

Graz'zt (Demon Prince) "The Ebon Lord"
(from the Monster Manual 2)



FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -9
MOVE: 12"
HIT DICE: 186 hit points
% IN LAIR: 60%
TREASURE TYPE: U, Z
NO. OF ATTACKS: 2 or 4
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 70%
INTELLIGENCE: Supra-genius
ALIGNMENT: Chaotic evil
SIZE: L (8' tall)
PSIONIC ABILITY: 266

Attack/Defense Modes: All/all

LEVEL/X.P. VALUE: X/60,000 (for material form)

One of the most powerful demon rulers of the Abyss is Graz'zt, lord of an entire layer and dedicated foe of both Demogorgon and Orcus. He was, in fact, waging a winning battle against the troglodyte, harpy, and bar-laura. At a crucial moment, however, Graz'zt was magically taken to the Prime Material Plane and forced into bondage by a mighty magic-user. He battled free at the cost of being confined to his own plane for a century. Graz'zt has become so successful in the Abyss simply because he is unflinchingly evil and a brilliant strategist. The Ebon Lord has surrounded himself with the most calculating and loyal minds in all demondom, including the



demon lord Verin (or Vuron). Graz'zt is served by lamias and will always have from 1-3 with him at all times, He is also likely to have 1-3 succubi or a Type VI demoness with him in his lair.

His normal attacks can be doubled if Graz'zt chooses to employ 2 weapons in lieu of using a shield. In the latter case, he goes from armor class -9 to -6. Graz'zt normally employs a huge +3 shield and a huge, wavy bladed sword (equal to a bastard sword) which drips acid upon command. The acid inflicts an additional 5-8 points of damage. Those who own non-living materials must make a saving throw vs. acid if Graz'zt strikes with a natural 20 on his to-hit die roll. The other weapon Graz'zt uses is a +1 guisarme.

In addition to his other attacks, Graz'zt can, at will, use the following spell-like powers, 1 per melee round, at the 20th level: *Alter Reality* for another, *Chaos*, *Continual Darkness*, *Disintegrate* once per day, *Dispel Magic*, *Duo-Dimension*, *Emotion*, *Magic Missile* (5 missiles), *Mirror Image*, *Polymorph Any Object* once per day, *Polymorph Twice Per Day*, *Polymorph Self*, *Read Languages*, *Read Magic*, *Telekinesis* (15,000 gp) weight, *Teleport*, *Trap The Soul* once per week, *Vanish*, *Veil* once per day, *Water Breathing*. By sneer and word, Graz'zt engenders *Fear* in all who see and hear his displeasure within a 60-foot range. He can *Gate* in 1-2 Type VI demons (60%) or 2-5 babau demons (40%) without fail.

Graz'zt is the handsomest of demon rulers, at least by human standards. He appears as a huge, good-looking man, although his skin is shining black and his eyes glowing green. His pointed ears and small fangs are merely indicative of his alien nature. Graz'zt is 6-fingered and 6-toed.

AL CE;
WAL LE, NE, CE;
SoC Power,
Rulership, Evil
Scheming;
SY Pincer-like tongs
(basalt);
AN Lamia;
CR White;
HD None;
PoW Anywhere;
CL Clerics;
PN Abyss.



Graz'zt's Clerics

Sex M, F;
AB Str 13, Cha 12;
AL NE, CE;
AEx None;
WPN Bastard sword (1st), dagger, hammer, khopesh, knife, long sword, mace, pole arm,
scimitar, short sword, two-handed sword;
AR Standard;
RA Violet robe or gown;
PW 16) as hierophant druid;

TU Command.

Graz'zt, the Ebon Lord, father to the vile luz the Old and ruler of Azzagrat, the Triple Realm, is perhaps the demon prince most closely tied to the affairs of Oerth and is a hated figure in the texts of nearly every benevolent god. It was Graz'zt who helped Iggwilv to dominate Perrenland nearly a century ago, and it is Graz'zt still who meddles (some say through Iggwilv herself) in the affairs of Oerth. Perhaps most frightening of all, Graz'zt has somehow managed to command a large segment of the drow population of Oerth, and he has found some way to grant spells to his followers. His method is a matter of great interest for nearly every demon of the Abyss more powerful than a vroock, and, of course, Lolth is livid. Clerics of Graz'zt may substitute the magic-user spells *Confusion*, *Dismissal*, *Dolor*, and/or *Ensnarement* for clerical spells of the same level.

Graz'zt's Cleric Spells

Number 3rd level

- 1 Animate Dead
- 2 Continual Light
- 3 Continual Darkness
- 4 Create Food & Water
- 5 Cure Blindness
- 6 Cause Blindness
- 7 Cure Disease
- 8 Cause Disease
- 9 Death's Door
- 10 Dispel Magic
- 11 Feign Death
- 12 Negative Plane Protection
- 13 Prayer
- 14 Remove Curse
- 15 Bestow Curse
- 16 Remove Paralysis
- 17 Cause Paralysis

4th level

- 1 Abjure Animate
- 2 Implore
- 3 Cloak Of Bravery
- 4 Cloak Of Fear
- 5 Confusion
- 6 Cure Serious Wounds
- 7 Cause Serious Wounds
- 8 Divination
- 9 Exorcize
- 10 Imbue With Spell Ability
- 11 Neutralize Poison
- 12 Poison

5th level

- 1 Dead Monsters
- 2 Atonement
- 3 Commune
- 4 Cure Critical Wounds
- 5 Cause Critical Wounds
- 6 Dismissal
- 7 Dolor
- 8 Flame Strike
- 9 Insect Plague
- 10 Quest
- 11 Spike Stones

Number 6th Level

- 1 Ensnarement
- 2 Heal
- 3 Harm

