

Demon, Type V (Marilyth, etc.)
(from the Monster Manual)



FREQUENCY: Rare
NO. APPEARING: 1-3 or 1-6
ARMOR CLASS: -7/-5
MOVE: 12"
HIT DICE: 7+7
% IN LAIR: 10%
TREASURE TYPE: G
NO. OF ATTACKS: 7
DAMAGE/ATTACK: 2-8/2-8/2-8/2-8/2-8/2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 80%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: L (7' tall)
PSIONIC ABILITY: 130

Attack/Defense Modes: A, E/F, G, H

LEVEL/X.P. VALUE: VIII/3000+12/hp

Another of the female demons with a multi-armed female torso atop the body of a great snake. Type V demons are taller than a large man and far more terrible. Their six arms are all able to use weapons. The favored weapons are swords and battle axes. They can constrict a victim with their snakey tails as well. When desiring to do so, they cause *Darkness* in a 5' radius. Other extraordinary abilities, any one of which can be performed as desired are: *Charm Person*, *Levitate* (as an 11th level magic-user), *Read Languages*, *Detect Invisible Object*, *Cause Pyrotechnics*, *Polymorph Self*, *Project Image*, and *Gate* in a type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance), or one of the lords or princes (5%); but the chance of successfully opening such a gate is a mere 50%.



Lower level demons greatly fear the domineering and cruel type V demons. All of these creatures have names which can be used to aid in negotiations. Demons of this type are likely to desire the sacrifice of strong warriors to them.

