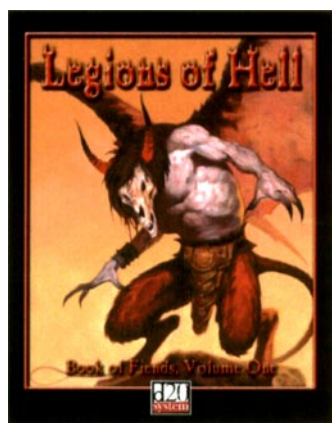
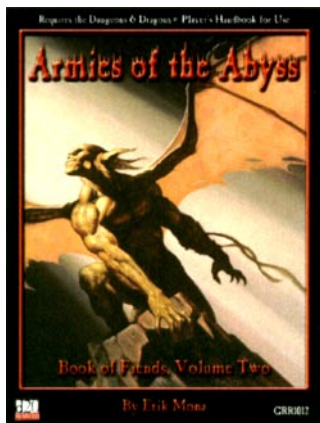




This counter pack includes over 65 distinct counter illustrations, representing over 200 demons and devils ranging from CR 1 to 25, guaranteeing awe and fear on any gaming table.



Featuring several demons and devils from Green Ronin's highly acclaimed *Armies Of The Abyss* and *Legions Of Hell* sourcebooks.



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COUNTER PACK



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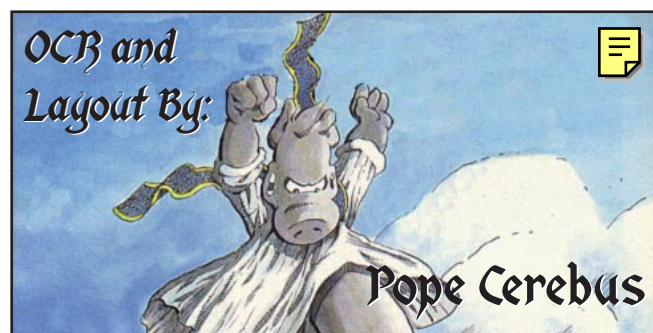
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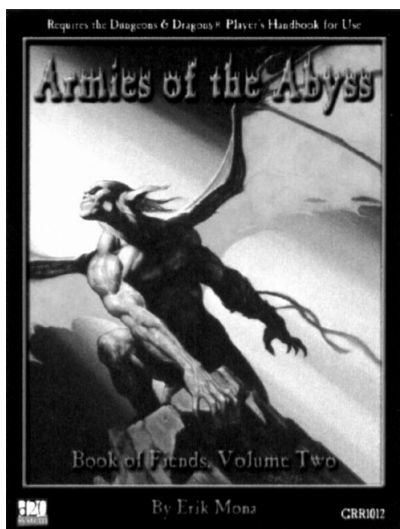
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Book of Fiends, Volume 2

A d20 System Monster Compendium

Written by **Erik Mona**

Cover by **Brom**

Art by **Sam Wood, Brian Despain, Drew**

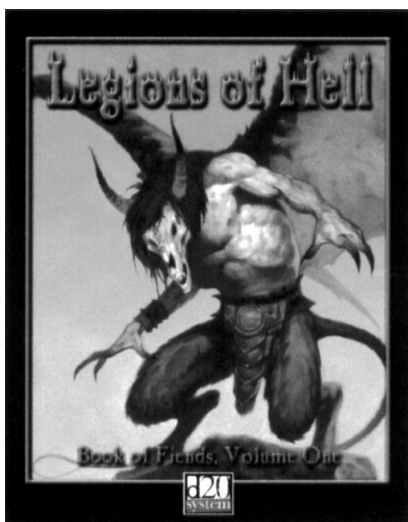
Baker, Toren "MacBin" Atkinson, Tom

Baxa, and Chris Keefe

MSRP \$14.95

GRR1012

ISBN: 0971438005



A d20 System Monster Compendium

Written by **Chris Pramas**

Cover by **Brom**

Art by **Toren Atkinson, Brom, Chris**

Keefe, Raven Mimura, and Sam Wood

MSRP: \$14.95

GRR1005

ISBN: 0970104847

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Tell me about the counters....

This Counter Pack, focusing on Demons and Devils, contains more than 65 unique monster images, most with multiple counters available for use. These full-color counters are based on a one-inch equals five-foot scale. Therefore, creatures with a 5-ft. by 5-ft. Face statistic will occupy a single one-inch counter. Before beginning play, carefully cut apart the counters with an x-acto knife or scissors. Please be sure to take care with these tools.

There are eight pages of counters in total. These pages are divided into 4 categories: Demons from the Core d20 rules, Demons from Armies of the Abyss, Devils from the Core d20 rules, and Devils from Legions of Hell. Each page lists the type, name, Challenge Rating, and the number of counters for each creature. For monsters that appear in quantity, we have often provided alternate images, to provide some variety and enhance the gaming experience.

All counters feature an arrow in the top left corner indicating direction, as well as a blank square in the bottom right, allowing the Game Master (GM) to assign numbers to multiple monsters of the same type. For example, the heroes may encounter four Quasits, which would be numbered 1 to 4. The GM can then keep track of the individual hit points and actions according to which particular demon is involved in the resulting skirmish.

These counters are not labeled with the monster name, as many characters may encounter creatures for the first time and player knowledge of the monster may provide an unfair advantage. The GM should use this mystery to his or her benefit. For example, instead of saying, "You encounter four lemures," the GM might say, "You encounter four revolting mounds of flesh, vaguely resembling melting humanoids," then place the appropriate counters on the battle grid for the players to see the picture.

What if I don't have Armies of the Abyss or Legions of Hell?

As the counters are not labeled, they can be used to represent a variety of similar-appearing adversaries, or even provide the visual focus for a new monster. We've also provided a selection of "demon bases" that can be used in conjunction with our "demonic additions" table to create stats for potential new monsters. Anything that is unfamiliar to your players can present an opportunity to add wonder and excitement (not to mention a little fear!) to the gaming table. Seize this opportunity and use it for all it's worth!

I thought the hellcat was invisible! How can it have a counter image?

This is where using counters can add new dimensions to your table-top game. When a player is aware of the hellcat's presence and intends on attacking the creature, hand the counter to the player and ask him to place the counter where he thinks the hellcat is located. If that happens to match your notes, the player then incurs the regular miss chance from concealment. Otherwise, the attack misses, no matter what the attack roll. If a player uses true strike, the attack doesn't suffer from a miss chance, and you should place the counter where the creature really is. Until the hellcat's next action, when it can move, the players have a pretty decent idea of where the creature is located.

What about the mandragoras? Shouldn't their counters be even smaller?

These diminutive creatures should technically be featured on counters that are 1/5th of an inch square. However, this is just not practical. So, we've formatted them as tiny-sized creatures, occupying a half-inch square. The GM should note that 5 mandragoras can occupy a single side of a 5-foot square, and should feel free to pile the counters on the battlegrid like a pyramid, assuming that they are actually side-by-side and suffering no penalties.

What was that thing you mentioned - "Demonic Additions"?

The planes of the Abyss are chaos incarnate, and seemingly endless. Even if your players have traveled through hundreds of layers of the demonic realities, they've just begun to experience the true evil that the Abyss holds. The demons detailed in the Core Rules are representative of the usual forms encountered. But, within the myriad worlds in these chaotic planes, surely there are variations to be encountered?

The following table represents the randomness of the Abyss. Roll 2d6 and consult the table to find physical alterations, Special Qualities, Special Attacks, and other modifications that can be added to any existing demon to present a new challenge to your group.

Roll 2d6 and consult the following list for instructions on modifying your demon. You can either make these changes to any existing demon to provide an alternate version, or you can alter the “base demon” statistics provided to create an entirely new creature.

2-3 Stretching Demon (CR +2)

The demon’s body is made of a fluid, slippery material. It gains the following abilities:

SA-Elongation (Ex): The demon can stretch its body and limbs up to twice its original size, thereby increasing its reach to 10 feet.

SA-Oily Secretion (Ex): The demon’s skin constantly exudes an oil that acts as a permanent *oil of slipperiness*. The demon may excrete this oil onto the floor in a 5-foot square as a standard action. A creature entering the area or standing in the area must succeed at Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Creatures remaining in the area covered with this oil must make a new save each round or slip and fall. The demon can move freely across a surface covered with this oil. The oil is non-flammable.

SQ-Slippery (Ex): The oily secretion makes the demon difficult to grapple or snare. Webs, magic or otherwise, do not affect the demon, and it gains a +20 racial bonus to all Escape Artist checks.

SQ-Spider Climb (Su): The demon is affected by a permanent *spider climb* effect. This is an inherent ability and cannot be dispelled.

SQ-Weapon Immunity (Ex): Because of the oil covering the demon’s body, it takes only half damage from piercing and slashing weapons.

4-6 Lightning Breed (CR + 1)

The demon has some interesting ancestors and has gained electrical powers. Any physical attacks by the demon (claw, bite, slam) do an **additional 1d6 points of electricity damage**. The demon also has the following Special Attacks and Special Qualities:

SA-Improved Grab (Ex): To use this ability, the demon must hit an opponent of Medium size or smaller with a melee attack. If it is successful, it can hug.

SA-Shocking Hug (Su): The demon wraps its strong arms around an opponent and releases an electrical charge. This attack does 3d6 points of electricity damage (Fortitude save DC 10 + demon’s HD for half damage).

SQ-Immunity (Ex): If it does not already have it, the demon gains electricity immunity.

7-8 Night Breed (CR +1)

The demon thrives in darkness and has gained the following Special abilities:

Feat: Blind-Fight is gained for free.

Spell-Like Abilities (Sp): The demon can cast *deeper darkness* at will, as a cleric of equivalent level.

SA-Summon Shadows (Sp): Once per day, the demon can attempt to summon 2d4 shadows with a 35% chance of success.

SQ-Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the demon for 1 round. In addition,

it suffers a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

9-10 Fire Breed (CR +1)

The demon has some interesting ancestors and has gained flame powers. Any physical attacks by the demon (claw, bite, slam) do an **additional 1d6 points of fire damage**. The demon also has the following Special Attacks and Special Qualities:

SA-Breath Weapon (Su): The demon can exhale a 60-foot line of flame as a standard action every 1d4 rounds. The flame does 2d10 points of fire damage (Reflex save 10 + the demon’s HD for half damage).

SQ-Fire Subtype (Ex): The demon gains fire immunity, but takes double damage from cold-based attacks, except on a successful save.

11 Raging Demon (CR +2)

The demon gains the following abilities:

SA-Frightful Presence (Ex): Activated when the demon makes a loud sound (roar, growl, shout, etc.), this ability forces creatures within 30 feet with fewer HD than the demon to make a Will save (DC 10 + half the demon’s HD 4 its Charisma modifier) or become *frightened* (see the *DMG*, Chapter 3) for 5d6 rounds.

SA-Rage (Ex): If it takes any damage, the demon will fly into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and -4 AC. The demon cannot end this rage voluntarily. Once its opponent is dead, the demon’s rage will end 1d4 rounds later. It will be fatigued (-2 to Strength and Dexterity) for 1d4 hours.

SQ-Immunities (Ex): Immune to *confusion*, *fear*, *hold monster*, *slow*, and *haste*.

SQ-Spell Resistance (Ex): The demon gains spell resistance equal to 10 + its HD

12 Death Demon (CR +3)

This fearsome foe has the following additional abilities:

SA-Fear Aura (Su): The demon emits an aura of fear and foreboding. Creatures with less than 5 HD and within a 30-foot radius must succeed at a Will save (DC 14 + the demon’s Charisma modifier) or be affected as though *by fear* as cast by a sorcerer of the demon’s HD.

SA-Bane Strike (Su): Any creature hit by the demon’s claw attack (or other physical attack) suffers a permanent -1 penalty to attack rolls (Will save DC 19 negates). Each additional hit by the demon’s claws increases the penalty by 1. This effect can be negated by casting *bless* or *remove curse*.

SA-Vorpal Strike (Ex): Any time the demon scores a critical hit using its claw attack, its opponent must succeed at a Fortitude save (DC 10 4 half the demon’s HD) or have one limb severed (Roll 1d20: 1-4 *right hand*, 5-9 *left hand*, 10-12 *right arm*, 13-15 *left arm*, 16-17 *right leg*, 18-19 *left leg*, or 20 *head*).

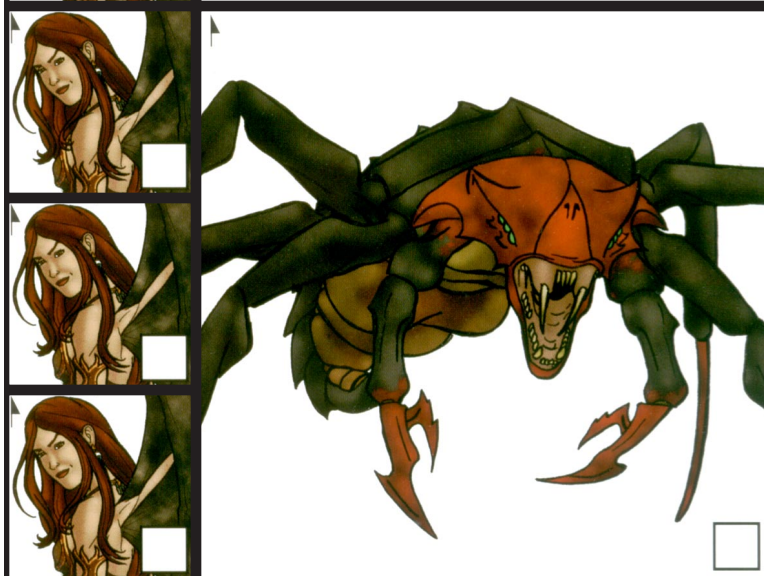
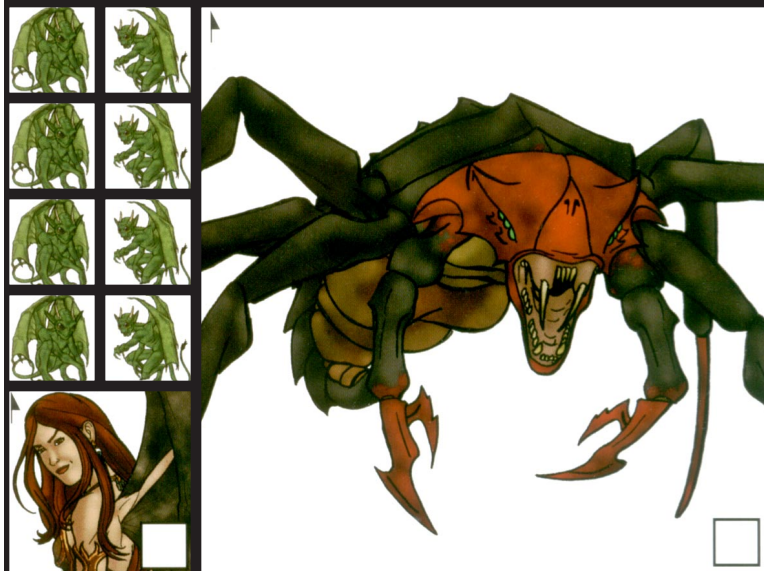
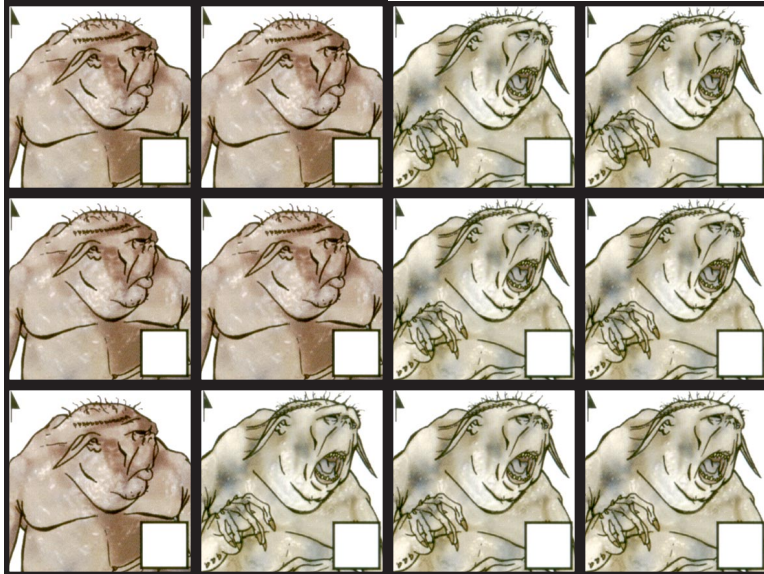
SQ-Death Feast (Su): When this demon slays an opponent, it can feed on the corpse, devouring both flesh and spirit, as a full-round action. For every 8 HD or levels the demon consumes, it gains 1 Hit Die. Feeding destroys the victim’s body and prevents any form of raising or resurrection that requires part of the corpse.

	Minor Demon	Intermediate Demon	Major Demon
	Medium-Size Outsider (Chaotic, Evil)	Medium-Size Outsider (Chaotic, Evil)	Medium-Size Outsider (Chaotic, Evil)
Hit Dice	3d8+3 (16 hp)	6d8+6 (33 hp)	12d8+12 (66 hp)
Initiative	+5 (+1 Dex, Improved Initiative)	+5 (+1 Dex, Improved Initiative)	+6 (+2 Dex, Improved Initiative)
Speed	30 ft.	30 ft., fly 30 ft. (average)	40 ft., fly 30 ft. (average)
Armor Class	14 (+1 Dex, +3 natural)	17 (+1 Dex, +6 natural)	24 (+2 Dex, +12 natural)
Attacks	2 Claws +4 melee	2 Claws +7 melee	2 Claws +15 melee
Damage	Claw 1d4+1	Claw 1d4+1	Claw 2d4+4
Face/Reach	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks	Spell-like abilities	Spell-like abilities	Spell-like abilities
Special Qualities	Damage reduction 5/silver	Damage reduction 5/+1	Damage reduction 5/+2
Saves	Fort +4, Ref +4, Will +3	Fort +6, Ref +6, Will +5	Fort +9, Ref +10, Will +8
Abilities	Str 13, Dex 13, Con 13, Int 14, Wis 11, Cha 11	Str 13, Dex 13, Con 13, Int 14, Wis 11, Cha 11	Str 17, Dex 14, Con 13, Int 14, Wis 11, Cha 11
Skills	Hide +7, Listen +6, Move Silently +7, Search +8, Spot +6	Hide +13, Listen +12, Move Silently +1, Search +14, Spot +12	Hide +26, Listen +24, Move Silently +26, Search +26, Spot +24
Feats	Improved Initiative	Improved Initiative, Power Attack	Dodge, Improved Initiative, Mobility, Power Attack
Base CR	2	4	7
Spell-Like Abilities:	At will - <i>detect good</i> , <i>detect magic</i> , and <i>invisibility</i> (self only)	At will - <i>detect good</i> , <i>detect magic</i> , and <i>invisibility</i> (self only)	At will - <i>detect good</i> , <i>detect magic</i> , and <i>invisibility</i> (self only)

DEMONS

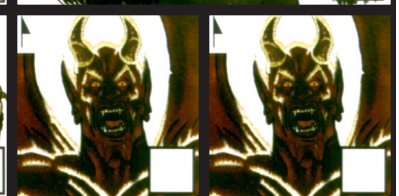
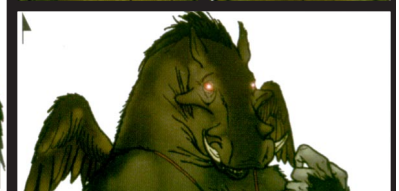
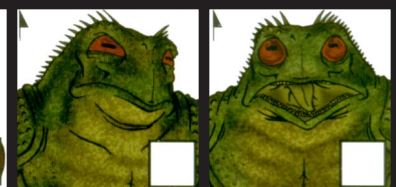
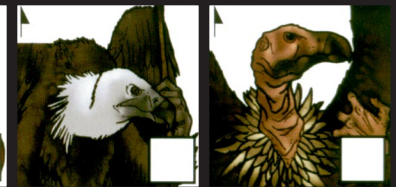
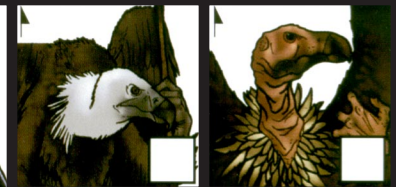
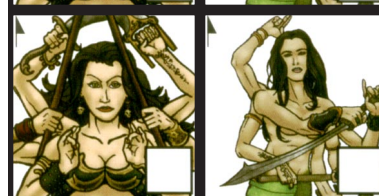
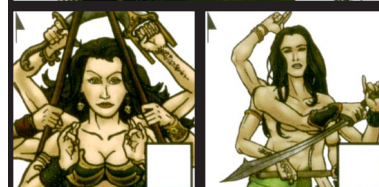
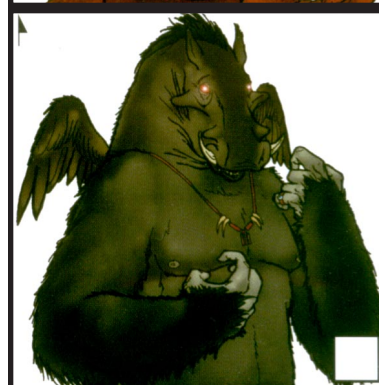
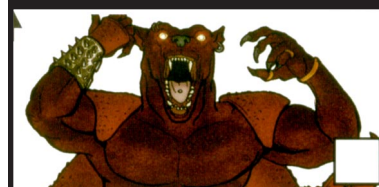
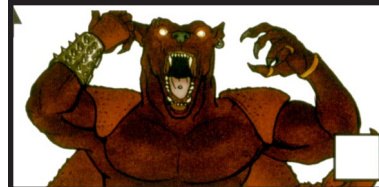
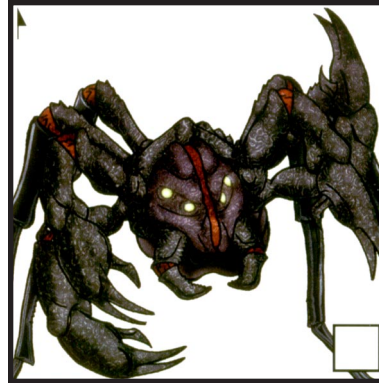
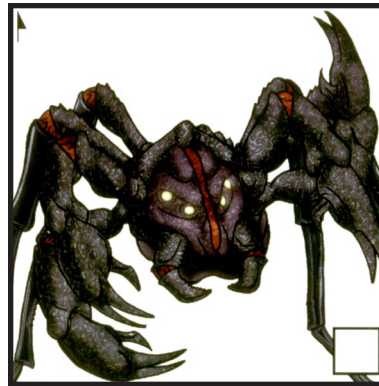


DRETCH (CR 2) × 14
 QUASIT (CR 3) × 8
 BEBILITH (CR 9) × 2
 SUCCUBUS (CR 9) × 4



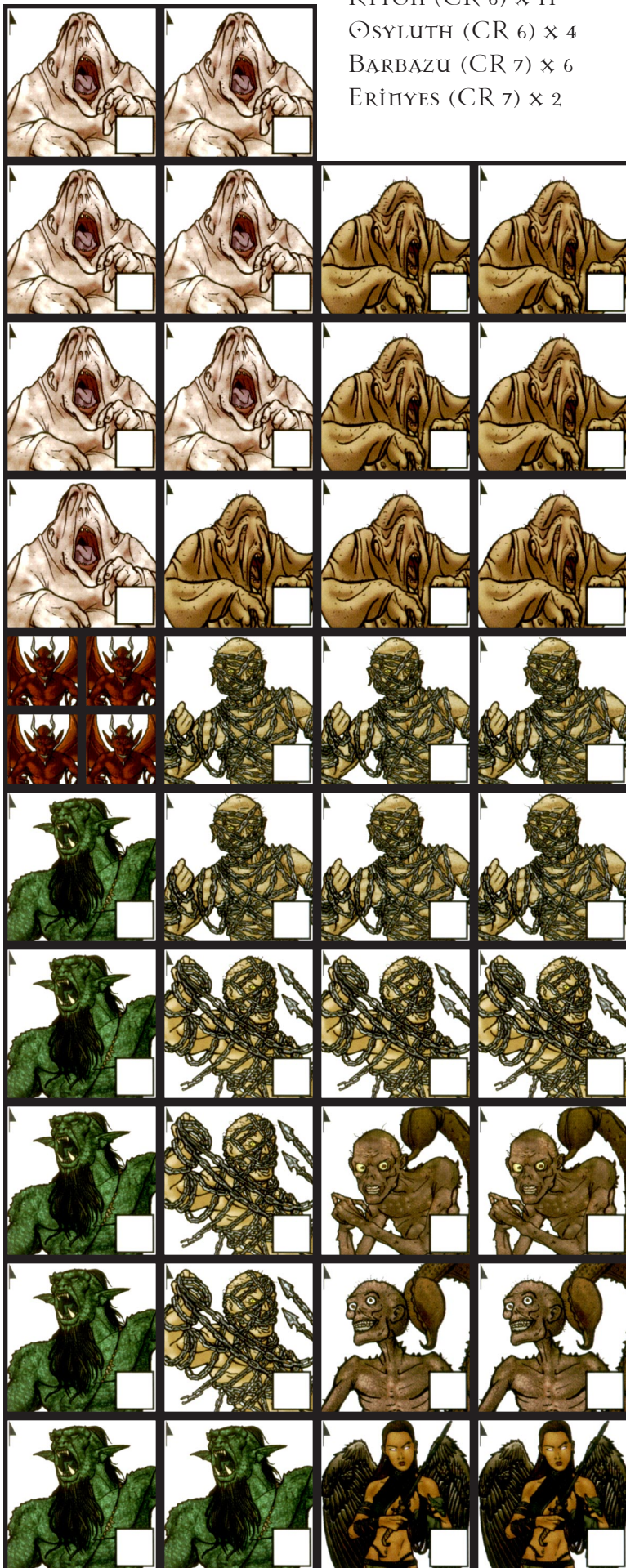
DEMONS

RETRIEVER (CR 10) × 2
 VROCK (CR 13) × 8
 HEZROU (CR 14) × 4
 GLABREZU (CR 15) × 2
 PALFESHNEE (CR 16) × 2
 MARILITH (CR 17) × 4
 BALOR (CR 18) × 2



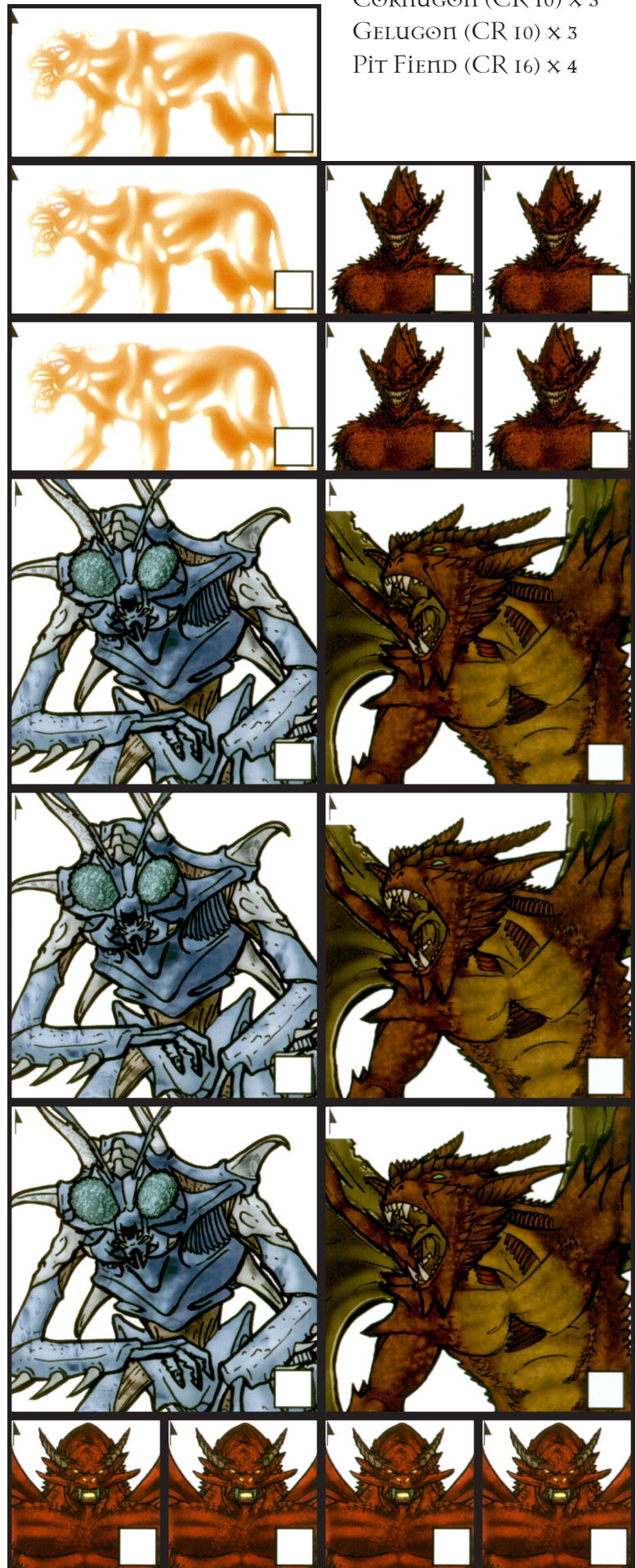
DEVILS

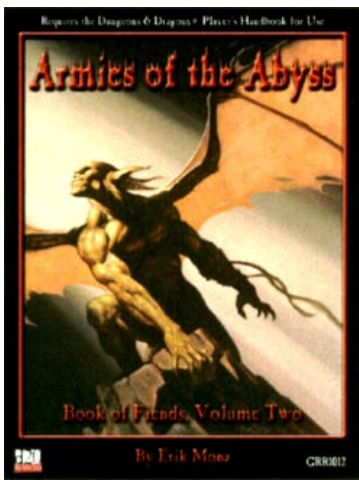
LEMURE (CR 1) × 14
 IMP (CR 2) × 4
 ΚΥΤΩΠ (CR 6) × 11
 ΟΣΥΛΥΤΗ (CR 6) × 4
 BARBAZU (CR 7) × 6
 ΕΡΙΠΥΕΣ (CR 7) × 2



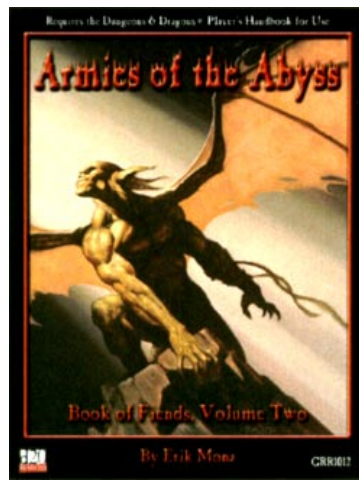
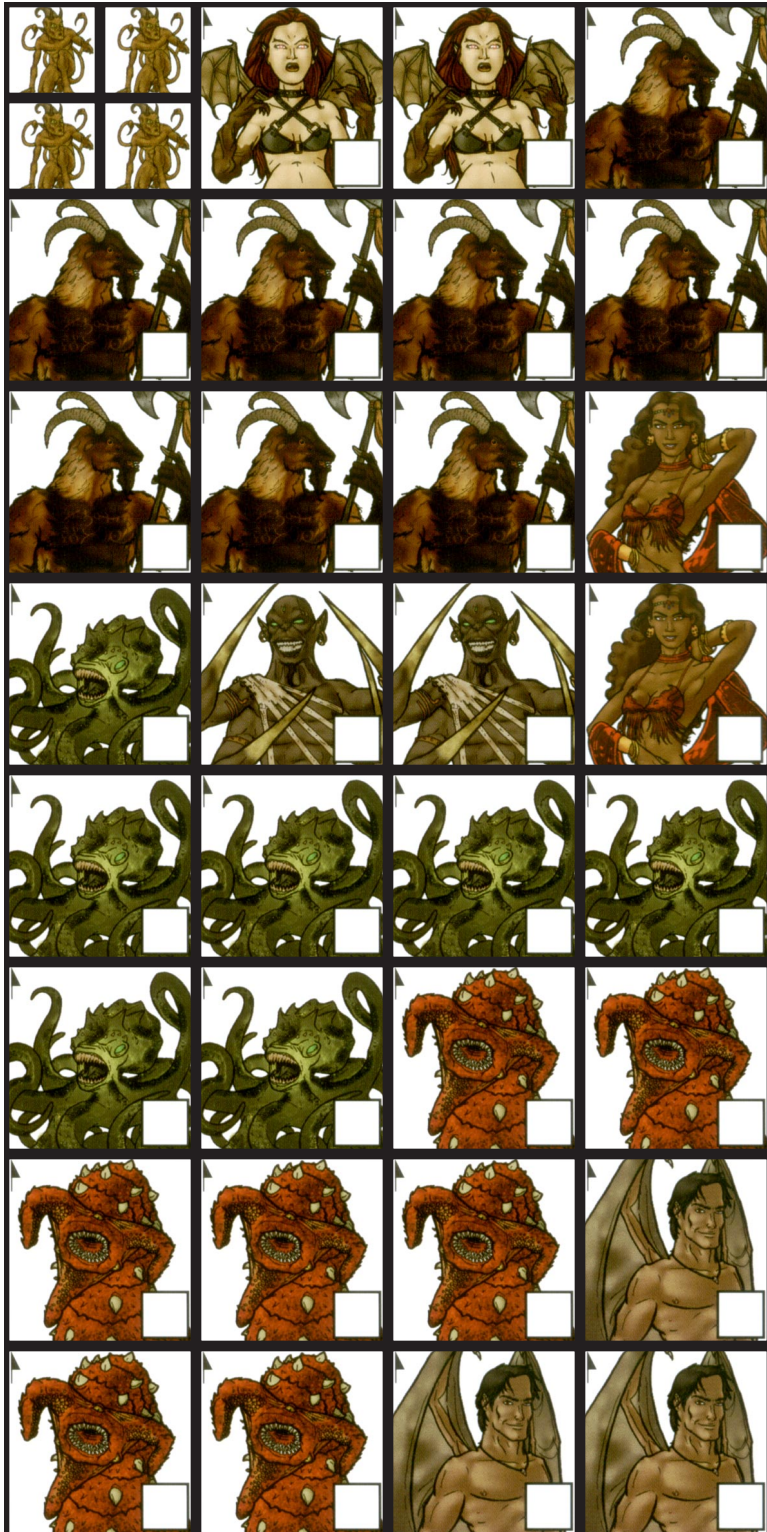
DEVILS

HELLCAT (CR 7) × 3
 HAMATULA (CR 8) × 4
 CORNUGON (CR 10) × 3
 GELUGON (CR 10) × 3
 PIT FIEND (CR 16) × 4

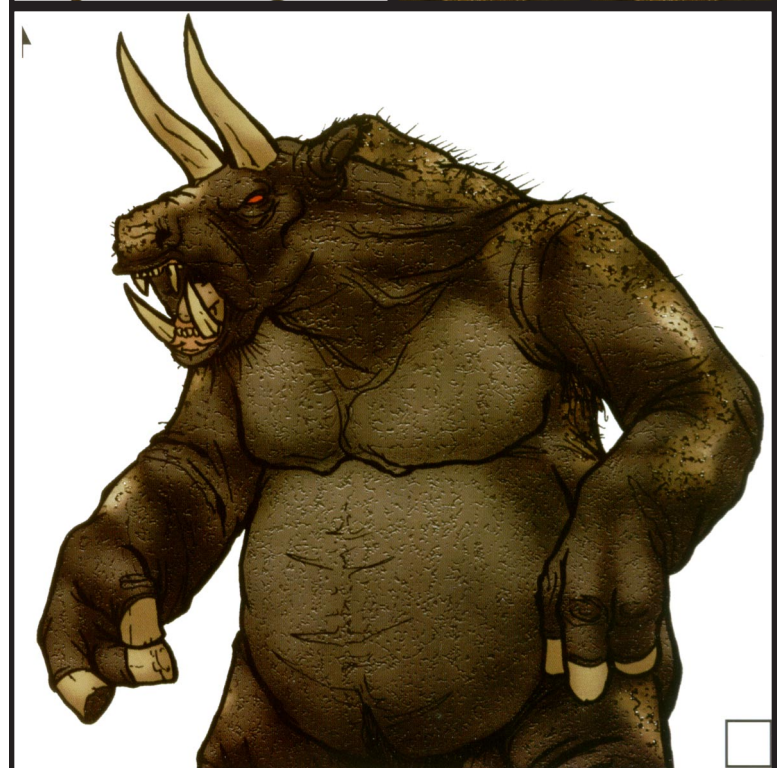
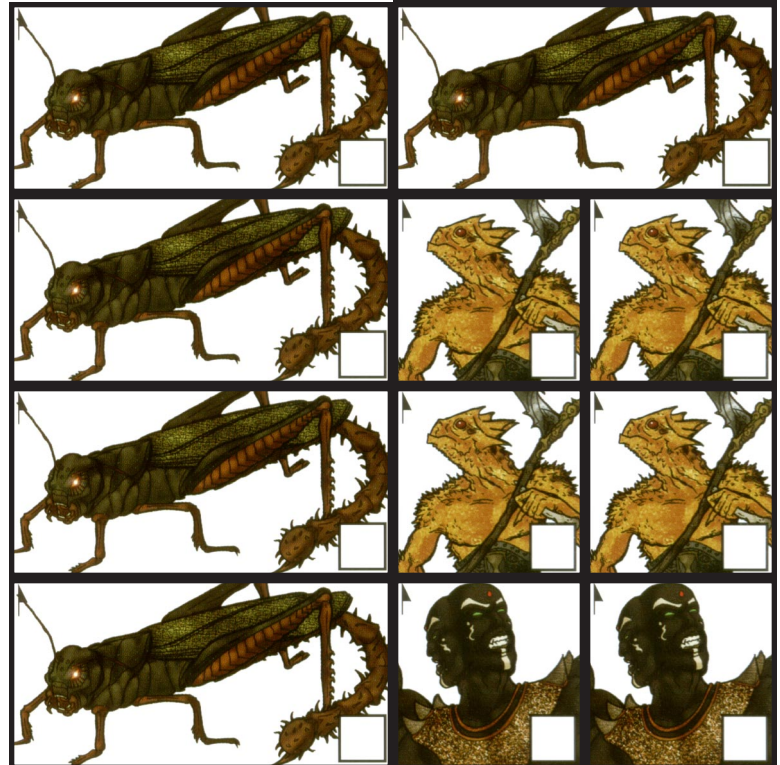


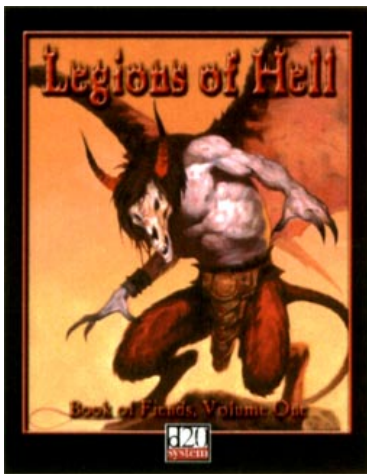


MANDRAGORAS (CR 2) × 4
 ALRUNE (CR 4) × 2
 SCHIR (CR 4) × 8
 JAHİ (CR 5) × 2
 DARBA (CR 6) × 2
 SHOGGTİ (CR 7) × 4
 SÖLESİK (CR 8) × 7
 INCUBUS (CR 9) × 3

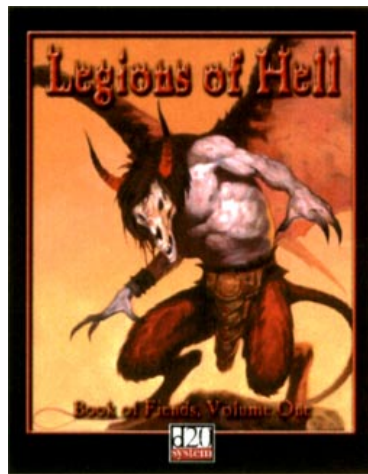
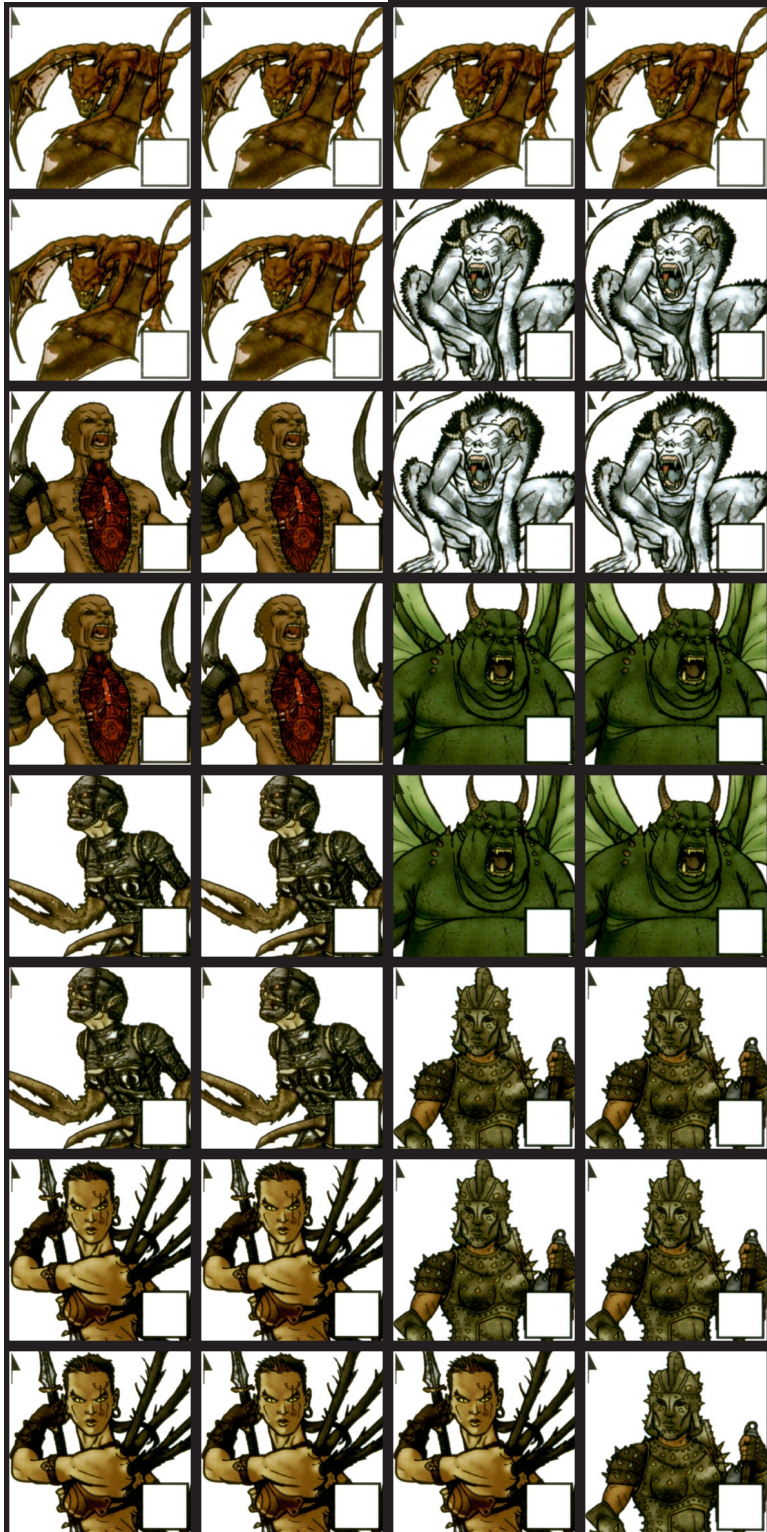


DEMON LOCUST (CR 10) × 6
 ALASTÖR (CR 14) × 4
 PAİGOEL (CR 15) × 2
 SOULKEEPER (CR 20) × 1





WHIPTAIL (CR 1) × 8
 ICE STALKER (CR 3) × 4
 PAINSHRIEKER (CR 4) × 4
 BULUGON (CR 5) × 4
 PAIN MISTRESS (CR 7) × 4
 GLADIATRIX (CR 7) × 5
 KEIE (CR 8) × 5



DISTENDER (CR 8) × 3
 DARKSPHINX (CR 10) × 6
 MAGUGON (CR 11) × 3
 ASHMEDE (CR 13) × 4

