

Fiendish Aspects, Part 1

Fiendish Codex I Web Enhancement

by Robert Wiese



So, you've seen the half-fiend template in the [Monster Manual](#), but you want to add a bit more variety to your half-fiends. Take a look at this series of web enhancements that suggest how you can do that. You'll find basic rules for making your half-fiend more like the base fiend that you choose to use, plus you can start implementing these rules right away by using the statistics for several half-fiends that are within these PDFs.



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Part One

The *Monster Manual* says that fiends can mate with almost anything and that such a union produces a half-fiend. However, half-fiends in the *Monster Manual* are all the same no matter what fiend did the mating. That doesn't seem fair, since dragons can also mate with just about anything and the half-dragon template gives different abilities and immunities based on the dragon involved -- and so a half-succubus should be quite different from a half-marilith or a half-goristro or a half-pit fiend. To rectify this miscarriage of justice and give fiends more input into the nature of their progeny (as if they needed it), let's consider how to modify the half-fiend template to make your half-fiends unique and more interesting.

As we work through the half-fiend template, the original *Monster Manual* text will appear in shaded boxes, and our discussion of modifications will be presented in regular format.

Creating a Half-Fiend

Player Characters and the Half-Fiend Template

The half-fiend template is inherited, which means that if you want to allow your players to play half-fiend characters, you have to give them the template at the start of their careers. However, that's not the only way to gain a fiendish essence. The Acolyte of the Skin prestige class (see *Complete Arcane*) allows a PC to slowly acquire some of the abilities of fiends, so there should be other ways. And there is the example of changing races presented in *Savage Species*, for when a PC really believes that it should have been a troll, or an ogre, or a centaur.

By introducing special rituals into your campaign, you can give your PCs the chance to take on the essence of a fiend, and by doing so acquire the half-fiend template at some point in their careers. Such

"Half-fiend" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more and nongood alignment (referred to hereafter as the base creature). A half-fiend uses all the base creature's statistics and special abilities except as noted here.

Good so far. At this point in the process, you should have chosen a specific fiend on which to modify this template, and the base creature to which it will be applied. We'll call the chosen devil or demon the model fiend. The model fiend must be corporeal. You should not choose a demon lord or devil prince, but an aspect of one is fair game. Rulers of the Lower Planes have better things to do than go around mating with lesser creatures.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-fiends are normally native outsiders.

A very small number of fiends are Huge, and their hugeness gets passed to offspring. If the model fiend is Huge size or bigger, and the base creature is size Large or smaller, then increase the base creature's size by one category. The relevant changes to the base creature's statistics can be found on page 291 of the *Monster Manual*. If the base creature increases in size, increase the CR of the final creature by 1.

Speed: A half-fiend has bat wings. Unless the base creature has a better fly speed, the creature can fly at the base creature's base land speed (average maneuverability).

Not all fiends have bat wings, though. What if the model fiend is a bebilith? Wings don't make sense, so add wings only if the model fiend has them. In compensation, if the model fiend has a swim, climb, or burrow speed, give the base creature the same mode of movement with speed equal to half its base speed (or the normal speed of the base creature in that movement mode, whichever is faster).

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Demons and devils have different amounts of natural armor. Divide the model fiend's natural armor bonus by 4 (round down), and add that to the base creature as an improvement to its own natural armor. You should always add a minimum of +1 natural armor improvement, even if you find a model fiend with less than a +4 natural armor bonus. This creates a bonus in the +1 to +5 range.

Attack: A half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-fiend retains this ability. A half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

a ritual takes at least a week, during which a fiend's essence is shared magically with the character. The details of such a vile ritual are up to you. You might even require Will saves to avoid going mad from the pain and evil, or Fortitude saves to survive the process at all. Use the example descriptions presented with each sample half-fiend below as a guide to what the PC should look like once the rituals are complete.

By using rituals, you don't even have to have a PC volunteer for the procedure. You can have him or her abducted and forced into the ritual against his or her will, which could produce some interesting roleplaying angst later on. (Though you may want to ask the player if that's okay first.)

The one important thing to the process is that the PC must give up his or her last four class levels to acquire the half-fiend template, since the template has a level adjustment of +4. Thus, a 9th-level wizard undergoing a horrible ritual would become a 5th-level half-fiend wizard.

Full Attack: A half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Not all fiends have bites, and some might not even have claws. See the balor, the succubus, and the chain devil as examples of creatures that lack one or both of these attack modes. Give the half-fiend whatever natural attacks the model fiend has or that the base creature has. If the model fiend has only claws, but the base creature has claws and a bite, the final creature ends up with claws and a bite. If the model fiend has claws, and the base creature has slams and tentacles, then the final creature has claws and slams (the claws appearing at the ends of tentacles).

Damage: Half-fiends have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

From the above step, your half-fiend might not have a bite attack, or might not have claw attacks. Use the base creature's damage for the attacks, or the value in the table on page 148 of the *Monster Manual*, whichever is greater. For damage other than claws and a bite, such as a slam, use the base creature's damage.

Special Attacks: A half-fiend retains all the special attacks of the base creature and gains the following special attack.

-- *Smite Good (Su):* Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A half-fiend with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; a half-fiend with 4 HD can use *darkness* as well as *desecrate*. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1-2	<i>Darkness</i> 3/day
3-4	<i>Desecrate</i>
5-6	<i>Unholy blight</i>
7-8	<i>Poison</i> 3/day
9-10	<i>Contagion</i>
11-12	<i>Blasphemy</i>
13-14	<i>Unholy aura</i> 3/day, <i>unhallow</i>
15-16	<i>Horrid wilting</i>
17-18	<i>Summon monster IX</i> (fiends only)
19-20	<i>Destruction</i>

Given that no demon or devil has the smite ability (at least, not as far as I could find), we'll leave it in. The spell-

like abilities are where you can customize to your heart's content, and where it is most appropriate to customize. Not all demons or devils have the abilities listed in the table on page 148 of the *Monster Manual*. In fact, most don't have them (especially the higher level ones). So, to make your half-fiend more personal, you can replace any ability at any level with an equivalent one that the model fiend has. In doing so, you should be thinking not of comparative spell level, but of comparative combat effectiveness.

For example, succubi have *charm monster* as a spell-like ability. That could be very useful in combat, much more so than *desecrate* and probably more so than *poison* or maybe *contagion*, but not nearly as good as *blasphemy*. So it could replace *poison* or *contagion*, depending on your final evaluation.

Don't go crazy swapping these abilities, though. You don't need to duplicate all the model fiend's spell-like abilities. And definitely keep them to 1/day or 3/day; no half-fiends need at-will spell-like abilities.

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60 feet.
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to creature's HD + 10 (maximum 35).

These abilities probably go well with all half-fiends, since all demons and devils have darkvision and are immune to poison and have energy resistance or immunity. The one place you might customize here is the creature's damage reduction type (the numbers above are good). Demons and devils don't have DR X/magic; they have DR X/good and/or either cold iron or silver. And besides, most everyone has magic weapons, so make things a little more interesting. So, change the damage reduction to match the model fiend, though you should only choose one kind if the model fiend has two. The creature's natural weapons would be treated as good if it has DR X/good, but not as a metal type if that is what you go with.

So, for example, a balor has DR 15/cold iron and good, so your half-fiend modeled on a balor could have DR X/good or X/cold iron, but not both.

Remember that HD for determining spell resistance means racial HD, not those gained with class levels.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.

These adjustments may not fit the model fiend very well. Let's rearrange them in a more fluid way. The total modifier for the template is +16 ability points. To see how the model fiend's stats are weighted, you can just look at them, or you can do a more complex math calculation. Subtract 10 from all even ability scores, and 11 from odd ones, to get the model fiend's ability modifiers. Then, assign your +16 points in a proportional manner to the modifiers of the model fiend, though you should not give any ability more than a +8 modifier. Because the half-fiend template doesn't modify Wisdom, I don't suggest that you rearrange your modifiers to affect the base creature's Wisdom score.

For example, a succubus has Str +2, Dex +2, Con +2, Int +6, Wis +4, and Cha +16. A good fit here might be Str

+2, Dex +2, Int +4, and Cha +8. For the glabrezu, which has Str +20, Dex +0, Con +20, Int +6, Wis +6, and Cha +10, you might choose Str +6, Con +6, Int +2, and Cha +2.

Skills: A half-fiend gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation -- the half-fiend gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Treat skills from the model fiend's skill list as class skills too.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

The changes may have made the new creature more difficult to defeat than a base half-fiend. That is really a judgment call. An additional +1 natural armor won't make a difference, but +3 natural armor and a Strength +6 and Constitution +6 might. If you think the new creature is more difficult to defeat than it would be with the base half-fiend template, apply the Challenge Rating increases above and then add +1. Remember to add 1 if the creature changed size; a larger size always makes something harder to defeat.

Alignment: Always evil (any).

Level Adjustment: +4.

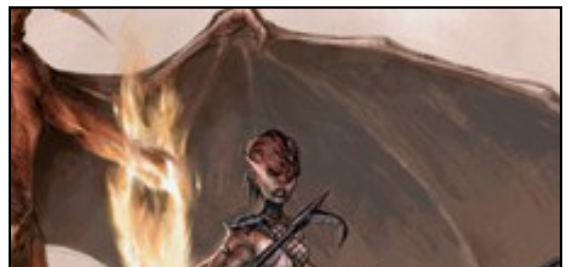
These are unchanged.

As for the appearance of a customized half-fiend, you are free to use your imagination. You always were, but the template presents things so generically that all half-fiends tend to look like the base creature with wings, red eyes, and fangs and claws. However, you have a lot of room in which to play. A half-glabrezu creature could have one pincer instead of a claw, a half-succubus would be exceedingly lovely for whatever species the base creature is (even trolls and hags), a half-marilith might have a tail and extra arms that do not function, and a half-balor might have a glow to its skin that reminds one of the fiery aura of the toughest of demons.

Now that you can see the general methodology, let's apply it to some sample demons and see what happens. Each creature entry lists the changes for the customized half-fiend template, so you can apply the template easily to any other creature that qualifies.

Marilith/Hill Giant Combination

The combination of marilith and hill giant produces a brutish simian-looking giant about 11 feet tall with thick brown hide and four overlong arms that hang from its stooped shoulders. Its skin is smoother than usual for hill giants, and its long black hair looks less unkempt than typical. Its second set of arms move, but the creature cannot control them well enough to use them as weapons or to



wield weapons. An 8-foot tail that resembles a thick snake extends behind the creature and twitches as it attacks.



Customized Half-Fiend Template

- **Size and Type:** Large outsider
- **Speed:** No wings
- **Armor Class:** +4 natural armor improvement
- **Attack:** No bite, add tail slap instead
- **Damage:** Tail slap 4d6 + Str modifier
- **Special Attacks:** smite good, 1-2 HD *magic weapon* 3/day, 3-4 HD *see invisibility* 1/day, 5-6 HD *unholy blight* 1/day, 7-8 HD *poison* 3/day, 9-10 HD *telekinesis* 1/day, 11-12 HD *blade barrier* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 10/cold iron, SR 22
- **Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Cha +4
- **Skills:** 7 skill points per (HD+3) based on new Int; add Bluff, Concentration, Diplomacy, Disguise, Hide, Intimidate, Move Silently, Search, Sense Motive, Spellcraft, Survival, and Use Magic Device as class skills
- **Challenge Rating:** +4

Half-Fiend (Marilith) Hill GiantCR 11

CE Large outsider

Init +0; **Senses** low-light vision, darkvision 60 ft., Listen +15, Spot +15

Languages Giant, Common

AC 25, touch 9, flat-footed 25

(-1 size, +13 natural, +3 hide armor)

hp 126 (12 HD); **DR** 10/cold iron

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +14, **Ref** +4, **Will** +4

Speed 30 ft. in hide armor (6 squares), base speed 40 ft.

Melee Large greatclub +18/+13 (2d8+13) and

tail slap +12 (4d6+9) or

Melee 2 slams +17 (1d4+9) and

tail slap +12 (4d6+9) or

Ranged rock +9 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +22

Atk Options Cleave, Improved Bull Rush, Power Attack, Improved Sunder, smite good 1/day (+12 damage)

Special Actions rock throwing

Spell-Like Abilities (CL 12th):

3/day -- *magic weapon*, *poison* (DC 14)

1/day -- *blade barrier* (DC 16), *see invisibility*, *telekinesis* (DC 15), *unholy blight* (DC 14)

Abilities Str 29, Dex 10, Con 23, Int 8, Wis 10, Cha 11

SQ rock catching

Feats Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Skills Climb +24, Intimidate +15, Jump +24, Listen +15, Move Silently +15, Spot +15, Survival +15

Possessions Large greatclub, Large hide armor, 7,500 gp in treasure

Rock Throwing (Ex) Adult half-fiend giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A half-fiend giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment is 120 feet for a half-fiend hill giant's thrown rocks.

Smite Good (Su) Once per day this creature can make a normal attack and deal +12 damage against a good foe.

Rock Catching (Ex) A half-fiend giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a half-fiend giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The half-fiend giant must be ready for and aware of the attack in order to make a rock catching attempt.

Goristro/Centaur Combination

Goristros are huge bull-headed demons that flatten just about everything into which they run. Combined with a centaur, one gets a centaur that is covered in brownish fur over its whole body. The creature has a set of wicked-looking bull-like horns that it cannot use to attack. Its arms are a little longer than usual for a centaur, and its face is a tad elongated in a way that suggests a bull without really looking bull-like.



Customized Half-Fiend Template

- **Size and Type:** Huge outsider (goristros are Huge)
- **Speed:** No wings
- **Armor Class:** +5 natural armor improvement from template; +3 natural armor improvement due to size change from template
- **Attack:** No claws or bite, so add slam attacks instead
- **Damage:** Slam 3d6+1-1/2 Str
- **Special Attacks:** smite good, 1-2 HD *levitate* 3/day, 3-4 HD *fear* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/cold iron, SR 14

- **Abilities:** Increase from the base creature as follows: Str +8, Dex +0, Con +6, Int +0, Cha +2*; a size increase also changes the following: Str +8, Dex -2, Con +4
- **Skills:** 7 skill points per (HD+3); add Intimidate, Jump, and Sense Motive as class skills
- **Challenge Rating:** +3 (+1 base for template, +1 size increase, +1 harder to defeat)

*Note: You could also choose to make Con +6 and Cha +0, but I chose to increase Charisma.

Half-Fiend (Goristro) CentaurCR 6

CE Huge outsider

Init +2; **Senses** darkvision 60 ft., Listen +8, Spot +8

Languages Elven, Sylvan

AC 20, touch 9, flat-footed 19

(-2 size, +1 Dex, +11 natural)

hp 46 (4 HD); **DR** 5/cold iron

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 14

Fort +9, **Ref** +5, **Will** +5

Speed 50 ft. (10 squares)

Melee longsword +14 (2d6+12/19-20) and

2 hooves +10 (1d6+6) or

Melee 2 slams +14 (3d6+12) and

2 hooves +10 (1d6+6) or

Ranged composite longbow [+4 Str bonus] +4 (2d6+4/x3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +24

Atk Options smite good 1/day (+4 damage)

Spell-Like Abilities (CL 4th):

3/day -- *levitate*

1/day -- *fear* (DC 15)

Abilities Str 34, Dex 12, Con 25, Int 8, Wis 13, Cha 13

Feats Dodge, Weapon Focus (hoof)

Skills Intimidate +8, Jump +27, Listen +8, Move Silently +7, Sense Motive +8, Spot +8, Survival +8

Possessions longsword, composite longbow [+4 Str], 20 arrows in a quiver, 2,000 gp of treasure

Smite Good (Su) Once per day this creature can make a normal attack and deal +4 damage against a good foe.

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the Living Greyhawk and Living Force campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

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Part Two

To better help you drop some customized half-fiend creatures into your game, here are a few more such templated creatures all ready to go. As before, you'll also find the template for the customized fiend so that you can make other versions (such as creatures with classes) if needed.

Ekolid/Displacer Beast Combination

Talk about weird. An ekolid is an obyrith demon that looks like a weird combination of spider, scorpion, and ant. When crossed with a displacer beast, you get an emaciated creature that looks like a starved panther with the segmented body of an ant. It is reddish black, with three sets of eyes (only one set works). It has insectlike wings sprouting from its back, and its tentacles end in nasty-looking long stingers.



Customized Half-Fiend Template

- **Size and Type:** Large outsider
- **Speed:** Insectlike wings, fly 40 ft. (average)
- **Armor Class:** +1 natural armor improvement
- **Attack:** No claws, add stinger attack to end of tentacle
- **Damage:** Stinger 1d6+Str
- **Special Attacks:** smite good, 1-2 HD *darkness* 3/day, 3-4 HD *desecrate* 1/day, 5-6 HD *unholy blight* 1/day (ekolids don't have spell-like abilities, so no customization)
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/lawful, SR 16
- **Abilities:** Increase from the base creature as follows: Str +0, Dex +6, Con +6, Wis +0, Cha +4
- **Skills:** 5 skill points per (HD+3); add Balance, Climb, Jump, and Tumble as class skills
- **Challenge Rating:** +2 (this isn't harder to defeat than a standard half-fiend displacer beast)

Half-Fiend (Ekolid) Displacer BeastCR 6

NE Large outsider

Init +5; **Senses** darkvision 60 ft., low-light vision, Listen +9, Spot +9

Languages Elven, Sylvan

AC 20, touch 14, flat-footed 15; Dodge

(-1 size, +5 Dex, +6 natural)

hp 69 (6 HD); **DR** 5/lawful

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +11, **Ref** +10, **Will** +3; +2 against ranged magical attacks that specifically target it (except for ranged touch attacks)

Speed 40 ft. (8 squares), fly 40 ft. (average)

Melee 2 stingers +9 (1d6+4) and

bite +4 (1d8+2)

Space 10 ft.; **Reach** 5 ft. (10 ft. with stinger tentacles)

Base Atk +6; **Grp** +14

Atk Options smite good 1/day (+6 damage)

Spell-Like Abilities (CL 4th):

3/day -- *darkness*

1/day -- *desecrate*, *unholy blight* (DC 15)

Abilities Str 18, Dex 21, Con 22, Int 5, Wis 12, Cha 12

SQ displacement

Feats Alertness, Dodge, Stealthy

Skills Balance +7, Hide +15, Jump +10, Listen +9, Move Silently +11, Spot +9, Tumble +11

Saves A half-fiend displacer beast has a +2 resistance bonus on saving throws against ranged magical attack that specifically targets it (except for ranged touch attacks).

Displacement (Su) As the *displacement* spell; continuous effect; caster level 6th. A light-bending glamor continually surrounds a half-fiend displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but see *invisibility* has no effect.

Smite Good (Su) Once per day this creature can make a normal attack and deal +6 damage against a good foe.

Skills A half-fiend displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Glabrezu/Mind Flayer Combination

This cross produces a mind flayer that is large and in charge (but does not have the feat by the same name). It resembles a mind flayer, but its skin is more red-purple than black-purple or blue-purple, and instead of two hands it has a claw and a wicked-looking pincer similar to that of a glabrezu. It is very strong, and thus can more easily extract brains.



Customized Half-Fiend Template

- **Size and Type:** Large outsider (glabrezus are Huge)
- **Speed:** No wings
- **Armor Class:** +3 natural armor improvement; +2 natural armor improvement due to size change from template
- **Attack:** Add 1 claw, 1 pincer, and bite
- **Damage:** Pincer 2d6+Str (not Huge) and claw 1d6+Str as secondary natural attacks; no bite (tentacles around the mouth make a bite attack not work very well)
- **Special Attacks:** smite good, 1-2 HD *mirror image* 3/day, 3-4 HD *dispel magic* 1/day, 5-6 HD *unholy blight* 1/day, 7-8 HD *chaos hammer* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/lawful, SR 18
- **Abilities:** Increase from the base creature as follows: Str +5, Dex +0, Con +5, Int +2, Cha +4; a size increase also changes the following: Str +8, Dex -2, Con +4
- **Skills:** 13 skill points per (HD+3); add Search and Spellcraft as class skills
- **Challenge Rating:** +4 (+2 base from template, +1 size increase, +1 harder to defeat)

Half-Fiend (Glabrezu) Mind FlayerCR 12

NE Large outsider

Init +5; **Senses** darkvision 60 ft., Listen +14, Spot +14

Languages Undercommon, telepathy 100 ft.

AC 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +8 natural)

hp 84 (8 HD); **DR** 5/lawful

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +8, **Ref** +3, **Will** +9

Speed 30 ft. (6 squares)

Melee 4 tentacles +12 (1d4+7) and

claw +7 (1d6+3) and

pincer +7 (2d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17

Atk Options Power Attack, smite good 1/day (+8 damage)

Special Actions extract, improved grab, *mind blast*

Spell-Like Abilities (CL 8th):

At will -- *charm monster* (DC 19), *detect thoughts* (DC 17), *levitate*, *plane shift*, *suggestion* (DC 18)

3/day -- *mirror image*

1/day -- *chaos hammer* (DC 19), *dispel magic*, *unholy blight* (DC 19)

Abilities Str 25, Dex 12, Con 21, Int 21, Wis 17, Cha 21

Feats Combat Casting, Improved Initiative, Power Attack

Skills Bluff +16, Concentration +16, Diplomacy +20, Disguise +5 (+7 acting), Hide +8, Intimidate +18,

Knowledge (dungeoneering) +16, Knowledge (the planes) +16, Listen +14, Move Silently +12, Search +16,

Sense Motive +16, Spellcraft +16, Spot +14, Survival +3 (+5 underground and on other planes, +5 following tracks, +7 following tracks underground or on other planes)

Possessions 9,800 gp in treasure and magic items

Extract (Ex) A half-fiend mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Improved Grab (Ex) To use this ability, half-fiend mind flayer must hit an opponent of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. A half-fiend mind flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a half-fiend mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the half-fiend mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp) This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 19 Will save or be stunned for 3d4 rounds. Half-fiend mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

Smite Good (Su) Once per day this creature can make a normal attack and deal +8 damage against a good foe.

Yochlol/Large Earth Elemental Combination

This creature resembles a 16-foot tall earth elemental that is constantly melting off a muddy exterior and yet never looks smaller for doing so. Except for the constant melting, it is difficult to tell this creature apart from a real earth elemental.





Customized Half-Fiend Template

- **Size and Type:** Large outsider
- **Speed:** No wings
- **Armor Class:** +1 natural armor improvement (yochlols have deflection bonuses to AC, not natural armor bonuses)
- **Attack:** Add 2 tendrils
- **Damage:** Tendril 1d4+Str
- **Special Attacks:** smite good, 1-2 HD *darkness* 3/day, 3-4 HD *desecrate* 1/day, 5-6 HD *web* 3/day, 7-8 HD *stone shape* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/good (but DR 5/-- is better, so that overrides this change), SR 18
- **Abilities:** Increase from the base creature as follows: Str +2, Dex +4, Con +4, Int +2, Cha +4
- **Skills:** 7 skill points per (HD+3); add Bluff, Concentration, Diplomacy, Hide, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Move Silently, and Sense Motive as class skills
- **Challenge Rating:** +2

Half-Fiend (Yochlol) Earth Elemental CR 7

CE Large outsider

Init +1; **Senses** darkvision 60 ft., Listen +11, Spot +11

Languages Terran

AC 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +10 natural)

hp 84 (8 HD); **DR** 5/--

Immune poison, *sleep* effects, paralysis, stunning, not subject to critical hits or flanking

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +12, **Ref** +3, **Will** +2

Speed 20 ft. (4 squares), earth glide (special burrow) 20 ft.

Melee 2 slams +13 (2d8+8) and 2 tendrils +8 (1d4+4)

2 tendrils +8 (1d4+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +18

Atk Options Cleave, Great Cleave, Power Attack, earth mastery, smite good 1/day (+8 damage)

Special Actions push

Spell-Like Abilities (CL 8th):

3/day -- *darkness*, *web* (DC 14)

1/day -- *desecrate*, *stone shape*

Abilities Str 27, Dex 12, Con 23, Int 8, Wis 11, Cha 15

Feats Cleave, Great Cleave, Power Attack

Skills Diplomacy +4, Concentration +17, Hide +8, Intimidate +13, Listen +11, Move Silently +12, Sense Motive +11, Spot +11

Earth Glide (Ex) A half-fiend earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Earth Mastery (Ex): A half-fiend earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the half-fiend earth elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex) A half-fiend earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery, above, also apply to the half-fiend elemental's opposed Strength checks.

Smite Good (Su) Once per day this creature can make a normal attack and deal +8 damage against a good foe.

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the Living Greyhawk and Living Force campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

Fiendish Aspects, Part 1

Fiendish Codex I Web Enhancement

by Robert Wiese



So, you've seen the half-fiend template in the [Monster Manual](#), but you want to add a bit more variety to your half-fiends. Take a look at this series of web enhancements that suggest how you can do that. You'll find basic rules for making your half-fiend more like the base fiend that you choose to use, plus you can start implementing these rules right away by using the statistics for several half-fiends that are within these PDFs.



- [\(Half\)-Fiendish Variety, Part One](#)
- [\(Half\)-Fiendish Variety, Part Two](#)
- [\(Half\)-Fiendish Variety, Part Three](#)
- [\(Half\)-Fiendish Variety, Compiled PDF](#)

Part Three

To better help you drop some customized half-fiend creatures into your game, we're giving you one more installment of some templated creatures. As in the first two parts of this series, you'll also find the template for the customized fiend so that you can make other versions (such as creatures with classes) if needed.

Molydeus/Kraken Combination

The kraken is already a terrible opponent, and thus it should be combined with some powerful demon when using the half-fiend template. Using the molydeus as a model fiend produces a bright red kraken with claws on the ends of its arms. It has a vestigial snake head on the back of its neck, but the snake head doesn't move or see. It can use magic items, and so it could be using weapons in one or more arms instead of making claw attacks. It can also make use of magic items that could be used underwater such as wands.



Customized Half-Fiend Template

- **Size and Type:** Gargantuan outsider
- **Speed:** No wings
- **Armor Class:** +4 natural armor improvement
- **Attack:** Add 6 claws
- **Damage:** Claw 2d6+Str
- **Special Attacks:** smite good, 1-2 HD *darkness* 3/day, 3-4 HD *suggestion* 1/day, 5-6 HD *unholy blight* 1/day, 7-8 HD *vampiric touch* 3/day, 9-10 HD *baleful polymorph* 1/day, 11-12 HD *blasphemy* 1/day, 13-14 HD *unholy aura* 3/day, *telekinesis* 1/day, 15-16 HD *horrid wilting* 1/day, 17-18 HD *summon monster IX* (demons only) 1/day, 19-20 HD *trap the soul* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 10/cold iron, SR 30
- **Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Cha +4
- **Skills:** 14 skill points per (HD+3); add Bluff, Diplomacy, Forgery, and Knowledge (all) as class skills
- **Challenge Rating:** +2 (not harder to defeat than a standard half-fiend)

Half-Fiend (Molydeus) KrakenCR 14

NE Gargantuan outsider (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision, Listen +30, Spot +30

Languages Aquan, Common

AC 25, touch 7, flat-footed 24

(-4 size, +1 Dex, +18 natural)

hp 330 (20 HD); **DR** 10/cold iron

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 30

Fort +23, **Ref** +13, **Will** +13

Speed swim 20 ft. (4 squares)

Melee 2 tentacles +30 (2d8+14/19-20) and

6 claws +25 (2d6+7) and

bite +25 (4d6+7)

Space 20 ft.; **Reach** 15 ft. (60 ft. with tentacle, 30 ft. with arm)

Base Atk +20; **Grp** +46

Atk Options Blind-Fight, Combat Expertise, Improved Trip, constrict 2d8+14 or 2d6+7, smite good 1/day (+20 damage)

Special Actions push

Spell-Like Abilities (CL 20th unless otherwise noted below):

3/day -- *darkness*, *unholy aura*, *vampiric touch* (+30 melee touch)

1/day -- *baleful polymorph* (DC 21), *blasphemy* (DC 23), *horrid wilting* (DC 25), *suggestion* (DC 20), *summon monster IX* (demons only), *telekinesis* (DC 22), *trap the soul* (DC 26), *unholy blight* (DC 21)

1/day (CL 9th) -- *control weather*, *control winds*, *dominate animal* (DC 20), *resist energy*

Abilities Str 38, Dex 12, Con 33, Int 23, Wis 20, Cha 24

SQ ink cloud, jet

Feats Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will

Skills Bluff +30, Concentration +34, Diplomacy +11, Disguise +7 (+9 acting in character), Hide +12, Intimidate +32, Knowledge (geography) +29, Knowledge (nature) +31, Knowledge (the planes) +29, Listen +30, Search +29, Sense Motive +30, Spot +30, Survival +28 (+30 to avoid hazards or getting lost, +30 following tracks, +30 aboveground or on other planes, +32 to avoid hazards or getting lost aboveground or on other planes, +32 following tracks aboveground or on other planes), Swim +37 (+45 for special actions or to avoid a hazard), Use Magic Device +30

Possessions 30,000 gp in treasure

Constrict (Ex) A half-fiend kraken deals 2d8+14 or 2d6+7 points of damage with a successful grapple check, in addition to damage from its tentacle or claw attacks.

Improved Grab (Ex) To use this ability, a half-fiend kraken must hit an opponent of any size with a claw or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex) A half-fiend kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the half-fiend kraken normally uses to escape a fight that is going badly. This ability can be used only underwater. Creatures within the cloud are considered to be in darkness.

Jet (Ex) A half-fiend kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Smite Good (Su) Once per day this creature can make a normal attack and deal +20 damage against a good foe.

Skills A half-fiend kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Succubus/Sea Hag Combination

Sea hags are seriously ugly, so you might wonder why a succubus would mate with one in the first place. Order from on low, probably. The combination produces a creature that is at once very lovely and horrifyingly ugly at the same time. Use your imagination; perhaps it has a very limited alternate form ability that allows it to appear hideous when it chooses, but in its natural state it is as attractive as any beautiful human woman. It also has batlike wings that must fold onto its back when the creature is underwater.



Customized Half-Fiend Template

- **Size and Type:** Medium outsider
- **Speed:** Batlike wings that fold back, fly 30 ft. (average)
- **Armor Class:** +2 natural armor improvement
- **Attack:** No change since succubi and hags have claws
- **Damage:** No change
- **Special Attacks:** smite good, 1-2 HD *detect thoughts* 3/day, 3-4 HD *suggestion* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/good, SR 13 (but the sea hag has SR 14 already)
- **Abilities:** Increase from the base creature as follows: Str +2, Dex +2, Int +4, Cha +8
- **Skills:** 10 skill points per (HD+3); add Bluff, Concentration, Diplomacy, Disguise, Escape Artist,

Intimidate, Move Silently, and Search as class skills

- **Challenge Rating:** +2

Half-Fiend (Succubus) Sea Hag **CR 6**

CE Medium outsider (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision, Listen +9, Spot +9

Languages Giant, Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 natural)

hp 19 (3 HD); **DR** 5/good

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 14

Fort +2, **Ref** +5, **Will** +4

Speed 30 ft., swim 40 ft., fly 30 ft. (average)

Melee 2 claws +8 melee (1d4+5)

Base Atk +3; **Grp** +8

Atk Options smite good 1/day (+3 damage)

Special Actions evil eye, horrific appearance

Spell-Like Abilities (CL 3rd):

3/day -- *detect thoughts* (DC 18)

1/day -- *suggestion* (DC 19)

Abilities Str 21, Dex 14, Con 12, Int 14, Wis 13, Cha 22

SQ amphibious

Feats Alertness, Toughness

Skills Bluff +12, Diplomacy +14, Escape Artist +8, Knowledge (nature) +8, Knowledge (the planes) +8, Hide +8, Listen +9, Move Silently +8, Spot +9, Survival +1 (+3 aboveground or on other planes), Swim +5 (+13 to avoid hazards or perform special action)

Possessions 2,000 gp worth of treasure

Amphibious (Ex) A half-fiend sea hag can survive indefinitely on land.

Evil Eye (Su) Three times per day, a half-fiend sea hag can glare at any single creature within 30 feet. The target must succeed on a DC 17 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 17 Fortitude save or die. This is a mind-affecting fear ability. The save DCs are Charisma-based.

Horrific Appearance (Su) Any creature (other than another half-fiend sea hag) that sets eyes upon a half-fiend sea hag must succeed on a DC 17 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. A creature that is affected by this power or that successfully saves against it cannot be affected by the same half-fiend sea hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Smite Good (Su) Once per day this creature can make a normal attack and deal +3 damage against a good foe.

Skills: A half-fiend sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Nabassu/Gargoyle Combination

Nabassus look a lot like gargoyles, so you need not change much of the gargoyle's appearance with this combination. For



instance, perhaps its claws and horns are a bit longer and more pronounced, and its eyes glow yellow. In this case, glowing eyes cause the half-fiend (nabassu) gargoyle to suffer a -2 penalty on its freeze ability, which means that the Spot check DC is lowered by 2.



Customized Half-Fiend Template

- **Size and Type:** Medium outsider
- **Speed:** Gargoyles already have wings
- **Armor Class:** +4 natural armor improvement
- **Attack:** No change; gargoyles have claws and bite attacks
- **Damage:** No change
- **Special Attacks:** smite good, 1-2 HD *darkness* 3/day, 3-4 HD *obscuring mist* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/good, SR 14
- **Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Cha +4
- **Skills:** 7 skill points per (HD+3); add Balance, Bluff, Concentration, Gather Information, Intimidate, Jump, Knowledge (arcana), Knowledge (local), Knowledge (religion), Knowledge (the planes), Move Silently, Tumble, and Use Magic Device as class skills
- **Challenge Rating:** +2 (not harder to defeat than a standard half-fiend)

Half-Fiend (Nabassu) Gargoyle CR 6

Usually CE Medium outsider (earth)

Init +3; **Senses** darkvision 60 ft., Listen +9, Spot +9

Languages Common, Terran

AC 22, touch 14, flat-footed 18

(+4 Dex, +8 natural)

hp 45 (4 HD); **DR** 5/good and 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 14

Fort +7, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee 2 claws +8 melee (1d4+4) and

bite +6 melee (1d6+2) and

gore +6 melee (1d6+2)

Base Atk +4; **Grp** +8

Atk Options smite good 1/day (+4 damage)

Spell-Like Abilities (CL 4th):

3/day -- *darkness*

1/day -- *obscuring mist*

Abilities Str 19, Dex 16, Con 22, Int 8, Wis 11, Cha 11

SQ freeze

Feats Multiattack, Toughness

Skills Balance +6, Gather Information +1, Hide +11*, Jump +10, Knowledge (local) +6, Knowledge (the planes) +6, Listen +9, Spot +9, Survival +0 (+2 on other planes), Tumble +11, Use Magic Device +6

Possessions 2,000 gp worth of treasure

Freeze (Ex) A half-fiend gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 18 Spot check to notice the gargoyle is really alive.

Skills Half-fiend gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a half-fiend gargoyle is concealed against a background of stone.

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