

AMNIZU (Baatezu)

Medium-Size Outsider

Hit Dice: 9d8+9 (49 hp)

Initiative: +1 (Dex)

Speed: 20 ft, fly 40 ft (average)

AC: 21 (+1 Dex, +10 natural)

Attacks: 2 claws +10 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, forget, summon devils

Special Qualities: Damage reduction 20/+2, SR 21, devil qualities

Saves: Fort +7, Ref +7, Will +8

Abilities: Str 13, Dex 13, Con 13, Int 15, Wis 15, Cha 15

Skills: Climb +10, Concentration +10, Diplomacy +11, Hide +10, Knowledge (planes) +11, Listen +13, Move Silently +10, Search +11, Sense Motive +11, Spot +13

Feats: Alertness, Dodge, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, team (2-5), or troupe (1-2 amnizu, 2-5 erinyes)

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful evil

Advancement: 10-21 HD (Medium-size)

Amnizu, better known as Styx devils, are found throughout Stygia (the fifth plane of Hell). They are the guardians of the River Styx and serve as generals in Hell's armies, commanding 20 companies of erinyes and abishai.

The amnizu appears as a 4-foot tall, gruesome humanoid. Its head is long and ovoid and devoid completely of hair. Its legs and arms are short and stumpy. Its hands end in sharp claws. Its mouth is filled with razor-sharp teeth.

COMBAT

The amnizu attacks using its spell-like abilities, claws, and forget ability in combat.

Spell-Like Abilities: At will—*animate dead*, *charm person*, *desecrate*, *doom*, *fireball*, *hold person*, *major image*, *produce flame*, *pyrotechnics*, *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*imprisonment*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Forget (Su): By making a melee touch attack, an amnizu causes the target to forget one whole day's worth of memories if the creature fails a Will save (DC 15). This does not negate any mind-affecting spells the victim is currently affected by (*charm*, *suggestion*, for instance), but causes the victim to forget the being that placed such magic on them in the first place.

Lost memories can be restored by the casting of *heal*, *lesser restoration*, *greater restoration*, *miracle*, or *wish*.

Summon Devils (Sp): Once per day an amnizu can attempt to summon 2d10 lemures with a 50% chance of success or 1d8 erinyes with a 35% chance of success.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Amnizu can communicate telepathically with any creature within 100 feet that has a language.

The Amnizu (Styx Devil) first appeared in 1e FF (1981).