

GRAZ'ZT (Demon Prince)

Large Outsider (Chaotic, Evil)

Hit Dice: 62d8+620 (899 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 49 (-1 size, +6 Dex, +29 natural, +5 shield); 44 (without shield)

Attacks: Large +5 *vorpal bastard sword* +79/+74/+69/+64/+59/+54 melee; or Large +5 *vorpal bastard sword* +79/+74/+69/+64/+59/+54 melee and +3 *guisarme* +74 melee

Damage: Large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid; or Large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid and +3 *guisarme* 2d4+9

Face/Reach: 5 ft by 5 ft/10 ft (15 ft with *guisarme*)

Special Attacks: Spell-like abilities, spells, psionics, fear aura, summon demons

Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +43, Ref +39, Will +44

Abilities: Str 34, Dex 22, Con 30, Int 32, Wis 32, Cha 40

Skills: Bluff +77, Concentration +72, Diplomacy +77, Escape Artist +68, Gather Information +77, Hide +64, Heal +73, Intimidate +77, Knowledge (Abyssal politics) +73, Knowledge (arcana) +73, Knowledge (planes) +73, Knowledge (religion) +73, Listen +73, Move Silently +68, Scry +73, Search +73, Sense Motive +73, Spellcraft +73, Spot +73

Feats: Ambidexterity, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (*bastard sword*), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Two-Weapon Fighting, Weapon Focus (*bastard sword*), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 lamias plus 2-4 succubi or mariliths)

Challenge Rating: 42

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: —

One of the most powerful demon rulers in the Abyss is Lord Graz'zt, dedicated foe of both Demogorgon (q.v.) and Orcus (q.v.). The never-ending war between Graz'zt and the other demon lords rages across the Abyss showing no mercy to those that get in its way.

Graz'zt is one of the handsomest of the demon lords, at least by human standards. He appears as a large, 9-foot tall humanoid with black skin and green glowing eyes. His slanted eyes and pointed ears are merely indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

COMBAT

Graz'zt attacks using his spells, spell-like abilities and *bastard sword*. On occasion he has been known to forego the use of his shield and wield two weapons, his *bastard sword* and a *guisarme* (that he wields one-handed).

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic*

missile, mirror image, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire; 1/day—disintegrate, fire storm, polymorph any object, and trap the soul. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Graz'zt casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and War.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Fear Aura (Su): 60 feet; Will save (DC 51) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Graz'zt's fear aura for one day.

Summon Demons (Sp): Three times per day Graz'zt can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

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

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

Graz'zt first appeared in module S4 (Gary Gygax, 1982).