

The Demonic Menagerie of Pazuzu by M. F. Getridge

A mysterious portal has appeared in an inhabited area. Its arrival has eradicated a large village. The local government is looking for adventurers to investigate. A huge mound of earth sits where a large village once stood. A strange black portal stands quiet ominously flanked by two huge stone reliefs of incredible horror. The portal emanates an aura of elemental and planar magic. Swallowing anyone that enters, the exit disappears; there is no light source. Inside is a long corridor. The floors are smooth polished stone the walls rough and jagged pocked by hundreds of small tunnels.

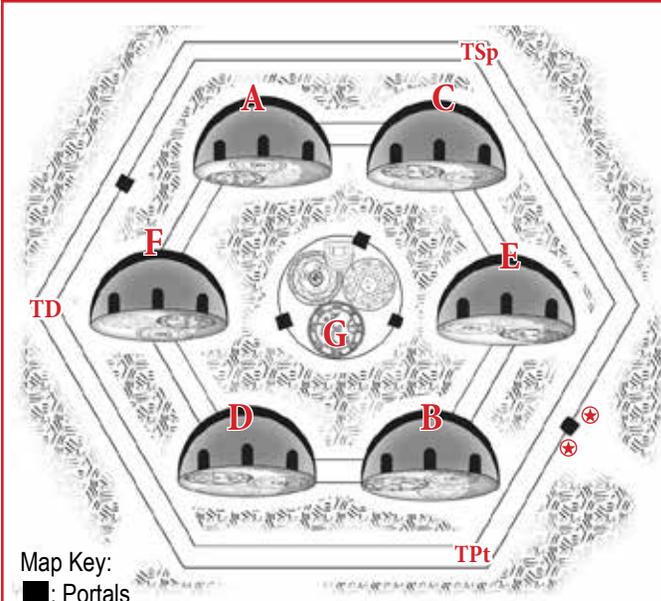
On the far side of the hexagonal corridor is another black portal. Above it a magic mouth speaks, "Those that enter without the knowledge of True Names will be doomed to the belly of the Beast."

This structure was created by a powerful servant of Pazuzu. It is designed to allow Pazuzu to travel to the Prime Material Plane. It is made from a piece of the Elemental Plane of Earth; within are seven chambers. There are five magic circles in each chamber and are active and apply to anyone inside the circle. Each room is a giant hemisphere with a 40' radius. The only light source is from the five magical circles. The fifth circle in every room is the "keystone circle" tying the rest together to work in unison. A powerful circle master can utilize the powers of all the circles no matter where they stand. Each room has three portals evenly placed in the walls.

A single word in Infernal script is above each portal. Two of the words are locations and the third is the true name of the demon occupying the room. This portal will allow the user to pass into a corridor that leads to the next chamber. Captive demons/devils cannot see portals or script. Using a portal with a location name will transport user to locations in the description of each demon and a relevant saving throw is required.

Derroes use portions of the earth element is a lair. These corrupted half-dwarfs travel through a honeycomb of makeshift passages in search of food and sacrifices. They do not have access to the chambers, using the corridors to ambush victims. The outer corridor has traps used isolate victims. With various magical items they are able to distinguish between good/evil heroes, dragging them away through the tunnels in the walls. Evil heroes are prepared to be eaten. Good aligned heroes are sacrificed to Pazuzu.

Pazuzu is in search of heroic adventurers to corrupt and use them as agents of chaos. This structure is used to travel and find the strongest hero and bend them to his will. Pazuzu is not the typical demon prince, he has a sense of humor and has been known to reward cleverness. He does this by doing favors and expecting payment through actions typically causing some unrest or problems elsewhere. Captured heroes may be given the option to be eaten or perform a quest for Pazuzu.*



Map Key:

- : Portals
- ⊕ : Stone Statues

- TD: Deadfall Trap (sprung, derroes are resetting)
- TPt: Trap Portcullis, falls in middle of group blocking path
- TSp: Spear trap spears fire from walls blocking path

Random Encounter: 1 in 6
Derro #Appr: 2d10+10 **AC:** (Var. based on def. magic items) 16-24
HD: Savant: 8 Student: 7 Warrior: 4
Dmg/Att: Hook-fauchard 1d4+2 (25% of pulling Man-sized or smaller opponents down) **Weakness:** Small, Sunlight **SpAb:** Savants and students can cast spells as 8th level spell caster **Equipment:** Various miscellaneous magic items rings of protection, brooch of shielding, amulets know alignment, cloaks of protection, etc... magic bonuses of up to +3.

Additional Notes:
 • Use standard demon abilities from preferred system in addition to these powers: **Gate; Teleport (No Error); Darkness; Infravision**
 • All circles created by 25th level circle master
 • Between each chamber is a corridor (roll for random encounter) ending in a portal to the next chamber.
Additional Information: <http://www.deliriumsrealm.com/demons/>

A. Nybbas is high ranking demon; imprisoned for blasphemy. In the circle of demons he is regarded as a buffoon and charlatan, but not to be underestimated.
AC: 22 **HD:** 13+14 **Dmg/Att:** 1-8+3/1-8+3 **Class/Lvl:** Ftr: 13 Thf: 20 MU/ Illu: 20/25 **Weakness:** Essentialism; Dragon Skull, Delusional, Insane, Greedy **SpAb:** Illusion Master, Circle Novice
Major Circle: Passion;
Minor Circles: Protection from Magic (Simple); Control Gravity; Command
Locations: Nearest Jungle save vs. polymorph, or turn into a poisonous tree snake. Nearest swamp, save vs. death ray or turn into a giant toad.

D. Ukobach: is of the lesser order of demons and is being tortured by Pazuzu for sheer entertainment. Normally he is used to feed oil into the furnaces of hell to continue their fiery wrath.
AC: 24 **HD:** 10 **Dmg/Att:** 4-7/4-7 or 2 Oil Attacks **Class/Lvl:** Ftr: 12 Thf: 10 MU/Clr: 8/5 **Weakness:** Spastic; Cold; Claustrophobic **SpAb:** Impervious to fire; Create fire; Create Oil; Burning oil Range 3 Dmg 1-6 ongoing
Major Circle: Control Temperature (Cold)
Minor Circles: Protection from Cold; Illusion (Furnace); Sedate
Location: Nearest magma flow, save vs. petrify, or become a rodent. Nearest volcano, save vs. petrify or become an onyx statue.

B. Rahovart is the paymaster of Hell. He shorted Pazuzu in the last war with the remaining obyrith. Rahovart carries a basket that contains the souls of the curmudgeon's victims in death.
AC: 26 **HD:** 16 **Dmg/Att:** 4-15 **Class/Lvl:** Ftr: 20 Thf: 15 Clr/Drd: 15/25 **Weakness:** Greedy, Lecherous, Habit: Smokes
SpAb: Steal Soul: Gathers souls in his basket; Huge 20' tall; Critical Hits automatically steals from victim.
Major Circle: Illusion (Filled with treasures unable to gather)
Minor Circles: Enfeeblement; Power; Insanity
Locations: Nearest Bazaar save vs. Wands, or turn into a mannequin. Nearest agricultural development, save vs. Rods or become a basket.

E. Lix Tetrax is a demon of the winds. Pazuzu has her held for use in the future. She is a powerful demon with the power over the winds and healing. If anyone invokes the three names 'Baltala, Thallal, Melchal,' she will be compelled to heal them.
AC: 28 **HD:** 10 **Dmg/Att:** 4-15 **Class/Lvl:** Ftr: 12 Thf: 8 MU/Clr: 15/25 **Weakness:** Berserk; Delusional; Clueless **SpAb:** Control Wind, All wind elemental spells, all healing/necrotic spells
Major Circle: Protection from Element Air
Minor Circles: Control Wind; Force Barrier; Passion
Location: Nearest arid landscape save vs. polymorph, or turn into a owl. Nearest mountain peak, save vs. Paralyze or become a condor.

C. Lamolon is a servant of Beelzebub. She is imprisoned on orders of the Queen. She appears as an angelic figure with golden skin and eyes glowing so bright blocking her face. She is associated with pestilence and kills any plant she trods over.
AC: 26 **HD:** 13 **Dmg/Att:** 1-8+3/1-8+3 **Class/Lvl:** Ftr: 16 MU/Clr: 15/13 **Weakness:** Arrogant, Narcissist **SpAb:** Big 10' tall, Fly /12", Create illusion (Level 12), Circle Initiate
Major Circle: Create illusion
Minor Circles: Power Leech; Summon Plant; Protection from Illusions
Location: Densely populated hamlet, save vs. Spells, or become a flea infested dog. Nearest densely populated city, save vs. spells, or become a disease infected flea.

F. Mastema is the tempter of the good. Pazuzu has imprisoned Mastema for destroying a prized servant. Though he is a descendent of the ancient fallen angels he still maintains great powers. He is likely to offer some temptation (sinful) to heroes in order to turn them in as accused to their respective gods.
AC: 30 **HD:** 20 **Dmg/Att:** 13-18/3-18/1-12 **Class/Lvl:** Ftr: 20 MU/ Clr: 20/20 **Weakness:** Arrogant, Melancholic **SpAb:** Immune to Charm/ Suggestion-type spells, Huge 18', Bite Attack, Tail Attack, Breath Weapon: Fire (3-18), Circle Knowledge
Major Circle: Protection from Element Fire
Minor Circles: Pain; Power Leech; Strength
Location: Nearest sun-scorched badlands save vs. Polymorph, or become a lizard. Nearest frozen tundra, save vs. Petrify or become an ice sculpture.

G. Pazuzu: Demon Prince uses device to travel freely to Prime Material Plane; helps to locate potential servants to corrupt.
AC: 29 **HD:** 25 **Dmg/Att:** +8 Dmg to Weapon Type **Class/Lvl:** Ftr: 20 MU/ Clr: 25/17 Thf: 15 **Weakness:** Curious; Dealer **SpAb:** Breath Weapon: Fire (Causes disease, poison or parasites), Persuasion (Int. vs. victim), Circle Master, Immune to all psionics
Major Circle: Domination/Control (both invaders and artifact)
Minor Circles: Divine Scry; Force Barrier; Healing
Locations: These portals can be used to transport user to any of the various locations from other rooms safely.

*The quests will be to spread chaos in some way. The three portals in the room can be used to teleport individual to any location listed in the previous rooms without having to make a saving throw.