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## Ahiraxon-Gukhasha

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*“His twisted words entice the weak.  
The price is paid.  
The power is mine!”*

*– Ravenous Demon, Archdemon of Greed*

You are the leader of the abyss. You thrive on the chaos around you and encourage it on every level. The great Onyx has summoned you to this place to discuss the fate of monsters versus humans-the truth is that you don't really care. You and your kind can make deals with humans just as well as you can make deals with monsters. You do love that the monsters are all in a tizzy about this whole “gun” device the humans have crafted. While everyone is all running about like a headless kobold, you are sitting back and chuckling at their screams; when things get hairy all you have to do is blink into the Abyss. (Although, as long as you are in Onyx's castle, you can't blink out completely and return to the Abyss. *As a game kludge, game space is closed and you cannot leave the castle.*)

You have made it your goal to get as involved in everyone's lives as possible; you absolutely love the rush you feel when you have pulled the wool over someone's eyes or have manipulated them into throwing their livelihoods away for a few pennies. You keep a tight network of demons, devils, ghosts, and other monsters that deal in information and subterfuge. As the leader of the demons, you know the value in loyal informants who bring you timely, accurate information. As such, you know little tidbits about everyone here; you need to be aware of potential military invasion as well as knowing how you can sneak your way into hearing more rumors. In your book, treasures are only topped by gossip and gossip is only topped by using that gossip to anonymously sabotage people's plans.

In addition to information, you barter in treasures, and of course, souls. You are one of the few demons with knowledge of the more obscure magicks and guarantee the absolute top quality in supplies. As is traditional of a demon of your stature, you can always make a deal for someone's soul; assuming they have one. If you are dealing with someone with no soul to give and no interest in magic, you can always make them hunt down a new legendary sword for your legendary sword collection.

Upon receiving the letter from Onyx the Great Black Dragon, you quickly determined who might be there at that soire and what you might tempt them with: Sphinx will undoubtedly be there. You also think that Ruby and Count Wilhelm Von Dorburt should be there, as leaders of the two oldest monster organizations in Astyria. Even the lowly Goblin leader will likely be in attendance. You pack some things they may like; a quill for that troll poet, a lovely emerald necklace for that tree fae. . . You rub your hands together. This should be fun. Monsters are always full of ulterior motives and you always love to manipulate them!

Everyone always wants something. It is just a matter of identifying what. Your skill at doing just that has elevated you to leader of the demons. You never miss a chance to offer a deal to someone, and you always haggle mercilessly. Everyone knows you, but not everyone loves you – in fact, most monsters and humans you interact with dislike you, but they always come back for more obscure knowledge or artifacts! After all, you are the best.

While demons don't horde things the same way that dragons do, you do have a soft spot for Swords. You know that stuffy old black dragon has a beautiful masterpiece, the The Legendary Sword of Ice (249), in his possession but if only you could come up with something he wants, it would be yours! In addition, you have been searching for the missing pieces of the Vorpall Sword of Wonder (321) for centuries now and you have reason to suspect that the scaly grump has a fragment somewhere. One of your dimwitted imps was able to convey that one of the other council members holds a second fragment, but you were unable to understand where. You incinerated the imp on the spot for his incompetence.

You grab your pack. “Goodbye, my imps! I must away and help decide the fate of the humans!” you shout to no one in particular. “You're in charge,” you casually say as you pass a statue of yourself and get ready to teleport to Onyx's castle.

**Goals**

- Extract as much information and as many valuable items as possible from the other delegates. You have plenty of both, but it is always good to have more.
- Join as many factions as possible.
- Cause and encourage chaos whenever possible.
- Make trades and deals to exchange your information and items that people want. Ensure that the deals are as favorable to you as possible.
- Find the missing pieces of the "Sword fragment" (123)
- Disrupt any attempt at a final decision at the meeting.

**Contacts**

- Onyx: The elder dragon leading the council.
- Count Wilhelm Von Dorburt: A powerful vampire rivaling with Xavier. Your information suggests that he wants to find a way to walk under the sun unharmed. You suspect the Fae are the answer. Their magics are all to often the answer.
- Xavier Fizzgig: Once a powerful human sorcerer, now an even more powerful lich. He is always looking for more power.
- Maerwynn: A fae thoroughly infatuated with nature. Capricious and fickle, she is never boring.
- Nyx: A fae thoroughly infatuated with drinking the dreams of human babies. You appreciate the mischievousness of the fae.
- Mortag: A troll. He seems to have some intense belief that he has a talent for poetry. You disagree but find it highly amusing how much the status quo is disrupted by his antics.
- Tayschrenn: You never paid too much attention to the leader of the Djinni because he never seem to want to participate in your deals. What a shame!
- Yorzelz Chauseater: You heard that the Ogre hoard had been swarmed by humans but apparently they are hardier than they look! An impressive feat!
- Serpentis: You heard that the Basilisk's stone gaze is weakening for some unknown reason. How bizarre. Perhaps you could render some assistance? For the appropriate price of course.
- Gulfim Rozghar: The minotaur. His manner of speak reminds you of your imp minions back home. How quaint. You know of a longstanding intellectual rivalry between he and Sphinx.
- Sphinx: Speaking of Sphinx, you always were amused by Sphinx's ability to play with the minds of others. You love chaos, but you can't stand the cryptic sentences from him; you keep your distance but with sincere respect.
- Tunmal Underbite: This plucky little goblin wants to rule the world someday! You have no faith that Tunmal will succeed in this endeavor, but if you can convince him to trade away all of his life savings for the cause you will.
- Strong Branch: The Ent is the oldest and wisest of his forest. He is known for having disdain for undead but seems to be generally peaceful.

**Memory/Event Packets**

- none

**Bluesheets**

- The Continent of Astyria

**Greensheets**

- The Battle
- How to Build a Golem
- Decking Instructions

**Abilities**

- Hell Fire
- Dispatch Forces or Request Asylum
- Soul Contract

**Items**

- Zumwalt's Golem Construction Manual, Part 1 (991)
- Demonomicron (667)
- The Quill of Dark Desire (365 )
- Paper (265)
- Quill (724)
- Soul of a Demon
- A Shiny Necklace

**Stats**

- Combat Rating: 10