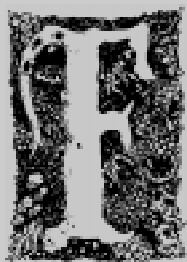


Chapter 6

Elderkind



From pudcra to rassor, elderkind outnumber every other race found on Infernus. Though not as prestigious as true elders, elderkind form the backbone of the Infernal empire and are almost solely responsible for all efforts directed at Plane Prime.

Elderkind are also a newer race (by immortal standards), and are actually descendent from the master elder race. Like their cousins, elderkind are powerful and dangerous beings, representing extreme law and evil. Greater elderkind possess terrible power, often outmatching their baatezu, tanar'ri, and yugoloth counterparts.

Though powerful, all elderkind, even their rassor demilords, pale in comparison to the mighty elder lords, whom they serve. And, although not accorded quite as high a station as true elders, much rivalry exists between the lesser & greater elderkind and the lesser & greater elders (whom also report to the mighty elder lords). This is to say that elderkind, though cooperative in service of Infernus and its causes, will not directly serve any true elder, save an elder lord.

"Clueless, huh? Allow me to introduce you to a couple of choppers you'll be getting to know quite well..."

"That little fella' over there is what we call a Casae, and he'll be burning the hair from your body..."

"Now, that blood over that way is an Onor...she'll be removing your skin..."

"And that's a Dramak, and I can't even tell you what he'll be doin'..."

—The Pit Master to a lost clueless.

Elderkind must follow stringent codes of honor, like their elder cousins, cherishing law, honor, and the word of the tongue above all else. Elderkind are masters of the word and can almost never be tricked into swearing unfavorable promises. (For more information on this code of honor and examples of twisting the spoken word, see The Forbidden Arts section and Infernus chapter of this book.)

The appearance of elderkind is even more diverse than the elders themselves. Like elders, elderkind fall into distinct, principal types (in descending order and sub-types):

- ☠ Demi-lord (rassor)
- ☠ Greater (rancor, kurzog, judnor, shadnor, tromek, sordrid, angelor, succubus, avaric, dramak, thrax)
- ☠ Lesser (garakyon, fornak, arbrenus, lucastom, önor, tenorus, vorakas, jesarn, gurakas, rhonek, chaflarn, sabress)
- ☠ Least (glokumbra, niovanessous, shönavrik, lasae)
- ☠ Petitioner (pudcra)

The rassor, or demi-lords, have been charged with the responsibility of maintaining high standards and success among all other elderkind—especially in the areas of torture. They report directly to the elder lords (see Chapter 5).

Greater elderkind are the master tempters and temptresses, as well as the basic police and judging forces for all of Infernus.

Lesser elderkind specialize in minor temptations of mortal man and the formation of Infernal armies.

Least elderkind act as messengers, servants, and border scouts.

The pudcra are the petitioners of Infernus and are so lowly that they are not part of any chain of command. They are treated in much the same way as the baatezu treat their lemures.

COMBAT: All elderkind have innate magical abilities and can summon their fellows, as detailed in their individual descriptions. They are also able to cast *advanced illusion* and *suggestion* at will.

Lesser elderkind, although immortal, lack immortal spirits just as the lesser baatezu and tanar’ri do. Such elderkind can be slain on any plane of existence and are permanently dead if killed.

Greater and demi-lord elderkind possess *spiritual immortality*, and so cannot be permanently killed unless on their home plane of Infernus. In addition, they are immune to damage that relies on the frailties of the body. That is, death spells, life-level loss, paralyzation, symbols, and other such magic does not affect them. They can, however, be killed by massive damage, acid

(see below), and the like, but not spells such as *destruction*, *finger of death*, *death spell*, *symbol of pain*, etc. Furthermore, they are not affected by instant death blows or severing from weapons—much in the same manner as a troll.

Elderkind do not share the same degree of immunity towards various attack forms as possessed by true elders, and are thus affected by the following attack forms as detailed below:

Table 22: Attack Form Effectiveness

ATTACK	DAMAGE
Acid	Full
Cold	Half
Electricity (lightning)	Half
Fire (dragon, magical)	None
Gas (poisonous, etc.)	Half
Iron weapon	Full [†]
Magic missile	Full
Poison	None
Silver weapon	Full [‡]

[†]Unless hit only by magical weapons, in which case damage is none.

[‡]Greater elderkind take only half damage from non-magical silver weapons; rassor take none.

PLANAR TRAVEL: Elderkind can travel to any plane they are able to move to, and those with *plane shift* abilities may venture anywhere in the multiverse they choose, though dare not without first obtaining permission.

ASCENSION: Elderkind advance in much the same way as true elders do. Similarly, the code system that is followed by these elderkind is quite strict, and those who blatantly dishonor or attack other elders or elderkind are generally punished severely or slain. Covert assassination among the ranks is rare, though does occur when such a demon believes that he can get away with the crime without being noticed by higher authorities.

Table 23: Pronunciation Key

Pudcra (püd’krə) [pudd + cruh]	Arboreus (är’bör -ën’əs) [arbor+en+us]
Lasae (läss’ä) [lass + eigh]	Fornak (för’näk) [for + nak]
Shönavrik (shə-näv’rik) [sha+nay+rick]	Garakyon (gə’räk -yən) [ga+rak++yen]
Niovanessous (nē’ō-vä-nē’səs) [neo + van ++ nes + us]	Thrax (thräks) [thraks]
	Dramak (drä’mük) [draw + muck]
Glokumbra (glö-küm’brə) [glaw+cum+bra]	Avaric (äv’ə -rik) [ava + rick]
Sabress (säb’rəs) [sabe + res]	Succubus (sük’yə -bəs) [suck++ya+bess]
Chaflarn (chäf’lärn) [choff + larn]	Angelor (än -jel’ör) [ain + jell + or]
Rhonek (rö’nək) [roe + nick]	Sordrid (sör’dred) [sore + dread]
Gurakas (gür -äk’əs) [ger++ ak + us]	Tromek (trö’mək) [troe + mek]
Jesarn (jéz’ärn) [jezz + arn]	Shadnor (shäd’nör) [shadd + nore]
Vorakas (vör -äk’əs) [vore + ak + us]	Judnor (jüd’nör) [jud + nor]
Tenorus (tən -ör’əs) [tin + or + us]	Kurzog (kür’zög) [ker + zog]
Önor (ö’nör) [ah + nore]	Rancor (räng’kör) [rang+core]
Lucastom (löö -käs’təm) [loo+cass+tum]	Rassor (rä’sör) [rass + ore]

Elderkind, Petitioner — Pudcra

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (3)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d2/1d2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	5%
SIZE:	S (4' tall)
MORALE:	See below
XP VALUE:	95



Pudcra are petitioners to the realms of Infernus. They are decrepit dwarf-sized humanoids wallowing in self-pity. Their bodies are twisted and wracked with constant pain causing them to moan incessantly. Their skin is usually light-to-dark brown and littered with warts and sparse bristly hair. Pudcra have large ears and broken jaws forcing them to communicate in barely-recognizable speech.

COMBAT: Pudcra hordes will attack any non-elder or elderkind they encounter anywhere on Infernus without fear (and hence, never need check morale). Individual pudcra, however, are frightened, pitiful little creatures cowering from the weakest of foes.

In combat, they claw for 1-2 points of damage with each of their claws, or may wield simple weapons such as a club or spear. Singularly, they are easy prey, however when a pudcra horde rushes its victims, they will attack wave after wave until their enemies are overcome or they are themselves destroyed.

With the exception of their slight magic resistance, pudcra have no special or innate abilities—magic or otherwise (including those abilities common to all elders). They do, however, regenerate 1 hit point per round and will continue to regenerate even if killed by acid or fire—their ashes reform in a single round. Holy

items will permanently destroy these spirits, as will devouring them.

Solitary pudcra always fail their saving throws versus *fear* of any kind, though they are not affected by other mind-affecting or controlling magic.

HABITAT/SOCIETY: Pudcra are used as fighting machines when gathered into large armies. When used in this fashion, they are generally slaughtered by the hundreds or thousands.

They also serve as feeding stock for elders and elderkind who will readily consume them at their leisure. Most of the fat or meatier pudcra are often gathered into large holding pins to be used and distributed as food.

Pudcra are tormented relentlessly by the elders and elderkind who delight in their agony and moaning.

ECOLOGY: Pudcra are the spirits of lawful evil mortals who have died. Similar to the lemures baatezu, pudcra can be chosen when the ranks call for them to be transformed into lasae. A minute few of these creatures are actually selected to become maelang elders, and then begin their ascent into true prestige.

Elderkind, Least — Lasae

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Solitary or Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 4-40
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2/1d2/1d2
SPECIAL ATTACKS:	Leap
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	10%
SIZE:	T (½' tall)
MORALE:	Unreliable (4) [see below]
XP VALUE:	940

"If you don't give me your eyes willingly—I will, of course, rip them from your head."

—A lasae to its victim.

Lasae are tiny insect-like elderkind generally no more than six-inches high. Their bodies are covered with a red carapace (like an insect's) and also adorned with many tiny barbs and spurs. Their heads are decidedly ant-like and they have two antennae which they use to smell. Lasae are surprisingly agile and quick.

COMBAT: Lasae are able to attack with their two clawed hands and their bite. Due to their size and inability to fly, these attacks would be of little threat if it were not for their powerful leaping ability. Lasae are able to jump up to seven feet high and can leap forward twice that.

Using this leap ability, lasae will generally attack the eyes and face of their victim. They attack with a normal to-hit roll and, if successful, are considered attached to the victim's head. Once attached, they will gouge at the creature's eyes with their talons or bite at such organs.

In addition, lasae also possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in the same round: *bleed*, *change self*, and *pestilence*. They also possess a number of spell-like effects that are always



active and otherwise act as a natural extension of the lasae's senses. These are: *detect good*, and *detect invisibility*.

Once per day, they may attempt to *gate* in 1-3 additional lasae with a 15% chance of success.

Lasae regenerate 1 hit point every round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: Lasae are the weakest of all elderkind and must prove their worth by killing mortal humans or demi-humans as well as by tempting them.

Despite their low morale, lasae are extremely arrogant—so much so, that they often forget their weaknesses and fight to the death.

ECOLOGY: Lasae are spawned from the pudcra at random and, after proving themselves worthy, are cast into the Lake of Misery for 1-day's torment. At least 90% of those entering the lake do not survive, however, those that do are transformed into razorclaws.

Elderkind, Least — Shōnavrik “Razorclaw”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Horde
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3-30
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d3
SPECIAL ATTACKS:	Stinging tongue
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	15%
SIZE:	S (3-4' tall)
MORALE:	Unsteady (5)
XP VALUE:	1,900

Shōnavrik, or Razorclaws, are ghastly dwarf-sized humanoids who roam in hordes across the plains of Infernus. Their bodies are covered with coarse oily hair, they have long tufted ears, and their hands are instead razor-sharp blades. Their eyes are large, yellow, and cat-like. They speak in a sloppy hissing manner and their tongue constantly darts in and out like a snake's.

COMBAT: Razorclaws always attack the same way: by a series of slashing claws and a stinging tongue. Their claws hit for 1-4 points each and their tongue strikes for 1-3 damage with a maximum range of one-foot. Any creature struck by this tongue is stung and injected with a paralyzing agent that will force those struck to save vs. paralyzation or be *slowed* for 1d3 turns.

In addition, razorclaws possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in the same round: *bleed*, *change self*, and *decay*. They also possess a number of spell-like effects that are always active and otherwise act as a natural extension of the razorclaw's senses. These are: *detect good* and *detect invisibility*.

Once per day, they may attempt to *gate* in 1-4 additional razorclaws with a 20% chance of success.



Razorclaws regenerate 1 hit point every round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: Razorclaws are a lowly form of elderkind and roam, almost chaotically, across the plains of Infernus. They generally exist in fairly vast numbers and, in times of war, are formed into large armies by the minion elderkind.

Like spinigon baatezu herding lemures, the minions are responsible for forming and maintaining the razorclaws in a usable fighting force. It is believed that if all of the razorclaws on Infernus could be gathered together into a mighty war machine, they would number at least several million—something not particularly worrisome to the baatezu who immeasurably outnumber these elderkind.

ECOLOGY: Razorclaws are formed from those lasae that are able to prove themselves to their greater elderkind.

Elderkind, Least — Niovanessous “Minion”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Solitary or Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (9)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 2-20
ARMOR CLASS:	4
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon type
SPECIAL ATTACKS:	Merge
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	25%
SIZE:	T (1' tall)
MORALE:	Unsteady (7)
XP VALUE:	3,500

Niovanessous, or *minions* as they are commonly referred to, are small winged-humanoid elderkind approximately one-foot in height. Their skin color ranges from a deep bronze to mild peach and their feathered wings are bright or dirty-white in color. They have two small horns atop their brows, their ears are pointed like an elf's and their hair is always golden blond.

COMBAT: Minion elderkind are not very effective in melee combat, however when necessary, they can fight with a one-foot-long military fork that hits for 1-3 points of damage.

For every 13 such minions, they may elect to *merge* into a single man-sized creature. The creature so formed will conform exactly as a larger version of a minion, though it will have 13HD and a strength of 19. Furthermore, the creature may be made to appear in a variety of ways similar to what can be accomplished with a *change self* spell, however, the appearance chosen is actually physical in nature and so the 'disguise' cannot be *dispelled* or otherwise seen. This creature's 'disguise' can be altered once per round, the transformation taking the entire round to perform. If this creature is killed or reduced to zero or less hit points, it will immediately fall apart—back into the thirteen individual minions and each will sustain 1-8 hit

points of damage; the damage inflicted upon the creature is not otherwise carried to the minions.

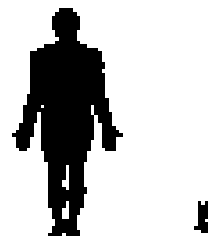
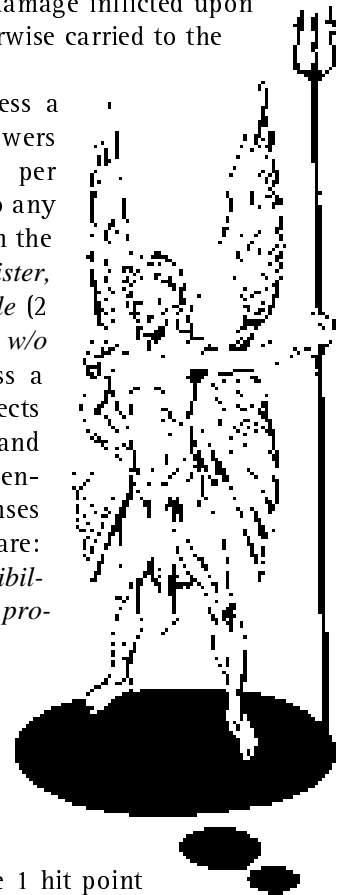
Minions also possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in the same round: *agonize*, *blister*, *change self*, *magic missile* (2 missiles), and *teleport w/o error*. They also possess a number of spell-like effects that are always active and otherwise act as an extension of their natural senses or immunities. These are: *detect good*, *detect invisibility*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-4 additional minions, or 1 *glokumbra* with a 30% chance of success.

Minions regenerate 1 hit point every round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: Minions are much too weak to be used in physical combat, and so are primarily utilized as servants. Very similar to the spinigon baatezu, minions are employed in a variety of tasks ranging from messengers, look-outs, spies, servants, and (in rare cases) slaves.

In addition, they also play the very important role of herding the razorclaws. Like the spinigon baatezu, when they perform this task, they are highly respected, and sought after.



Elderkind, Least — Glokumbra “Demon Locust”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

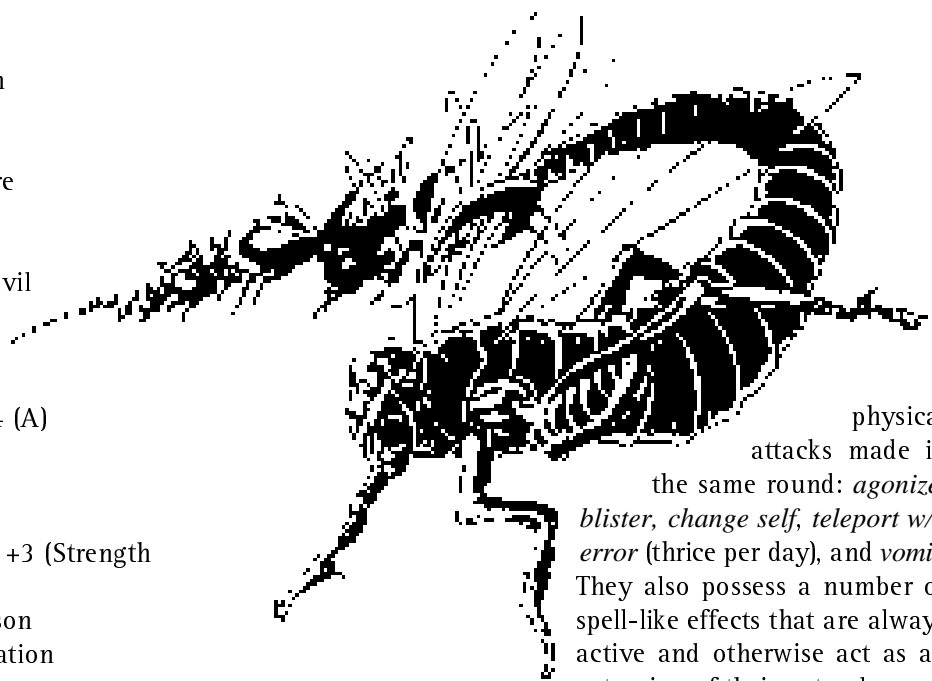
NO. APPEARING:	3-30
ARMOR CLASS:	3
MOVEMENT:	15, Fl 24 (A)
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d8 +3 (Strength bonus)
SPECIAL ATTACKS:	Spit poison
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	30%
SIZE:	M (4' long)
MORALE:	Average (9)
XP VALUE:	6,000

Glokumbra are known only as “demon locusts” and are one of the more nauseating elderkind. They appear as giant grasshopper-like insects with a barbed tail and a humanoid face. Their carapaces are glossy black with bits of dirty yellow around the joints. They generate a loud bee-like buzzing when they fly and can rarely be found on the ground, unless they are descending upon prey. Locusts travel in swarms and incessantly vomit on creatures below.

COMBAT: Though the locusts will bite their opponents, their more feared method of attack is their stinging tail which delivers a poison to the victim via a cruel barb (similar to a scorpion's). Anyone struck with this stinger must save vs. poison or be paralyzed for 2d4 rounds.

Locusts may also heave a nauseating yellow-brown spittle at their enemies. The putrid ichor is acidic and quite sticky. Anyone struck will suffer 1d3 points of damage per round until the vomit can be washed away. Furthermore, those covered must save vs. spell at +2 each round or retch from the stench. A retching creature cannot take any actions other than to defend itself, and is thus unable to launch attacks.

They possess a number of spell-like powers that are usable once per round and in addition to any other



physical attacks made in the same round: *agonize*, *blister*, *change self*, *teleport w/o error* (thrice per day), and *vomit*. They also possess a number of spell-like effects that are always active and otherwise act as an extension of their natural senses or immunities. These are: *detect good*, *detect invisibility*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-6 additional locusts with a 35% chance of success.

Demon locusts regenerate 1 hit point every round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: Demon locusts are notoriously loathsome and thoroughly enjoy their positions. They are cruel-tempered and foul-mouthed in the extreme. Incessant whining coupled with constant cursing and vomit makes these horrors impossible to negotiate with.

Even greater elderkind become easily infuriated by the incessant whining and foul-temperaments of these noisome creatures. It is not uncommon for such elderkind to wade through hapless numbers of them dishing out all the destruction they can deliver—and yet, the whining never ceases.

Although often more of a deadly pest than anything else, locusts can be gathered into swarms of immense size and unleashed to wreak havoc on towns and cities. Tales have been told how the skies suddenly blackening when great swarms flooded every waking space in the air. When they are gathered into such ferocious storms of vengeance, they become nearly unstoppable, destroying and devouring everything in their path.

Elderkind, Lesser — Sabress

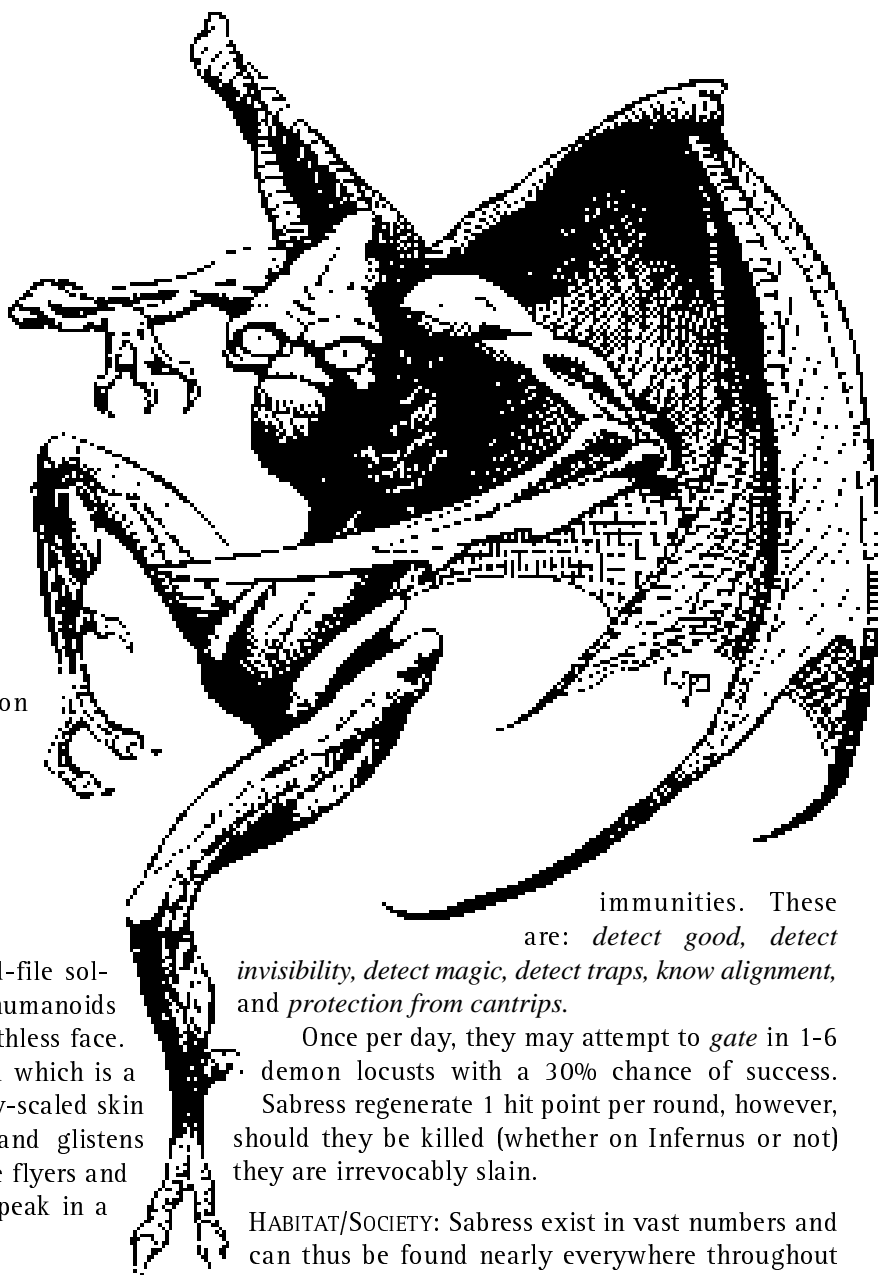
CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-16
ARMOR CLASS:	2
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d10+4 (Strength bonus)
SPECIAL ATTACKS:	Rake
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	35%
SIZE:	M (6' tall)
MORALE:	Average (10)
XP VALUE:	8,000

Sabress elderkind are the basic rank-and-file soldiers of Infernus and appear as winged humanoids with large eyes prominently set in a mouthless face. They earn their name from their left arm which is a razor-sharp saber-like sword. Their lightly-scaled skin is deep red, almost maroon in color, and glistens brightly when wet. They are rather nimble flyers and often forget their ability to walk. They speak in a muffled tone.

COMBAT: Sabress elderkind will, of course, attack with their saber-like arms for a massive 1-10 points of damage from a single hit (plus strength). They also may claw for 1-4 points with their other hand and, when airborne, they may rake opponents with their clawed feet for an additional 1d4 points each.

They possess a number of spell-like powers that are usable once per round and in addition to any other physical attacks made in the same round: *agonize*, *blister*, *dispel magic* (twice per day), *polymorph self* (once per day), *teleport w/o error*, and *vomit*. They also possess a number of spell-like effects that are always active and otherwise act as an extension of their natural senses and



immunities. These are: *detect good*, *detect invisibility*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-6 demon locusts with a 30% chance of success.

Sabress regenerate 1 hit point per round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: Sabress exist in vast numbers and can thus be found nearly everywhere throughout Infernus. They serve as the basic rank-and-file soldiers for the Infernal armies and are gathered into large legions for training exercises or should actual war develop.

They are not accorded much respect except, perhaps, from the demon locusts. Their faceless numbers strip away any possible sense of individuality that they may have once experienced. They are otherwise typically diabolical.

ECOLOGY: After superb service, sabress are cast into the Lake of Misery and will emerge as gurakas (assuming they survive the venture). Because of their numbers, they desperately aspire to advance.

Elderkind, Lesser — Chaflarn/Rhonek/Gurakas

LESSER ELDERS:	CHAFLARN	RHONEK	GURAKAS
CLIMATE/TERRAIN:	Infernus	Infernus	Infernus
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Group	Group
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	High (14)	Very (12)	Very (11)
TREASURE:	Q, R	Nil	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil
<hr/>			
NO. APPEARING:	1	1-6	2-8
ARMOR CLASS:	0	1	1
MOVEMENT:	12	15	12
HIT DICE:	7	6	7
THACO:	13	15	13
NO. OF ATTACKS:	2	3	2
DAMAGE/ATTACK:	by weapon type, +6 Strength bonus	1d4/1d4/3d4, +5 Strength bonus	2d8/2d8, +6 Strength bonus
SPECIAL ATTACKS:	Fear, head bite	Fear, constricting tail	Fear, stunning punch
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit	Regeneration, +1 or better weapon needed to hit	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	50%	45%	40%
SIZE:	M (7' tall)	M (7' tall)	M (6' tall)
MORALE:	Elite (14)	Steady (12)	Steady (12)
XP VALUE:	10,500	10,000	9,500

“Ha! Just look at ‘em ugly abishai flutter’n around like winged lemures. And ‘ta think, they would have gott’n someth’n better than that tired old hamatula to keep ‘em in line. Tis’ll be an easy mark...”

—A chaflarn to his squad of rhonek and gurakas elderkind about to face-off some baatezu.

These elderkind are the advanced fighting forces of Infernus. The three principle types are also utilized as a police force when called upon by the tromeek.

Chaflarn are startlingly humanoid, save for a second fanged mouth set in their forehead. They have muscular builds which befit their great strength (strength=18⁰⁰). Their skin is cinnamon brown covered with thick coarse hair and their eyes are human-like with furry brows.

Rhonek elderkind are also humanoid. They have a single great horn atop their head which they use in battle. Their eyes are small, black, and beady, but they have superb vision. Their skin is scaly greenish-brown and scratchy-dry to the touch, like chapped



leather. Their tail is also semi-prehensile and quite strong.

Gurakas elderkind appear similar to the bar-Igura tanar'ri, though there is no relation. They are covered with a dark-brown fur that is actually quite silky, and their faces are animal-like.

COMBAT: Chaflarn elderkind always wield large bastard or two-handed swords (sometimes magical) while their squads use natural weaponry or whatever else is at hand. Chaflarn can bite with their heads for 1d8 points of damage when charging an opponent.

Rhonek elderkind can constrict opponents with their serpentine tail for 1d6 points per round, and gurakas stun opponents with their punch on a natural 19 or 20 for 1d3 rounds if the victim fails to save vs. paralysis.

These elderkind cause *fear* in all whom they stare (save vs. spell to avoid). They possess a number of spell-like powers that are usable once per round and in addition to any other physical attacks made during the same round. These are: *agonize*, *blister*, *boil flesh*, *dispel magic* (twice per day), *polymorph self* (twice per day), *teleport w/o error*, and *vomit*.

They also possess a number of spell-like effects that are always active requiring no thought or will in order to function, and otherwise act as an extension of

their natural senses and immunities. These are: *detect good*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

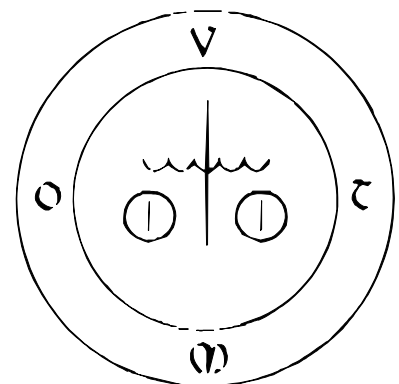
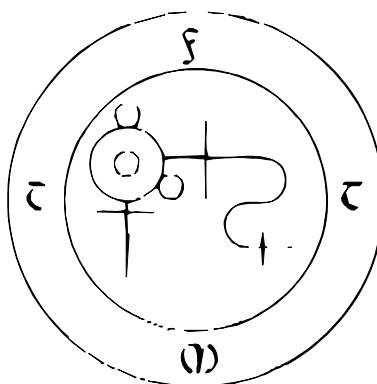
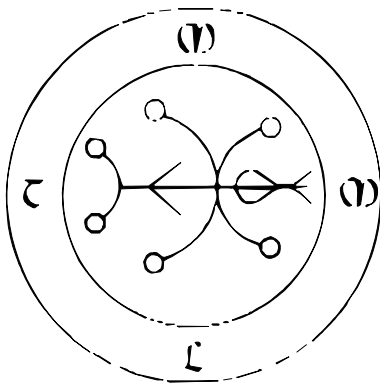
Once per day, they may attempt to *gate* in 1-8 demon locusts with a 40% chance of success.

Chaflarn, rhonek, and gurakas elderkind regenerate 1 hit point per round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: These elderkind types serve in a military capacity throughout Infernus as the advanced rank-and-file soldiers. They are specifically divided into groups of rhonek and gurakas led by a chaflarn who then, in turn, reports to a vorakas horde master. They are orderly, though a little too battle happy—something that the horde masters have been instructed to watch carefully as the maelefic are concerned with the overwhelming numbers of baatezu.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
6	3/3/11	MT,EW/ TS,MBk,IF	7	15	110



Elderkind, Lesser — Jesarn

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Uncommon
ORGANIZATION:	Troupe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	10-100
ARMOR CLASS:	0
MOVEMENT:	6, Fl 24 (C)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4 or by weapon type +6 (Strength bonus)
SPECIAL ATTACKS:	Fear, Banner of Slowing
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	50%
SIZE:	M (6½' tall)
MORALE:	Fanatic (17)
XP VALUE:	11,000

Jesarn are man-sized humanoids with gray skin pulled taught over their knobbed and bony skeletal structures. Their eyes are solid black and they have two small horns protruding horizontally from their skulls. If it were not for their diabolical wings, they would easily be mistaken for undead. Most jesarn wear old incomplete sets of battered armor. This armor does not, however, affect the creature's armor class as their natural armor class of 0 is already more than the armor provides.

COMBAT: Jesarn always carry a sword into battle. The exact sword type is either a broad, bastard, or two-handed sword which they wield in their left hand (strength=18⁰⁰). In their right, they sometimes carry *Banners of Slowing* that cause any creatures viewing the banner to save vs. spell at -4 (as per the *slow* spell) or be *slowed*. When unarmed, they may still attack for 1-4 points of damage with each of their black-nailed claws (plus strength bonus). Jesarn cause *fear* in a 5-foot radius (save vs. spell to avoid).

Jesarn are almost never encountered except as part of an army, and when they are gathered into large numbers, for every thirty they will have one *Drums of Panic* among them which they sound continually. The drums cause all creatures hearing within 120 feet to save vs. spell or flee for one full turn. Hearing creatures



that possess a 2 or 1 intelligence make their saves at -2 and -4 respectively.

These elderkind have no innate or special magic abilities common to all elderkind, except that they are able to *teleport w/o error* once per round, at will. They do possess a number of spell-like effects that function constantly, independent of their conscious thought, and hence act as natural extensions of their senses and immunities. These are: *detect good/evil*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-4 additional jesarn with a 15% chance of success. They regenerate 1 hit point per round.

HABITAT/SOCIETY: Jesarn formed the bulk of the older Infernal armies after the Planar Wars (q.v.), however, today they are greatly out-numbered by the newer elderkind types, such as the sabress, rhonek, and gurakas, though, they can still be summoned into powerful armies should the need arise.

Elderkind, Lesser — Vorakas “Horde Master”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15)
TREASURE:	Q, R, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	15
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d4 +7 (Strength)
SPECIAL ATTACKS:	Fear, butting
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	55%
SIZE:	M (7' tall)
MORALE:	Champion (15)
XP VALUE:	12,500

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
8	3/4/13	MT,EW,II/ TS,MBk,IF	3	13	144

“Just sign here... No, no, no! Not like that... In blood—here, let me start the flow for you...”

—A Horde Master to some berk trying to enlist in the Infernal Army.

Vorakas are commonly known as “horde masters” as they command the lesser armies. They are satyr-like elderkind standing about seven-feet tall, with two large inward-curving horns, and sharp blackened nails. They usually wear a colored loin cloth designating their patrol. Horde masters have dirty-brown skin covered with thick greasy black hair ranging to russet fetlocks. Their eyes glow red and they have a fanged grin.

COMBAT: Horde masters prefer to use a melee weapon, usually a sword or great axe, but when pressed they may rake with their clawed-hands for 1d4 damage each. They may also use their horns to butt an opponent for 2-8 points.

These elderkind generate *fear* in a 5-foot radius (save vs. spell to avoid). They possess a number of spell-



like powers that are usable once per round and in addition to any other physical attacks made during the same round: *agonize*, *blister*, *boil flesh*, *dispel magic* (thrice per day), *polymorph self* (twice per day), *teleport w/o error*, and *vomit*. They also possess several spell-like effects that are always active and otherwise act as an extension of the horde master's senses or natural immunities. These are: *detect charm*, *detect good*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may *gate* in 1-3 chafarn, 1-4 rhonek, 1-4 gurakas, or 1-6 sabress with a 60% chance of success. Horde masters regenerate 2 hit points per

round, however, should they be killed (whether on Infernus or not) they are irrevocably slain.

HABITAT/SOCIETY: These elderkind are masters of the horde; a sort of marshal responsible for all of the lesser armies associated with their battle unit, and reporting directly to the tromeek, judnor, and rassor elderkind. Each horde master has a set number of chaflarn in service of him—the exact quantity and quality of which is dependent upon the station of respect accorded each particular horde master.

Masters are very competitive with the older tenorus and jesarn type elderkind. Although well organized, the horde masters and their troops largely practice guerilla-style tactics on the battlefield (already in use by the yugoloths) whereas the tenorus and jesarn follow rank-and-file marches. This was once completely unheard of, but now with the baatezu and tanar’ri greatly outnumbering the denizens of Infernus, these progressive tactics have won high praise from the rassor colonels.

Still, most elderkind are appalled at the thought of guerilla tactics out of ego alone—something they surpass both the baatezu and tanar’ri at. And although pride is indeed important, the maelefic in their objectivity continually warn the Infernal armies of the realities associated with sheer numbers.

Horde masters are among the highest ranking elderkind of the lesser-type and, although they are not accorded similar respect as the greater-type elderkind or true elders do, they usually escape the cruelty that haunts their fellows.

ECOLOGY: When a master has been accorded enough respect and furthered the cause of Infernus, he is chosen by one of the tromeek to undergo transformation in the Lake of Misery. If he survives, he becomes a master fiend.



Elderkind, Lesser — Tenorus

CLIMATE/TERRAIN: Infernus
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15)
TREASURE: Nil
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: -1
MOVEMENT: 6, Fl 24 (C)
HIT DICE: 9
THACO: 11
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d4/1d4 or by weapon
type +7 (Strength bonus)
SPECIAL ATTACKS: Fear, Banner of Discord
SPECIAL DEFENSES: Regeneration, +2 or better
weapon needed to hit
MAGIC RESISTANCE: 60%
SIZE: M (7' tall)
MORALE: Fanatic (18)
XP VALUE: 14,000

Psionics Summary:

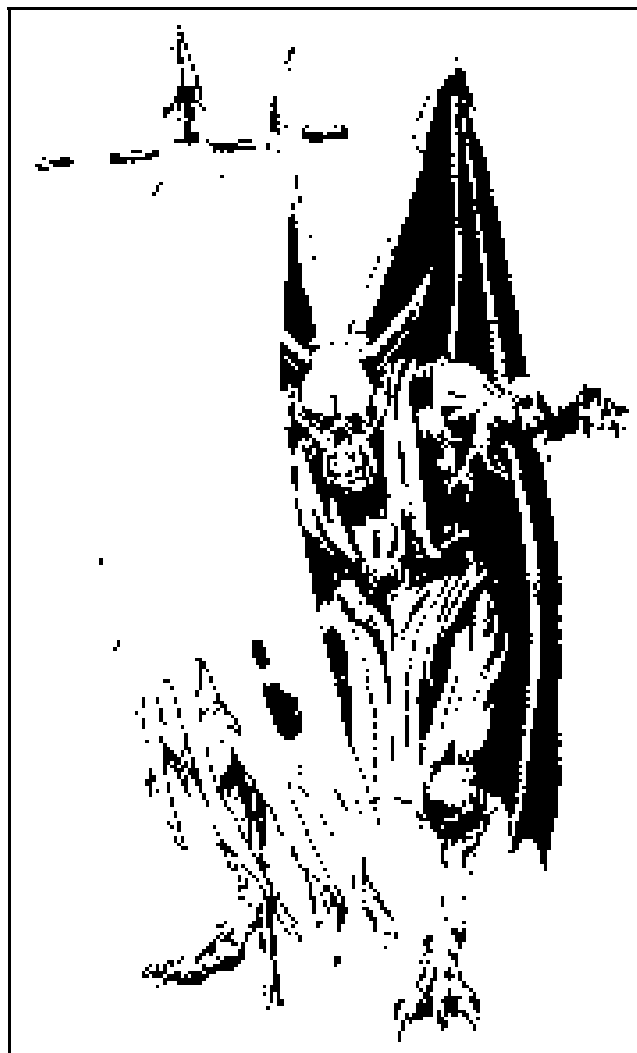
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
8	3/4/13	MT,EW,II/ TS,MBk,IF	5	13	149

Tenorus are very similar to jesearn elderkind—that of man-sized humanoids with gray skin pulled taught over their knobbed and bony skeletal structures. Their eyes are solid black and they have two large horns.

COMBAT: Tenorus always carry a two-handed sword into battle. They wield this sword in their left hand as their strength is 19. In their right, they carry a *Banner of Discord* that causes any creatures viewing the banner to be affected as if smitten by a *symbol of discord*. When unarmed, they may still attack for 1-4 points of damage with each of their claws (plus strength bonus). Tenorus cause *fear* in a 10-foot radius (save vs. spell to avoid).

Tenorus are always encountered with and in-charge of a troop of jesarn. These warriors will obey all orders from their tenorus without question. Should the tenorus become disabled or destroyed, the warriors will continue to attack whatever non-elder or elderkind they encounter.

These elderkind possess a number of spell-like powers that are usable once per round and in addition to any other physical attacks made during the same



round. These are: *agonize*, *blister*, *boil flesh*, *dispel magic* (thrice per day), and *teleport w/o error*. Once per day, they may cast a 9-dice *fireball*.

They also possess a number of spell-like effects that function constantly independent of their conscious thought and, hence, act as natural extensions of their senses and immunities. These are: *detect good/evil*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 2-8 jesarn with a 45% chance of success. They regenerate 2 hit points per round.

HABITAT/SOCIETY: Tenorus lead troops of jesarn into war. They consider themselves and their troops far superior to the other Infernal armies and their enemies. They are particularly arrogant, though they do have keen minds and a knack for battle tactics. They report directly to the Infernal Generals (maelefic overlords) and are above reproach even by the mighty rassor.

Elderkind, Lesser — Önor

CLIMATE/TERRAIN: Infernus
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (16)
TREASURE: R, S
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: -1
MOVEMENT: 12, Fl 24 (B)
HIT DICE: 9
THACO: 11
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +6 (Strength bonus)
SPECIAL ATTACKS: Fillet skin, paralyzation
SPECIAL DEFENSES: Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE: 65%
SIZE: M
MORALE: Champion (15)
XP VALUE: 13,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
9	3/5/14	All/All	2	11	166

“Shall we begin?”

—An önor to its trapped victim.

Önor are dark maidens of pain. They appear as comely human females with feathered angel's wings. Their skin is black as are their eyes, and they have soft, pleasant voices. When angered, their voices crack like a whip and their eyes glow brilliant white.

COMBAT: Önor are masters of pain, and each carries a specially-enchanted hook +3, that causes a base 2-7 (1d6+1) points of damage plus 6 more for their 18⁰⁰ strengths. In addition, struck victims must save vs. paralyzation or be paralyzed for 2d6 rounds.

Önor are master butchers, capable of filleting an entire hide from a man-sized victim in 1d3 rounds by using their bladed hooks. They use this skill on paralyzed victims, inflicting 1d6 points of damage per round for the 1-3 rounds required to remove a victim's skin.

Once the skin has been removed, the victim must make an immediate system shock roll or die. Even if successful, the victim will nonetheless die within 2d4



rounds unless coated with a thin layer of translucent mucus coughed-up by the önor.

A victim so covered is able to function normally, and can even heal up to 50% of the damage inflicted by the skin's removal—the remaining 50% of points lost can only be restored along with the victim's skin itself by use of either a *wish* or *regenerate* spell.

Skinless victims protected by the mucus are often goaded into performing as the önor wishes, for the mucus must be replenished each day. If it is not, the victim will begin to suffer 1d10 points of damage the following day and each day thereafter until death, as this form of damage cannot be healed by any means short of restoration of the victim's entire skin.

Önor are very adept with their *chains of suffering* power, and may cast it at 12th-level of ability, carefully directing the chains in skillful acts of carnage.

These fiends also radiate *weakness* and *chill* (save vs. death or *slows* 50% and -5 on all dice rolls) in a 10' radius at their option.

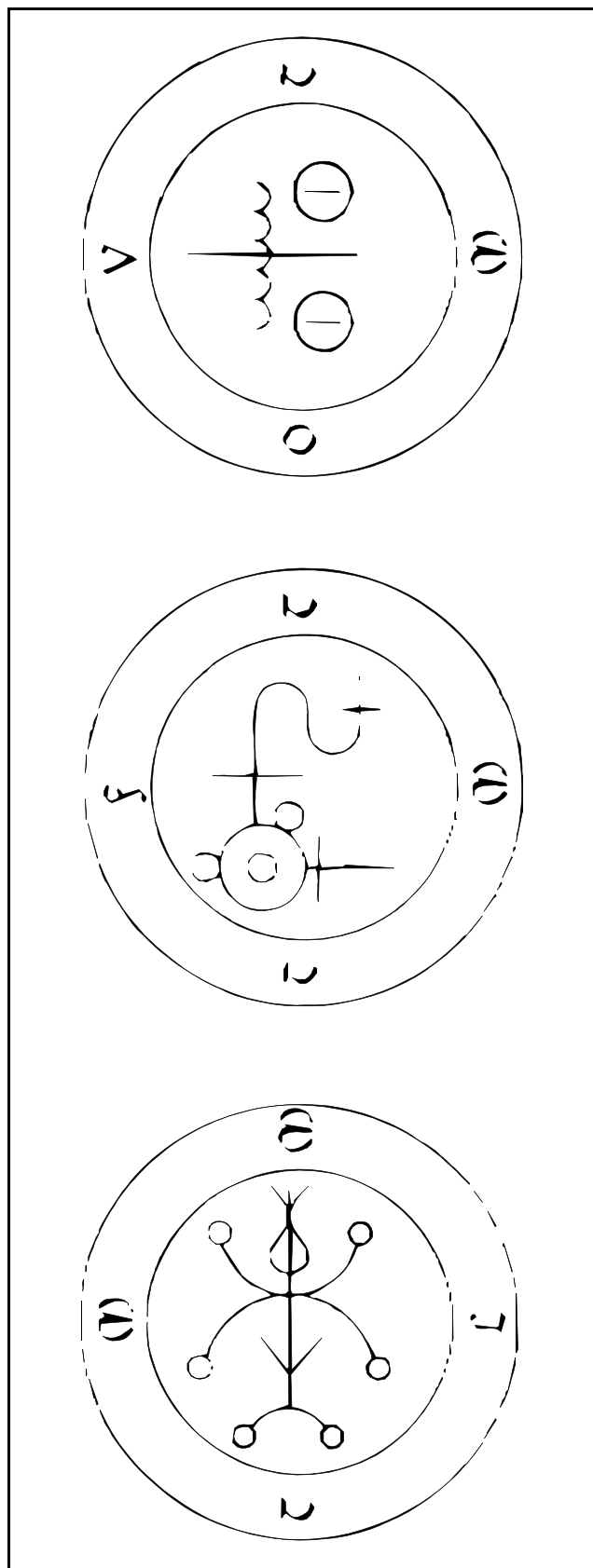
They also possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in the same round. These are: *agonize*, *blister*, *boil flesh*, *chains of suffering* (twice per day), *dispel magic* (thrice per day), *polymorph self* (thrice per day), and *teleport w/o error*.

Additionally, önor possess a number of spell-like effects that function constantly, independent of their conscious thought and, hence, act as natural extensions of their senses and immunities. These are: *detect good*, *detect life*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 2-8 minions or 1-4 demon locusts with a 40% chance of success. They regenerate 2 hit points per round, but if killed are permanently dead.

HABITAT/SOCIETY: These fiends are dark angels of death and the sensual pleasures. They are prevalent in the pit, torturing victims there, and are also very prone to summonings from the Prime Material Plane. They are most fond of travel there, for there is nothing more likely to instill glee in an önor than to have free run of the mortal populations.

Önor are also sadists and sometimes masochistic in the extreme. They love to play with captured victims, alternating between amorous activities and carving flesh. It is not unusual for the önor to later participate in the pain by turning the hook upon herself, thereby extending the victim's demise for days at a time.



Elderkind, Lesser — Lucastom “Master Fiend”

CLIMATE/TERRAIN: Infernus
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (18)
TREASURE: Nil
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: -1
MOVEMENT: 12
HIT DICE: 9
THACO: 11
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1d3/1d3 or by weapon
type +6 (Strength bonus)
SPECIAL ATTACKS: Fear, energy drain
SPECIAL DEFENSES: Regeneration, +2 or better
weapon needed to hit
MAGIC RESISTANCE: 70%
SIZE: M (6' tall)
MORALE: Fanatic (18)
XP VALUE: 14,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
9	3/5/14	All/All	0	10	174

Master fiends are black, shadowy beings of knowledge. They are man-sized and always wear white or black hooded-robcs. Close examination of a master fiend will reveal that their bodies are composed of solidified shadow, mostly hidden beneath their corporeal robes. Their mouth and eyes are floating points of red light. The presence of one is said to lower the ambient temperature by more than 10-degrees in a 15-yard radius.

COMBAT: Master fiends avoid physical combat at all costs, but can rake for 1-3 points of damage with each of their black claws (plus strength bonus).

They are primarily feared because of their ability to strip knowledge and levels away from any creature touched. One experience level per touch is drained from victims (like a wight), and unless a saving throw vs. spell is successful, the victim will also lose one-day's memories forever. Anyone drained to 0-level or less, dies and becomes a pudcra the following day. Once a victim has been transformed into a pudcra, only a *wish* can restore him or her to life.



Master fiends generate *fear* in a 10-foot radius (save vs. spell to avoid). Their presence also sours milk in a 20-yard radius.

These elderkind possess spell-like powers that are usable once per round and in addition to any other physical attacks made in a round. These are: *agonize*, *blister*, *boil flesh*, *create food and water*, *dispel magic* (thrice per day), *forget*, *polymorph self* (thrice per day), *teleport w/o error*, and *wizard lock*. Once per day, they may cast *chains of suffering* at 9th-level of ability. Once per week, they may cast *wall of stone*.

They also possess a number of spell-like effects that function constantly, independent of their conscious thought and, hence, act as natural extensions of their

senses and immunities. These are: *detect good*, *detect life*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-2 night terrors with a 45% chance of success. Alternatively, they may *gate* in 2-16 minion elderkind with a 60% chance of success. They regenerate 2 hit points per round, but if killed are permanently destroyed.

HABITAT/SOCIETY: Master fiends directly serve the mighty maelor in their efforts to establish cults and proxies on Plane Prime. Although they do not have the ability to transport themselves to other planes, they are sent forth by the maelor who will *plane shift* them when necessary.

Master fiends have the ability to instruct mortals in the art of magic and worship. Any mortal may be advanced up to sixth-level in ability in either a mage or priest class. They may also instruct 1st-level warlocks, advancing them up to seventh-level in ability. In addition, there are rare cases where these fiends have been able to instruct 0-level humans, who meet the necessary qualifications, in the art of witchcraft (i.e., a warlock or witch).

Their knowledge of spells and magic is great, and they are 90% likely to know any first through third level wizard spell (though, because of their supernatural nature, they cannot themselves cast these spells). Furthermore, they also possess great arcane knowledge and thus have sage-like abilities. Once per day they may use the equivalent powers of *legend lore* and *identify*.

When on the Prime Material Plane, they work diligently for the establishment of cults. As warlocks are extremely rare, these creatures are generally found instructing classes in wizardry and witchcraft.

To do this, they will search for an appropriate locale to construct a school. This locale can take the form of underground dungeons, huts in the center of a great swamp, and sometimes (rarely) in the form of a cave. They would never designate a school close to a major town, city, or kingdom, unless such a place was extremely well hidden from the public eye.

In constructing their school, they will use their ability to summon minion elders to perform any manual labor. The school will be well-equipped with private

rooms for each of the students to live and study, as well as with a number of common areas for instruction and dining. They prefer to make use of pre-existing structures that they will modify to suit their needs—unless such a structure is not well-hidden and may likely wind-up the subject of exploration by travelers.

Once construction is complete (usually taking anywhere from a week to several months), the master fiend will venture forth from its hidden locale in search of prospective students. He will tempt persons of high intelligence and those with a natural inclination towards magic.

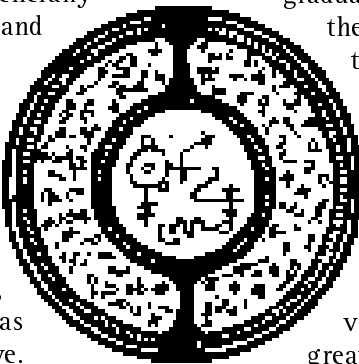
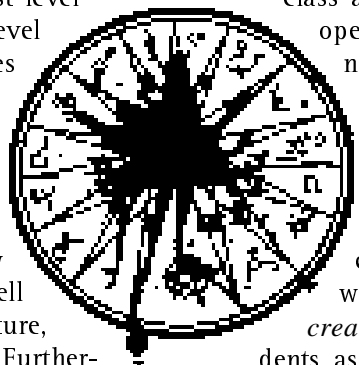
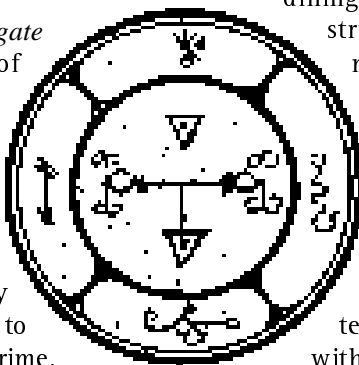
Sometimes, while using his *polymorph* ability, he will appear as a magician or illusionist and capture the attentions of young (and naive) humans. Rarely, he will tempt low-level wizards with a thirst for power and knowledge.

There are never more than nine students in a single class at one time, though a master fiend may operate up to three schools at once. Once all nine students have been collected, the school is sealed off from the outside world with *wizard locks* and *walls of stone*. This is done partially for privacy and partially to ensure dedication to the master.

Instruction will take place over a course of only three to six months, during which time the master fiend will use his *create food and water* ability to feed the students, as none may leave. At the completion of the course, all students will have graduated to sixth-level in wizard ability with a full repertoire of spells.

The master fiends and other elders benefit from these activities as there are now more humans promoting evil in the world, and because the last student to graduate is taken back to Infernus as payment for the knowledge. All of the students are told this after the school has been sealed and in hopes of promoting strong competition among them.

ECOLOGY: Master fiends are those horde masters that have proven themselves worthy of ascension and have undergone a terrible transformation rumored to involve the efforts of both the rassor and the great shadnor. The best of the master fiends later become night terrors.



Elderkind, Lesser — Arborenus “Night Terror”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 1-4
ARMOR CLASS:	-1
MOVEMENT:	12
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d4 or by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, nightmares, terror
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	60%
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	15,500

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
9	3/5/14	All/All	2	11	185

Arborenus, referred to as “night terrors” even by elders, are man-sized naked humanoids with almost dog-like heads. They have large ears as befits their superb hearing and they also have spade-tipped tails. Night terrors have light brown skin sparsely-covered with hair along the back of their necks and upper backs. Their eyes glow bright red. They are never surprised.

COMBAT: Night terrors are intelligent stalking hunters inspiring great dread in their opponents. They are able to engage in physical combat by savagely lunging at their victims. They tear with their powerful claws for 1-4 points each (plus their great strength bonus), and may also bite for 2-8 points. Alternatively, they may wield any appropriate weapon type.

Night terrors gain their name by their extraordinary fear capabilities. First, they generate *fear* in a 10-foot radius (save vs. spell to avoid) and second, the stare of these fiends causes *weakness* and *chill* (save vs. death or *slows* 50% and -5 on all dice rolls for 1d4 rounds



after the gaze is lifted). In addition, they will use their *nightmare* ability as often as possible, delighting in the satisfaction of terror it will cause its victims.

Once per day, the night terror may inflict *night terrors* in a single victim via their gaze. The next time the victim goes to sleep, he or she will suffer from terrifying nightmares of extreme horror (where the victim is stalked, hunted, and killed by the night terror whose gaze cast this effect). At the climactic moment of the victim's dreamt death, the victim will awaken in a state of extreme panic and fright (heart racing, wildly disoriented, and static paranoia). At this moment of awakening, the victim must save vs. death or die from heart failure (fright). If the victim survives, he or she will remain in a state of startled paranoia and fear for 1d3 turns. It is also said that victims are never again quite the same.

In addition to the powers available to all elderkind, a night terror may use any of the following spell-like abilities once per round and in addition to any physical attacks made in the same round. These are: *agonize*, *blister*, *boil flesh*, *dispel magic*, *nightmare*, *plane shift* (twice per day), *polymorph self* (twice per day), *teleport*

w/o error, and vomit. The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the night terror's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may *gate* in 1-2 additional night terrors with a 35% chance of success. They regenerate 2 hit points per round.

HABITAT/SOCIETY: Night terrors serve in a special role of inspiring fear and the accompanying dread in those that invite the attentions of the elders. They are particularly fond of stalking proud and arrogant prey. It is not uncommon to find such a terror painstakingly stalking a superior opponent, only to wear him or her down constantly with horrific dreams of terror and later watch such victims succumb to psychotic paranoia.

They are the only lesser elderkind with the ability to *plane shift* to other planes (including the Prime Material) in order to wreak untold havoc on the minds of heroes and mercenaries that depend upon their courage and valor. Nothing delights the maelefic more than to watch these terrors venture to such planes, because they undoubtedly cause mortals to commit sin as their paranoia and unwarranted fear of the unknown can easily persuade such to murder those who "are out to get them." Because of this, only the night terrors and the succubi (q.v.) are permitted to venture forth from the realms of Infernus without first obtaining the specific permission of their superiors (who, in turn, often must obtain permission from their own superiors). This gives the night terrors a great boon over the other elderkind of Infer-

nus who often envy these creatures.

In addition, these creatures are able to cause nightmares in the minds of other elderkind and elders. They rarely do this except to weaker elders and elderkind as this, combined with the envy from other elders, makes these creatures not well liked on Infernus. Many of the greater elders claim they can still recall the nightmares inflicted upon them from long ago, before they had advanced to their current positions, and will sometimes kill these creatures if they believe they can do so without being caught by the maelefic or maelor who will utterly destroy anyone doing so as night terrors greatly aid the cause of Infernus.

Contrarily, these creatures are sometimes sought-out and bargained with by other elders who wish to use these creature's talents against other enemies such as the baatezu, yugoloth, and tanar'ri.

ECOLOGY: Night terrors are those master fiends who have survived the Lake of Misery as selected by the tromeek. In turn, night terrors are either transformed into battlelords if their service was only satisfactory, and if superior, can be transformed directly into sordrid!



Elderkind, Lesser — Fornak “Guardian”

CLIMATE/TERRAIN: Infernus
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High (13)
TREASURE: Nil
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: -2
MOVEMENT: 12, Fl 24 (C)
HIT DICE: 10
THACO: 11
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1d4/1d4 or by weapon
type +8 (Strength bonus)
SPECIAL ATTACKS: Fear, breath weapon
SPECIAL DEFENSES: Regeneration, +2 or better
weapon needed to hit
MAGIC RESISTANCE: 60%
SIZE: L (8' tall)
MORALE: Fanatic (17)
XP VALUE: 15,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
8	3/4/13	All/All	1	13	145

Fornak elderkind are tall feather-winged humanoids with great curved horns. Their elbows and shoulders sprout single large horns and they have two tusk-like teeth jutting from their lower jaw. Their skin is dark brown, their feathered-wings are dirty gray and their eyes are pinkish-orange. These guardians often wear ornate high-quality armor and they snort steam when they speak.

COMBAT: Although fornak may attack with their clawed fists, they much prefer to use giant morning stars or maces that are (20% of the time) magically enchanted. They wield these items with their mighty strength of 20. They also radiate *fear* in a 10-foot radius (save vs. spell to avoid).

Three times per day, they may breathe scalding steam in a 20-foot radius cloud. Those affected will sustain 3d8 points of damage (save for ½ damage).

Fornak also possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in a round. These are: *agonize*, *blister*, *boil flesh*, *dispel magic* (thrice per day), *teleport*



w/o error, and *wall of fire* (once per day).

They also possess a number of spell-like effects that function constantly, independent of their conscious thought and, hence, act as natural extensions of their senses and immunities. These are: *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-6 chaflarn elderkind or 3-12 demon locusts with a 45% chance of success. They regenerate 2 hit points per round until killed—at which time they are destroyed.

HABITAT/SOCIETY: These elderkind serve primarily as palace guards for higher ranking elders and as bailiffs and enforcers of law. They report to the tromeek in such matters and have the authority to call upon chaflarns if more police forces are necessary. They are very loyal and quite valued, especially by the judnor.

Elderkind, Lesser — Garakyon “Battlelords”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13)
TREASURE:	Nil
ALIGNMENT:	Lawful evil (chaotic)

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12, Fl 6 (E)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d4 or by weapon type +8 (Strength bonus)
SPECIAL ATTACKS:	Fear, breath weapon
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	60%
SIZE:	L (9½' tall)
MORALE:	Fanatic (17)
XP VALUE:	15,000

Psionics Summary:

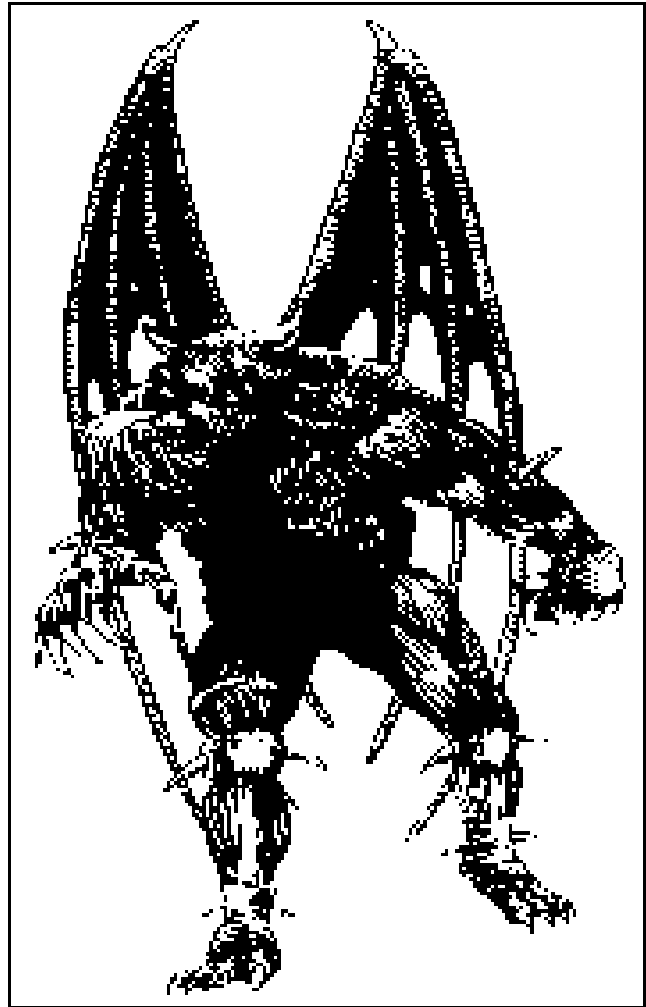
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
8	3/4/13	All/All	6	13	145

Garakyon battlelords are large heavily-muscled winged-humanoids with disproportionately large hands and claws. Their wings are frail and torn making it very difficult for them to fly. They have two horns and a number of barbs and spikes protruding from their every joint. A battlelord's skin is a very dark red, almost black. Their eyes are black empty-sockets.

COMBAT: Garakyon are extremely capable combatants. They possess great strength (strength=20) and their claws and bite inflict terrible damage. They radiate *fear* in a 10-foot radius (save vs. spells to avoid).

More serious than any of the foregoing, however, are their breath weapons. The first is a cone of fire thirty-feet long and ten-feet wide at its base that causes 3d10 points of damage (save vs. breath weapon for half damage).

Their second breath weapon is that of a massive cloud of black smoke they belch forth to envelop an area equal to a thirty-foot radius of the battlelord. Any creatures caught in the area of effect must save vs. breath weapon at -1. If the save is successful their eyes will water and burn from the acidic smoke. If they fail their save, they will weep tears of blood causing 1d8 points of damage and blindness until *cured*.



Garakyon battlelords may use either of these breath weapons up to three times daily each.

Battlelords also possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in the same round. These are: *agonize*, *blister*, *boil flesh*, *dispel magic* (thrice per day), *teleport w/o error*, and *wall of fire* (once per day).

They also possess a number of spell-like effects that function constantly, independent of their conscious thought and, hence, act as natural extensions of their senses and immunities. These are: *detect good*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 1-4 horde masters or 3-12 demon locusts with a 45% chance of success. They regenerate 2 hit points per round.

HABITAT/SOCIETY: Garakyon are solitary elderkind that are somewhat unstable (mentally). They border on chaos at times and for this reason are shunned by other elders. They truly enjoy a savage existence and will destroy all non-elders they encounter heedless of their own safety.

Elderkind, Greater — Thrax

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15)
TREASURE:	R
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	12
HIT DICE:	9+3
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d8/1d4/1d4 or by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, babbling
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	60%
SIZE:	M (7' tall)
MORALE:	Steady (11)
XP VALUE:	15,400

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
8	3/4/13	All/All	5	13	153

“Greeting you mortalman; music set me slither-crawling up and out—through and beyond. No grovellthral for you am I; sever minelife or infernal evernight be yours...”

—One of the decidedly more *sane* thrax.

Thrax are horrific toadmonster-like elderkind more than seven-feet high. They have huge maws filled with eighteen rows of needle-sharp teeth. And, aside from their slimy greenish-black hide and brownish-yellow eyes, a most notable feature is a third eye located on their belly. Thrax give off a strong acrid smell and leave sticky slug-like trails wherever they trod. They also constantly curse and spat meaningless babble.

COMBAT: Thrax either attack with their small claws or will employ any other weapons readily available. They prefer to use staves, spears, and clubs, though they will seize any other weapons they take a fancy to during battle (sometimes even blatantly endangering themselves by trying to apprehend that ‘special something’ from one of their well armed and armored opponents).



They may also bite with their great maw for 2-16 points of damage and small-sized creatures are swallowed whole on a natural 18 or higher.

Thrax can never surprise anyone as their constant babbling always gives them away to all but the deaf. Anyone hearing this babble for more than 4 rounds must save vs. death or go insane for 1d6 days as if smitten by a *confusion* spell. They also radiate *fear* in a 5-foot radius unless a successful saving throw vs. spells is made.

Thrice per day, a thrax may belch-forth noxious gas in a 10-foot radius cloud causing all within the area of effect to save vs. petrification or be paralyzed.

In addition to the powers available to all elderkind, a thrax may use any of the following spell-like abilities, once per round and in addition to any physical attacks made in the same round: *agonize*, *blister*, *boil flesh*, *dispel magic*, *nightmare*, *plane shift* (twice per day), *polymorph other* (once per day), *polymorph self* (twice per day), *teleport w/o error*, and *vomit*.

The powers and spell-like effects that are always active and, hence, do not require concentration or will

in order to function and otherwise function as an extension of the thrax's natural senses and immunities are: *detect charm*, *detect good*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may *gate* in 1-4 sabress elderkind or 2-16 demon locusts with a 40% chance of success.

Thrax are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +1 against any wizard or priest spells of the Enchantment/Charm schools of magic.

They regenerate 2 hit points per round. If one of these toadmonsters is killed outside of Infernus, its spirit will reform in half a year.

HABITAT/SOCIETY: It is unclear what role the thrax play in the elder chain of command except, perhaps, the spread of insanity. One thing that is abundantly clear, is that these elderkind are severely punished and unnecessarily abused by the other greater elderkind, and are likewise revered with distrust and hatred from the lesser ranks. It may be due in part to these reasons that the thrax are insane (or, at least apparently so).

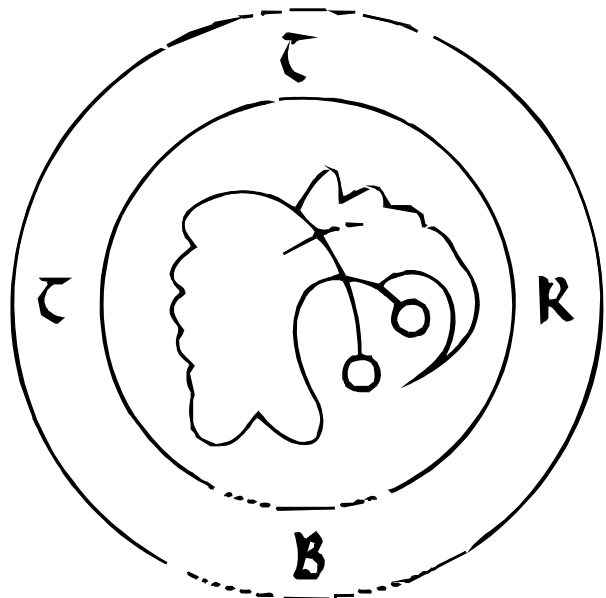
They can often be found cowering in corners and alleyways throughout city streets and wallowing in refuse and vermin as they are spat upon by their superiors and undermined by their lessers. It must be pointed out that, although they are ridiculed and abused heavily, they are rarely, if ever, killed by their fellows. This is primarily because elderkind believe that it is bad luck to destroy one. Some see thrax as a turning point in their own ascension where insanity is used to clear the mind for the road ahead, while others believe they are placed in elderic society by the elder powers as a test of societal stability. Whatever the case, thrax are here to stay and beware the unwary traveler who hears his name called from the rank alleyways of New Paradise (q.v.).

Some of the slightly more sane thrax have managed to maintain respectable positions in the Infernal societies, though their constant babbling makes it difficult for others to remain in their vicinity without themselves going insane. For this reason, when a thrax has attained a certain level of respect and has attracted other lesser elderkind to its cause, those elderkind will permanently deafen themselves with a *gouging stick* in order to ensure quality service where it is deserved.

ECOLOGY: Thrax are the weakest of the greater elderkind and, therefore, still have unique given names. This

accords them much greater power than the lessers possess.

Once per year, all thrax are drawn to the Lake of Misery (Torment), that place where elder and elderkind ascension takes place. When this happens, thousands of these toadmonsters can be seen herding across the realms in a frenzied stampede. This calling is known as *driving fire* by the thrax, who must enter the lake to endure 13 days of torment. Those that survive go on returning to the lake again the following year, yet a select few actually emerge transformed into their new form: a dramak. Unfortunately (for them), over half of the thrax do not survive, and their bodies continue washing up on the shores for months to come.



Elderkind, Greater — Dramak

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	R, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	9+7
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/1d6 or by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, stench
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	60%
SIZE:	L (8' tall)
MORALE:	Fanatic (17)
XP VALUE:	17,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
9	3/5/14	All/All	4	11	166

Dramak are known as the Lords of Insatiable Glee. They are named such because they are both always smiling and delight in the patient and extended misery of others (even other elderkind).

Their tall bodies are covered in hard carapace shells of a deep red color and frivolously adorned with all manner of spikes and horns. Their eyes are large and sickly yellow and their ears constantly drain puss.

COMBAT: Dramak fight with their savage claws and a nasty bite. Anyone within a 10-foot radius of this abomination will be overwhelmed by the dramak's horrid stench (save vs. breath weapon to avoid). Anyone who fails this save will turn and retch and, thus, will be unable to perform any action other than to flee or defend oneself.

The gaze of this fiend causes *hopelessness*, as per the symbol (save vs. spell to avoid). They also radiate *fear* in a 15-foot radius unless a successful saving throw vs. spells is made.



In addition to the powers available to all elderkind, a dramak may use any of the following spell-like abilities once per round and in addition to any physical attacks made in any given round: *agonize*, *blister*, *boil flesh*, *chains of suffering*, (once per day), *dispel magic*, *nightmare*, *plane shift* (twice per day), *polymorph other* (once per day), *polymorph self* (twice per day), and *teleport w/o error*.

The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the dramak's natural senses and immunities are: *detect charm*, *detect good*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may *gate* in 1-2 thrax or 2-20 demon locusts with a 50% chance of success.

Dramak are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +1 against any wizard or priest spells of the Enchantment/Charm schools of magic.

They regenerate 2 hit points per round. If one of these monstrosities is killed outside of Infernus, its spirit will reform in 1 year.

HABITAT/SOCIETY: Dramak are among the very best torturers in the realm. Though they rarely speak, their gleeful laughter and giggling sometimes drowns-out even the loudest victim's screams of excruciating agony.

Most of the aristocracy of Infernus finds the dramak's smirk highly annoying, and some have actually been destroyed for showing their face in the wrong place and at the wrong time.

Elderkind, Greater — Avaric

CLIMATE/TERRAIN: Infernus
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (17)
TREASURE: H, S, T, U
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: -3
MOVEMENT: 12, Fl 15 (C)
HIT DICE: 9+8
THACO: 11
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d3/1d3 or by weapon
type +7 (Strength bonus)
SPECIAL ATTACKS: Fear, desire
SPECIAL DEFENSES: Regeneration, +2 or better
weapon needed to hit
MAGIC RESISTANCE: 65%
SIZE: M (6' tall)
MORALE: Fanatic (17)
XP VALUE: 18,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
10	4/5/15	All/All	0	10	174

Avaric are winged man-sized humanoids. Their heads appear to be a cross between a man and a goat. They always wear a crown of gold and precious jewels as well as rich robes of silk caped with rare furs. They smell of sweet honey.

COMBAT: Avaric rarely engage in physical combat, however, should they elect to do so, they attack with their two clawed hands for 1-3 points of damage each (plus their strength bonus). They will sometimes engage in melee combat, in which case, they will always wield a magic weapon (usually a sword). When they choose to do so, they generate *fear* in a 10-foot radius (save vs. spell to avoid).

Avaric shun combat as they are seducers having the ability to cause *desire* in their victims by voice tone. Those that fail their saving throw vs. petrification at -1 are overcome with desire for wealth—most of which the avaric is willing to provide (for a price).

In addition to the powers available to all elderkind, avaric may use any of the following spell-like abilities



once per round and in addition to any physical attacks made in the same round: *agonize*, *blister*, *boil flesh*, *chains of suffering* (once per day), *charm person*, *charm monster*, *dispel magic*, *locate object*, *nightmare*, *plane shift* (twice per day), *polymorph other* (twice per day), *polymorph self*, and *teleport w/o error*. Once per day, they may *grant another's limited wish*.

Furthermore, they are able to *summon* wealth at will. This wealth (be it in the form of coin, potions, magic items, armor, or weapons, etc.), is *teleported* or *plane shifted* to the avaric's present location from its private treasure cove on Infernus. This ability works even if the avaric is on another plane of existence (including the Prime Material), however, they may not summon more wealth than they currently possess in their cove, and furthermore they will never deplete their entire treasure reserves for the temptation of a single mortal. They will, in fact, use as little of their wealth as possible to tempt others, working their way up (if necessary) in a highly skilled bargaining manner complete with convincing bluffs.

The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the avaric's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect*

traps, detect wealth, know alignment, protection from cantrips, and true seeing.

Once per day, they may *gate* in 1-3 night terrors or 3-12 demon locusts with a 50% chance of success. They will rarely do this, however, as they prefer to escape without injuring or killing their victims so that they might have another chance to seduce them with wealth. If, however, this attempt fails repeatedly, they will summon aides only to then *teleport* away—leaving the fighting to their underlings.

Avaric are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard or priest spells of the Enchantment/Charm schools/spheres of magic, and they can never be *charmed* or forced into providing wealth.

They regenerate 2 hit points per round. If one of these seducers is killed outside of Infernus, its spirit will reform in 1 year. It will, though, have to rebuild its treasure cove as such treasure would be stolen and divided by and among other elders when the return of the avaric fails to occur.

HABITAT/SOCIETY: Avaric are master seducers and delight in the corruption of mortal man. They will offer wealth to their victims in exchange for a written contract requiring the victim to later perform a service for them. These contracts are always simply worded stating who gets and receives what. They prefer simple wording, as it allows them to exact large or life-long services from their victims who would not normally expect these contracted demands, as long as the wording does not specifically state against such things.

Even if a victim is able to demand that the contract be worded in such a way that he or she will have to perform only the most minimal of services, anyone entering into such a contract in the first place will have his or her alignment moved one-step closer to lawful evil. Persons that are already lawful evil will become petitioners to Infernus when they later die.

Avaric particularly enjoy the corruption of paladins and others of good alignment. Although most such victims would never knowingly enter into contract with such a demon, they are sometimes susceptible to greed, and hence corruption. In these cases, the seducer will attempt to bargain with the victim, usually asking that they leave an evil (or even neutral, in the case of

slightly wiser victims) creature alone, and promise not to kill or hamper it unless its direct actions conflict with that of the victim's. They may even knowingly make a request in such a way that the victim will find a loophole in the wording so that the victim will not have to abide by the request at all. Whether this is the case or not is irrelevant as the seducer will offer wealth that is for the sole greed and vanity of the victim.

Such wealth will usually take the form of an *Amulet of Perpetual Youth* (see *TOM*), or similar such magic item that benefits the victim in a sinful or selfish way. Anyone accepting such an item will likewise have his or her alignment moved one-step closer to lawful evil or will become petitioners to Infernus (*pudcra*) when they later die.

In cases where wealth is inappropriate or the victim is aware of the seducer's intentions, the avaric may offer to *grant another's limited wish*. This wish may be used in any manner desired by the victim, though, it cannot be used to harm or otherwise hinder the avaric or other elders. Again however, anyone asking for such a wish from this demon will find him or herself one-step closer to lawful evil.

This happens because the victim is not seducing the seducer, but is instead asking for a service from an evil being—a service that will almost always result in some form of evil as well (i.e., due to the evil nature of the fiend casting the *limited wish*, the effects of the wish are almost always somehow twisted or tainted with evil.

Avaric will also just as readily seduce planar mortals, though they are often the wiser of the mortals in such situations.

ECOLOGY: Avaric are spawned from those dramak who have excelled and exceeded the expectations of the rancor and rassor. Likewise, when an avaric has progressed well in the seduction of mortals, it is transformed into a succubus in order to tempt mortals even further.

Avaric that do not effectively seduce mortals are often demoted to dramak status. Those which perform their tasks only to satisfaction are (after a few centuries) advanced to sordrid status. Although this advancement is actually above a succubus in station, those which become succubi can then advance directly to tromek, shadnor, or even kurzog!

Elderkind, Greater — Succubus

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17)
TREASURE:	G, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12
HIT DICE:	9+9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, charm, beguile, petrification, poison
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	65%
SIZE:	M (5½' tall)
MORALE:	Fanatic (18)
XP VALUE:	20,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
10	4/5/15	All/All	0	11	186

Succubi have two physical forms in which they can appear. In their preferred form, they appear as incredibly beautiful and curvaceous young women with perfect form, full-lips, perfect teeth, thick hair, and beautiful eyes. They are so beautiful and well mannered that they actually cause heads to turn and hearts to race. When clothed, they always wear seductive form-fitting and/or low-cut gowns in the most alluring fashion possible. They are also highly amorous.

In their natural form, they always appear nude and their hair is instead a writhing mass of hideous snakes. This combination is so ghastly that the gaze of these seducers cause *petrification* like a medusa's.

COMBAT: A succubus in its natural form can attack once per round with an appropriate weapon type (plus strength bonus). If in close quarters, in addition to their gaze attack, their snaky mass can lash out at victims with a poisonous bite. The snakes attack as a 4HD monster and a successful strike indicates 1d3 points of damage and the victim must save vs. poison at +1 or die



in 1d6 rounds. They may also elect to generate *fear* in a 10-foot radius (save vs. spell to avoid).

Succubi generally remain in their preferred form—that of a beautiful woman. In this form they may *charm* their victims who must save vs. spell at -3 (similar to a dryad) or do as the succubus wishes. Furthermore, anyone within three feet of her is *beguiled* (as per the *rod of beguiling*).

Anyone engaging in erotic activities with a succubus experiences unspeakable pleasure from those activities and is automatically *charmed* (no save). Such succubi will also attempt to mate with mortal men. This is a particularly difficult task, as carnal relations with her are so pleasurable that most mortals will release prior to actual intercourse. Sometimes, however, such matings are successful (see below).

Even while in their preferred form, and despite their delicate and sleek bodies, succubi are supernaturally strong (possessing a strength of 19) and can thus easily kill their victims if desired.

Succubi can change between their two forms at will—the process requiring only one round and which cannot be countered by spell.

In addition to the powers available to all elderkind, succubi may use any of the following spell-like abilities once per round and in addition to any physical attacks they choose to make in the same round: *agonize*, *animate object* (once per day), *blister*, *boil flesh*, *chains of suffering* (thrice per day), *charm monster*, *comfort*, *dispel magic*, *false alignment*, *mangle*, *nightmare* (or, the reverse: *pleasant dreams*), *plane shift* (twice per day), *polymorph other* (once per day), *polymorph self*, and *teleport w/o error*.

Furthermore, they possess the following powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of their natural senses and immunities: *detect good*, *detect invisibility*, *detect lie*, *detect lust*, *detect life*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Once per day, a succubus can attempt to *gate* in a sordrid with a 40% chance of success. They will attempt to do this only if very hard-pressed and they are determined to capture a victim. In addition, the sordrid may or may not keep the victim for itself once captured.

Succubi are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard or priest spells of the Enchantment/Charm schools of magic.

They regenerate 2 hit points per round. If a succubus is killed outside of Infernus, its spirit will reform in 2 years.

HABITAT/SOCIETY: Succubi fill a very important role in the Infernal societies. They serve in the proliferation of sin as governed by the maelefic and the elder powers. They are given great leeway in their decisions regarding seduction and are well-respected throughout Infernus.

Because of their involvement in the temptation of mortals and, hence, the cause of Infernus, they and the night terrors are the only elderkind permitted to *plane shift* to other realms or planes (including the Prime Material) without first obtaining specific permission from their superiors. Even the avaric must obtain permission from one of the maelor.

Succubi are the express enemies of their tanar'ri counterparts as well as the erinyes baatezu—both of which they will destroy given the chance. They hate these two spirits because they too travel to the Prime Material planes to tempt mortals and, as they are both weaker and exist in far greater numbers than the elder succubi, serve almost as a warning to mortals with regard to the temptation of man. In addition, they are also capturing mortal souls that the elder succubi see as rightfully theirs.

There was even a case where a succubi elderkind had pursued such tanar'ri back to the abyss after

encountering it with a mortal the elder had previously tempted. Of course, the elder succubus destroyed the tanar'ri, but was itself slain by a summoned balor. In this manner, they are also extremely competitive with other seducers.

Succubi will usually work their temptations by traveling to the Prime Material plane and charming and/or mating (presumably for life—though a short one) with mortal men. To aid them in their efforts (and to counter detection spells/powers), they may project any alignment desired.

As noted above, men who are sought for mating, will proliferate evil beyond their wildest nightmares as the succubus so impregnated will later give birth to a beautiful human-like half-elder—nearly all of which become Warlocks (proxies) who wander the Prime Material plane in service to the elder powers. In this way, succubi are especially highly regarded by the other elders and are furthermore protected (personally) by the maelefic and maelor. Thus, to kill a succubus is often to invite the wrath of their protector (except in rare cases where a succubus is killed by a mortal which is seen as one of the acceptable inherent dangers with the temptation of mortal man).

Once a succubus has mated with a mortal, they may or may not also tempt that mortal into committing sin, as this is only “icing on the cake.” Once one or both of these goals has been reached, there is no further need for the mortal, and so he is killed most horribly.

Despite their beautiful and seductive roles, when a mortal's end is near, they are especially wicked and cruel—preferring to use *chains of suffering* to the fullest diabolical extent their twisted geniuses can devise.

ECOLOGY: Succubi are spawned from the avaric who have shown superb talents of temptation. There are always exactly 666 succubi in existence anywhere at any given time. If one should fall, the most suitable avaric is advanced to replace her.

It is not known why there are always a specified number. Some believe it is based on the current strength and wealth of the Infernal realms, as those old enough to remember times prior to the Planar Wars (q.v.), recall that there were once thousands of them in existence at all times. In the not too distant past, it is said that their were only 444 succubi, which could indicate that Infernus is once again on the rise.

Succubi are perhaps the only elderkind who often turn-down promotion as they enjoy all-too-much their roles of temptation and their free reign on Plane Prime. Particularly good temptresses are offered promotion directly to tromek, shadnor, and sometimes kurzog.

Tales were even told of one succubus, Mariliana, who was advanced directly to a rassor!

Elderkind, Greater — Angelor

CLIMATE/TERRAIN: Infernus
 FREQUENCY: Rare
 ORGANIZATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Genius (17)
 TREASURE: Z
 ALIGNMENT: Lawful evil

NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVEMENT: 15, Fl 36 (B)
 HIT DICE: 10+9
 THACO: 11
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: by weapon type+8 (Strength bonus) or 1d4/1d4
 SPECIAL ATTACKS: Fear, wounding
 SPECIAL DEFENSES: Regeneration, +2 or better weapon needed to hit
 MAGIC RESISTANCE: 65%
 SIZE: M (7' tall)
 MORALE: Fanatic (18)
 XP VALUE: 20,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
10	4/5/15	All/All	-1	11	186

Angelor are the most frequently encountered elders outside of Infernus. They are muscled, gray-skinned winged humanoids approximately seven-feet tall with deep red horns and blank white eyes. Their skin is smooth, silky, and pleasant to touch, and they often wear their black hair in ponytails. They are otherwise typically diabolical.

COMBAT: Although surprisingly civil for their visage, angelor are highly-skilled combatants. They prefer swords and battle axes, and each angelor has one such weapon that is +3 to hit and damage. When using melee weapons, they may strike twice per round. Furthermore, any sharp-edged weapon wielded by one of these elderkind acts as a *sword of wounding* (damage inflicted must be allowed to heal normally and thus cannot be affected by *cure* spells). In addition, their weapons always score double damage against planar beings.

The gaze of this fiend causes *weakness* and *chill* (save vs. death or *slows* 50% and -5 on all dice rolls for 1d3 rounds after the gaze is lifted). Angelor also radiate *fear* at will in a 20-foot radius unless a successful saving throw vs. spells is made.

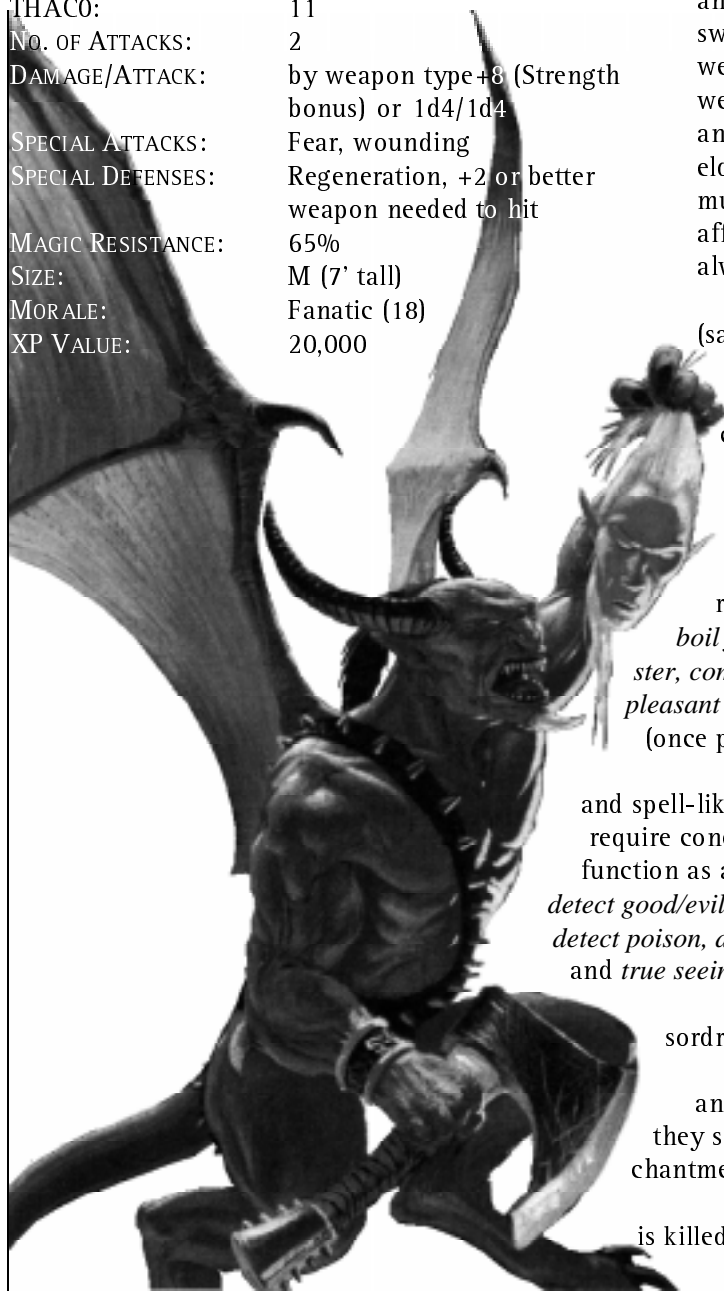
In addition to the powers available to all elderkind, angelor may use any of the following spell-like abilities once per round and in addition to any physical attacks they choose to employ in the same round: *agonize*, *animate object* (once per day), *blister*, *boil flesh*, *chains of suffering* (twice per day), *charm monster*, *comfort*, *dispel magic*, *mangle*, *nightmare* (or the reverse *pleasant dreams*), *plane shift* (twice per day), *polymorph other* (once per day), *polymorph self*, and *teleport w/o error*.

Furthermore, they possess the following powers and spell-like effects that are always active and therefore do not require concentration or will in order to function and otherwise function as an extension of their natural senses and immunities: *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Once per day a angelor can attempt to *gate* in one sordrid with a 40% chance of success.

Angelor are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard/priest spells of the Enchantment/Charm schools of magic.

They regenerate 2 hit points per round. If a angelor is killed outside of Infernus, its spirit will reform in 2 years.



HABITAT/SOCIETY: Angelor serve a very special purpose. They are ambassadors, bounty-hunters, gatherers, arbiters, spies, and aides to worshipers. Because of these roles, they are the most frequently encountered elder outside of Infernus.

While traveling the planes they are extremely careful not to reveal information about the elders and Infernus, though they do seem to attract a lot of attention to themselves. Most lesser baatezu and tanar’ri have heard of them, but are largely unfamiliar with their race. They can often be seen gathering information and negotiating with mercenaries, traders, and other bounty-hunters throughout the lower planes. They even venture to Sigil, the Outlands, and other planes of neutrality in order to achieve their ends.

Most of the planars that have seen angelor mistake them for a kind of yugoloth—an idea fostered by the angelor at every opportunity (even some of the yugoloths now believe that they are a kindred race).

On the Prime Material plane, angelor are sent as aides to worshipers, to ‘right’ any ‘wrongs’, and to complete quests when necessary. In such cases they may *plane shift* themselves, though only when ordered to do so by one of the maelor or maelefic.

Despite their visage, angelor are very well tempered and amazingly civil. They are masters of etiquette and art. They are equally adept at bargaining and settling disputes. Baatezu have even been known to call upon these creatures as arbiters when outside the haven of Baator. However, when battle is called for, these creatures reveal their true nature—that of a ruthless killer.

Needless to say, these creatures are also masters of deception and temptation. They can rarely be fooled by mere mortals and will use these skills to achieve their ends while framing others for their actions. Their Wisdom is 20.

Angelor are also typically extremely suspicious of spies and maintain their own spy networks to aid them in their endeavors. If at all possible, they will rarely, if every, conduct business with planar immortals such as baatezu or yugoloths, without first investigating the “enemy.”

Angelor maintain large strongholds (and sometimes castles) on the outskirts of Infernus as well as some dwellings in the heart of various cities. Such abodes are always lavishly decorated and designed, though rarely contain any significant value. Here they are attended to by dozens, if not hundreds, of minion elderkind and a few assorted others.

When necessary, they use these dwellings to conduct business meetings, plan their next venture, and even to impress the locals for notoriety. When conducting the latter, they will forego their usual garb of bracers and military belts in order to don robes and furs. Some angelor have even been known to ride about in lavish chariots driven by pampered beasts.

Bear in mind that although these elderkind may fancy a perfected image and the laws of etiquette, they are very objective and avoid the attentions of beings more powerful than they. Especially those that might share an interest in their activities.

In situations where a angelor may have attracted unwanted attention and subsequently endangered itself, a rassor or maelor may send a kurzog to assist the elder if the situation is vital and the kurzog is capable of handling said opponent(s). Where this isn’t the case, the angelor is usually left to fend for itself and to pay the price for its inflated ego.

However, should the angelor have actually endangered elderic society in some manner, a maelash or overlord will intervene in a swift and final stroke usually resulting in the destruction of the angelor as well as all other witnesses.

To help prevent this, and despite the angelors’ apparently autonomous behavior, they do report regularly to the maelor and overlords on their findings and activities. Furthermore, they must seek permission prior to leaving their plane regardless of the nature of their venture. This law applies to nearly every elder and is important considering the clandestine nature of the entire elderic society. By keeping track of the whereabouts and activities of all elders, the maelor and overlords are able to correct many situations before they go awry. To enforce this law, any elder or elderkind caught traveling without first obtaining permission from its master (who often must in turn consult its own master) will be hunted down and destroyed without question.

ECOLOGY: Little is known of the angelor’s rite of ascension or their “ancestral” rise. Some believe they are avaric that have not quite perfected temptation but instead managed to become most personable. It is also believed that successful angelor go on to become shadnor or kurzog.

Whatever the case, angelor do seem to hold their title and position for centuries at a time. It is extremely rare for another being to witness the passing of a angelor except, perhaps, in combat.

Elderkind, Greater — Sordrid

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (18)
TREASURE:	Z
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	24
HIT DICE:	10+9
THACO:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d8/1d8/1d6/1d4/1d4 or by weapon type +8 (Strength bo- nus)
SPECIAL ATTACKS:	Fear, tail
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	65%
SIZE:	L (9' tall)
MORALE:	Fanatic (18)
XP VALUE:	20,500

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
11	4/6/16	All/All	-3	8	193

Sordrid are diabolical representations of centaur. Their bodies are extremely lean and well muscled (their strength=20) and they have a long snake-like neck adorned with razor-sharp spines. Their hands are clawed, and their tail is barbed and flail-like. A sordrid's hide is dark black along its back, ranging to brown along the extremities, and a light-pink underside. Their eyes are pure white, except upon closer examination, pale-blue irises can be seen.

COMBAT: Sordrid attack by kicking with their front hooves for 1d8 points and clawing with their hands for 1d4 damage. They may likewise bite an opponent for 1d6 points. When positioned to do so, they may use their prehensile tail to flail opponents for 1d12 points of stinging acidic damage.

The gaze of this fiend causes *weakness* and *chill* (save vs. death at -1 or *slows* 50% and -5 on all dice rolls). They also radiate *fear* in a 20-foot radius (save vs. spells to avoid).

In addition to the powers available to all elderkind, a sordrid may use any of the following spell-like abilities once per round and in addition to any physical attacks the sordrid chooses to make in that round: *animate object* (once per day), *chains of suffering*, (thrice per day), *dispel magic*, *forcecage* (trice per day), *nightmare*, *plane shift*



(twice per day), *polymorph other* (twice per day), *polymorph self*, *shape change* (once per day), *teleport w/o error*, and *tracking* (similar to a Ranger's ability).

The powers and spell-like effects that are always active and do not require concentration or will in order to function and otherwise function as an extension of the sordrid's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Once per day, they may *gate* in 1-3 tromeek with an 80% chance of success. Sordrid are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard/priest spells of the Enchantment/Charm schools.

They regenerate 3 hit points per round. Like other greater elderkind, if they are killed outside of Infernus they are not permanently destroyed—their spirits requiring 2 years in which to reform.

HABITAT/SOCIETY: Sordrid serve as a sort of bounty hunter and are well respected, if not annoying, in their efforts. When the tromeek experience difficulty in *the hunt*, or when a lord puts out a price, it is this elder that will return with the hunted to claim its rightful tribute. If the hunted is especially dangerous, they will use their *gate* ability to call tromeek in order to apprehend the prey, though they avoid this unless pressured heavily.

Elderkind, Greater — Tromek

CLIMATE/TERRAIN: Infernus
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (18)
TREASURE: Q, R, S
ALIGNMENT: Lawful evil

NO. APPEARING: 1
ARMOR CLASS: -5
MOVEMENT: 15, Fl 36 (B)
HIT DICE: 10+13
THACO: 11
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1d3/1d3/1d8/1d6/1d6
or by weapon type +8
(Strength bonus)
SPECIAL ATTACKS: Fear, smiting
SPECIAL DEFENSES: Regeneration, +2 or better
weapon needed to hit
MAGIC RESISTANCE: 65%
SIZE: M (7' tall)
MORALE: Fanatic (18)
XP VALUE: 21,000

Psionics Summary:

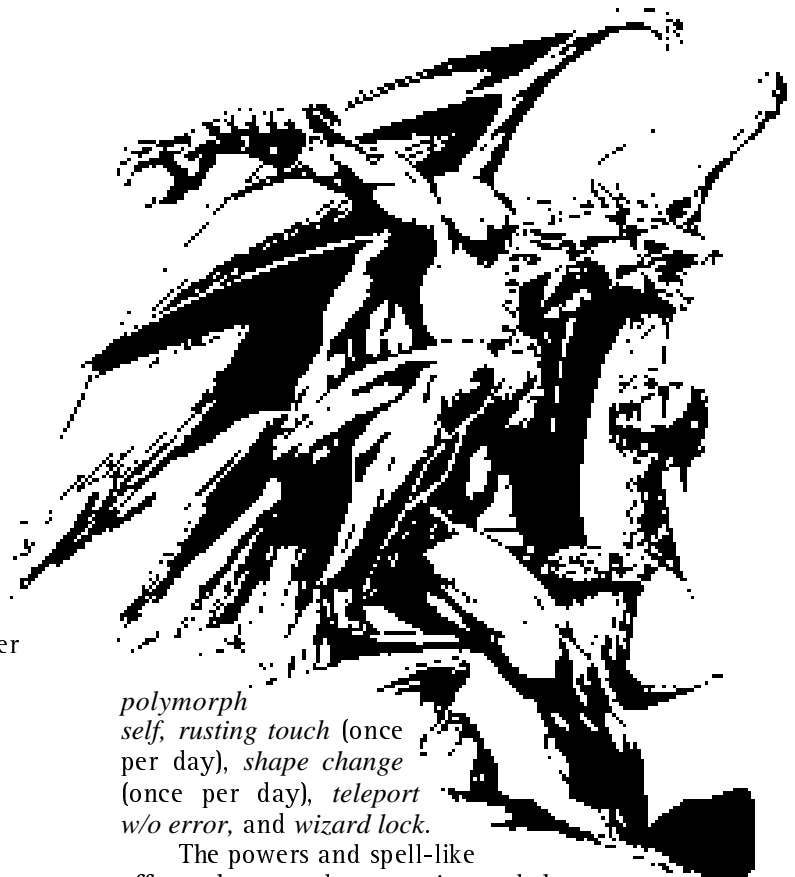
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
11	4/6/16	All/All	-3	8	199

Tromek are winged-humanoids with the horned head of a dog. They are graceful and nimble flyers, having smooth muscular physiques. Their hung naked bodies are covered with pale-bronze skin that is pleasant to touch. It is said that when looking into their eyes one is able to see his own future.

COMBAT: Tromek do not possess the powerful natural weapons of many other elderkind, though they are able to attack with each clawed-hand for 1d6 damage, each of their wing buffets for 1d3 points, and their bite for 1d8 points (+8 strength bonus). They nearly always, however, carry a great mace that, when in the hands of a tromek, acts as a *rod of smiting* (with unlimited charges). This mace serves as their badge of office, for they are the elite police force of Infernus.

Tromek radiate *fear* in a 15-foot radius (save vs. spell to avoid), and possess 23 dexterity.

In addition to the powers available to all elderkind, a tromek may use any of the following spell-like abilities once per round and in addition to any physical attacks the tromek performs in the same round: *animate object* (once per day), *chains of suffering* (thrice per day), *dispel magic*, *forcecage* (thrice per day), *nightmare*, *plane shift* (twice per day), *polymorph other* (twice per day),



polymorph self, *rusting touch* (once per day), *shape change* (once per day), *teleport w/o error*, and *wizard lock*.

The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise do so as an extension of the tromek's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*. Three times per day, they may *gate* in 1-2 guardian, 1-3 chaflarns, or 1-4 gurakas elderkind with a 60% chance of success.

Tromek are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard or priest spells of the Enchantment/Charm schools/spheres of magic.

They regenerate 3 hit points per round. Like other greater elderkind, if they are killed outside of Infernus they are not permanently destroyed—their spirits requiring 2 years in which to reform.

HABITAT/SOCIETY: Tromek are the elite police force throughout Infernus. Their *rods of smiting* are very effective against beings from the outer planes (see *DMG*), so they are well respected. They will work alongside the sordrid when necessary, but prefer to work alone. They are directly responsible for maintaining law and order in the realm, and report directly to the judnor. They can also call upon chaflarn or gurakas to act as their deputies.

Elderkind, Greater — Shadnor

CLIMATE/TERRAIN: Infernus
 FREQUENCY: Rare
 ORGANIZATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Supra-genius (19)
 TREASURE: Z
 ALIGNMENT: Lawful evil

NO. APPEARING: 1
 ARMOR CLASS: -5
 MOVEMENT: 15,
 Fl 24 (B)
 HIT DICE: 11+19
 THACO: 9
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: by weapon type +8
 (Strength bonus)
 SPECIAL ATTACKS: Fear, chill, shadow
 control, cancellation
 SPECIAL DEFENSES: Regeneration, +3 or better
 weapon needed to hit
 MAGIC RESISTANCE: 70%
 SIZE: L (8' tall)
 MORALE: Fanatic (18)
 XP VALUE: 23,000

Psionics Summary:

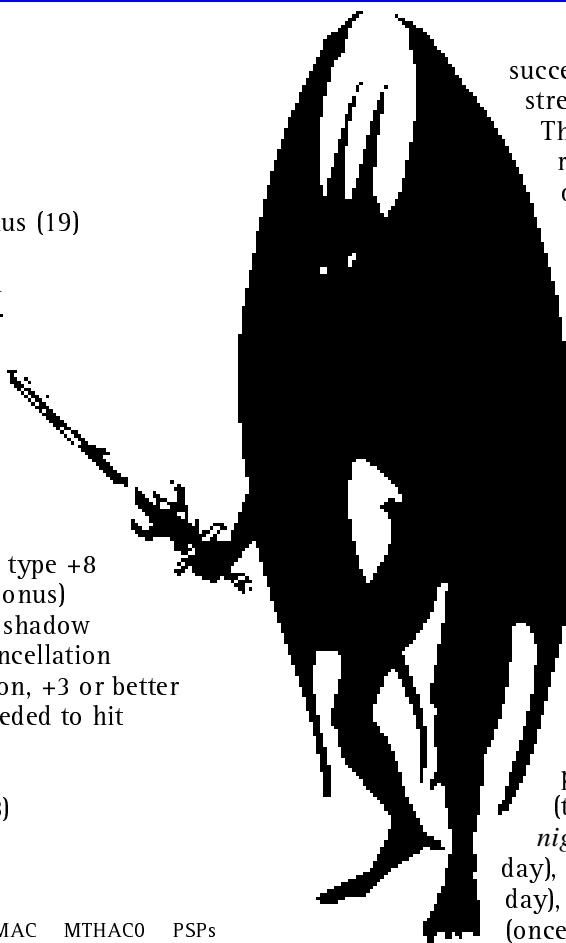
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
12	4/6/17	All/All	-3	7	212

Shadnor are tall humanoid beings formed of complete blackness and death. They cast no shadows of their own and no other light except for two red eyes of fire.

COMBAT: Shadnor can only be hit with +3 or better weapons, and those weapons will confer no damage unless wielded by a being who is casting a shadow. They always attack with a +3 sword of *cancellation* with unlimited charges and delight in the draining of their enemies' armor and weapons. This sword retains all of its powers (including the cancellation ability) if stolen, though no such lord will rest until its weapon is recovered.

Shadnor also have the ability to *control shadows*, enabling them to affect 1 shadow per round within a 60-foot radius of the lord. Victims are allowed a saving throw vs. spell at -1, and if they succeed there is no effect. Those who fail will find their own shadows attacking them (as per Shadow, *MONSTROUS MANUAL*). Such shadows cannot be turned, but will return to normal shadows upon the destruction or departure of the shadnor.

Anyone who attacks and kills his or her own shadow is slain unless a saving throw vs. death is



successful, otherwise, his or her strength is merely reduced to 3. The strength will recover at a rate of 1 per turn until restored, during which time, their own natural shadow will slowly return.

The gaze of this fiend causes *weakness* and *chill* (save vs. death at -1 or *slows* 50% and -5 on all dice rolls). They also radiate *fear* in a 20-foot radius (save vs. spells to avoid).

In addition to the powers available to all elderkind, a shadnor may use any of the following spell-like abilities once per round and in addition to any physical attacks the shadnor chooses to make in the same round: *animate object* (once per day), *chains of suffering*, (thrice per day), *dispel magic*, *nightmare*, *plane shift* (twice per day), *polymorph other* (thrice per day), *polymorph self*, *shape change* (once per day), and *teleport w/o error*.

The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the shadnor's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Once per day, they may *gate* in 2-5 night terrors or 3-30 shadows with a 70% chance of success. Shadnor are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard/priest spells of the Enchantment/Charm schools/spheres of magic.

They regenerate 4 hit points per round. Like other greater elderkind, if they are killed outside of Infernus they are not permanently destroyed, their spirits requiring 3 years in which to reform.

HABITAT/SOCIETY: Shadnor are the dreadful guardians of the Infernal dead and cast blackness upon all who can view them. Because of the relative size of Infernus compared to the baatezu realms, anyone attempting to *raise dead* in the Infernal realms will attract the attention of a shadnor 70% of the time.

Elderkind, Greater — Judnor

CLIMATE/TERRAIN: Infernus
 FREQUENCY: Very Rare
 ORGANIZATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Supra-genius (19)
 TREASURE: S, Z
 ALIGNMENT: Lawful evil

NO. APPEARING: 1
 ARMOR CLASS: -5
 MOVEMENT: 12
 HIT DICE: 12+20
 THACO: 9
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: by weapon type +7
 (Strength bonus)
 SPECIAL ATTACKS: Fear, chaos shield
 SPECIAL DEFENSES: Regeneration, +3 or
 better weapon
 needed to hit
 MAGIC RESISTANCE: 70%
 SIZE: M (7' tall)
 MORALE: Fanatic
 (18)
 XP VALUE: 24,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
12	4/6/17	All/All	-4	7	222

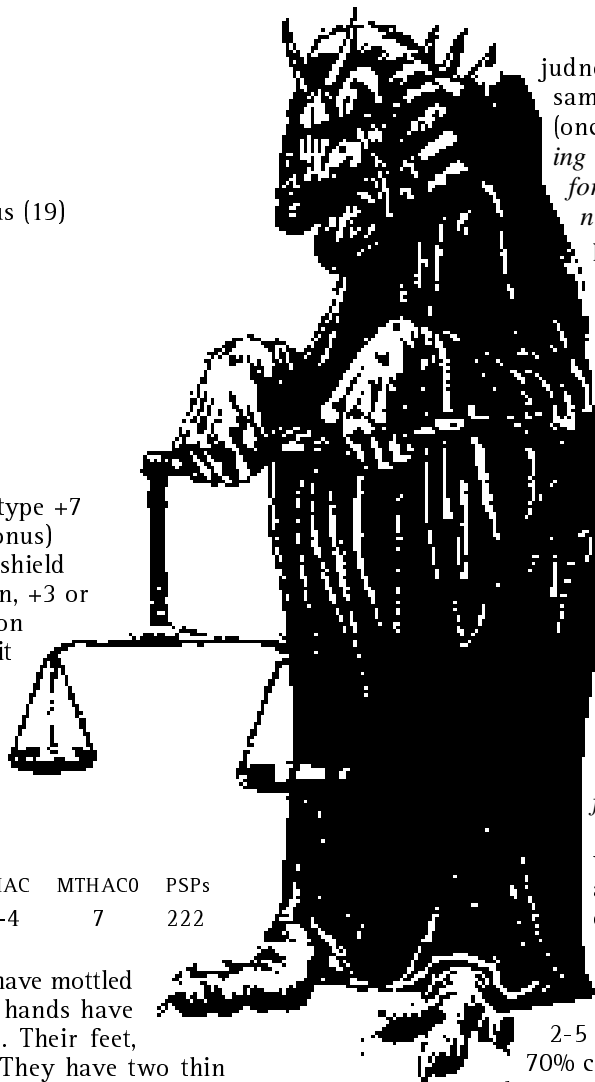
Judnor are the Infernal Judges. They have mottled gray skin and puckered faces. Their hands have normal fingers and are not clawed. Their feet, however, are reptilian and taloned. They have two thin horns atop their brows and a mane of barbed spines along their hunched backs. They always wear black robes of law.

COMBAT: Judnor wield their iron scales, a +1 weapon that inflicts 1d4 damage (plus strength bonus) but acts as a +3 weapon that does 3d8 damage to anyone who has inflicted damage on its wielder. In addition, anyone struck by the scales must save vs. death or the next time he or she hits the judnor, the victim takes damage equal to the damage he or she inflicted. Anyone other than a judnor who attempts to touch the scales (whether gloved or not) will be burned for 2d10 damage per round of contact.

Judnor also have a permanent *shield of chaos* in place that prevents any chaotic being from striking them with melee or natural weapons. This shield cannot be dispelled.

The gaze of this fiend causes *weakness* and *chill* (save vs. death at -1 or *slows* 50% and -5 on all dice rolls). They also radiate *fear* in a 10-foot radius (save vs. spells to avoid).

In addition to the powers available to all elderkind, a judnor may use any of the following spell-like abilities once per round and in addition to any physical attacks the



judnor chooses to make in the same round: *animate object* (once per day), *chains of suffering* (thrice per day), *dispel magic*, *forcecage* (thrice per day), *nightmare*, *plane shift* (twice per day), *polymorph other* (thrice per day), *shape change* (twice per day), *teleport w/o error*, and *wizard lock*.

The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the judnor's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect traps*, *know alignment*, *protection from cantrips*, & *true seeing*.

In addition, judnor always know the good deeds and the sins of any creature of good or evil alignment who comes within 10 yards.

Once per day, they may *gate* in 1-3 tromeek, or 2-5 guardian elderkind with a 70% chance of success.

Judnor are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any spells of the Enchantment/Charm schools and can never be coerced into making incorrect judgments. Their Wisdom is 23.

They regenerate 4 hit points per round. Like other greater elderkind, if they are killed outside of Infernus they are not permanently destroyed, however their spirits require 3 years in which to reform.

HABITAT/SOCIETY: Judnor are the Infernal Judges presiding over all law in the realm. All of the deputies and police forces are ultimately answerable to the judnor as are all of the tromeek and the guardian elders.

Judnor pass harsh judgement from high atop their grand courthouses over all who have broken the law. These demon-judges believe that all mortals are guilty by default and so should be punished and there is always an audience of cackling demons present to watch the proceedings.

Even the kurzog, rancor, and rassor must answer to these creatures. Of course, the maelor and overlords, though not above the law, define it.

Elderkind, Greater — Kurzog

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19)
TREASURE:	R, S, X
ALIGNMENT:	Lawful evil

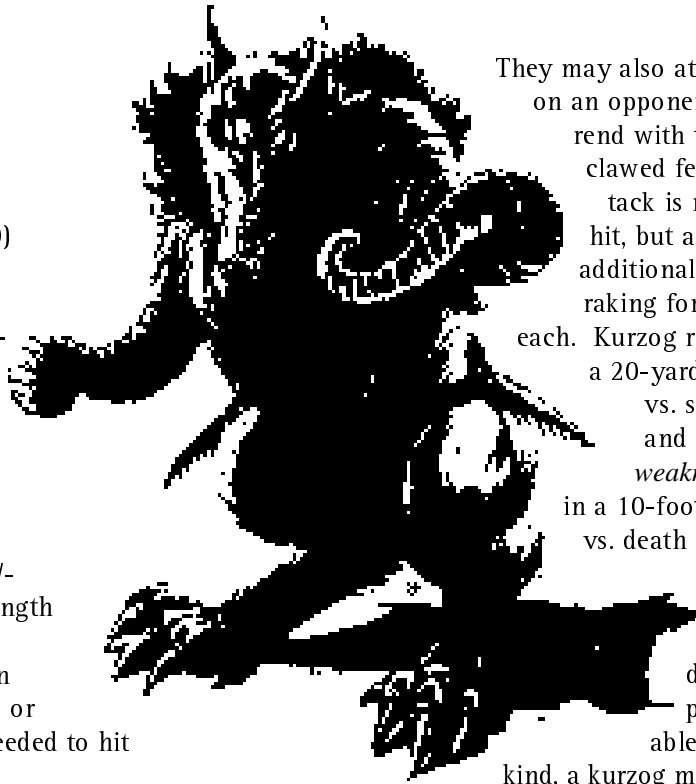
NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	18
HIT DICE:	12+23
THACO:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d12/1d12/1d10/- 2d6/2d6 +8 (Strength bonus)
SPECIAL ATTACKS:	Leap, fear, poison
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	70%
SIZE:	L (9' tall)
MORALE:	Fearless (19)
XP VALUE:	25,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
12	4/6/17	All/All	-3	7	233

Kurzog are diabolical monstrosities over nine-feet in height and weighing-in at just under two-thousand pounds. They have the feral head of a wolverine and terrible-clawed feet. Their arms have been mutated into horrific tentacles of woe and sprouting from either side of their bodies are razor-sharp spurs. Their dirty-black fur is filthy and rank, and their eyes glow a dark red—often the only thing seen when they lurk about the shadows of Infernus. They also salivate uncontrollably.

COMBAT: Kurzog always attack physically, throwing spells wildly during their frenzied attacks. They attack with their terrible tentacles of woe, causing 1d12 damage (+8 strength bonus) from painful acidic wounds, and bite for 1d10 damage. Anyone bit must save vs. poison or die in 1d3 rounds. They may likewise flail their razor-edged spurs for 2d4 damage each, and wounds caused by these will always *fester* as per the spell of the same name.



They may also attempt to leap on an opponent in order to rend with their terrible-clawed feet. A leap attack is made at -3 to hit, but allows for two additional attacks from raking for 2d6 damage each. Kurzog radiate *fear* in a 20-yard radius (save vs. spell to avoid) and also generate *weakness* and *chill* in a 10-foot radius (save vs. death or *slows* 50% and -5 on all dice rolls). In addition to the powers available to all elder-

kind, a kurzog may use any of the following spell-like abilities once per round and in addition to any physical attacks made during the same round: *animate object* (once per day), *chains of suffering* (thrice per day), *disembowel* (twice per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph any object* (twice per day), *polymorph self*, *rusting touch* (once per day), *shape change* (twice per day), and *teleport w/o error*.

The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the kurzog's natural senses and immunities are: *detect charm*, *detect good*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 1-3 sordrid or one rancor elderkind with a 65% chance of success. Optionally, they may elect to summon 2-16 demon locusts with a 55% chance of success.

Kurzog are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard or priest spells of the Enchantment/Charm schools/spheres of magic.

They regenerate 4 hit points per round until killed and, should their death take place outside of Infernus, their spirit will reform in 3 years.

Elderkind, Greater — Rancor

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	R, S, X
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	12
HIT DICE:	13+25
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6/1d8/1d8 or by weapon type +8 (Strength bonus)
SPECIAL ATTACKS:	Fear, fire, poison, tongue
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	75%
SIZE:	L (10' tall)
MORALE:	Fearless (19)
XP VALUE:	26,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
13	4/7/18	All/All	-3	5	243

Rancor are known as Lords of Anguish throughout Infernus because of their particular affinity for fire and its role in torture. They are tall, thick-bodied, horned beasts shrouded in constant blazing fires. Their heads are disproportionately large and sprouts a long tentacle-like tongue. It is said that when a fire on the Prime sizzles and crackles, it's of the rancor's will.

COMBAT: Rancor will claw with one hand, and wield a crude mace in the other that smashes for 2d8 damage. Furthermore, in the hands of a rancor, the mace will function as a +4 *flametongue* weapon. The rancor also attacks via a poisonous bite (save vs. poison at -1 or die immediately), and its tongue is also a powerful weapon capable of being shot up to eight feet and can grapple with a 19-equivalent strength.

In addition to the above, any creature close enough to attack a rancor with a melee weapon is subject to damage by the constant burning fires, thereby suffering

1d8 points of damage per round of close proximity to the rancor.

Rancor radiate *fear* in a 10-yard radius (save vs. spell at -2 to avoid).

In addition to the powers available to all elderkind, a rancor may use any of the following spell-like abilities once per round and in addition to any physical attacks made in the same round: *animate object* (twice per day), *chains of suffering* (thrice per day), *disembowel* (twice per day), *dispel magic*, 10-dice *fireball* (five times per day), *firestorm* (once per day), *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph any object* (thrice per day), *polymorph self*, *produce flame*, *pyrotechnics*, *shape change* (thrice per day), and *teleport w/o error*.

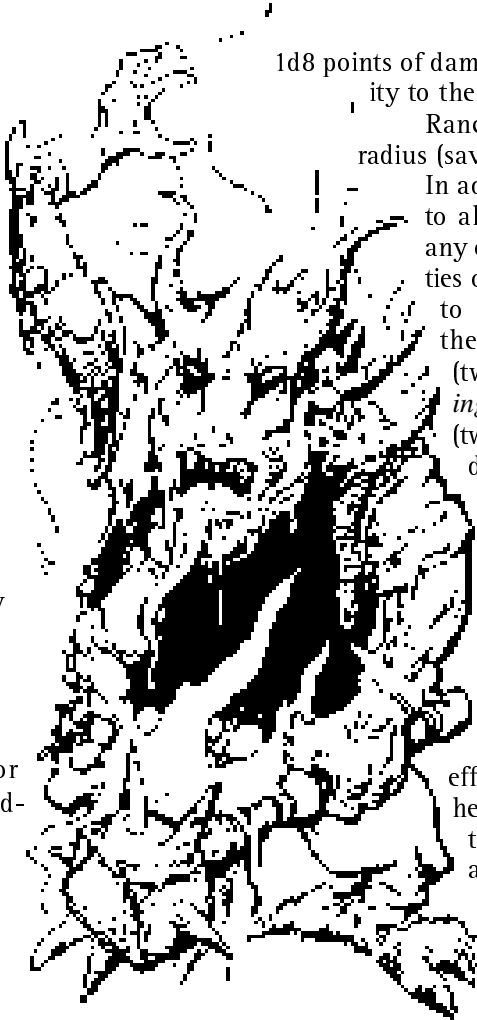
The powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the Rancor's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 1-6 dramak or 1-2 kurzog elderkind with a 60% chance of success. Optionally, they may elect to summon 2-16 demon locusts with a 60% chance of success.

Rancor are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard or priest spells of the Enchantment/Charm schools/spheres of magic.

They regenerate 4 hit points per round. Like other greater elderkind, if they are killed outside of Infernus their spirits will reform—in this case taking 4 years.

HABITAT/SOCIETY: The Lords of Anguish know how fire burning flesh can be of the greatest pain a mortal can know. The rancor coordinate most of the torture conducted in the Infernal realms seeing that lesser elderkind are fully trained in "the art." They report to the rassar who oversee and proliferate all torture throughout Infernus. They rarely travel to Plane Prime, leaving the kurzog among the greatest threats to those worlds.



Elderkind, Demi-Lord — Rassor

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	U, Z
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	15
HIT DICE:	14+26
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d4 +9 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison, magic
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	75%
SIZE:	L (11' tall)
MORALE:	Fearless (19)
XP VALUE:	27,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHACO	PSPs
15	5/8/20	All/All	-4	3	276

Rassor are the Lords of Suffering, coordinating all torment and rancor activities within the realm, and are thus greatly feared throughout Infernus. They tower over 11 feet in height and are broad-bodied and very muscular, possessing a strength of 21. Their hide is a dark russet color littered with black iron hairs. Their eyes are deep crimson as are their nails and teeth. A rassor's mouth is wide, fanged, and drips a foul black poison.

COMBAT: Rassor generally prefer to attack from afar using all manner of diabolic spell, however, they often enjoy a savage fight. Their great claws inflict 1d8 points of damage each (plus a strength bonus of +9), and wounds thus delivered will always *fester* as per the spell of the same name. Their bite causes *gangrenous* wounds, is unusually painful, and is deadly poisonous (victims must save vs. death at -2 or die). These beings also wield barbed whips that inflict 3d10 points of physical and energy damage to any creature. They may strike



once per round with such a weapon, still retaining one claw attack with their other arm.

In addition to the powers available to all elderkind, a rassor may use any of the following innate spell-like powers once per round and in addition to any other physical attacks it chooses to make that round:

- ☠ *animate object*, 3 times per day
- ☠ *chains of suffering*
- ☠ *demon seed*, 1 time per day
- ☠ *disembowel*, 3 times per day
- ☠ *dispel good*, 1 time per day
- ☠ *dispel magic*
- ☠ *infernal ingestion*, 1 time per day
- ☠ *nightmare*
- ☠ *plane shift*, 3 times per day
- ☠ *polymorph any object*, 3 times per day
- ☠ *radiant discharge*, 1 time per day
- ☠ *rusting touch*, 1 time per day
- ☠ *shape change*, 4 times per day
- ☠ *teleport w/o error*
- ☠ *unholy word*, 1 time per week
- ☠ *wish*, 1 time per month

The powers and spell-like effects that are always active and thus do not require concentration or will of mind in

order to function and otherwise function as an extension of the rassor's natural senses and immunities are:

- ☠ *detect charm*
- ☠ *detect good/evil*
- ☠ *detect invisibility*
- ☠ *detect lie*
- ☠ *detect life*
- ☠ *detect magic*
- ☠ *detect traps*
- ☠ *know alignment*
- ☠ *protection from cantrips*
- ☠ *true seeing*

Three times per day, they may *gate* in 1-3 kurzog or 1-2 rancor elderkind with a 75% chance of success. Optionally, they may elect to summon 3-30 demon locusts with a 65% chance of success.

These fiends radiate *fear* in a 30-yard radius (save vs. spell to avoid) and also generate *weakness* and *chill* (save vs. death at -1 or *slows* 50% and -5 on all dice rolls) in a 10-foot radius. In addition, they may cause *terror* (save vs. death at -2 or be paralyzed with fear—the victim is aware of nothing but the elder, and is so terrified that he or she is drained of all strength to move—the effect lasting for 1d3 rounds) whenever a rassor directly stares at any one person.

Rassor are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +3 against any wizard or priest spells of the Enchantment/Charm schools of magic. Rassor are extremely difficult to trick or deceive, as they are themselves masters of deceit and temptation. Their Wisdom is 22.

They regenerate at a rate of 5 hit points per round, making them extremely difficult to kill. Should one be killed anywhere other than Infernus, their spirit will reform in six years.

HABITAT/SOCIETY: Rassor are the greatest of the elderkind, exceeding all but the true elder lords; and all elderkind down to the very last lasae, desire to one day ascend into the ranks of the rassor.

The actual rank and command structure involving the rassor is little understood, though it is apparent that they serve in the role of coordinating sin, seeing to its directed proliferation everywhere. They also serve primarily in the role of suffering and its implementation throughout Infernus.

As coordinators of suffering, rassor are ultimately responsible for the quality and quantity of suffering in the realm. In effect, they spend most of their existence

monitoring the whereabouts and actions of the rancor and spying on the activities of those creatures and their underlings in order to ensure the proper report of any elderkind that fails to torment its victims masterfully.

When an elder fails to show promise or loses credibility with regard to torture, it is the rassor that will descend upon them, devouring their very essence. In elderic society, there is no second chance as all must be perfect in light of the vastness of the enemies. This law does not apply to non-elder or non-elderkind, who are, by their very nature, disloyal and inferior—and so are allowed to exist alongside elderic society without divine expectations.

The rancor do not take part in carrying-out this “natural selection” process on their underlings as they have foremost been charged with the quantity (not quality) of torture. Consequently, the rassor watch the rancor carefully, as those creatures would just as soon keep the mighty rassor away from those not as keen in using “the art.” They dare not, however, hide but very little things, as even the rancor are not above reproach.

The rassor are extremely adept and diligent in their efforts as they too can become the hunted should an overlord find fault with him.

ECOLOGY: Rassor feed on the suffering and misery of others. The great overlords allow only a small number of elderkind to assume rassor form. It is believed that this number is governed by the quantity and quality of the elder's worshipers. During the great Era of Isolation (q.v.), there were little more than a dozen of these monsters. Now, with the increasing popularity of the elders among mortal sinners and the rising presence of elderkind on Infernus, there are several hundred (though, still numbering far less than the mighty pit fiends).

When a rancor has proven itself to be absolutely wicked in the purest sense, its sponsoring lord will cast it into the Lake of Misery to endure torment for one year. After which, it will emerge from the lake, one of the rassor.

