

Nabassu (Major Demon)
(from the Monster Manual 2)



FREQUENCY: Very rare (common)
NO. APPEARING: 1
ARMOR CLASS: 4 to -5 (see below)
MOVE: 15"/15" (MC: C)
HIT DICE: 5+2-20 (see below)
% IN LAIR: 5%
TREASURE TYPE See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-8/2-8/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 5% to 50%
INTELLIGENCE: High (+ great cunning)
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
PSIONIC ABILITY: Nil (see below)
Attack Defense Modes: Nil/nil
LEVEL/X.P. VALUE: Immature: VII/1800+12/hp
Mature: VIII/3300+12/hp



The nabassu, or death stealers, are demons who inhabit the Prime Material Plane for a time. Dwelling in places of desolation, these dreadful monsters trouble mankind continually by raiding in order to work their great evil, thus satisfying their lust for cruelty and their desire to regain their place on the Abyssal Planes. In order to grow and mature, each nabassu must slay many humans, create evil undead, and wreak wickedness. Once hatched, each nabassu spends a period of time in the Abyss. Those that survive to young adulthood must come to the Prime Material Plane. This they do through an inborn ability to use psionic probability travel, even though nabassu have no psionic ability or powers otherwise. They may take others with

them in this form of travel. Many are slain in coming to the Prime Material Plane, but some few live to begin their growth.

Nabassu demonlings have only armor class 4 and 5 hit dice when they sojourn to the Prime Material Plane. The process of traveling gives them 2 additional hit points (growth). Thereafter, each human they slay and devour builds their hit points by 1. Likewise, the growth adds to their armor class by one-half factor, so that, after killing and devouring 2 humans, a nabassu will have +4 hit points and an armor class of 3. After slaying and eating 18 humans, a nabassu reaches full growth. When fully grown, nabassu gain sufficient power to return to their own plane and establish comfortable domains for themselves. (This they always do within a year or two of maturity.)

When on the Prime Material Plane, nabassu will secrete only gems, jewelry and magic items in their lairs (treasure types QX5 [check each separately] and F[magic]). In the Abyss, each will have type H, but it will be guarded by several vassal demons of lesser power.

In addition to their normal clawing and biting attack, nabassu have magical powers of attack and defense. Immature nabassu have the ability to *Cause Shadows* (within a 20-foot radius), *Shed Darkness* (within a 5-foot radius), and use their *Death Stealing* gaze once per additional hit point above 5 hit dice. *Cause Shadows* creates a sphere of dim, shadowy light conditions, except in darkness. *Death Stealing* requires the victim to save vs. death magic or become a ghost (or a ghoul if the victim is demi-human or humanoid), who is controlled by the nabassu as soon as the victim dies or is slain. Worse still, nabassu are able to bestow the stolen death upon anyone who fails to save vs. death magic, killing that individual instantly. The victim so slain becomes a shadow (unless he or she has already been subjected to *Death Stealing*) and is doomed to serve the nabassu whenever called. This doom can be avoided through exorcism of the corpse (with or without restoration of life.) Range for stealing is 2", for bestowing the range is 1". Each spell-like power is usable 1 per round, 1 at a time, at will. Shadows and darkness cast persist as long as the demon desires or until otherwise dispelled. Nabassu have thief-like abilities to move silently, hide in shadows, hear noise, and strike from behind. The level of their performance is equal to one-half of their hit point bonus, measured as if it were thief level. Nabassu can be harmed only by iron or +1 or better magic weapons. They have the ability to change their coloration from brown-black to pale dove gray, with all shades in between possible. This allows them to hide in shadows or against the right background coloration. They have an effective strength of 18/00.

Upon reaching maturity, nabassu gain these additional spell-like powers: *summon* 2-5 ghosts once per day if on the Abyssal Planes, *Energy Drain*, *Etherealness* twice per day, *Paralyzation* (within a 10-foot radius) once per day, *Regenerate* up to 20 hit points per day, *Silence* (within a 10-foot radius) once per day, *Teleportation*, and *Vampiric Attack*. *Vampiric Attack* is a dweomer that enables the nabassu to drain the power used by his opponent at the time, be it physical or magical, and use it against the opponent. The opponent cannot use it for that round. If the opponent strikes successfully, the effect happens to the attacker, not the nabassu. *Vampiric Attack* is usable only once per day, and it has a 2" range. All additional spell-like powers are usable 1 at a time, 1 per round, at will.

Nabassu are tall and thin with scaly, sinewy forms. The head is very long with small horns. The ears are long and bat-like. The teeth are tusk-like and set in a huge mouth. Facial

features are small otherwise, and the eyes glow yellow. The fingers are long, tipped by long, razor-sharp talons. The wings are bat-like but scaled. Coloration is near-black through brown to palest dove gray as desired.