

DEMONS

Fell beasts are the winged demon mounts of liches, death knights, wraith lords, and non-flying demons.

Demon lords have specific types of primary agents/minions. Lilith is served by succubae/incubi, Dagon by balrogs, Moloch by faceless demons, Lucifer by corrupting devils, and Charon by wraith lords.

Void demons are the most powerful and ancient demons next to the demon lords themselves. They serve the demon lords, but all have ambitions of becoming a demon lord themselves.

All demons are completely sure that they and their masters will prevail, which can make them a bit overconfident.

FELL BEAST (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D8	D4	D12	D12	D6
MOVE	ATT	DEF	AP	MP	HP
FLY	D10	D10	3	2	12

ATTACKS AND ABILITIES

BITE/CLAWS: D10

DARKSIGHT, HUNTER, DEMONIC WAIL, DEMONIC REGENERATION, FEAR IMMUNITY, CHTHONIC (ONLY)

DEMONIC WAIL

This creature can continually emit a demonic wail as a free action. Anyone within one region of the creature while it is doing so suffers disadvantage for any non-defensive action they take. Demons and undead are immune to this effect, as is anyone who knows Chthonic or is resistant or immune to fear. Non-heroes will run in terror from this sound.

SUCCUBUS/INCUBUS (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D12	D12	D16	D12	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D10	D10	4	6	15

ATTACKS AND ABILITIES

WHIP: D10, Poisoned (Paralytic)

CLAWS: D10

ENTHRALL: D16 vs. PRE, R1, 1 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, DEMONIC REGENERATION, SHAPESHIFT, ALL LANGUAGES

FACELESS DEMON (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D12	D12	D16	D12	D12
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	4	6	18

ATTACKS AND ABILITIES

CLAWS: D10

DRAIN LIFE: D16 vs. PRE, R1, 1 MP

FEAR: D16 vs. PRE, R1, 1 MP

SILENCE SPELL: D16 vs. PRE, R1, 1 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, DEMONIC REGENERATION, INVISIBILITY, ILLUSIONS, DEMONIC RITUALS, RUNIC, CHTHONIC

BALROG (6TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D8	D8	D16	D16	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D12	3	4	28

ATTACKS AND ABILITIES

FLAMING SWORD: D16, R1, Sweeping

CLAWS: D12

FEAR: D16 vs. PRE, R1, AE1, Cooldown, 2 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, DEMONIC REGENERATION, RUNIC, CHTHONIC

CORRUPTING DEVIL (7TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D16	D16	D16	D12	D16
MOVE	ATT	DEF	AP	MP	HP
RUN	---	D10	5	8	24

ATTACKS AND ABILITIES

DRAIN LIFE: D16 vs. PRE, R1, 1 MP

SILENCE SPELL: D16 vs. PRE, R1, 1 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, DEMONIC REGENERATION, DEMONIC RITUALS, SHAPESHIFT, INVISIBILITY, ILLUSIONS, ALL LANGUAGES

VOID DEMON (8TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D16	D20	D20	D16	D20
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	5	10	32

ATTACKS AND ABILITIES

CLAWS: D12

DRAIN LIFE: D20 vs. PRE, R1, 1 MP

FEAR: D20 vs. PRE, R1, AE1, Cooldown, 2 MP

ENTHRALL: D20 vs. PRE, R1, AE1, Cooldown, 2 MP

SILENCE SPELL: D20 vs. PRE, R1, AE1, Cooldown, 2 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, DEMONIC REGENERATION, DEMONIC RITUALS, SHAPESHIFT, INVISIBILITY, ILLUSIONS, ALL LANGUAGES

DEMONIC REGENERATION (MAJOR)

This creature can recover 1 HP per turn with a major action, except for damage caused by holy magic.