

# The goristro revealed

## Big, dumb demon brought out of hiding

by E. Gary Gygax

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How could a demon as huge as a goristro be missing? How the entire race of the brutes?! That seemed to be the case, for Monster Manual II mentioned these dreaded dwellers on the Abyssal Planes, but nowhere within the book could any other information be found about them.

Time to put on the double-billed detective's cap and find the culprit. After yours truly summoned Dr. Mentzer to assist, we began a full-scale investigation. Nothing on the computer, nothing amidst the pencil draft, nothing anywhere. The clever swine must have used a powerful dweomer to avoid detection — but to no avail, good readers! The typewriter is mightier than any demon, let alone a clan as stupid as the goristroi. Here, then, are the vital statistics which will enable you to include these foul fiends in your AD&D® game campaign.

### DEMON

#### Goristro (Major Demon)

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 15"

HIT DICE: 20 (+6/die)

% IN LAIR: 20%

TREASURE TYPE: B, C

NO. OF ATTACKS: 2 & 1

DAMAGE/ATTACK: 12-30/12-30 & 5-40

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 60%

INTELLIGENCE: *Low*

ALIGNMENT: *Chaotic evil*

SIZE: L (21'-24' tall)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: X / 16,200 + 35/hp

These huge demons are collectively known as goristroi. One can be found on nearly any plane of the Abyss, for they are adaptable and much desired by the rulers of the place to serve as engines of destruction. Demon lords and princes are able to command the goristroi and have them serving as guardians, enforcers, and so on. The hulking goristroi are too stupid and bestial to do more than carry out their orders.

The attack mode of these monsters consists of two clubbing smashes with their long and very powerful arms. Each is equal to a *crushing blow*, so material struck must be



saved for. In addition, a stamping attack can be made against any opponent of 6' or less height which is within 10' of these brutes. They hurl boulders as do cloud giants (1"-24" range for 2-24 points of damage). Goristroi also have the following spell-like powers which they can employ one at a time, one per round, at will: *detect illusion*, *detect invisibility*, *fear* (as a wand, by gaze), *gloom 60' r.* (equals one-half darkness condition), *levitation*, *spider climb*, and *teleport without error* (once per day only).

Even the lowliest of goristroi can be harmed only by +1 or better magic weapons. All of them are immune to cold, fire, poison, and poison gas. They regenerate at the rate of 1 hit point per turn. They have both *infravision* and *ultravision*.

As noted in the list of statistics given above, goristroi receive 6 hit points per hit die in addition to whatever is rolled, giving each hit die a range of from 7-14 instead of the usual 1-8. Goristroi with 140-160 hit points are 21' tall and can only be hit by magic weapons of +1 or better. Those with 161-200 hit points are 22' tall, and also are hit only by +1 weapons. If hit points fall in the range of 201-240, the beast is 23' tall and is hit only by +2 weapons or better. The largest goristroi have 241-280 hit points, are 24' tall, and are hit only by +3 weapons or better.

Goristroi can do siege damage to constructions and large objects in the same way that giants and golems can. Damage figures given below are per round of attack, with no other activity allowed to the goristro in that round.

		Points of Damage Against		
		Soft	Hard	
Wood	Earth	Stone	Rock	Bronze
4	1	3	2	1

As can be seen from the foregoing, the goristroi are major amongst their ilk because of their ability to absorb damage and to mete it out. They are stupid and otherwise limited in power, being unable even to *gate* in other demons. The vast majority

(90%) of goristroi encountered will be in the service of some Abyssal ruler, blindly carrying out the duties assigned to them with complete fanaticism. There is never a question of retreat or morale when dealing with these brutes. They will always continue to follow their given commands until completion or death occurs.

Some symbol of servitude will be worn by goristroi ruled by a lord or prince, whether it be a collar, arm or wrist band, implanted symbol, or whatever. Such devices typically have the power to convey telepathic commands to the wearer as well as serve as tracking devices should the masters wish to know the whereabouts of their servants. Without direct command or supervision, goristroi tend to wander off on destructive rampages of their own direction and desire.

Goristroi are vaguely reminiscent of giant bears, although their shoulders are broader, their visages appearing to be a nightmarish cross between bison and human, and their hands and feet disproportionately large, splayed, and humanlike.

### MORE MISSING TEXT

It seems that every time I open Monster Manual II, I find something else which was omitted from the material I submitted. While some errors are bound to creep in, I am beginning to suspect that I am being faced with a printer's devil. Okay, so my puns are worse than usual. The upshot is, no description of the appearance of a movanic deva was included. Here is the portion dropped from my typed manuscript copy:

"Movanic devas have skin of pale rose color. Their hair is of coppery red and their eyes of metallic coppery hue. Their wings are rosy white. They otherwise resemble humans of the most superior sort."

If any of you find portions of descriptions missing, do let me know. Meanwhile, I am looking for errors and omissions which originated from my own carelessness. ¶