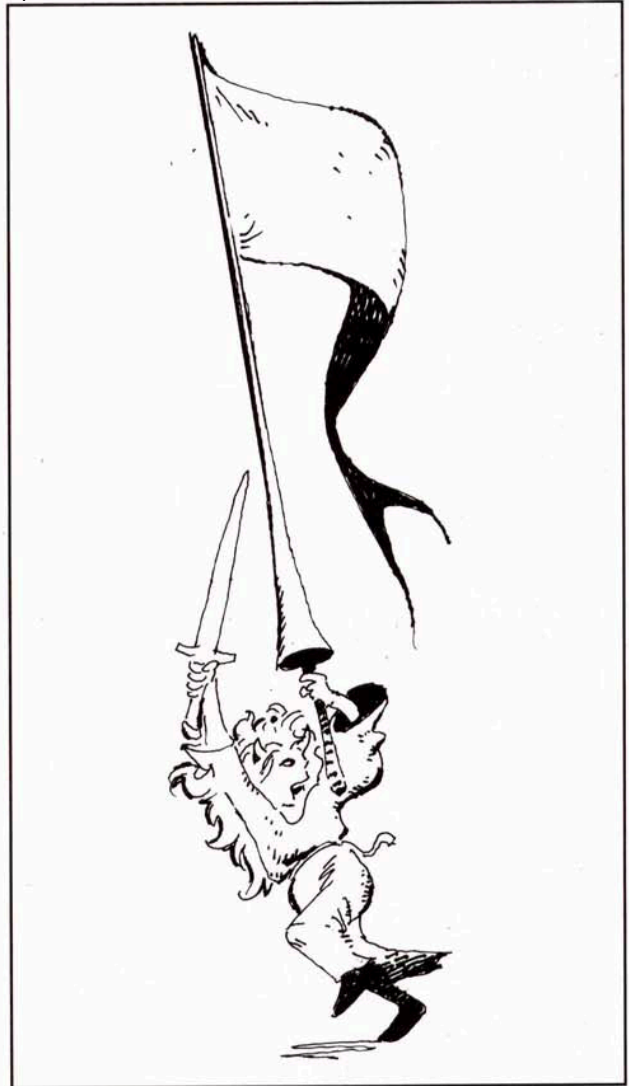


Avarendra (Demodand Governor of Og) (Governor of Marchosias)
(from "Demons; Denizens of Og" by Role Aids)

FREQUENCY: Unique
ARMOR CLASS: 1
MOVE: 13"
HIT POINTS: 88
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 6-20 (2d8+4) x3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapons to hit
MAGIC RESISTANCE: 55%
SIZE: M
ALIGNMENT: Neutral Evil
WORSHIPER'S ALIGNMENT: n/a
SYMBOL: n/a
PLANE: Og, Tarterus
CLERIC/DRUID: Nil
FIGHTER: 9th level fighter
MAGIC-USER/ILLUSIONIST: 5th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
S: 17
I: 15
W: 13
D: 15
C: 17
Ch: 16
LEVEL/X.P. VALUE: X/9,000



Combat

Avarendra was once a demodand warrior and did service as the commander of an infernal legion. She is still a fearsome warrior whose preferred weapon is "Bold Malice," a +3 spear with which she may attack three times per round for 6-20 points of damage. The haft will automatically become as long as she desires, allowing her to attack opponents up to 5" away. On a roll of 19 or 20 "Malice" will shatter the victim's shield if he has one. Only magic shields are allowed a save against this effect.

Diabolical Abilities

This Governor carries an infernal standard that is a call to arms to those who need a flag to follow. When she inspires a crusade, the banner acts as a modified *Mass Charm* that compels impressionable youths to join her army of the damned. In battle, the standard gives her army a +3 morale bonus and strikes fear in the enemy, giving them a -3 penalty.

Pacts

Diabolists call upon Avarendra to assume the form of an incubus and sire demodand spawn, as it is said that from her children will come a great hero who will overthrow the church and free them to practice their faith with impunity. She demands the sacrifice of a child in payment for this service but is always willing to comply.

Role Playing

This Governor is a compelling leader whose oratory is inspirational, but the mask sometimes slips and the beast will come to the fore, bellowing horribly. So terrible is her battle cry that it causes fear in those who hear it unless they save vs. spell.

Palace

At the top of a jagged peak is a tower wrought entirely from iron whose battlements are manned by hundreds of warriors bearing her mark. The Governor is attended by four animatons and has the counsel of many damned generals bound to her service. In battle she uses a host of bizarre war machines crafted of steel that are driven by furnaces in their bellies fed by a small army of hoardlings with oil and coal.

Thanes

Avarendra's thanes are gigantic creatures who are bound into complex suits of armor which give them an Armor Class of -3 but restrict their movements so severely that they always attack last every round, automatically surrendering the initiative. Draped over their steel hides are dozens of weapons, though they will usually attack twice per round with their gauntleted hands, doing 1-10 points of damage. Their names are Gulvergond, Malverax, Abult and Gammongath.