

Epic Demon Lords

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Author's advice

This Web folio has been designed to offer the DM a possibility to enhance the most fearsome demon lords to their full might.

The statistics given below have been generated by advancing the demon lord's statistics from the base versions detailed in the *Fiendish Codex I*, with a few additional benefits here and there. Particular attention has been paid to grant the demon lords new powers that closely match their strongest trait of renown, such as *Undeath mastery* for Orcus, *Water mastery* for Dagon, *Demonic creation* for Demogorgon, or *Demonic seduction* for Graz'zt. Also, a new feat has been added: *Almighty in Home Plane*. This feat's purpose is to elevate the demon lords listed below to divine rank 1 in their home plane and explain the reason why they are able to maintain control over ever-rebellious, treacherous and very powerful hordes of demons. Please refer to the end of these pages to find a complete description of this new feat.

Note that the full portrayals of the demon lords are not included here. To properly use this enhancement, a Dungeon Master also needs the *Fiendish Codex I (Hordes of the Abyss)*, the *Book of Vile Darkness*, the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Libris Mortis*, *Complete Warrior Handbook*, and *Epic Level Handbook* to refer to spells, feats, magical objects or base stats of the Demon Lords.



Baphomet

PRINCE OF BEASTS, CR 31 (33 in home plane)

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

Init +9; **Senses** darkvision 60 ft., scent, true seeing; listen +45, spot+45

Languages Abyssal, Common, Giant; Telepathy 300 ft.

AC 40, **Touch** 13, **Flat-Footed** 35 (-2 size, +5 dex, +27 natural)

hp 545 (33 HD); **DR** 20/epic, cold iron and good

Immune electricity, *mage*, poison

Resist acid 10, cold 10, fire 10 ; **SR** 44

Fort +31, **Ref** +24, **Will** + 28

Speed 60 ft. (12 squares)

Melee +6 wounding glaive of Unholy and Chaotic power (epic) +52/+47/+42/+37 (3d8+24/19-20/x3) and +43 gore (2d8+6) or

Melee 2 claws + 45 (1d8 +12) and gore +43 (2d8+6)

Space 15 ft.; **Reach** 10 ft. (20 ft. with glaive)

Base Atk +33; **Grp** +53

Atk Options Awesome Blow, Cleave, Dire Charge (epic), Improved Bull Rush, Improved Sunder, Power Attack

Special Actions bellow, breath weapon, powerful charge, *summon minotaurs*, *summon tanar'ri*

Spell-like Abilities (CL 24th)

At will—*astral projection*, *blasphemy*, *bull's strength*, *commune with Nature*, *deeper darkness*, *detect good*, *detect law*, *dominate animal*, *fly*, *greater dispel magic*, *greater magic fang*, *greater teleport*, *pass-wall*, *plane shift*, *shape change*, *unhallow*, *unholy aura*, *unholy blight*

3/day—*freedom of movement*, *mage*, *symbol of fear*

1/day—*awaken*, *spread of savagery*

Save DC 16 + spell level

Abilities Str 35, Dex 20, Con 35, Int 20, Wis 28, Cha 22

SQ natural cunning, tanar'ri traits, wild empathy +32 (+28 magical beasts)

Feats Awesome blow, Cleave, Dark Speech, Dire Charge (epic), Improved Bull Rush, Improved Critical (glaive), Improved initiative, Improved Sunder, Multiattack, Power attack, weapon Focus (glaive)

Skills Climb +47, Diplomacy +42, Handle Animal +32, Hide +38, Intimidate +42, Jump +48, Knowledge (nature) +43, Knowledge (planes) +41, Knowledge (religion) +41, Listen +45, Move silently +41, Ride +43, Sense Motive +45, Spot +45, Survival +42 (+44 above ground, +47 in the planes and +49 above ground in the planes).

Possessions +6 anarchic, unholy, wounding glaive of adamantium

Bellow (Su) DC 32 Will save.

Breath Weapon (Su): 16d6 negative energy, Reflex DC 38 half. the Good subtype or the aura of good class ability instead take 16d10 damage from this attack and take a - 4 penalty on their saving throw.

Powerful charge (Ex) +45 for gore (4d8+18).

Natural Cunning (Ex)

Summon Minotaurs (Sp) Once per day, Baphomet can summon 5d6 minotaurs or 1d6 5th level barbarian minotaurs. This ability is the equivalent of a 9th level spell (CL 24th).

Summon Tanar'ri (Sp) (CL 24th).

Wild Empathy (Ex) Baphomet can use this ability like a 33rd level druid.

Wound Enemy With this divine-like ability, Baphomet deals +1d6 points of damage per round in addition to normal damage from the gore attack. Multiple wounds result in cumulative bleeding loss. The bleeding can only be stopped by a successful Heal check DC 16 or the application of any cure or healing spells.

Almighty in Home Plane Hp 660, CL 24th.

Dagon

PRINCE OF THE DEPTHS, CR 34 (36 in home plane)

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

Init +7; **Senses:** darkvision 240ft., true seeing; Listen +47, Spot +47

Aura form of madness (120 ft-radius, Will DC 32)

Languages Abyssal, Aquan; Telepathy 100ft.

AC 44, touch 9, flat-footed 41 (-4 size,+3 dex, +35 natural)

hp 717 (35HD); fast healing 15; **DR** 20/cold iron, epic

and good

Immune cold, mind-affecting spells and abilities, poison

Resist acid 10, electricity 10, fire 10 ; **SR** 47

Fort +35, **Ref** +22, **Will** +30

Speed 30 ft. (6 squares), swim 90 ft.

Melee 4 tentacles +51 (2d6+15 plus poison) and 2 claws +48 (2d6+7) and bite +48 (2d8+7/ 19-20 x2)

Space 20ft.; **Reach** 20ft. (40 ft. with tentacles)

Base Atk + 35; **Grp** +62

Atk options combat expertise, Improved Disarm, Improved Trip, Improved Grab, Constrict 2d6+15, Swallow whole

Special action doomsong

Spell-like Abilities (CL 25th or 50th, see below)

At will—*astral projection*, *bestow greater curse*, *chaos hammer*, *cloak of chaos*, *control water* (CL 50), *deeper darkness* (CL 50), *desecrate*, *detect good*, *detect law*, *detect scrying*, *detect thoughts*, *fly*, *greater dispel magic*, *greater scrying*, *greater teleport*, *nightmare*, *plane shift*, *shape change*, *telekinesis*, *unhallow*, *word of chaos*

3/day—*quickened greater dispel magic*, *horrid wilting*, *symbol of insanity*

1/day—*gate*, *storm of vengeance*, *summon monster IX* (aquatic only)

1/2 days— *mass frog* (epic)

Save DC 15 + spell level

Abilities Str 40, Dex 16, Con 42, Int 28, Wis 29, Cha 20

SQ amphibious, freedom of movement, obyrith traits

Feats Ability focus (doomsong), Combat expertise, Combat reflexes, Dark speech, Improved critical (bite), Improved Disarm, Improved initiative, Improved Trip, Iron will, Multiattack, Quicken spell-like Ability (*greater dispel magic*), Weapon focus (tentacles)

Skills bluff +43, concentration +54, diplomacy +45, escape artist +41, hide +29, intimidate +45, knowledge (arcana, nature, planes, religion) +47, listen +47, move silently +41, perform (singing) +43, sense motive +47, spellcraft +49, spot +47

Amphibious (Ex)

Constrict (Ex) Deals 2d6+15 points of damage with a successful grapple check, in addition to damage from his tentacle attack.

Demonic water mastery This divine-like ability gives Dagon the power to control water in his home plane. While in water, he gains a competence bonus of +1 on AC, attacks and damage. At will, as a full-round action, Dagon can create a devastating tidal wave of water. On land, the wave has similar effects to that of a flash flood : creatures caught in the water must make a Fortitude save DC 15. Larger or smaller creatures are swept away, taking 1d6 points of non-lethal damage per round (1d3 on a successful Swim DC 20). Huge creatures that fail are knocked down, while Gargantuan and Colossal creatures are checked. The wave destroys all wooden buildings and

25% of the stone buildings it comes into contact with. At sea, the tidal wave capsizes ships and crushes them to splinter. The wave affects 1 mile of coastland. Dagon can cast spells with the *water* or *darkness* descriptor at double effects and caster level.

Doomsong (Su) DC 34 Will

Form of madness (Su) DC 32 Will save. A *heal* or *greater restoration* spell can cure the effects if the caster succeeds on a DC 35 caster level check.

Freedom of Movement (Su)

Improved Grab (Ex)

Poison (Ex) Fort DC 43.

Swallow whole (Ex) 2d6+15 points and 2d6 acid ; DC 43

Almighty in Home Plane: Hp 840, CL 25th.



Demogorgon

PRINCE OF DEMONS, CR 38 (40 in home plane)

CE Huge outsider (aquatic, chaotic, evil, extraplanar, tanar'ri)

Init +14; **Senses** darkvision 60ft., true seeing; Listen +49, Spot +49

Languages Abyssal, Aquan, Common ; Telepathy 300 ft.

AC 49, touch 22, flat-footed 39 ; Dodge, Mobility (-2 size, +10 dex, +27 natural, +4 deflection)

hp 820 (40HD); fast healing 10; **DR** 20/cold iron, epic and good

Immune electricity, poison

Resist acid 10, cold 10, fire 10 ; **SR** 51

Fort +38, **Ref** +32, **Will** +31

Speed 50ft.; (10 squares), Swim 50ft.

Melee 2 tentacles +56 (1d8+16+1vile+rot) and 2 bites +54 (2d6+8) and tail slap +54 (2d6+8 + energy drain)

Space 15ft.; **Reach** 15ft.

Base Atk +40; **Grp**+64

Atk options Combat expertise, Spring attack, Whirlwind Attack

Specials Actions dual action, gaze, *summon tanar'ri*

Spell-like Abilities (CL 26th):

At will—*astral projection, bestow greater curse, blasphemy, contagion, deeper darkness, desecrate, detect good, detect law, detect thoughts, fear, fly, greater dispelling, greater teleport, plane shift, posc, project image, read magic, shape change, suggestion, telekinesis, unhallow, unholy aura, unholy blight, wall of ice, wither limb.*

3/day—*feeblemind, symbol of death*

1/day—*befoul, dominate person, mindrape*

1/week—*enslave (epic), soul dominion (epic)*

Save DC 21+ spell level

Abilities Str 42, Dex 31, Con 42, Int 30, Wis 29, Cha 32

SQ amphibious, tanar'ri traits

Feats Alertness, Combat Expertise, Combat Reflexes, Dark Speech, Demon Mastery, Dodge, Extract Demonic Essence, Improved initiative, Mobility, Multiattack, Spring Attack, Vile natural Attack (tentacles), Whirlwind Attack

Skills Bluff +51, Craft (Alchemy) +53, Concentration +58, Diplomacy +53, Intimidate +56, Jump +56, Knowledge (Arcana) +53, Knowledge (History, nature, Planes, religion) +50, Listen +49, Move silently +50, Search +50, Sense Motive +49, Spellcraft +55, Spot +49, Swim +56, Use Magic Device +51 (+53 for scrolls).

Demonic Creation Demogorgon can use this divine-like ability to create a creature, living or not, infused with a demonic spirit or not, with flesh or another material, organic or not. Demogorgon must convert a considerable amount of his own energy into creating this monster, which always leaves him impaired, forcing him to rest for (10 minutes X the creature's HD X the creature's CR, half if Demogorgon uses the *Extract Demonic Essence* feat) with a minimum of 10 (or 5) minutes. If the creature has class levels, each counts as an additional Hit Dice.

Demogorgon can also create items, though for each 100 Gp above a base value of 300 Gp of the item (magical or not), he must then rest 10 minutes. This ability works only in Demogorgon's home plane.

Demonic Majesty All demons bow to the might of the Prince of Demons (save the Demon lords); This divine-like ability automatically force any demon in the presence of Demogorgon to save against *Charm monster* (DC 41). If the saving throw is failed, then the demon must obey the orders of the Prince of demons. This ability counts as a free action. Note that it doesn't work in the presence of another Demon lord. Spell resistance doesn't protect against this effect. This divine-like ability, granted by the semi-conscious abyssal planes themselves, is the privilege of the demon lord who holds the title of *Prince of Demons*, and is one of the reasons why demon lords vilely fight to

acquire this legendary title.

Dual Actions (Ex)

Energy Drain (Su) DC 46 Fortitude save to remove.

Gaze (Su) DC 41 Will save.

Mage armor (Sp) Demogorgon is constantly surrounded by an aura of force that provides armor protection identical to a *mage armor* spell that cannot be dispelled.

One Thought (Ex) Each round, there is a 1 chance in 12 that the two heads of Demogorgon suddenly decide to work both on the same action; if this action is the use of a Spell-like ability, the target suffers a -4 penalty on saves and the CL rises to 52nd !

Rot (Su): DC 46 Fortitude save

Summon Tanar'ri (Sp): (CL 26th).

Amphibious (Ex)

Almighty in Home Plane: Hp 960, CL 26th.

Fraz-Urblood

PRINCE OF DECEPTION, CR 30 (32 in home plane)

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

Init +9; **Senses** darkvision 60ft., true seeing; Listen +39, Spot +39

Languages Abyssal, Common ; Telepathy 300ft.

AC 38, touch 13, flat-footed 33 (-2 size, +5 Dex, +25 natural)

hp 573 (31 HD); **DR** 20/cold iron, epic and good

Immune electricity, mind-affecting spells and abilities, poison

Resist acid 10, cold 10, fire 10; **SR** 43

Fort +31, **Ref** +22, **Will** +26

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

Melee 2 slams +43 (1d8+11/19-20/X 2) and bite +41 (2d6+11) and tail +41 (2d8+11)

Space 15ft.; **Reach** 15ft.

Base Atk +31; **Grp**+50

Atk Options Awesome Blows, Improved Bull Rush, Improved Sunder, Power attack, improved grab (tail), constrict 2d8+11

Special Actions *deception, summon tanar'ri*

Spell-like Abilities (CL 23rd)

At will—*astral projection, blasphemy, deeper darkness, desecrate, detect good, detect law, detect thoughts, greater dispel magic, greater magic fang, greater teleport, plane shift, shapechange, summon monster VII, telekinesis, unhallow, unholy aura, unholy blight.*

3/day—*luminous assassin, programmed image, symbol of weakness, summon monster IX*

1/day—*gate, shades, weird*

1/2 days—*dreamscape (epic)*

Save DC 19 + spell level

Abilities Str 32, Dex 20, Con 38, Int 24, Wis 21, Cha 28

SQ inscrutable, tanar'ri traits

Feats Augment summoning, Awesome Blow, Dark Speech, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Multiattack, Power Attack, Spell Focus (conjuration), Weapon Focus (slam).

Skills Balance +39, Bluff +54, Climb +45, Concentration +48, Decipher script +41, Diplomacy +47, Disguise +43 (+45 act in character), Forgery +41, Hide +31, Intimidate +43, Jump +45, Knowledge (arcana, history, planes, religion) +41, Listen +39, Move silently +39, Perform (comedy) +43, Search +41, Sense Motive +39, Spellcraft +43 (+45 decipher spells on scrolls), Tumble +39, Use Magic Device +43 (+45 scrolls).

Constrict (Ex) 2d8+11

Deception (Sp) Demon lords that are deceptively summoned by Fraz-Urbluu can resist this summoning with a successful Sense Motive check opposed to the Bluff check of the Prince of Deception.

Demonic skill focus This divine-like feat grants Fraz-Urbluu a +11 bonus on his Bluff skill and allows him to take 10 even in stressful situations. The skill value listed above already includes this bonus.

Improved Grab (Ex)

Inscrutable (Su) CL 23rd or 31st in Home Plane. Attempts to sry on Fraz-Urbluu are automatically foiled by a *screen* effect (CL 23rd or 31st when he is on his Plane).

Master of deceit Fraz-Urbluu can cast illusion spells (arcane only) like a 20th level spell caster with regard to the number of spells usable per day, and like a 46th level wizard for effects. His intensive researches give him access to all spells from all books published for D&D.

Summon Tanar'ri (CL 23rd)

Almighty on Home Plane: Hp 682, CL 23rd.

Graz'zt

THE DARK PRINCE, CR 33 (35 in home plane)

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

Init +14; **Senses** darkvision 60ft., true seeing; Listen +46, Spot +46

Languages Abyssal, Common, Draconic, Giant, Infernal; Telepathy 300ft.

AC 54, touch 12, flat-footed 51; Dodge, displacement (50% miss chance) (-1 size, +3 Dex, +22 natural, +13 armor, +7 shield)

hp 630 (36HD); fast healing 10; **DR** 20/cold iron, epic and good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 46

Fort +33, **Ref** +30, **Will** +27

Speed 30ft. in full plate armor (6 squares), 40ft. base

Melee +6 *acidic burst bastard sword* +53/+48/+43/+38 (2d8 +16/17-20+1d6 acid/1d10 acid on a critical strike)

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

Base Atk +36; **Grp** +50

Atk Options Cleave, Combat expertise, Devastating critical, Overwhelming critical, Power Attack.

Special Actions fear, *summon tanar'ri*

Spell-like Abilities (CL 24th, save for spells with *darkness* descriptor cast at CL 48th)

At will—*astral projection, blasphemy, charm monster, damning darkness, darkbolt, deeper darkness, demand, desecrate, detect good, detect law, detect thoughts, discern location, eyebite, insanity, Graz'zt long grasp, greater dispelling, greater teleport, magic missiles, mass charm, mirror image, plane shift, shapechange, suggestion, telekinesis, tongues, unballow, unholy aura, unholy blight, wall of iron, water breathing, wretched blight.*

3/day—*dominate person, empowered unholy blight, polymorph any object, symbol of persuasion.*

1/day—*disintegrate, trap the soul, veil*

1/week—*enslave (epic)*

Save DC 25 + spell level

Abilities Str 30, Dex 30, Con 37, Int 35, Wis 24, Cha 40

SQ tanar'ri traits

Feats Cleave, Combat expertise, Darkspeech, Devastating critical (epic), Dodge, Empower Spell-like Ability (*unholy blight*), Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Improved Initiative, Overwhelming Critical (*epic*), Power Attack, Weapon Focus (bastard sword).

Skills Appraise +51, Balance +51, Bluff +54, Concentration +52, Diplomacy +58, Disguise +54 (+56 act as character), Forgery +51, Gather Information +54, Hide +49, Intimidate +54, Jump +49 Knowledge (arcana, history, planes, religion) +51, Listen +46, Move silently +49, Search +51, Sense Motive +46, Spellcraft +53, Spot +46, Tumble +51.

Possessions +5 *mithral glamer full plate*, +5 *demonmight warded heavy steel shield*, +6 *acidic burst bastard sword*, *major cloak of displacement*

Demonic seducer This divine-like ability gives Graz'zt the power to infuse love in a chosen creature. If the saving throw is failed (Will DC 26), the creature seeks to be near Graz'zt and does everything possible to win his affection. Another effect is a sexual desire towards the Prince of Darkness : effects are similar, but the target seeks the opportunity to become physically intimate with Graz'zt. This is a mind-affecting compulsion effect.

Fear (Su): DC 43 Will save.

Master of Darkness This divine-like ability gives Graz'zt the power to see in darkness (even magical) and to cast

spells with *darkness* descriptor at double caster level and double effect.

Summon Tanar'ri (Sp) Once per day, Graz'zt can automatically summon 1d4+1 Shadowdemons, 1d2+1 glabrezu or 1 balor. (CL 24th).

Almighty in Home Plane: Hp 756, CL 24th.

Juiblex

THE FACELESS LORD, CR 26 (28 in home plane)

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

Init +7; **Senses** blindsight 120ft., darkvision 60ft., true seeing; Listen +36, Spot +36

Languages Abyssal, Common; Telepathy 300ft.

AC 32, touch 12, flat-footed 29 (-1 size, +3 Dex, +20 natural)

hp 455 (26 HD); **DR** 20/cold iron, epic and good.

Immune acid, bludgeoning damage, cold, electricity, ooze traits.

Resist fire 10 ; **SR** 39

Fort +28, **Ref** +18, **Will** +24

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

Melee 4 slams +37 (2d6+11+1 vile +2d6 acid)

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

Base Atk +26; **Grp** +41

Atk Options Combat Expertise, Improved Trip, Improved Grab, constrict 2d6+11+2d6 acid, dissolve, engulf.

Special Actions create slime, *summon ooze*, *summon tanar'ri*

Spell-like ability (CL 22nd)

At will—*astral projection*, *blasphemy*, *contagion*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *fear*, *fly*, *greater dispelling*, *greater teleport*, *hold monster*, *invisibility*, *plane shift*, *shapechange*, *telekinesis*, *touch of Juiblex* (no corruption cost)

3/day—*quicken hold monster*, *phase door*, *symbol of insanity*

1/day—*befoul*, *despoil*

1/week—*pestilence* (epic)

Save DC 15 + spell level

Abilities Str 32, Dex 16, Con 37, Int 24, Wis 24, Cha 20

SQ amorphous, ooze traits, tanar'ri traits

Feats Combat expertise, Combat reflexes, Dark Speech, Improved Initiative, Improved critical (slam), Improved Trip, Iron Will, Quicken spell-like ability (*hold monster*), Vile natural attack.

Skills Bluff +34, Concentration +42, Hide +32, Intimidate +36, Knowledge (arcana) +29, (dungeoneering, planes, religion) +38, Knowledge (nature) +38, listen +36, Move silently +32, Search +36, Sense motive +36, Spellcraft +38, Spot +36, Survival +36 (+38 on planes and +40 following tracks), Swim +40

Amorphous (Ex)

Circle of toxic fumes (Sp) If Juiblex wishes, he is able to exude a circle of toxic fumes that compels all within 10ft. of him to suffer the effects of a *Stinking cloud* (as spell, DC 36 Fortitude, negate). This area of toxic fumes moves with him. The Faceless lord can raise or lower this effect as a free action. The saving throw is Constitution-based.

Control Oozes (Su) Juiblex can control oozes at will within a 60' radius. This control extends over a number of Hit Dices equal to twice his own HD at a time. This power is always active and cannot be dispelled.

Constrict (Ex): 2d6+11+2d6 points of acid damage.

Create Slime (Su) (Attack +29)

Dissolve (Ex) DC 36 Reflex save.

Engulf (Ex)

Improved Grab (Ex)

Ooze traits

Almighty in Home Plane: Hp 546, CL 22nd.

Summon Oozes (Sp) CL 22nd

Summon tanar'ri (Sp) CL 22nd



Kostchtchie

PRINCE OF WRATH, CR 30 (32 in home plane)

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

Init +2; **Senses** darkvision 60ft.; true seeing; Listen +39, Spot+39

Languages Abyssal, Common, Giant; Telepathy 300ft.

AC 42, touch 10, flat-footed 40 (-2 size, +2 Dex, +24 natural, +8 armor)

hp 585 (30 HD); **DR** 20/cold iron, epic and good.

Immune cold, critical hits, electricity, poison.

Resist acid 10, fire 10; **SR** 43

Fort +32, **Ref** +19, **Will** +23

Weakness vulnerable to fire

Speed 30ft. (6 squares) in hide armor; 40 ft base
Melee + 5 *icy blast cold iron maul* +53/+48/+43/+38 (3d8+22/19-20/X3 plus 3d6 cold/+9d6 on a critical hit)
Ranged rock +32 (2d8+17)
Space 15ft.; **Reach** 15ft.
Base Atk +30; **Grp** +55
Atk Options Awesome Blow, Cleave, Devastating Critical (epic), Great Cleave, Improved Bull Rush, Overwhelming Critical, Power Attack, Stunning Blow
Special Actions rage, rock throwing, summon tanar'ri
Spell-like Abilities (CL 23rd)
At will—astral projection, blasphemy, cone of cold, ice storm, desecrate, detect good, detect law, greater dispel magic, greater teleport, plane shift, telekinesis, unballow, unholy aura, unholy blight, wind walk
3/day—Otiluke's freezing sphere, poison, symbol of weakness
1/day—animus blast (epic), harm
1/week—animus blizzard (epic)
1/month—dire winter (epic)
Save DC 17 + spell level
Abilities Str 44, Dex 14, Con 40, Int 20, Wis 22, Cha 25
SQ rock catching, tanar'ri
Feats Awesome Blow, Cleave, Dark Speech, Devastating Critical (epic), Great Cleave, Improved Critical (maul), Improved Bull Rush, Overwhelming Critical (epic), Power Attack, Track, Weapon Focus (maul).
Skills Climb +50, Concentration +48, Handle Animal +40, Intimidate +40, Jump +50, Knowledge (nature) +40, Knowledge (planes, religion) +38, Listen +39, Ride +37, Search +39, Spot +39, Survival +39 (+41 above-ground, +41 in planes, +43 above ground in planes), Swim +50
Possessions +5 *heavy fortification hide armor*, +5 *icy blast cold iron maul*
Damage Reduction (Ex) 8/-
Improved uncanny dodge as a 30th level barbarian
Indomitable Will (Ex) +4 on Will to resist vs. enchantments

Rage (Ex) as a 30th level barbarian (8/day; mighty rage +8 Str/Con, Will +4, AC -2)
AC 40, touch 8, flat-footed 40
hp 645 (750 on Home Plane)
Fort +34 **Will** +27 (+31 vs. enchantment)
Melee +57/+52/+47/+42 (3d8+36/19-20/X3+3d6 cold/+9d6 on a critical)
Ranged rock +32 (2d8+21)
Grp +59
Abilities Str 52, Con 44
Skills climb +54, Concentration +50, Jump +54, Swim +54

Rock Catching (Ex)

Rock Throwing (Ex)
Stunning Blow (Su) DC 42 Fortitude (DC 46 in rage)
Summon tanar'ri (Sp) CL 23rd
Trap Sense (Ex) :+10
Uncanny dodge(Ex)
Vow of allegiance Creatures that pledge allegiance to Kostchtchie in his icy plane are granted immortality. In return, these creature must faithfully obey and serve the Prince of Wrath. If they leave the plane and quit the Iron Wastes without its ruler's consent, they immediately die, melting horribly like heated ice. This divine-like ability cannot be dispelled save by Gods of Divine Ranks 2 or more, or by Kostchtchie himself.
Almighty in Home Plane: Hp 690, CL23rd.

Malcanthet

QUEEN OF THE SUCCUBI, CR 28 (30 in home plane)
CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +11; **Senses** darkvision 60ft.; true seeing; Listen +43, Spot +43
Aura: profane beauty
Languages Abyssal, Common; Telepathy 300ft.
AC 43, touch 36, flat-footed 32 (+11 Dex, +7 natural, +15 deflection)
hp 525 (30 HD); fast healing 10; DR 20/cold iron, epic and good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 41
Fort +30, **Ref** +28, **Will** +27
Speed 30ft. (6 squares), fly 70 ft. (perfect)
Melee +43/+38/+33/+28 (1d8+13/19-20/+3d6 electricity (+6d6 electricity on a critical hit) and claw +33 (1d4+4) and 2 wings +33 (1d6+4) and tail +33 (1d6+4 plus poison)
Space 5ft.; **Reach** 5ft.
Base Atk +30; **Grp** +38
Atk Options Combat expertise, Improved disarm, Improved Feint, Improved trip, Sneak attack +15d6
Special Actions seductive gaze, *summon tanar'ri*
Spell-like Abilities (CL 22nd)
At will—astral projection, blasphemy, charm monster, desecrate, detect good, detect law, detect thoughts, disguise self (no limit on duration), greater command, greater dispel magic, greater teleport, plane shift, shapechange, telekinesis, unballow, unholy aura, unholy blight
3/day—hold person mass, insanity, mind fog, power word blind, symbol of persuasion
1/day—binding, dominate monster, demand, feeblemind, mass

charm monster, mass bold monster, Otto's irresistible dance, power word stun, sympathy

1/week—*enslave (epic)*

Save DC 26 + spell level

Abilities Str 26, Dex 32, Con 36, Int 26, Wis 30, Cha 43

SQ profane beauty, reflect enchantment, tanar'ri traits

Feats: Ability focus (profane beauty), Ability focus (Seductive), Combat expertise, Dark speech, Exotic weapon proficiency (scourge), Greater spell focus (enchantment), Improved critical (scourge), Improved disarm, Improved feint, Improved Trip, Spell focus (enchantment)

Skills Balance +46*, Bluff +49*, Concentration +46, Diplomacy +53 (act as a character +55), Disguise +49, Escape artist +44*, Forgery +41, Hide +44, Intimidate +46*, Jump +41*, Knowledge (arcana, nobility & royalty, planes, religion) +41, Listen +43, Move silently +44*, Perform (dance, string instruments) +49, Sense motive +43*, Spellcraft +43 (+45 decipher spells on scrolls), Spot +43, Tumble +46*, Use magic

device +49 (+53 scrolls)*

Possession +5 *lightning blast adamantine scourge (epic)*

Demonic love This divine-like ability gives Malcanthet the power to infuse love in a chosen creature. If the saving throw is failed (Will DC 27), the creature seeks to be near Malcanthet and does everything possible to win her affection. Another effect is a sexual desire towards the Queen of Succubi : effects are similar, but the target seeks the opportunity to become physically intimate with Malcanthet. This is a mind-affecting compulsion effect.

Evasion (Ex)

Improved uncanny dodge (Ex) as 30th level rogue

Poison (Su) DC 38 Fortitude CL 22nd

Profane Beauty (Su) DC 43

Reflect enchantment (Ex)

Seductive Gaze (Su) DC 43

Sneak Attack (Ex) +15d6

Special Abilities (PHB 51) crippling strike, defensive roll, improved evasion, opportunist, skill mastery (those marked *), slippery mind

Summon tanar'ri (Sp) CL 22nd

Trap Sense (Ex) +6

Almighty in Home Plane Hp 708, CL 22nd.

Obox-ob

PRINCE OF VERMINS, CR 35 (37 in home plane)

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

Init +9; **Senses** darkvision 60ft.; true seeing; Listen +49, Spot +49

Languages Abyssal; Telepathy 300ft.

AC 43, touch 13, flat-footed 38 (-2 size, +5 Dex, +30 natural)

hp 721 (37 HD); fast healing 15; **DR** 20/cold iron, epic and lawful

Immune disease, mind-affecting spells and abilities, poison

Resist acid 10, cold 10, electricity 10, fire 10 ; **SR** 48

Fort +35, **Ref** +25, **Will** +29

Speed 40 ft.(8 sq), climb 40ft., fly 60ft. (good)

Melee 3 stings +52 (3d6+15+1vile/19-20+poison) and bite +50 (2d6+ 7) and tongue (1d8+7+ implant chaos)

Space 15 ft.; **Reach** 15ft.

Base Atk +7; **Grp** +59

Atk Options Cleave, Flyby Attack, Power Attack

Spell-like Abilities (CL 25th)

At will—*astral projection, cloak of chaos, desecrate, detect good, detect law, detect thoughts, greater dispel magic, greater teleport, giant vermin, plane shift, telekinesis, shapechange, spider climb, summon swarm, unhallow, unholy blight, word of chaos.*

3/day—*creeping doom, quickened giant vermin, quickened telekinesis, symbol of insanity*

1/day—*crown of vermin (epic), polymorph any object, ruin (epic)*

1/week—*greater ruin (epic)*

Save DC 20 + spell level

Abilities Str 40, Dex 21, Con 40, Int 27, Wis 28, Cha 31

SQ obyrith traits,

Feats Ability focus (discordant drone), Ability focus (implant chaos), Cleave, Dark speech, Flyby Attack, Improved Initiative, Improved Critical (sting), Multiattack, Power Attack, Quicken Spell-like Ability (*giant vermin, telekinesis*), Vermin Friend, Vile natural Attack.

Skills Climb +55, Concentration +55, Diplomacy +50, Hide +45, Intimidate +50, Jump +57, Knowledge (arcana, nature, planes, religion) +48, Listen +49, Move silently +45, Sense Motive +49, Spell-craft +50, Spot +49, Survival +49 (+51 on planes), Tumble +47.

Discordant drone (Su) DC 40

Form of madness (Su) DC 35, CL 25th. DC 35 caster level check.

Implant chaos (Su) DC 40

Prince of Vermins (Su) no vermin can attack Obox-ob. The demon prince can control vermins at will, but is limited to a number of Hit Dices equal to twice his own HD at a time. This power is always active and cannot be dispelled.

Poison (Su) DC 43

Almighty on Home Plane Hp 851, CL 25th.



Orcus

PRINCE OF THE UNDEAD, CR 35 (37 in home plane)

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

Init +13; **Senses** darkvision 60ft.; true seeing; Listen + 47, Spot +47

Languages Abyssal, Common ; Telepathy 300ft.

AC 50, touch 22, flat-footed 41 (-1 size, +9 Dex, +28 natural, +5 deflection)

hp 721(37 HD); **DR** 20/cold iron, epic and good

Immune ability drain, critical hits, death effects, electricity, energy drain, mind-affecting spells and abilities, negative energy, paralysis, poison, sneak attack.

Resist acid 10, cold 10, fire 10; **SR** 48

Fort +35, **Ref** +29, **Will** +27

Speed 20ft.(4 sq), fly 40ft. (average)

Melee *Wand of Orcus* +58/+53/+48/+43 (2d6+20+2d6 unholy +2d6 chaotic/19-20) and claw +50 (1d6+7) and gore +50 (1d8+7) and sting +50 (1d6+7 +poison)

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

Base Atk +37; **Grp** +56

Special Actions *summon tanar'ri, summon undead*

Spell-like Abilities (CL 25th, 50th for necromantic spells)

At will—*animate dead, astral projection, blasphemy, charm person, command undead, clutch of Orcus, create undead, create greater undead, deeper darkness, detect good, detect law, detect thoughts, enervation, fear, feeblemind, greater dispel magic, greater teleport, lightning bolt, read magic, suggestion, plane shift, shapechange, stop heart, telekinesis, tongues, unballow, unholy aura, unholy blight, wall*

of ice.

3/day—*quickened enervation, finger of death, symbol of death*

1/day—*gut wrench, plague of undead, wail of the Banshee*

1/week—*demise unseen (epic), momento mori (epic), mummy dust (epic)*

1/month—*pestilence (epic)*

Save DC 17 + spell level (19 for necromantic spells)

Abilities Str 40, Dex 28, Con 41, Int 31, Wis 24, Cha 24

SQ tanar'ri traits

Feats Craft wand, craft epic wands, Dark Speech, Greater spell focus (necro), Hover, Improved Critical (heavy mace), Improved initiative, Multiattack, necromantic might, necromantic presence, Quickened Spell-like Ability (*enervation*), Spell focus (necro), Weapon focus (heavy mace).

Skills Bluff +47, Climb +55, Concentration +55, Craft (alchemy) +50, Decipher script +50, Diplomacy +51, Escape artist +49, Forgery +50, Intimidate +49, Knowledge (arcana, planes, religion) +50, Listen +47, Search +50, Sense Motive +47, Spellcraft +52 (+54 for decipher script), Spot +47, Use Magic device +47 (+49 scrolls).

Possessions *Wand of Orcus*

Master of undeath Orcus can rebuke undead as a 37th level cleric and casts necromantic spells like at CL 50th. In addition, he can cast arcane spells from the necromantic school (only) as a 20th level necromancer (for the number of spells, but CL as above). His extensive researches give him access to spells from all books (PHb, Fiendish Codex, Book of Vile Darkness...)

Poison (Ex): DC 43

Almighty in Home Plane: Hp 851, CL 25th.

Wand of Orcus: Refer to the Book of Vile Darkness.

Pale Night

THE MOTHER OF DEMONS, CR 29 (31 in home plane)

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

Init +19; **Senses** darkvision 60ft.; true seeing; Listen +43, Spot +43

Languages Abyssal, Common; Telepathy 100ft.

AC 37, touch 37, flat-footed 22 (+15 Dex,+ 12 deflection)

hp 495 (30 HD); fast healing 10; **DR** 20/cold iron, epic and lawful

Immune mind-affecting spells and abilities, poison.

Resist acid 10, cold 10, electricity 10, fire 10 ; **SR** 42

Fort +29, **Ref** +32, **Will** +27

Speed fly 80 ft.(perfect) (16 sq)

Melee incorporeal touch + 45 (2d6 Cha drain)
Space 5ft.; **Reach** 5ft.
Base Atk +30; **Grp** ---
Atk Options Combat expertise, Spring Attack, Whirlwind Attack.
Special Actions embrace, truth beyond the veil
Spell-like Abilities (CL 23rd)
At will—*astral projection, cloak of chaos, confusion, desecrate, detect good, detect law, detect thoughts, greater dispel magic, greater teleport, magic jar, plane shift, shapechange, telekinesis, unhallow, unholy blight, word of chaos.*
3/day—*quicken confusion, insanity, symbol of insanity*
1/day—*gate, imprisonment.*
Save DC 24 + spell level
Abilities Str—, Dex 40, Con 34, Int 27, Wis 30, Cha 38
SQ incorporeal, obyrith traits
Feats Ability Focus (embrace, truth beyond the veil), Combat Expertise, Combat Reflexes, Dark Speech, Dodge, Improved initiative, Mobility, Spring Attack, Quicken Spell-like Ability (*confusion*), Whirlwind Attack.
Skills Bluff +47, Concentration +45, Diplomacy +47, Hide +48, Intimidate +47, Knowledge (arcana, nobility & royalty, planes, religion) +41, Perform (dance, song) +47, search +41, Sense Motive +43, Spellcraft +41, Spot +43, Use magic Device +47.
Charisma Drain (Su)
Demonic Progeny With this divine-like ability, Pale Night can engender fiendish monsters at will, once every 1d4 round. Determine the monster created by rolling 1d20 for the dungeon level (DMG p79/81) and add the fiendish template (when possible) to the creature. Needless to say, Pale Night cannot (and would not) create any celestial creatures.
Embrace (Su) DC 41
Almighty in Home Plane Hp 600, CL 23rd.
Truth beyond the Veil (Su) DC 41

Pazuzu

PRINCE OF THE LOWER AERIAL KINGDOMS, CR 30 (32 in home plane)
 CE Medium outsider (chaotic, evil, extraplanar, obyrith)
Init +19; **Senses** darkvision 60ft.; low-light vision, true seeing; Listen +44, Spot +44
Aura servile avians (120-ft.radius, Will DC 39)
Languages Abyssal, Aura, Common ; Telepathy 300ft.
AC 55, touch 25, flat-footed 40 (+15 Dex,+ 30 natural)
hp 610 (33 HD); fast healing 15; **DR** 20/cold iron, epic and good
Immune electricity, mind-affecting spells and abilities,

poison
Resist acid 10, cold 10, fire 10 ; **SR** 43
Fort +31, **Ref** +32, **Will** +26
Speed 30 ft.(6sq), fly 90 ft.(perfect)
Melee +5 *anarchic greatsword of speed* +48/+43/+38/+33 (2d6+20/17-20+2d6 chaotic) and 2 talons +35 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +33; **Grp** +43
Atk Options Combat expertise, Improved disarm, Improved trip, Power Attack, Spring Attack
Special Actions breath weapon, *summon avians, summon tanar'ri*, temptation
Spell-like Abilities (CL 23rd)
At will—*astral projection, blasphemy, call lightning, control wind, control weather, desecrate, detect good, detect law, detect thoughts, greater dispel magic, greater magic fang, greater teleport, improved invisibility, insect plague, plane shift, shapechange, suggestion, telekinesis, tongues, unhallow, unholy aura, unholy blight, wind walk.*
3/day—*gate, symbol of persuasion*
1/day—*meteor swarm, wish*
1/week—*dragon knight (epic)*
1/month—*dragon strike (epic), pestilence (epic)*
Save DC 23 + spell level
Abilities Str 30, Dex 38, Con 38, Int 30, Wis 26, Cha 36
SQ obyrith traits
Feats Ability Focus (breath weapon), Combat Expertise, Combat Reflexes, Dark Speech, Dodge, Improved Critical (greatsword), Improved Disarm, Improved Initiative, Improved trip, Mobility, Power Attack, Spring Attack.
Skills Balance +52, Bluff +49, Concentration +50, Diplomacy +53, Disguise +49, Forgery +46, Gather information +49, Hide +50, Intimidate +51, Knowledge (arcana, nature, planes, religion) +46, Listen +44, Move Silently +50, Sense Motive +44, Spellcraft +48, Spot +44, Survival +44 (+46 above ground), Tumble +52
Possessions +5 *anarchic greatsword of speed*
Aura of Servile avians (Su) DC 39
Breath Weapon (Su) DC 42
Demonic investigator Pazuzu can learn any creature's entire history (including any embarrassing or vital secrets it might know) just by looking at it. This ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will DC 39 to avoid the effect. This is a divine-like ability.
Demonic speech Pazuzu has the supernatural ability to converse with evil-aligned creatures with a natural fly speed. This ability works like a permanent *speak with animals*, or *tongues*.
Summon Avians (Sp) (CL 23rd)
Summon tanar'ri (Sp) (CL23rd)
Temptation (Su)
Almighty in Home Plane Hp 726, CL 23.

Yeenoghu

PRINCE OF GNOLLS, CR 31 (33 in home plane)

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

Init +14; **Senses** darkvision 60ft.; scent, true seeing; Listen +44, Spot +44

Languages Abyssal, Common, Giant, Gnoll; Telepathy 300ft.

AC 47, touch 19, flat-footed 37; **dodge** (-1 size, +10 Dex, +19 natural, +9 armor)

hp 577 (33HD); **DR** 20/cold iron, epic and good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 44

Fort +32, **Ref** +29, **Will** +24

Speed 30ft. in armor (6 sq); 40ft. base speed

Melee *triple flail* +52/+47/+42/+37 (3d6+21/19-20X2)

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

Base Atk +33; **Grp** +48

Atk Options see combat feats

Special Actions *summon ghouls, summon gnolls, summon tanar'ri*

Spell-like Abilities (CL 23rd)

At will—*astral projection, bear's endurance, blasphemy, bull's strength, cat's grace, deeper darkness, desecrate, detect good, detect law, ghoul's touch, greater dispel magic, greater teleport, plane shift, shapechange, telekinesis, tongues, unballow, unholy aura, unholy blight*

3/day—*power word stun, rage, spread of savagery, symbol of weakness*

Save DC 17 + spell level

Abilities Str 32, Dex 30, Con 34, Int 26, Wis 32, Cha 25

SQ scent, tanar'ri traits

Feats Cleave, Combat Brute*, Dark Speech, Devastating Critical (epic), Dodge, Elusive Target*, Epic dodge, Epic Weapon Focus, Eyes in the Back in Your Head*, Expertise, Exotic Weapon Proficiency (*Triple flail*), Great Cleave, Great fortitude, Hold the Line*, Improved Critical, Improved Initiative, Improved Sunder, Improved Toughness*, Lightning Reflexes, Mobility, Overwhelming Critical (epic), Power Attack, Power Critical, Raptor School*, Shock Trooper*, Spring Attack, Track, Weapon Focus (*Triple flail*).

* From *Complete Warrior*.

Skills Climb +44, Concentration +45, Diplomacy +42, Handle Animal +40, Hide +39, Intimidate +40, Jump +46, Knowledge (nature, planes, religion) +41, Listen +44, Move Silently +43, Ride +45, Search +41, Sense Motive +44, Spot +41, Survival +44 (+46 above ground, +48 above ground in planes), Tumble +45.

Possessions +5 *scale mail*, +5 *triple flail* (epic; DC 34)

Demonic Fighter Yeenoghu is the fiercest demon warrior in the Abyss and gains bonus feats like a 33rd level fighter.

Summon Ghouls (Sp) CL 23rd

Summon Gnolls (Sp) CL 23rd

Summon Tanar'ri (Sp) CL 23rd

Almighty in Home Plane Hp 660, CL 23rd.



Zuggtmoy

LADY OF FUNGI, CR 29 (31 in home plane)

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

Init +8; **Senses:** darkvision 60ft.; tremor sense 240ft., true seeing; Listen +39, Spot +39

Languages Abyssal, Common, Terran; Telepathy 300ft.

AC 43, touch 13, flat-footed 39; **dodge** (-1 size, +4 Dex, +30 natural)

hp 560 (32HD); **DR** 20/cold iron, epic and good

Immune acid, electricity, plant traits

Resist cold 10, fire 10; **SR** 42

Fort +31, **Ref** +21, **Will** +25

Speed 20ft.(4sq), climb 20ft.

Melee 4 pseudopods +43 (2d6+11/19-20) and 2 claws +38 (1d6+5)

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

Base Atk +32; **Grp** +47

Combat Options Cleave, Combat expertise, Improved Disarm, Improved Trip, Power Attack, Improved Grab, Constrict 2d6+11

Special Actions engulf, *summon fungi, summon tanar'ri*

Spell-like Abilities (CL 23rd)

At will—*astral projection, blasphemy, contagion, deeper darkness, desecrate, detect good, detect law, detect thoughts, fly, greater dispel magic, greater teleport, plane shift, shapechange, telekinesis, unballow, unholy aura, unholy blight, wall of thorns*

3/day—*quicken contagion, polymorph any object (into fungi)*

only), symbol of death

1/day—*implosion*

1/week—*verdigris (epic)*

1/month—*verdigris tsunami (epic)*

Save DC 15 + spell level

Abilities Str 32, Dex 18, Con 36, Int 26, Wis 24, Cha 20

SQ plant traits, sporegate, tanar'ri traits

Feats Cleave, Combat Expertise, Dark Speech, Dodge, Improved Critical (Pseudopod), Improved Disarm, Improved Initiative, Improved trip, Power Attack, Quicken spell-like Ability (*contagion*)

Skills Bluff +37, Concentration +45, Diplomacy +37, Hide +32, Intimidate +37, Knowledge (arcana, dungeoneering, nature, religion, planes) +40, Listen +39, Move Silently +36, Search +40, Spellcraft +40 (+42 decipher spells on scrolls), Spot +39, Survival +39 (above ground +41, underground and in planes +43), Use Magic Device +37 (+39 scrolls).

Animate Fungi Zuggtmoy can animate mushrooms at will within 180ft. They immediately transform into violet fungi or phantom fungi as Zuggtmoy wishes (add fiendish template to these fungi and give them maximum Hit points). Zuggtmoy can control as many HD of fungi as twice her own HD at a time. This is a divine-like ability.

Constrict (Ex) 2d6+11

Engulf (Su)

Improved Grab (Ex)

Plant traits

Sporegate (Su)

Summon Fungi (Sp) CL 23rd

Summon tanar'ri (Sp) CL 23rd

Almighty in Home Plane: Hp 672, CL 23rd.

NEW FEAT

ALMIGHTY IN HOME PLANE

This new feat elevates the demon lords that benefit from it to divine rank 1 in all aspects save for CL (which is indicated in each demon lord's detailed stats above).

Prerequisites: This feat is the privilege of demon lords that rule over a layer of the Abyss. Other demon lords that do not rule over one of the 666 layers cannot benefit from this feat. (*for example, Graz'zt, demon lord ruler of Azzagrat, a demonic realm stretching over three layers of the Abyss, benefits from this feat, while his servant Verin, demon lord himself but ruler of no layer, doesn't benefit from it*). This partially explains the constant battles for rulership that rage in the abyssal planes.

Benefit: Demon lords with this feat have maximum HP while they reside in their home plane, the abyssal layer over which they rule. They can cast spells associated with their Domains at will (CL = Spell-like Abilities CL) and also benefit from the powers granted by their Domains like a cleric. This is a divine-like ability that is only effective in their Home Plane. Adjust the CR of demon lords by +2.

Table of contents

<i>Author's advice</i>	1
Baphomet	2
Dagon	2
Demogorgon	3
Fraz-Urbluu	4
Graz'zt	5
Juiblex	6
Kostchtchie	6
Malcanthet	7
Obox-ob	8
Orcus	9
Pale Night	9
Pazuzu	10
Yeenoghu	11
Zuggtmoy	11
New feat	12
<i>Almighty in Home Plane</i>	