Heal check) or the creature dies.

Spell-Like Abilities: At will—*alter self*, *charm person*, *comprehend languages*, *contagion*, *detect magic*, *dispel magic*, *invisibility*, *polymorph self*, *project image*, *silent image*, *see invisible*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*command*, *dimension door*, and *mirror image*; 1/day—*gaseous form*, *reverse gravity*, and *word of recall*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Summon Daemon (Sp.): Once per day a nycadaemon can attempt to summon 1d6 hydrodaemons, 1d2 mezzodaemons with a 35% chance of success, or another nycadaemon with a 20% chance of success.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

PISCODAEMON (Daemon)

Medium-Size Outsider (Evil)

Hit Dice: 9d8+27 (67 hp)

Initiative: +4 (Improved Initiative)

Speed: 20 ft.

AC: 21 (+11 natural)

Attacks: 2 claws +13 melee; or 2 tentacles +13 melee

Damage: Claw 2d4+4; or tentacle 1d8+4 and paralysis

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

Special Attacks: Improved Grab, paralysis, spell-like abilities

Special Qualities: damage reduction 10/+1, all-around vision, SR 23, daemon qualities, darkvision 60 ft.

Saves: Fort +9, Ref +6, Will +8

Abilities: Str 19, Dex 11, Con 17, Int 14, Wis 14, Cha 14

Skills: Concentration +10, Hide +9, Listen +13, Move Silently +7, Search +11, Sense Motive +10, Spot +13

Feats: Alertness, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, team (2-4), or squad (6-10)

Challenge Rating: 11

Treasure: Standard

Alignment: Always neutral evil

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

The piscodaemon is found throughout the Lower Planes and is usually subservient to the more powerful daemons, while bullying and sadistic to all creatures weaker than itself.

The fish-tailed, wall-eyed piscodaemon has the chitinous body of a lobster, the talons of a bird, and a head similar to the carrion crawler. Its arms end in a set of crab-like pincers.

COMBAT

The piscodaemon attacks with its tentacles. If it grabs a victim it will pull it to its mouth and sting it with its tentacles.

All Around Vision (Ex.): This piscodaemon's faceted eyes let it see in all directions at the same time, thus it cannot be flanked.

Improved Grab (Ex.): To use this ability, the piscodaemon must hit with both claw attacks. If it gets a hold it can use its tentacle attacks to sting an opponent.

Paralysis (Ex.): Tentacle sting, Fortitude save (DC 14); initial damage 1d6 temporary Constitution, secondary damage death.

Spell-Like Abilities: At will—*alter self*, *blink*, *charm person*, *contagion*, *invisibility*, *magic circle against good*, *protection from good*, *scare*, *see invisible*, *silent image*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*stinking cloud*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Summon Daemon (Sp.): Once per day a piscodaemon can attempt to summon 1d6 derghodaemons with a 35% chance of success, or another piscodaemon with a 20% chance of success.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

ULTRODAEMON (Daemon)

Medium-Size Outsider (Evil)

Hit Dice: 13d8+52 (110 hp)

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

Speed: 40 ft., fly 60 ft. (good)

AC: 30 (+1 Dex, +19 natural)

Attacks: +1 *vorpal longsword* +21/+16/+11 melee; or 2 slams +20 melee

Damage: +1 *vorpal longsword* 1d8+8; or slam 1d6+7

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

Special Attacks: Spell-like abilities, fascinating gaze, summon daemon

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

Saves: Fort +12, Ref +9, Will +13

Abilities: Str 25, Dex 13, Con 19, Int 20, Wis 20, Cha 16

Skills: Bluff +17, Climb +15, Concentration +21, Diplomacy +16, Hide +10, Jump +17, Knowledge (arcana) +19, Listen +21, Move Silently +15, Search +17, Sense Motive +15, Spellcraft +21, Spot +21

Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, or troupe (1 ultrodaemon, 1 yagnodaemon, and 2-5 piscodaemons)

Challenge Rating: 16

Treasure: Standard coins; double goods; standard items, plus +1 *longsword*

Alignment: Always neutral evil

Advancement: 14-19 HD (Medium-size); 20-39 HD (Large)

Few creatures contest the powers of the Ultrodaemons as they roam the Lower Planes.

These daemons appear as faceless humanoids with large eyes that resemble fire opals. They have dark gray skin and typically wear flowing capes or cloaks.

COMBAT

Ultrodaemons will attack using either their fists or sword in combat. If pressed and things seem to be going against them, they may teleport away.

Spell-Like Abilities: At will—*alter self*, *blasphemy*, *charm person*, *color spray*, *contagion*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *fear*, *improved invisibility*, *magic circle against good*, *polymorph self*, *produce flame*, *see invisible*, *silent image*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*firestorm*, *symbol* (any), and *wall of fire*. These abilities are as the spells cast by a 17th-level sorcerer (save DC 13 + spell level).

Fascinating Gaze (Su.): As the spell *hold person* (Hold Person, page 214 in the *Player's Handbook*), 30 feet, Will save (DC 22).

Summon Daemon (Sp.): Once per day an ultrodaemon can automatically summon 1d8 derghodaemons, 1d4 hydrodaemons, 1d4 piscodaemons, or one yagnodaemon, mezzodaemon, arcanadaemon, or another ultrodaemon.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

YAGNODAEMON (Daemon)

Large Outsider (Evil)

Hit Dice: 10d8+30 (75 hp)

Initiative: +0

Speed: 40 ft.

AC: 27 (-1 size, +18 natural)

Attacks: Slam +14 melee, greatsword +12 melee; or halberd +16 melee

Damage: Slam 1d8+7 and stun, greatsword 2d6+3; or halberd 2d8+7

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with halberd)

Special Attacks: Spell-like abilities, stun, feed, summon daemon

Special Qualities: Damage reduction 20/+2, SR 23, daemon qualities, darkvision 60 ft.

Saves: Fort +10, Ref +7, Will +10

Abilities: Str 25, Dex 10, Con 17, Int 16, Wis 16, Cha 16

Skills: Bluff +13, Concentration +13, Diplomacy +13, Hide +9, Knowledge (any one) +10, Listen +16, Move Silently +7, Search +14, Sense Motive +13, Spellcraft +13, Spot +16

Feats: Ambidexterity, Two-Weapon Fighting, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 yagnodaemon and 2-4 dergodaemons)

Challenge Rating: 15

Treasure: Standard coins; double goods; standard items

Alignment: Always neutral evil

Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Yagnodaemons are minor nobles of the daemon society. They are lords of fiefs and all who enter these fiefs are subject to their rule. They in turn answer to the arcanadaemons who rule over them.

Yagnodaemons are horrible creatures with two unequal arms, one man-sized and the other giant-sized. These creatures are large humanoids with scaly red skin and bulky muscles. Their horrid heads have great wing-like ears. Their facial features, like the personalities of the creatures, are hateful and evil.

COMBAT

The physical attack of the monster is with its huge arm and greatsword. In lieu of those, the yagnodaemon can attack with a huge halberd.

Spell-Like Abilities: At will—*alter self*, *charm person*, *contagion*, *invisibility*, *see invisible*, *silent image*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Stun (Ex.): Slam attack using giant arm, Fortitude save (DC 22) or stunned 1d4 rounds.

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

Summon Daemon (Sp.): Once per day a yagnodaemon can attempt to summon 1d4 hydrodaemons or 1d2 dergodaemons with a 50% chance of success, or another yagnodaemon with a 20% chance of success.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 20.

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

CHARON (Boatman of the Lower Planes)

Medium-Size Outsider (Evil)

Hit Dice: 46d8+276 (483 hp)

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

Speed: 50 ft.

AC: 38 (+5 Dex, +23 natural)

Attacks: Staff +55/+50/+45/+40/+35 melee

Damage: Staff 1d6+8 and paralysis

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

Special Attacks: Spell-like abilities, psionics, fear gaze, control water, summon daemon

Special Qualities: Damage reduction 40/+4, SR 34, daemon qualities, immortality, darkvision 60 ft.

Saves: Fort +32, Ref +30, Will +32

Abilities: Str 26, Dex 21, Con 22, Int 23, Wis 24, Cha 28

Skills: Bluff +58, Concentration +36, Diplomacy +39, Hide +25, Intimidate +44, Intuit Direction +56, Knowledge (planes) +55, Knowledge (any three) +36, Listen +56, Move Silently +45, Scry +31, Search +46, Sense Motive +56, Spellcraft +46, Spot +56

Feats: Blind-Fight, Cleave, Dodge, Expertise, Great Cleave, Improved Initiative, Improved Disarm, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

Climate/Terrain: Any land (Lower Planes, River Styx only)

Organization: Solitary (unique)

Challenge Rating: 23 (solitary)

Treasure: None

Alignment: Always neutral evil

Advancement: By character class

The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the Nine Hells to the Abyss. When encountered, the river is a deep, swift, and uncontrolled torrent. Those who touch or drink from the river Styx must succeed at a Will save (DC 20) or completely lose their memory, forgetting everything about their past life. If the save is made, treat the effects as a *feeblemind* as cast by a 15th-level sorcerer.

Charon may be summoned to the banks of the Styx by casting any of the following spells: *blasphemy*, *holy word*, or *symbol* (any).

He will appear in a large black skiff that can hold up to 10 people of Medium-size. If requested ferry, he will charge a magic item, a silk bag of 100 pp, or two gems of 500+ gp value. Charon never carries this treasure. It is distributed among his servants, the charonadaemons (q.v.).

Charon will not transport those who refuse or fail to pay his price.

COMBAT

Charon will attack using his spell-like abilities, gaze, and staff. If things are going against him he will summon charonadaemons or hydrodaemons to deal with the attackers, and teleport away, taking his boat with him.

Spell-Like Abilities: At will—*alter self*, *charm person*, *contagion*, *invisibility*, *see invisible*, *silent image*, and *teleport without error* (self plus boat only). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp.): At will—*detect good*, *detect magic*, and *detect thoughts*. These are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear Gaze (Su.): 30 feet range, Will save (DC 42) or flee in terror 2d6 rounds.

Paralysis: Anyone hit by Charon's staff must succeed at a Fortitude save (DC 15) or be paralyzed for 3d6 minutes.

Control Water (Su.): As the spell cast by a 20th-level sorcerer. Charon may control the river Styx causing the water to rise up and attack as a 16 HD water elemental. Anyone hit by the elemental must make a Will save (DC 20) or forget everything about their past life. If the save is made, treat the effects as a *feeblemind* as cast by a 15th-level sorcerer.

Immortality (Ex.): Charon is native to all five Lower Planes, thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the

other four. When destroyed on any plane, it takes but a single day for his form to return.

Summon Daemon: Charon can automatically summon 2d6 charonadaemons or 2d6 hydrodaemons.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 40.

Telepathy (Su.): Daemons can communicate telepathically with any creature within 500 feet that has a language.

OINODAEMON (Anthraxus)

Large Outsider (Evil)

Hit Dice: 77d8+1001 (1347 hp)

Initiative: +15 (+11 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 50 (-1 size, +11 Dex, +30 natural)

Attacks: 2 slams +89/+84/+79/+74/+69

Damage: Slam 2d6+12 and disease

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

Special Attacks: Spell-like abilities, spells, disease, transfixing gaze, summon daemon, *Staff of the Lower Planes*

Special Qualities: Damage reduction 50/+5, daemon qualities, SR 38

Saves: Fort +53, Ref +51, Will +51

Abilities: Str 35, Dex 32, Con 36, Int 33, Wis 33, Cha 36

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

Feats: Blind-Fight, Cleave, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Great Cleave, Heighten Spell, Improved Initiative, Improved Disarm, Improved Trip, Maximize Spell, Mobility, Power Attack, Quicken Spell, Silent Spell, Spell Penetration, Still Spell, Sunder, Track

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Anthraxus, 1d2 ultrodaemons, 1d2 arcanadaemons, 1d2 yagnodaemons, and 2d4 piscodaemons)

Challenge Rating: 25 (solitary)

Treasure: double coins; double goods; double items

Alignment: Always neutral evil

Advancement: By character class

There is but a single daemon master and ruler. Known by the title of oinodaemon, he is a unique individual of great power. The present oinodaemon is Anthraxus the Decayed. It is to him that all daemons pay homage.

Anthraxus is the most powerful daemon of the Lower Planes. His position is challenged by other unique daemoniac beings, the chief of which are Bubonis, Cholerix, Typhus, Diptherius, Brucilousu, Pneumonis, and Rheumatus, along with others unknown or unrecorded by scholars.

Anthraxus appears as a tall humanoid figure in a rotting grey suit and cape. His head is that of a ram deformed by disease. His mouth foams and the wool pulls away from his skin in handfuls. There are boils and blisters over his exposed skin, and his flesh is pulled taut over his bones.

COMBAT

Anthraxus attacks with his staff, touch and spell-like abilities. If the battle seems to be going against him he will use his summon daemon ability and then teleport away, leaving his minions to fight.

Transfixing Gaze (Su.): Held (as *hold person* spell) until released by oinodaemon, 30 feet, Will save (DC 61) negates.

Disease (Ex.): Touch, functions as double strength demon fever (2d6 temporary Con damage per day, DC 36 to remove, must succeed at second Fortitude save or lose 2 points of Con permanently). See page 75 of the *Dungeon Master's Guide*.

Spells: Anthraxus can replicate sorcerer spells as a 20th-level caster (DC 23 + spell level). He can also replicate cleric spells as a 20th-level caster (DC 21 + spell level). Anthraxus has access to the domains of Death, Destruction, and Evil.

Staff of the Lower Planes: Can only be wielded by another daemon upon the death of Anthraxus. The staff has the following powers: at will—*desecrate*, *doom*, *fear*, *mass charm*, *suggestion*, and *unholy aura*; 1/day—*wish*. The staff's powers automatically overcome any other daemon's spell resistance.

Any non-daemon that touches the staff takes 8d8 points of electrical damage per round of contact.

Summon Daemon (Sp.): Anthraxus can automatically summon 2d8 hydrodaemons, derghodaemons, or piscodaemons; or 2d6 yagnodaemons, charonadaemons, or mezzodaemons; or 1d8 nycadaemons or arcanadaemons, or 1d6 ultrodaemons.

Daemon Qualities: Immune to poison and paralysis, immune to mind-influencing effects.

Resistances (Ex.): acid, cold, and fire resistance 40.

Telepathy (Su.): Daemons can communicate telepathically with any creature within 500 feet that has a language.