

**Chapter 1 : Baldur's Gate (city) | MUD Wiki | FANDOM powered by Wikia**

*This all-new second edition of Demongate High includes more than demons, dozens of celestial and terrestrial beings, expanded rules, hundreds of new skills and powers, and everything you could want to know about the world of Demongate High.*

Edit The city takes its name from the great seafaring hero Balduran. He left the city again, presumably to return to Anchorome, but never returned. At the time, the growing town was controlled by local farmers who mercilessly taxed incoming shipments. The four eldest captains ruled the city together, and jokingly called themselves "dukes," which stuck. However, with Neverwinter being wiped out by a plague whether this Alliance still exists or not is uncertain. Additionally, the Knights of the Shield and the Knights of the Unicorn are both active in the city. Located in the Northeast corner of the Upper City. The Mermaid is renowned up and down the Sword Coast as a meeting place for those who wish to conduct illicit business. It is a noisy place frequently beset by brawls, and patrons either go in heavily armed groups or do not survive for long. Architecturally, the Mermaid is long, low, and gives every appearance of imminent collapse. It is surrounded on three sides by a tangle of stables, outbuildings, and enclosures. The establishment serves sea-ale, stout, light lager, and whisky. The Mermaid operates around the clock. An establishment similar to the Blushing Mermaid, but more popular with adventurers and independent operators than with the established organizations of the underworld. Patrons are expected to go armed and are responsible for their own safety. The building itself is two stories, large, and elegantly built, albeit somewhat dilapidated. The name derives from an unusual haunting: The singing is quiet, but can be heard quite clearly. It is most often described as both beautiful and mournful. The identity of the singer is unknown, but it is clear that her song is a lament for a lover lost at sea. No other music is permitted inside the Elfsong. The establishment serves virtually every kind of alcohol known, and is also known for its sandwiches, pickles, and fish. Located just south of the Blushing Mermaid in the Upper City. A small, two-story establishment. A three-masted ship moored on the northeast side of the harbor along Stormshore Street. Infamous as a den of drinking, gambling, prostitution, and the occasional murder. Patrons are advised to come armed with plenty of weapons and coin, and to leave their moral scruples on the dock. There are three lower decks currently in use by the establishment. Inns The Helm and Cloak: A high-end inn, boarding, and feasting establishment. Located in the Upper City, on Belltoll Street. The establishment is favored by wealthy locals as a fashionable place to dine and chat, and by wealthy travelers for its superb accommodations. An entire floor is devoted to long-term occupancy rooms. The Helm and Cloak is frequented by many powerful individuals, both from the city and afar. The decor is elegant while somehow managing to retain the best of informal good taste. It is rumored that hidden inside the inn are the helm and cloak of Balduran himself, but nobody has yet been able to find them. Apart from its food the establishment serves mead and cinnamon-spiced milk, but no beer of any sort. A quiet, high-end establishment, intended for quiet rest rather than revels. Located along the east wall of the Ducal Palace. Three stories tall and of middling size. Most of the walls are crammed with bookshelves, and most of its patrons spend the day in napping, reading, and low-stakes gambling. Most sounds are absorbed by the thick rugs and wall-hangings. Patrons are not permitted to carry weapons, and rowdiness is not permitted. The Three Old Kegs serves many varieties of wine. The Blade and Stars: Located in the Lower City, on Windspell Street. A middle-grade establishment named for its enchanted signboard, which was looted from a destroyed village in Amn at the end of an old trade war. It depicts a scimitar held by a human female hand, with enchanted twinkling stars drifting slowly around the blade on a black background. The inn itself is very long and tall, two stories in height. Decor is simple, clean and fairly new. The Blade and Stars is notable for its security, which is very effective at handling both thieves and disruptive patrons.

*The croaking demon, the groaning demon, the hissing demon, the howling demon, the roaring demon, the screaming demon, and the whispering demon, as well as two unique demons, Orcus and Demogorgon, appeared in the Immortal Rules set, in the DM's Guide to Immortals ().*

I expected much from this book, but I was somewhat disappointed. And some of the problems Steve White created for himself. The names drove me crazy. White creates dozens of odd names. They have too many verbs, or in some cases, too many consonants, and are unpronounceable. What is worse, many of the names are confusingly similar. For example, two brothers are named Khaaradh and Khaavorn. I kept leafing back to the previous chapter, trying to straighten out which was which. I will quote one sentence which can suggest to you how very awkward these names become: For another example, two of the most central evil characters in the book, a high priestess and the demon emperor, have highly similar names of about 10 letters and -- again -- I found it almost impossible to keep them straight. The place names are just as bad. This slew of clumsy names is just continual -- the chapters are salted with them. Or where they were! This was completely unnecessary, in my opinion. The demons were great! Steve White not only sprinkled the book with demons, but he created several orders of demons with different powers and appearance. The scenes where the characters battled the demons were very well executed and were real page-turners. These parts of the book show White at his best. Some of the magic users -- high priests and sorcerors -- were also excellently rendered. The female mages were both drop-dead beautiful and also very frightening. Some scenes in the book appeared to violate common sense. A good example -- Late in the evening before the great battle, the king gets this "brilliant idea" to defeat the demons. He asks one of his officers if the men can find some digging tools. In other words, soldiers with a few scrounged up shovels -- in a few hours and within sight of the enemy -- have excavated enough dirt to practically dig another Holland Tunnel. I mean, this borders on "nuts. A few great scenes, a few memorable wicked characters, and. I have to say it.

**Chapter 3 : Dragonsfoot - Adventure Modules**

*In 1st- and 2nd-edition Dungeons & Dragons, and by extension the Forgotten Realms, "cambion" was a term that meant the offspring of a demon (other than a succubus) and a human. In 3rd edition, it was a synonym for any half-fiend (according to the Monster Manual 3rd edition).*

I was no no exception. But these days the edition has a reputation for railroading and story focus, and many people hold it up as an example of bad design or at least bad GM advice. And this criticism is valid. But 2nd edition did some things very well. So lets not throw the baby out with the bathwater and dismiss everything that arose during the 2E era. Since attacks against it are directed at its spirit, I will be defending the less tangible aspects of 2E instead of defending its mechanics. The reason for this is it had much in common with 1st edition, many of the changes it introduced were already existing houserules or options, and I recently defended many of its key rules in my blog on unified mechanics. Clearly, second edition came from a time when story was prime. There was a sense in much of the game material in the late 80s and in the 90s that the GM was the author, the players his protagonists. This predates 2E with the Dragonlance modules and setting. However Dragonlance transitioned into 2E smoothly and many of its underlying assumptions carried into other second edition material. But RPGs are not books or movies. To achieve the kind of story TSR suggested, the DM needed to railroad, fudge and fiddle with player freedom. I just ran a bunch of 2E Ravenloft modules and there are plenty of instances where the writers suggest railroading or fudging for story purposes. They even suggest making key NPCs immune to death in combat. In some cases the modules are even structured into three acts with scenes. I readily admit this advice was bad. Not only does it work against the rules the designers themselves created but it gave people some whacky ideas about GMing. With that said I would argue that 1 GM advice is easy enough to overlook and 2 In the case of 2E it is worth overlooking because there is so much cool material. And oddly enough much of this material stems from their misguided focus on story. The one thing everyone generally agrees 2E got right is setting material. In the 90s we were literally buried by the volume of modules and supplements devoted to their numerous campaign settings. Plus there were numerous variations like Masque of the Red Death. Personally I gravitated toward Ravenloft and owned every book released for the Realm of Terror. These were, in my opinion, some of the best gaming books ever written. The Van Richten Guides inspired me as a GM, they showed me how monsters could be used creatively, how investigations and monster hunts might work, and they helped give me a micro-level appreciation of the Ravenloft setting. My games thrived in part because I read the entire line of Van Richten releases. As with setting, I believe one of the key reasons these books were made is because of the focus on story. Roleplaying and immersion is another area whre 2E like 1e before it excelled. They introduced non-weapon proficiencies, but these were unobtrusive enough that you still focused on what your character said and did rather than roll for social interactions. So when I went back to playing Ravenloft 2E, after years of Ravenloft 3E, I immediatly noticed the level of in-depth role play increase something I had remembered but chalked up to nostalgia. Because there was so much focus on worlds and interesting characters, I think the emphasis on role play was natural. Though 2E is attacked for some of its bad GM advice, it actually had one of the best DM supplement lines, the blue books. These were packed with great information on everything form mapping to player types. I still use many of the prop and mapping techniques discussed in Campaign Cartographer. It also had a whole line of green books for various historical settings. If you wanted to play a Roman game, there was a green book for that. There were books for these and much more. I could go on about the brown books and their kits, or 2Es naturalistic and historically grounded spirit, but that would lead to more talk of mechanics than is my goal, so I will close with praise for their modules. It is true, 2nd edition modules suffered a lot from the story focused railroading. But they alsonhad a lot going for them if you look past this and in practice I find it easy to do. These were solid because they provided lots of interesting setting material and mixed it fairly seamlessly with adventure and characters. I believe they called it a living adventure, and I still use that term to this day. This opened all kinds of doors for me as a GM, ultimately leading me to excel at character driven and investigative adventures. Both Feast of Goblins and Castles Forlorn had exciting

locations you could strip out and use as needed. A whole section of the module is devoted to it. But it also gives full descriptions of two towns Skald and Harmonia , a castle, a lair, a homestead and other places. Castle Forlorn Provides a much needed overview of the domain of Forlorn and a massive description and map of its castle. It was a non-linear adventure, more like a setting book with a bunch of hooks. So it had lots of backstory, characters, creatures, etc but not much in the way of linear adventure. So yes, too much emphasis on story, fudging and railroading were bad, but I think our memories get clouded by these recollections and we forget much of the good that came out of 2E. In my opinion, it was the greatest edition in terms of flavor and setting. And even though they were bogged down by the spirit of 90s, the modules themselves were often very good if you could look past some quirks.

**Chapter 4 : The Realm of Dungeons & Dragons: Demons & Devils**

*The idea of demons walking and living among human kind and some even trying to reign the world isn't that new. But coming along with the story and the way we are drawn into it, it all gets more and more intriguing A new series by one of my fave authors, Nicholas Bella.*

The very atmosphere of the sprawling city and its suburbs exists in a dream logic, where time seems to move differently, nostalgia reigns, and people hold outrageous religious ideas as gospel. Little wonder that L. The constant current of young stars and stars seeking entry into the golden gate of fame and fortune provides a multitude of opportunities to form Pacts with healthy young bodies, and the perfect Covers â€” Hollywood producers and directors â€” from which to pick and choose the cream of the crop. In Los Angeles, as in all places, the God-Machine has been at work. In this region, Machine has taken an approach that favors immediate utility over long-term elegance or functionality. An immense amount of Infrastructure has been built over the last hundred years, but most projects were to address an immediate need. Occasionally, this results in seismic disturbances, wildfires, cryptid attacks, mudslides, or other disasters. Even the two angels who have been active in the city almost continuously for the last 50 years are unsure. The Curator and the Machinist have been putting out fires, often literally, for decades. They receive the information that they need as they need it, and unquestioningly follow commands of the God-Machine. Sub Rosa The birth of Hollywood and the movie business marked a key point in developing the technologies of propaganda. Little wonder that the God-Machine was there from the start, along with the Free Council of Assemblies, the Panopticon Ministry and a vampire organization known as the Carthian Movement. Behind this shallow spectacle, churn the gears of occult influences. With the advent of the Internet and video gaming in the late twentieth and early twenty-first centuries, the locus of American dreams has seemingly moved elsewhere, making the greater L. The angels are still here in Hollywood, but there are fewer of them. Demons came early to Hollywood to exploit its potential for Covers, Pacts, infiltration and sabotage. For instance, The Wizard of Oz was not a huge success when it was first released. It only gained its hold on the hearts and minds of a generation once it began playing on television. The end result is a deep cynicism about politics and an inability to change anything. Los Angeles is more than just Hollywood, of course. Other parts of the city have also had a huge impact on the national psyche by way of entertainment. More than one demon has tried to claim credit for the west coast rap scene; although those demons also have to admit that corporations free from demonic influence have sponsored the acts that have had the biggest global impact. Is this cultural appropriation on an industrial scale a program of the God-Machine, or are human beings just becoming sufficiently advanced to look like it? The puzzle of Los Angeles and its complex cultural and subcultural makeup has drawn many Inquisitors over the years How does mass entertainment seed the behaviors desired by the God-Machine? How does the God-Machine plan out the intricate chains of causality that turn a piece of schlock filmmaking into a template for a complacent population? The romance of L. The place is thick with them: Hollywood producers, rap stars, YouTube sketch groups â€” anyone who builds an entourage and millions of fans. Although Shirley Castle eventually chose her own successors and passed away, every single one of them has been a Cover identity of the Psychopomp who calls herself among demons the Starchild. He did not fully understand these and mistook them for Arcturan space transmissions. The Starchild has spent years wrestling with the recordings of these visions, trying to interpret them and figure out how they pertain to local Infrastructure. Her demon allies use her gleanings to identify and sabotage a number of angelic operations. The Arcturans believe that L. If they can decipher it, they can hijack it for their own ends. Their aim is to supplant the God-Machine. The Moguls Perhaps the most temporally ambitious demons in L. They tend to be mostly Tempters, many of whom are also Messengers. They have huge portfolios of Pacts and Covers waiting for them in case they are found out. Cannes They each follow their own individual goals, working together only to combat common enemies or resistance to their collective power. They often clash with one another, especially when their pet projects are at odds. But when angels are on the move or key Infrastructure is identified, grudges are put aside to deal with the more important threat. An honor code among them demands that when one of them has to forego her

Cover and replace it with a new identity, her empire still remains in her hands. The Bradbury Building D. That however, is only its public front. Its real goal is identifying Infrastructure and selling that information to demons in a position to do something about it, such as sabotage or infiltration. Most of its detectives are humans who believe they are being hired to spy on Hollywood stars or to collect blackmail on executives. Their demon bosses "mostly Inquisitors" then sift through their findings and flag whatever catches their eye, whatever stinks of the God-Machine. Still, its demon owners feel it is necessary. So many false leads and dead-ends, and yet, sometimes, pay dirt: Still, it has happened. The former offices were destroyed when an angel, pretending to be a freelance demon, traced back his employers. The firm changed its name to its present D. These stories actually record the weird capabilities of hot rods made from discarded Infrastructure: These are usually one-use vehicles. It should come as no surprise that most of the Freaks are Psychopomps and Destroyers. Notable Personalities The Pool Man: An angel disguised as a pool cleaner to the stars, he dutifully and diligently cleans the pools of actors, producers, rock stars, and studio execs, although they all ignore him. She sometimes shows up just in time to save a demon from an angel, but has also attracted angels at inconvenient times for those demons she interacts with. This unnerving entity was once an angel but was somehow left behind when an operation reached its completion in the s. Not Fallen, he simply remains, discarded, forgotten by the God-Machine an Exile , and trapped in the Cover role he once played, a silent film star. He cannot speak, he wears a s style suit, and his face is covered in white pancake makeup. He still tries to sabotage demons, but cannot summon help from angels. A demon once realized that damaging or trying to destroy the Silent draws the attention of angels although they ignore the Silent , so word has gotten out: Some have speculated that loneliness drives the Silent, and that just the right amount of attention at just the right time might be enough to make him Fall. That means she can be hired freelance by just about any demon to help them in dangerous situations. Her risky lifestyle enhances her sense of being alive, of her disconnection from the damnable Machine, but to keep that going, she now has to keep chasing the next high of near-death experiences. Locations 4 Clover Lanes An old bowling alley that serves as a watering hole and meeting place for independent demons. There are much higher-class bowling lanes than the 4 Clover, but few with as much nostalgic flavor. It is a relic from the s, not a recreation. It still slowly leaks Aether, so there is always the danger of angels coming back to reclaim it, but that risk attracts the particular kind of demonic clientele who hang out here, looking for a righteous fight. Chupacabra A trendy nightclub with a seedy atmosphere "the spiritual heir to the Viper Room and can also be found on the Sunset Strip. Recording artists and movie stars mix with L. Since the year , a brood of Beasts has come and gone for periods of time, staking it as their hang-out. Thus far, the demons have made themselves scarce when they appear. This house on N. So, just what is this place? A glitch in reality? The Lesser Wall of L. A counterpoint to the Great Wall of L. The Lesser Wall is an urban legend, with most people who mention it never exactly sure where it is. It seems to change locations, sometimes in a dry culvert of the L. Its murals change with each appearance, and demons believe they convey coded messages about God-Machine Infrastructure and operations. Some have opined that it is the work of urban spirits, trying to warn others about God-Machine infiltration, and one demon even claimed it is a rogue intelligence created by the God-Machine but never released into the world; it has nonetheless figured out a way to bleed its code into reality. Wilson Antenna Farm although aging "Infrastructure. Either the broadcasts or the antennae array itself are important to the Machine, and an angel called Gnomon is on constant guard to ensure no malefactor tries to interfere with the flow of communications. There are conflicting demonic urban legends about the antennae farm. Some say that the farm is somehow tied into a global communications Infrastructure and that a successful hack here could affect worldwide operations. Others say that, with the rise of the Internet and satellite communications, these old broadcast arrays are nearly irrelevant. And yet, the angel remains. Is he just biding time, waiting for a new mission elsewhere, or is there still a purpose at play amidst the antennae and microwave transmitters?

### Chapter 5 : Iron Passage - Dark Souls II Wiki Guide - IGN

*DEMON'S GATE is a delightful merging of horror elements inside a classic style sorcery fantasy tale that hooks the audience from the moment the wizened old man intercepts his former student. The plot moves at a fast-pace with action and adventure at every turn of the page.*

The list is on the one hand almost brutally unambiguous: There are precisely nineteen genders. On the other hand, every entry here raises new questions: Why is being imprisoned a gender? Are there 46 missing genders? What happened to them? Amazingly, Beamdog made its chief technology officer, Scott Brooks, available for this. For instance, creatures having no gender include shadows, fungi, gibbering moutherers, oozes, and the shambling mound. A helmed horror also has no gender, but a hook horror can be male or female. The most ink that this edition spends on either sex or gender is this defensive qualification: Centuries of use have neutered the male pronoun. In written material it is clear, concise, and familiar. Brooks explained that the Infinity Engine can search more efficiently for creatures in the game who are summoned by, e. OK, but why list it with genders? And you can tell that this is really a fantasy world because it is literally impossible to be both unimportant and male. In a lot of cases, the Technical Designer would have to pick some value from a list, and may not do it consistently. Only one question remained, to my mind: According to the lore, Balduran died many years before, and left behind mostly just a sick gate. Does being a demon supplant being a man? It is probably, I think, better not to assume. With special thanks to dungeon master Claire Hummel and true neutral wizard Ben Burbank.

*Mouse Guard (2nd Edition) Maze of the Blue Medusa. Tales from the Loop. If this is true, the Demon Gate has opened, and it will take more than just heroes to stop it.*

The quasit, a frequent servant of demons, also first appeared in the original Monster Manual. The demoness Zugtmoy first appeared and played a major role in the Temple of Elemental Evil module "Codex of the Immortals" Monsters", featured statistics for Miska the Wolf-Spider and the Queen of Chaos, along with the spider-fiends: The celebrilith appeared in the Expanded Psionics Handbook. Hordes of the Abyss includes new content for demons and inhabitants of the Abyss, including the armanite, the bar-Igura, the broodswarm, the bulezau, the chasme, the dybbuk, the ekolid, the goristro, the guecubu, the lilitu, the mane, the molydeus, the juvenile nabassu and the mature nabassu, the rutterkin, the sibriex, and the yochlol. The oculus demon, the cambion and the baron or marquis cambion appeared in Expedition to the Demonweb Pits. Orcus is the only demon lord detailed in the Monster Manual. A thematic change to demons in this edition is that many demons were originally elementals of some sort, warped and corrupted by the Abyss. All demons have the "elemental" creature origin, as the Abyss is located within the Elemental Chaos. Yeenoghu is fully detailed in the online version of Dragon, in issue June in the "Demonomicon of Iggwilv" feature, [41] which includes his exarch Nezrebe, gnoll pack leader Zaiden, and the crocotta. The dretch and several other demons appeared in the fourth edition Monster Manual 2, which also featured Demogorgon and Dagon. The Demonomicon supplement, released in , includes the armanite, bulezau, ferrolith, incubus succubi are devils in this edition, nabassu, piscodemon, sibriex, and many others. Eldritch Wizardry in Some types of demons were not given species names, but were rather referred to as "Type I" through "Type VI" demons, although the succubus was named. Third edition[ edit ] The terms "devil" and "demon" were restored with the release of Dungeons and Dragons 3rd Edition ruleset. In Third Edition there were three known subtypes of demon: Obyrith[ edit ] The obyrihs are so ancient that they predate mortal life, and even the gods. They rarely have a humanoid shape, and some say that just looking at an obyrihs can drive a mortal insane. Their great age and apparent ability to instill insanity at a glance are strong hints at some relation with the Great Old Ones created by H. A few types of remaining obyrihs are draudnu, ekolids, laghathti, sibriexes, and uzollru. Some obyrihs lords have evolved over time to take on more recognizable shapes, such as Pazuzu or Pale Night. Several others were slain by the Queen of Chaos for refusing to join her army when she attempted genocide against the Wind Dukes of Aaqa. At first, ekolids resemble the union of an ant, a scorpion and a spider, but their real fiendish shape cannot be compared to any other creature. Ekolids are driven by the need to reproduce. During any battle, using their supernatural speed, they constantly try to implant eggs in their enemies. Ekolids are rarely found in groups, except on Zionyn rd layer of the Abyss, where they live at the service of Obox-ob. Laghathti resemble oily black octopi. Uzollru resemble massive aquatic centipedes, with fins rather than legs, and a head sporting a single red eye ringed by feeding tentacles. They primarily serve the demon prince Dagon in his realm of Shadowsea. According to the Demonomicon, the Obyrihs lived in a different reality, one destroyed by their evil. With their realm in ruins, the surviving Obyrihs created a shard of pure evil and pushed it through the fabric of reality, where it was ultimately found by the god Tharizdun. He plunged it into the Elemental Chaos, creating the Abyss, and a great war erupted between the primordials, Tharizdun, and the Obyrihs. There are 12 Obyrihs remaining in existence, each one a demon lord ruling their own layer. They are secretly allied with each other, but they continue to war with each other constantly to disguise their true natures and their alliance. Of the 12, there are only a few known Obyrihs, although only the most ancient, powerful, and knowledgeable demon lords truly understand what the title actually means. The only demon lord openly acknowledged as an Obyrihs is Dagon, the abyssal lord allied with Demogorgon. Their leader is the Queen of Chaos, who led them eons ago before being defeated and retreating to her realm, the Steaming Fens, 14th layer of the Abyss. She has not been seen since by any other demon lord, although the Obyrihs are said to meet secretly at the start of each millennial cycle with her in the Great Ziggurat of Oth-Magurloth on the Plane of a Thousand Portals, the first layer of the Abyss. Their choice of a meeting location lead many to suspect

correctly that Pazuzu, who rules that layer, is also an Obyrith. It is said that the tower holds within it the Well of Entropy, the only portal to the ruins of the former realm of the Obyriths. Deep within the Abyss lies the Tumulus of Abhorrence, burial mound of the dead demon lord known as Asima the Unanticipated. The mound is protected by powerful demons and nothing has ever breached the outer walls. It is said that if anybody is able to fight their way into the burial chamber, they will find not only great treasure, but a mosaic revealing the identities of the 12 Obyriths. Although there are several exceptions, they usually have a basic humanoid form. Adaru, alkilith, alu-fiend, anzu, armanite, arrow demon, babau, balor, bar-Igura, bulezau, cambion, cerebrilith, chasme, dretch, gadacro, glabrezu, goristro, hezrou, incubus, jarilith, jovoc, kastighur, kelvezu, klurichir, mane, marilith, maurezhi, molydeus, myrmyxicus, nabassu, nalfeshnee, orlath, palrethee, rutterkin, skurchur, solamith, sorrowsworn, succubus, turagathshnee, uridezu, vathugu, vrock, and yochlol. Even among demons there are those that disgust and terrify; the alkilith is one of these. A shapeless horror used by demon lords for missions in regions most other demons would hesitate to venture into, the alkilith is despised and feared by most other demons. Alkiliths thrive in the foulest and most inhospitable places in the Abyss. They are pollution and corruption made sentient and hatefully alive. Many alkiliths serve the demon lord Juiblex. Armanites compose the heavy cavalry of the army of The Abyss. They resemble fiendish centaurs covered by a full plate armor. They are fierce enemies in battle and their charges are deeply feared. On the layers of the Abyss they usually wander in groups guided by a chief called knecht or pathwarden. Because of their unusual discipline, they are often employed by powerful abyssal lords as mercenaries. Most armanites come from the Plains of Gallenshu th layer of the Abyss; on this layer there are 24 cities of armanites, each ruled by an armanite called konsul. They rule vast regions of the Abyssal oceans from floating citadels made of millions of tons of fish skeletons and razor-sharp shells and coral. Many myrmyxicuses spend ages looking for ways to transport their floating citadels into the seas of other Abyssal layers or even other planes to expand their enslaved empires. Rutterkin are deformed demons created by the union of manes. Disdained by other demons, they serve as infantry in the armies of the Abyss. When not on active service, they usually wander in groups on the infinite layers of the Abyss, bullying any weaker creatures they encounter. As a result, no lounara has become powerful enough to be recognized as a demon lord. Lounara are usually immaterial or invisible demons that are more like ghosts or undead than demons. All lounara can possess living creatures. Known types of lounara include: A Dybbuk resembles a jellyfish with a simply sketched human face. Dybbuks are incorporeal creatures and so they do not have a specific physical form. Dybbuks are lonely creatures, and can be found in groups only where there are many corpses to possess, such as on a recent battlefield. They tend to avoid undead, because already-animated bodies are of no use to them. A Guecubu resembles a mass of vapor, and is born from dreamstuff tainted by evil. Guecubus can possess and control the body of sleeping humanoids. Sometimes the guecubu will conceal its actions even from the victim, letting them believe that they are cursed or jinxed. Guecubus believe that killings form some sort of pattern, and enough spilled blood will eventually reveal the meaning of creation in this pattern. They rarely form groups with other guecubus, preferring to remain hidden and anonymous. However, many of them can be found in the Dreaming Gulf th layer of the Abyss, where they are created spontaneously from the raw, churning chaos of dreams. Other demons[ edit ] Not all known demons fit into one of the above races. Such non-typed demons include: Abyssal eviscerator, abyssal maw, abyssal ravager, abyssal skulker, ankashar, artaaglith, bebilith, blood fiend, carnage demon, deathdrinker, ghour, lilitu, nashrou, ostego "death demon", quasit, retriever, shadow demon, skulvyn, soul demon, wastrilith, whisper demon, and zovvut. Elemental demons also exist, beings spawned from the broken souls of Blood War casualties and resembling the elemental material that spawned them. They are described as "living engines of destruction" and said to have no desire for structure or order unlike Devils who live a very ordered, though evil, existence. Demons harbor no secret goals and have no need for subterfuge. They live for the express purpose of destroying everything, until they die and are reborn once again in The Abyss, a maelstrom of elemental evil harbored deep within the Elemental Chaos. Where devils are endlessly ambitious, sneaky, and set in a highly structured hierarchy of the Nine Hells, demons care for nothing but destruction of the entire universe and live in a chaotic realm known as The Abyss. All demons are classified as elementals, albeit ones corrupted by The Abyss. Many of the demon lords were

formerly god-like elementals known as primordials. The obyriths were introduced into Dungeons and Dragons 4th Edition in the Demonomicon supplement as refugees from a reality that they themselves brought to an end. They are twelve in number, and only the demon lords Obox-Ob, Dagon, and the Queen of Chaos are explicitly stated as being obyriths. Other demon lords are mentioned as possibly being among their number, including Pazuzu. Birth of the Abyss[ edit ] The Abyss was created by the god Tharizdun [51] as he sought a source of great power. What he found was a small shard of pure evil. Touching the shard drove him mad and he planted it in the deepest reaches of the Elemental Chaos where it warped into a realm of malevolence that separates it from the normally untamed Elemental Chaos. The Demonomicon supplement greatly expands upon this story, revealing that the twelve obyriths were the ones who created the shard that Tharizdun found. They used the shard to create a portal from their doomed reality to the newly formed Abyss. Once there, the obyriths fought the new demon lords born along with The Abyss for possession of the shard. This battle took place in the first layer of The Abyss, the Plain of a Thousand Portals, but during the battle a massive fissure appeared in the ground. The shard eventually fell into this fissure, called the Blood Rift, and began its work of creating the endless layers of The Abyss as the Rift grows perpetually deeper. Types[ edit ] These are the types of demons listed in the 4th Edition Monster Manual. Balors are powerful demons.

**Chapter 7 : Demon (Dungeons & Dragons) - Wikipedia**

*The Darkest Gate is a gritty urban fantasy novel of 85, words featuring good guys gone bad, spider-demons the size of cars, and more action than you can shake a sword at. This series shouldn't be read out of order.*

He appears on the cover of the Monster Manual 2 and is included within. Demogorgon appears in R. Archmage Gromph Baenre is deceived into summoning Demogorgon into Menzoberranzan. Demogorgon appears in the second novel in the series, Maestro. Physical description[ edit ] Demogorgon appears as an foot-tall 5. Two mandrill heads sprout from his twin snake-like necks, and his arms end in long tentacles. His two heads have individual minds, called Aameul the left head and Hethradiah the right head. According to kopru legends, Demogorgon has two mothers, which account for his twin personas. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, and his thick tail is forked. His appearance testifies to his command of cold-blooded things such as serpents, reptiles, and octopodes. In the 3E sourcebook Book of Vile Darkness , he is described and depicted as having hyena heads instead of mandrill heads. His whip-like tail has the ability to drain the life energy right out of a living foe. His tentacles cause living creatures to rot away, as if by some sort of rapid leprosy. Because each head is a separate personality that each controls his body, Demogorgon may act twice as often during combat as he should be able to. In 4th Edition, the book The Plane Above: Eons ago, Demogorgon, Orcus , and the demon lord Rimmon united to enter the Astral Sea and invade the divine dominion of Kalandurren, home of the god Amoth. Amoth slew Rimmon and nearly cut Demogorgon in half before Orcus killed him. The wound resulted in Demogorgon having two heads. Relationships[ edit ] His title as Prince of Demons is contested and somewhat misleading in that in the chaos of the Abyss there are no official titles and positions. He holds this title through sheer power and the fact no other demon has been able to prove themselves his superior and wrest the name from him. The hatred between Orcus and Demogorgon is legendary. Some of his allies include the Succubus Queen Malcanthet ; the currently imprisoned Shami-Amourae was his former consort. According to WG7 he has a son with a mortal woman, the cambion Drumorg. Demogorgon and the ancient and powerful obyrith Dagon have a sort of alliance. Demogorgon often travels to the domain of the elder demon lord to speak to him and try to gain knowledge and secrets from him or seek his vast wisdom for counsel. This is a layer consisting of a great sea of briny water broken by tall, sharp, ugly, rocky prominences rising out of the endless murky water into a sky of yellow mist. The two towers are linked by a bridge near the top. Beneath the fortress are reefs and caverns where aboleths , kraken and ixitxachitl dwell, constantly warring with each other and worshipping Demogorgon in his palace above. His towers are said to extend so far beneath the sea that they connect to the layer beneath him where he speaks with the obyrith lord Dagon. The only significant landmass of the layer is a vast jungle-covered continent. He is worshiped not only by evil humans, but also by the intelligent rays known as ixitxachitl. Cultists of Demogorgon who are not already demons are often among the most mentally disturbed members of their races. The story describes Tasselhoff Burrfoot inadvertently defeating an evil wizard who had temporarily placed Demogorgon under his power. Shadows of Amn , it is possible to make a sacrifice to Demogorgon, thus summoning a number of hostile demons. The character communicates primarily by forcing the player character to experience visions and emotions and has very little dialogue compared to most other bosses. He speaks only once upon being challenged to battle; his single spoken line is performed by Jim Cummings. NetHack[ edit ] In the game NetHack , Demogorgon wields a combination of stunning, poisoning, disease, and damage attacks. He is infamously the most powerful monster in the game. However, he does not have a fixed place in the game, and is generally only seen when other major demons summon him a small probability per turn.

**Chapter 8 : Chosen: Episode One (The Demon Gate, #1) by Nicholas Bella**

*In the Dungeons & Dragons fantasy role-playing game, Demogorgon is a powerful demon www.nxgvision.com is known as the Prince of Demons, a self-proclaimed title he holds by virtue of his power and influence, which, in turn, is a title acknowledged by both mortals and his fellow demons.*

You can reach me at: I figure that now is a good time to jump in and get a good look at them so we can be fully prepared for Rage of Demons! The point of this is to collect all of the lore in one place so that when you use Yeenoghu, you will know all of the basic concepts and you can pick and choose what fits your game. There are a few fun tidbits about the creation of the demon lord. Frank Mentzer says that there was this newsletter that TSR would publish, just for the employees. James of grognardia relates an amusing urban legend that ultimately turned out to be false: The story goes that players in the Greyhawk campaign, having run afoul of one too many demon lords and archdevils whom they accidentally summoned by speaking their names aloud, got into the practice of using circumlocutions to avoid repeating past mistakes. One such circumlocution was "You-Know-Who. He wields a triple flail made from the bones of a slain god. He lives in a palace on wheels pulled by slaves. For a time, he was allied with Doresain, King of Ghouls. Yeenoghu hates Malcanthet and Baphomet. He has dead grey skin and his body hair is " He receives homage from the king of ghouls which is Doresain, ally of Orcus, as far as I know , so he has the power to summon ghouls, too. He can see into the astral and ethereal planes. He has a triple-headed flail with chains of adamantite. When he attacks with it, you roll to hit for each of the three spiked balls. Each ball does something different: Make a saving throw or be paralyzed. Save or be confused, as per the spell. Dragon Magazine 63 Gary Gygax wrote an article about how Yeenoghu created a special form of undead, called the Shoosivas. The most powerful gnoll shamans have an amulet that can summon a shoosuva for aid. It appears as a huge, emaciated hyenadon, glowing with yellow light. Those bit by it are paralyzed. Manual of the Planes Yeenoghu gets a blurb in the section on the Abyss. It rolls across the barren salt-waste of his layers, pulled by slaves and controlled by gnolls. Those old blue DM books are my favorite things to flip through to this day. Yeenoghu dwells in " Gorellik wanders Pandemonium and the Abyss, sometimes in the form of " The second ball now causes fear instead of paralysis. He is the patron of all gnolls and commands ghouls through the subjugation of the King of the Ghouls. He is bestial and straightforward, more likely to charge into melee rather than trying anything subtle. Malcanthet, Queen of Succubi is a hated enemy. He periodically attacks her realm, but is always repelled. Yeenoghu is in eternal war with Baphomet. Nobody remembers why the war started, but it continues to rage. We get details on how Yeenoghu conquered the ghouls. Doresain, King of Ghouls, was a vassal of Orcus. He had his own layer of the Abyss, which Yeenoghu invaded and conquered. Doresain swore fealty to Yeenoghu. It was once a desert dotted with ruined cities, ruled by a fallen angel named Azael who was chained to a plaza. Then a god-killer known as Ma Yuan showed up and killed him. Yeenoghu lives in a mansion that is pulled through the layer by thousands of kidnapped slaves. Once per year, the palace takes a trip around the layer. The shore where Bechard, the demon lord a rotting whale lies beached. Bechard is one of the obyriths, the ancient race of demons that existed before he demons and devils. He resembles a knotty beached whale, and is incapable of movement. He constantly bakes in the sun and he is very slowly dying. Bechard can barely speak, even telepathically. A yellow ocean that prisoners escape to. Cannibal pirates sail these seas. A grassland full of deadly plants, poisonous water and carnivorous beasts. As such, these mountains are full of ghouls and maurezhi. A vast forest of yellow trees. A circular portal that allows access to various worlds. This is where slaves are brought through. When used, the flail sprays blood and tears of the fallen deity. In 4e, it is said that Yeenoghu was once a primordial. He was transformed by the Chained God who lurks at the bottom of the Abyss. Nezebe, Exarch of Yeenoghu: Nezebe is an albino gnoll that stands 9 feet tall who wields a magic sword called Winnower. He suffers from a disease that causes him to cough up bloody chunks of his lungs. Nezebe hates elves, and hunts them. He has a special chamber set aside for torturing elves. A staging ground to mount expeditions into The Seeping Woods. A place where creatures of all races mine the mountains for iron and metals. Corpses litter the streets, which are devoured by roaming

jackals and hyenas. Followers gather here to perform ceremonies. I guess they figured the Dragon article covered most of the bases.

**Chapter 9 : The Techgnostic Psychonaut: [Mage: The Awakening 2nd Ed] Demons in LA: The Dream Fact**

*Elemental Level is the 2nd level of Watcher's Keep. Guide As soon as you arrive on the Elemental Level, the Chromatic Demon will speak to you. It will agree to open the portal to the next level, if you free it from its prison.*