

Akresh (Demon Governor) (Spirit of Thunder in the Mountains, Demon of Invincibility)

By Liz Fletcher (from "The Fiend Factory", White Dwarf #48. Extra stats by DM Superelf.)

ARMOR CLASS: -2

MOVE: 15"

HIT POINTS: 215

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 8-64

SPECIAL ATTACKS: Radiates fear, 6" radius

SPECIAL DEFENSES: +3 or better weapon to hit; immune to attacks by beings of <4 HD

MAGIC RESISTANCE: 90%

SIZE: L (30' to 80' tall)

ALIGNMENT: Chaotic evil

WORSHIPER'S ALIGNMENT: Chaotic evil

SYMBOL: Extinguished candle

PLANE: Abyss

CLERIC/DRUID: 17th level cleric

FIGHTER: 17th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S: 19

I: 17

W: 20

D: 15

C: 18

Ch: 16

LEVEL/X.P. VALUE: (determine)

Akresh's Greater Gift is the power of indomitability. The character using this power can ignore all attacks by creatures of 1 or 2 hit dice/levels; his Strength goes to 18(00); he gets an armor class bonus of -2; his hit points multiply by 1½, and 2 points are subtracted from each hit he takes. Any hits taken are divided proportionally between the character's personal hit points and the extra points granted by the indomitability; so that if Ezmerelda, with 14 hp, uses this power and then takes 6 points damage in a fight she will be down to 10 hp when the power wears off. Indomitability lasts 20 rounds and can be used 1-4 times each day.

The Lesser Gifts: For 1 hp Akresh can give any character (magic-user or not) one use of *shield* per day. For 2 hp the character gets a +1 shield which only he or she can use or another +1 added to their own magic shield; for 3hp Akresh will use his magical abilities on his follower's behalf.

To bargain with a Akresh, a character will have to offer at least 5000 gp. To obtain a Lesser Gift he or she will have to offer one or more hit points permanently. For a Greater Gift, he or she gives the demon 1hp and promises it 2-8 experience levels on his/her death. They lose

the experience levels even if immediately resurrected, and there is also a 3% chance the Demon Lord will turn up anytime he or she is down to 4 hp or less..