

# DEMONIC BEASTS

Demonic beasts are oversized evil creatures from the infernal realms and are not natural at all. They constantly hunt for living beings to kill and cannot be tamed.

Demonic beasts can be found in the more remote or dangerous places of many realms or in other places they are hunting. They can also be found occasionally as "pets" for powerful Warlocks.

## PLAGUE RAT (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D10	D4	D6	D6	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D4	3	0	3

### ATTACKS AND ABILITIES

CLAWS/BITE: D8, Diseased

DARKSIGHT, POISON IMMUNITY, SYLVAN, CHTHONIC

## PLAGUE BAT (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D4	D12	D4	D8	D4	D8
MOVE	ATT	DEF	AP	MP	HP
FLY	D8	D3	4	0	2

### ATTACKS AND ABILITIES

BITE: D8, Diseased

DARKSIGHT, POISON IMMUNITY, SYLVAN, CHTHONIC

### DISEASED

Plague rat and bat attacks do normal damage and also reduce the target's FOR by an equal number of die ranks (thereby reducing maximum HPs). This effect occurs after an encounter ends (but before recovery rolls) and lasts a number of days equal to the total ranks lost.

## HELL HOUND (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D6	D8	D10	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D8	3	1	8

### ATTACKS AND ABILITIES

CLAWS/BITE: D10

BREATHE FIRE: D8, AE1, R1, Cooldown, 1 MP

DARKSIGHT, HUNTER, FIRE IMMUNITY, SYLVAN, CHTHONIC

## RAZOR CROCODILE (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D6	D4	D8	D12	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	2	1	9

### ATTACKS AND ABILITIES

BITE: D12, Grinding

DARKSIGHT, AMPHIBIOUS, AMBUSH, SYLVAN, CHTHONIC

## SHADOW PANTHER (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D12	D8	D10	D10	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D8	4	4	10

### ATTACKS AND ABILITIES

CLAWS/BITE: D12, Shredding

DARKSIGHT, HUNTER, AMBUSH, SHADOW PHASING, EVASION, SYLVAN, CHTHONIC

### SHADOW PHASING

This creature is part shadow. This allows it to move through barriers that have even the slightest hole or are even somewhat translucent.

## BLOOD BOAR (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D6	D6	D10	D16	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D12	2	3	16

### ATTACKS AND ABILITIES

GORE: D10

DARKSIGHT, CHARGE, RAPID REGEN., SYLVAN, CHTHONIC

## DREAD BEAR (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	MOVE
D16	D6	D8	D12	D16	RUN
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	2	4	20

### ATTACKS AND ABILITIES

CLAWS/BITE: D12, Shredding

FEAR: D10 vs. PRE, AE1, R1, Cooldown, 2 MP

DARKSIGHT, HUNTER, CHARGE, SYLVAN, CHTHONIC

## RAZOR SHARK (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D10	D6	D12	D16	D8
MOVE	ATT	DEF	AP	MP	HP
SWIM	D12	D12	3	3	20

### ATTACKS AND ABILITIES

BITE: D12, Grinding

DARKSIGHT, CHARGE, AMBUSH, SYLVAN, CHTHONIC