

# DEVIL

Also Known As: Azagon, Horned Fiend, Scrann



**B**eware any man that doth proffer thee that which seemest grossly in thine favor. Shouldest he be of kindly heart, ye be like unto a robber for surely in taking so advantage of his ignorance you do steal his labor or goods. Having ministered my day's moral lesson, thinkest upon the alternative. Let the buyer beware, for the bauble you purchase may not be what thou believest.

A greater villain than the cheat does exist. He too doth offer what you desire. This may be rare items but may also be intangible desires of the heart such as fame, power, or the heart of a maiden. For these treasures he asks no coin. Rather he requests a minor service which in thine heart ye knowest to be iniquitous. Thou mightest think that such a venal sin is small price to pay for such a reward.

If thou havest good fortune, thine newfound patron may be but a ruthless criminal or scheming noble. All ye risk losing is thine life. Shouldest he be a devil, thou hast made the first footfall upon the road to eternal damnation.

Having become indebted to the fiend, he will leverage this influence to corrupt thine heart. Always he will offer the easy and effortless route. He will grow to know thine foibles and will ask from ye all that ye are willing to do but never more. In time, as ye bcome accustomed to these commodious gifts, the price will escalate but few then possess the will to resist. It is then that ye will comprehend that ye have volunteered to become its slave. What awaits is a fiery afterlife of torment. -☹

**I**n its natural form, a devil appears to be a muscular 7-foot tall humanoid with cloven-hoofed goat's legs and a sinuous barbed tail. Its skin tone is a deep reddish hue with auburn body hair. Their heads are not unlike those of humans – albeit with two vestigial horns and pointy ears. Devils are uniformly bald but may have bearded chins.

It is unlikely that devils will be encountered in their true form, for they possess the ability to take on the physical form of a human or humanoid. They are limited to one body for the duration of their mission on the Terraverse, so this is not to be confused with the far more mutable capabilities of a creature such as the changeling (*q.v.*).

Though powerful combatants, devils are far more than supernatural enforcers. Indeed, resorting to combat (especially

in their true form) is only a last resort and generally indicative of the fact that their mission has been fatally compromised.

### Combat/Tactics:

In their human or humanoid guise, devils assume a role that supports their wider aim. Clothing, gear and armaments will be selected to support this ruse. As such, it is difficult to precisely define the combat skills of any specific devil's humanoid form. In general, they utilize a standard weapon with a +13 Attack and +6 Damage bonus. Armor worn, if any, does not contribute to the devil's DR rating. Devils may feign injuries if necessary to support their cover story (perhaps creating an illusion of a gaping wound to bolster the ruse).

Devils are all magicians capable of producing a variety of magical effects.<sup>1</sup> The mere effect of engaging a devil in

### SIZE COMPARISON

Be not foolish in thinking you can reveal the presence of a devil by attempting to force any of whom you suspect duplicitousness to retreat before your divine icon. Even should they prove to be a devil in guise, such attempts will prove an utter failure until it has revealed its true nature. Worse yet, you will have revealed yourself to the beast and conceded to it the opportunity to react accordingly.



conversation carries the weight of a Charm spell, while their orders may carry the weight of the Command spell any time they desire. They may also cause anyone within 15 feet to *Panic* and can Teleport, read minds<sup>2</sup> (as with the *Mind Reading* spell) and create illusions at will. As denizens of Hell, they are immune to fire of all sorts regardless of intensity. Toxins and diseases have no effect as well. Only silvered and greater magical weapons may seriously injure them. They regenerate wounds at a rate of 1 hp/10 seconds unless holy water has been applied to the injury.

In their natural form, devils are formidable adversaries frequently wielding a wickedly barbed fork that inflicts 5d4p+6 damage. They may also sting with their venomous tail. This causes 2d4p damage but injects a paralytic toxin that persists for 2d12p hours unless a successful poison save (vs.  $d20p+13$ ) is made.

#### Habitat/Society:

Devils originate in Hell where they are but lesser servitors of extraordinarily powerful beings. In this setting they are most typically subalterns in the legions of evil, taskmasters or petty bureaucrats. They report to and execute the orders of more powerful and ruthless nefarious beings in the tightly controlled hierarchy.

#### On Tellene:

With few important responsibilities on their home plane yet possessed of intelligence, guile and determination to better their position, devils are often sent forth to Tellene to further the cause of subjugating all beings under the yoke of eternal tyranny. Infrequently, this takes the form of direct action wherein they assume command or act as advisors to evil armies (either human or humanoid) poised to conquer the lands of goodly folk.

More often, however, they insinuate themselves into society in order to corrupt the hearts and minds of these same people. They work assiduously to tempt people into wickedness by catering to their weaknesses – be it sloth, vice, greed or other.

Most devils have a miscellaneous skill or two at which they have Expert mastery or better. They employ these skills to tempt, goad or shame others into engaging in a contest, frequently offering a fantastic prize as an incentive. There's but one catch, and that's the forfeiture of one's immortal soul if defeated. Such skills may include Riddling, Oratory, Musician or other.

Folktales honor brash individuals who've beaten a devil at his own game. However, they are rare and fortunate persons. Devils rarely lose and their contracts are iron-clad.

Devils may also be summoned to Tellene by very powerful mages and bound by writ of magical law to perform some service. Devils despise such servitude and seek to abide only by the strictest literal interpretation of any commands in order to pervert their intent. At times, this may even involve a temporary alliance with morally opposed parties as a means to gain vengeance upon the mage.

## DEVIL

HIT POINTS:	27+7d8
SIZE/WEIGHT:	M/200 lbs.
TENACITY:	Fearless
INTELLIGENCE:	Smart
FATIGUE FACTOR:	n/a

SPEED	5	INIT	-3
ATTACK	+13	DMG REDUCTION	18*
DEFENSE	+8	by weapon +6	n/a
REACH	medium	DAMAGE	TOP SAVE

#### MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SPRINT:	25

#### SAVES

PHYSICAL:	+14
MENTAL:	+18
DODGE:	+12

**ATTACK:** Devils prefer deception and magic to physical combat; if forced into the latter, they attack with a barbed fork (5d4p+6 damage, 5' reach) plus a poisonous tail (2d4p damage plus save vs.  $d20p+13$  or paralyzed)

**SPECIAL DEFENSES:** immune to fire and poison.; regeneration  
\*Silvered/magic weapons reduce DR to 10

## GENERAL INFO

ACTIVITY CYCLE:	Any (always active)
NO. APPEARING:	1
% CHANCE IN LAIR:	nil
FREQUENCY:	Exotic
ALIGNMENT:	Lawful Evil
VISION TYPE:	Undead Sight
AWARENESS/SENSES:	Mind readers
HABITAT:	Any
DIET:	nil
ORGANIZATION:	Individuals (in the Terraverse), or brigade
CLIMATE/TERRAIN:	Any

## YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	skin may be used to inscribe a Protection from Devils scroll
HIDE/TROPHY:	nil
TREASURE:	jewelry (esp. relevant to special skill) ≥1000 sp
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	1313

<sup>1</sup> Devils are considered to be 13th level casters for saving throw purposes

<sup>2</sup> Devils must focus their attention to employ this power