

DEMON

Among fiends, demons are the most directly aggressive and violent, consumed by a relentless drive to dominate paired with an insatiable bloodlust. Like devils, they individually regard themselves as the moral centers of the Cosmos and do not care a pittance about other lives. Demon hierarchy is based on raw intimidation, but this is not to say that demons are mere brutes, for although they are not typically as cunning as devils, they are by no means foolish and use their minds along with their strength—and they are more than willing to allow themselves to appear oafish in order to create a false sense of superiority within foes' minds. Demons have so much natural armoring that they rarely wear armor or bear shields, though despite their formidable natural weaponry, they favor wielding weapons. The higher a demon's rank in the sadistic pecking order, the finer its equipment.

- Common throughout Icensae, Dubog and Baelfyr, thrasher demons are petty, vicious fiends filled with hatred, especially archons, though they disdain genies as well... and they do not particularly like each other, or anything else for that matter. Efficient, reckless killers, these wingless, hulking demons have two heads like crosses of apes and bruins, bony spikes on their skulls, two arms, three legs, serpentine tails, spines jutting from joints, and shells on their leathery hides, with twisted faces leering through bulbous eyes and fanged grins. Their repulsive skin ranges from a mottled white to a venomous green to a blotchy orange. They carry common weapons that are the same size category as equivalent mortal weapons, wielding them as effectively as mortal assaulters (± 0 d-steps)—featured specimen: single great melee weapon, single light versatile weapon.
- Found in all the lower verses of the Seven Heavens, flayer demons revel in slow, brutal killing. These winged demons rely on stealth and speed, laying traps for foes. With just one head, their faces resemble crosses among arachnids, rodents, hounds, lizards and snakes. Flayer demons have two spidery arms, but no legs, for their insectoid-carapace-armored torsos end in constricting snake-tails. Their two wings resemble those of hawks, eagles or other raptor birds, and their reptilian, scaly skin matches that of deadly snakes. They carry common weapons that are one size category above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+1 d-step); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares)—featured specimen: single pole melee weapon, single light ranged (missile) weapon.
- Denizens of all three verses dominated by fiends, torturer demons see inflicting pain as equally important to dealing punishment. As such, they are not quick to kill their prey, for how can a dead victim scream for mercy? When not fighting archons or genies or tormenting mortals, they enjoy practicing their cruel arts on the beasts and insects that have adapted to their native verses. Torturer demons have three bird-like heads resembling vultures, ravens or other carrion birds, with two matching wings. They have two arms, two legs and short tails, with bodies coated in feathers. Given their three heads, they are able to wield melee (special) weapons as part of dual-weapon attacks. They carry common weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+2 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares)—featured specimen: paired heavy melee weapon and heavy melee (special) weapon, single heavy ranged (missile) weapon, single medium ranged (missile—special) weapon.
- Barbarous slayers born in the icy core of Icensae, destroyer demons are cold-blooded and calculating, always carefully using their minds before putting their bodies into action. Charismatic and thoughtful, they make great leaders and excel at pushing weaker fiends into line, or manipulating stronger fiends into doing their bidding. Armored in frosty grey or icy white scales, they have two heads with flat five-eyed faces, overlarge lower fangs, and short, stocky necks atop hulking torso muscles. Destroyer demons have three arms, four stumpy legs and no tails, along with four reptilian wings. They carry superior weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+3 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares)—featured specimen: paired heavy melee weapon and heavy melee weapon, single heavy ranged (missile) weapon.
- Foul fiends epitomizing the endless hunger and despair of Dubog, devourer demons are among the most disturbing of their fiendish ilk. Brilliant thinkers as well as strong wielders of both weapons and magic, they are extremely ambitious and long for the day when the fiends can lay waste to Feorheath, Gaothrash, Carrtor and Easkye—and so they continually plot and study military tactics. Devourer demons have one bulbous head with a huge, round fang-rimmed mouth above which are numerous eyes. They have two arms and two long, slimy tentacles coated in viny leaves and thorny growths. Standing on three legs, they have no wings but have lithe, powerful root-like lower bodies, covered in tree bark and with vines sprouting from their rears. Though they dwell in darkness, they respond well to light due to plant blood. They carry exceptional weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+4 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares)—featured specimen: single pole melee weapon, single great ranged (missile) weapon.
- Spawned in the darkest, hottest depths of Baelfyr where lightning crackles in caustic fumes amidst bursts of flame and lava, ravager demons are the most feared of their kind, save for demon and devil nobility—mighty monstrosities with rough blood-red or ashen-grey hides, similarly hued hardened scales, foul fangs and gnarly claws. They have one

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horned head like that of an ox, bison or other cow, only with fanged muzzles and mouths like crosses of panthers and dragons. They have two arms, two legs and draconic tails ending in spiky, bony orbs, as well as two great bat wings. They carry exceptional weapons that are eight size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+10 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +25 squares) – featured specimen: single great melee weapon, single heavy ranged (missile) weapon.

DEMON TRAITS
Class: fiend
Origin: Icsenae or Dubog or Baelfyr
Sapience: moral-agent
Lifeweaves: <i>lashful-wicked-inward, laxful-wicked-inward, lawful-wicked-inward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning ½×½×½ to Crowning 4×4×7
Role: warrior
Creature Knowledge:
• <i>General:</i> farlore (sta) DR 19
• <i>Specific:</i> farlore (adv) DR 36
Roottrait Points: 3+[4×(tier-1)]
Attack Roottraits:
• <i>Physical Strikes/Harm:</i> Glt/Brw [thrasher, torturer, destroyer, ravager] or Glt/Lth [flayer, devourer]
• <i>Magical Strikes/Harm:</i> Glt/Wis
Augmentations/Lifeskills: Nml +4, Ftl +1, Mfl +3; hasten +3; physical strikes +6, physical harm +5; magical strikes +1, magical harm +1; <i>brew</i> +0 (train: imp); <i>clout</i> +5 (train: adv); <i>farlore</i> +2 (train: imp); <i>heed</i> +2 (train: imp); <i>look</i> +2 (train: imp); <i>lurk</i> +3 (train: imp); <i>mingle</i> +3 (train: imp); <i>toil</i> +4 (train: imp); <i>trick</i> +1 (train: imp); <i>tumble</i> +1 (train: sta); <i>wile</i> +3 (train: imp); <i>writ</i> +1 (train: sta)
Carcass Harvest:
• <i>Food:</i> [(2d6)×cubes] meals; <i>cook</i> (adv) DR 41 <i>diseased</i> (greater)
• <i>Water:</i> [(1d6)×cubes] meals; <i>mash</i> (adv) DR 32 <i>corroded</i> (greater)
• <i>Bones:</i> [(1d10)×cubes] golds; <i>hew</i> (imp) DR 17
• <i>Fangs, Claws, Horns, Spines:</i> [(1d8)×cubes] golds; <i>hew</i> (imp) DR 23
• <i>Hides, Pelts:</i> [(1d4)×cubes] golds; <i>taw</i> (imp) DR 20
• <i>Scales, Shells:</i> [(3d4)×cubes] golds; <i>hew</i> (imp) DR 29
Lair Treasure:
• <i>Mundane:</i> abundant
• <i>Magical:</i> abundant

THRASHER DEMON
Tier: Beginning
Lifewiew: <i>laxful-wicked-inward</i>
Languages: Common, Fiend, Genie, Archon
Shape: 1×1×2
Size Modifier: ±0
Mass Modifier: +1
Speed: walk 6
Roottraits: Brw 3; Lth 1; Smt 0; Wis 1; Glt 2
Hasten: 4
Defenses: Nml 18; Ftl 19; Mfl 18
Grit: 18+4d8 [36]
Pneuma: 6
Harm Yields: <u>susceptible</u> <i>flare, frost, gloom, shock, logos, charis, hallow</i> ; <u>vulnerable</u> <i>gleam 2, shake 1</i> ; <u>resistant</u> <i>wreck 6, whelm 5, rasp 4, rot 8</i> ; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, incapacitated, nauseated, retched, charmed, enthralled</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>barter</i> +1 (sta); <i>brew</i> +1 (imp); <i>clout</i> +9 (adv); <i>deepfare</i> +2 (sta); <i>dive</i> +3 (sta); <i>farlore</i> +5 (imp); <i>heed</i> +5 (imp); <i>landfare</i> +2 (sta); <i>look</i> +5 (imp); <i>lurk</i> +5 (imp); <i>mingle</i> +6 (imp); <i>nighlore</i> +0 (sta); <i>seafare</i> +3 (sta); <i>search</i> +0 (sta); <i>toil</i> +9 (imp); <i>trick</i> +4 (imp); <i>tumble</i> +2 (sta); <i>wile</i> +6 (imp); <i>writ</i> +1 (sta)
ATTACKS AND POWERS
Inmate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]:
• 2 Bites: targeted melee 1; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
• 2 Claws: targeted melee 1; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
• 1 Tail: targeted melee 1; strike +8; <i>wreck</i> (<i>beat</i>) harm 1d8+4 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Inmate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]:
• 2 Bites: targeted melee 1; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d6 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
• 1 Tail: targeted melee 1; strike +8; <i>wreck</i> (<i>beat</i>) harm 1d8 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
• 1 Falchion (Aggressive Stance): targeted melee 1; strike +8; <i>wreck</i> (<i>rend</i>) harm 2d8+9 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>rend</i> (1d4)
1 Handaxe (Elusive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1 or ranged 5/10/15; strike +8; <i>wreck</i> (<i>chop</i>) harm 1d8+9 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>hack</i> (1d4)
Arcane Crushray – 1 strike; assail Nml [utilization; 1 pneuma]: targeted ranged 40; strike +3; <i>whelm</i> harm 1d8+2 plus <i>heinous</i> harm 1d2
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>aspect of magician</i> ; <i>aura of fright</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling – improved</i> ; <i>intimidating gaze</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>thunderfall</i>
Ascension-Point Value: 28

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FLAYER DEMON
Tier: Raising Lifeview: <i>lashful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial
Shape: 2×1×2 Size Modifier: -1 Mass Modifier: +2 Speed: walk 14; fly 17
Roottraits: Brw 1; Lth 3; Smt 1; Wis 2; Glt 4 Hasten: 5 Defenses: Nml 22; Ftl 19; Mfl 22 Grit: 35+6d8 [62] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, shake, logos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 3; <u>resistant</u> <i>wreck</i> 9, <i>gloom</i> 2, <i>rasp</i> 2, <i>rot</i> 8, <i>shock</i> 1; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, nauseated, retched, charmed, enthralled</i>
Lifeskills: <i>barter</i> +3 (sta); <i>brew</i> +3 (imp); <i>chip</i> +2 (sta); <i>clout</i> +11 (adv); <i>deepfare</i> +2 (sta); <i>dive</i> +2 (sta); <i>farlore</i> +7 (imp); <i>heed</i> +7 (imp); <i>landfare</i> +2 (sta); <i>look</i> +7 (imp); <i>lurk</i> +8 (imp); <i>mingle</i> +8 (imp); <i>nighlore</i> +2 (sta); <i>seafare</i> +4 (sta); <i>search</i> +2 (sta); <i>toil</i> +8 (imp); <i>trick</i> +7 (imp); <i>tumble</i> +4 (sta); <i>wile</i> +9 (imp); <i>writ</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons—4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +10; <i>wreck (rend-stab)</i> harm 1d8+3 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 Claws: targeted melee 2; strike +10; <i>wreck (rend-stab)</i> harm 1d8+2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 Tail: targeted melee 2; strike +10; <i>wreck (beat)</i> harm 2d4+3 plus <i>heinous</i> harm 1d2 Option [adjuvant; 0 pneuma]: <i>grasp</i> Option [adjuvant; 0 pneuma]: <i>constrict</i> (1d6)
Innate and Melee Weapons—3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +10; <i>wreck (rend-stab)</i> harm 1d8 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 Tail: targeted melee 2; strike +10; <i>wreck (beat)</i> harm 2d4 plus <i>heinous</i> harm 1d2 Option [adjuvant; 0 pneuma]: <i>grasp</i> Option [adjuvant; 0 pneuma]: <i>constrict</i> (1d6) • 1 Glaive (Offensive Stance): targeted melee 3; strike +10; <i>wreck (rend)</i> harm 2d8+10 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>rend</i> (1d6)
1 Bladestar (Elusive Stance)—1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 10/20/30; strike +10; <i>wreck (stab)</i> harm 1d10+10 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6)
Arcane Poisonlast—1 zone 6×6×6; assail Ftl [utilization; 2 pneuma]: blast area ranged 30; strike +5; <i>rot</i> harm 1d6+1 plus <i>heinous</i> harm 1d2
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>aspect of magician</i> ; <i>aura of fright</i> ; <i>goonsmite</i> ; <i>grappling—advanced</i> ; <i>intimidating gaze</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>obscuring mist</i> ; <i>oodles of blood</i> ; <i>spiderweave</i> ; <i>spiked ground</i> ; <i>webweave</i>
Ascension-Point Value: 35

TORTURER DEMON
Tier: Surging Lifeview: <i>lashful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial, Titan
Shape: 2×1×3 Size Modifier: -1 Mass Modifier: +3 Speed: walk 11; fly 18
Roottraits: Brw 4; Lth 2; Smt 2; Wis 3; Glt 4 Hasten: 6 Defenses: Nml 22; Ftl 23; Mfl 24 Grit: 63+8d8 [99] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>gleam, shake, shock, logos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 3, <i>flare</i> 4; <u>resistant</u> <i>wreck</i> 9, <i>frost</i> 1, <i>gloom</i> 4, <i>rasp</i> 1, <i>rot</i> 14; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated, incapacitated, nauseated, retched, charmed, enthralled</i>
Lifeskills: <i>barter</i> +4 (sta); <i>brew</i> +4 (imp); <i>clout</i> +12 (adv); <i>deepfare</i> +5 (sta); <i>dive</i> +5 (sta); <i>farlore</i> +8 (imp); <i>heed</i> +8 (imp); <i>landfare</i> +5 (sta); <i>look</i> +8 (imp); <i>lurk</i> +7 (imp); <i>mingle</i> +9 (imp); <i>nighlore</i> +3 (sta); <i>seafare</i> +6 (sta); <i>search</i> +3 (sta); <i>smith</i> +4 (sta); <i>taw</i> +5 (sta); <i>toil</i> +11 (imp); <i>trick</i> +6 (imp); <i>tumble</i> +4 (sta); <i>wile</i> +9 (imp); <i>writ</i> +4 (sta)
ATTACKS AND POWERS
Innate Weapons—5 strikes; assail Nml [utilization; 0 pneuma]: • 3 Bites: targeted melee 1; strike +10; <i>wreck (stab)</i> harm 1d10+2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6) • 2 Claws: targeted melee 2; strike +10; <i>wreck (rend-stab)</i> harm 2d6+3 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Innate and Melee Weapons—5 strikes; assail Nml [utilization; 0 pneuma]: • 3 Bites: targeted melee 2; strike +10; <i>wreck (stab)</i> harm 1d10 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6) • 1 Battleaxe (Aggressive Stance): targeted melee 2; strike +10; <i>wreck (chop)</i> harm 1d10+6 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>hack</i> (1d8) • 1 Spikechain (Aggressive Stance): targeted melee 3; strike +10; <i>wreck (rend-stab)</i> harm 1d10+6 plus <i>heinous</i> harm 1d2 Option [adjuvant; 0 pneuma]: <i>wrap</i> Option [adjuvant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8)
1 Fastslung (Transitive Stance)—1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 25/50/75; strike +10; <i>wreck (stab)</i> harm 2d8+12 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6)
1 Thornbola (Defensive Stance)—1 strike; assail Nml [utilization; 0 pneuma]: ranged 15/30/45; strike +10; <i>wreck (stab)</i> harm 1d8+1d6+12 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6)
Arcane Thunderray—1 strike; assail Nml [utilization; 1 pneuma]: targeted ranged 40; strike +5; <i>shake</i> harm 1d8+3 plus <i>heinous</i> harm 1d2
Arcane Radiancesphere—1 zone 6×6×6; assail Ftl [utilization; 2 pneuma]: blast area ranged 30; strike +5; <i>rasp</i> harm 1d6+1 plus <i>heinous</i> harm 1d2
Monster and Mortal Powers: <i>aspect of magician</i> ; <i>ability substitution</i> (Glt); <i>aura of fright</i> ; <i>baleful hex</i> (misfortune); <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling—improved</i> ; <i>haunted dreams</i> ; <i>intimidating gaze</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>oodles of blood</i> ; <i>spiked ground</i>
Ascension-Point Value: 46

DESTROYER DEMON
Tier: Helming Lifeview: <i>lashful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial, Giant
Shape: 2×2×3 Size Modifier: -3 Mass Modifier: +6 Speed: walk 15; fly 14
Roottraits: Brw 6; Lth 3; Smt 2; Wis 4; Glt 8 Hasten: 7 Defenses: Nml 24; Ftl 31; Mfl 31 Grit: 138+12d8 [192] Pneuma: 20
Harm Yields: <u>susceptible</u> <i>logos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 11, gleam 4, shake 2</i> ; <u>resistant</u> <i>wreck 13, whelm 8, frost 26, gloom 9, rasp 6, rot 1, shock 5</i> ; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated, incapacitated, mineralized, nauseated, retched, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter +6 (sta); brew +5 (imp); clout +16 (adv); deepfare +7 (sta); dive +7 (sta); farlore +12 (imp); heed +12 (adv); landfare +7 (sta); look +12 (adv); lurk +9 (imp); mingle +13 (imp); nighlore +4 (sta); seafare +10 (sta); search +4 (sta); toil +15 (imp); trick +8 (imp); tumble +5 (sta); writ +4 (sta); wile +14 (imp)</i>
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 2 Bites: targeted melee 1; strike +14; <i>wreck (rend-stab)</i> harm 1d10+4 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i> • 3 Claws: targeted melee 2; strike +14; <i>wreck (rend-stab)</i> harm 2d6+3 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d8)</i> or <i>gore (1d8)</i>
Innate and Melee Weapons — 5 strikes; assail Nml [utilization; 0 pneuma]: • 2 Bites: targeted melee 1; strike +14; <i>wreck (rend-stab)</i> harm 1d10 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i> • 1 Claw: targeted melee 2; strike +14; <i>wreck (rend-stab)</i> harm 2d6 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d8)</i> or <i>gore (1d8)</i> • 1 Flail (Aggressive Stance): targeted melee 2; strike +14; <i>wreck (beat-stab)</i> harm 1d12+9 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>squash (1d8)</i> or <i>gore (1d8)</i> • 1 Gurkha (Aggressive Stance): targeted melee 2; strike +14; <i>wreck (chop)</i> harm 1d10+8 Option [adjuvant; 1 pneuma]: <i>hack (1d8)</i>
1 Heavydart (Transitive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 30/60/90; strike +14; <i>wreck (stab)</i> harm 1d10+1d8+17 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>gore (1d4)</i>
Arcane Radianceray — 1 strike; assail Nml [utilization; 1 pneuma]: targeted ranged 40; strike +9; <i>shock</i> harm 1d8+4 plus <i>heinous</i> harm 1d4
Arcane Snowblast — 1 zone 6×6×6; assail Ftl [utilization; 2 pneuma]: blast area ranged 30; strike +9; <i>frost</i> harm 1d6+2 plus <i>heinous</i> harm 1d4
Arcane Thunderwall — 12 zones 1×1×1; assail Ftl [utilization; 4 pneuma]: wall area ranged 20; strike +9; <i>shake</i> harm 1d4+3 plus <i>heinous</i> harm 1d4 — <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>ability substitution (Glt); aspect of magician; aura of dread; aura of ruin (frost or gloom: 1d8); baleful hex (terror); diminish light; ensheathe (frost or gloom: 1d4); flankguard; goonsmite; grappling — improved; illusory visitor; intimidating gaze; magic channeling; magic countering; magic deciphering; magic sensing; obscuring mist; otherworldly ward; speedburst (+3); thunderfall</i>
Ascension-Point Value: 67

DEVOURER DEMON
Tier: Mastering Lifeview: <i>lawful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial, Infernal, Abyssal, Celestial
Shape: 3×2×4 Size Modifier: -6 Mass Modifier: +12 Speed: walk 13; swim 9
Roottraits: Brw 5; Lth 8; Smt 4; Wis 6; Glt 8 Hasten: 9 Defenses: Nml 32; Ftl 32; Mfl 35 Grit: 241+16d8 [313] Pneuma: 24
Harm Yields: <u>susceptible</u> <i>frost, shake, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 3</i> ; <u>resistant</u> <i>wreck 10, whelm 3, gleam 4, gloom 12, rasp 6, rot 19, shock 1</i> ; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled</i>
Lifeskills: <i>barter +8 (sta); brew +8 (imp); clout +17 (adv); deepfare +8 (sta); dive +9 (sta); farlore +14 (adv); heed +13 (imp); landfare +8 (sta); look +13 (imp); lurk +15 (adv); mingle +14 (imp); nighlore +7 (sta); seafare +10 (sta); search +8 (imp); toil +14 (imp); trick +12 (imp); tumble +12 (imp); wile +14 (imp); writ +9 (sta)</i>
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 2; strike +14; <i>wreck (rend-stab)</i> harm 2d10+7 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>slash (1d10)</i> or <i>gore (1d10)</i> • 2 Claws: targeted melee 3; strike +14; <i>wreck (rend-stab)</i> harm 1d12+5 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i> • 2 Tentacles: targeted melee 4; strike +14; <i>wreck (beat-rend)</i> harm 2d8+4 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>squash (1d8)</i> or <i>rend (1d8)</i> Option [adjuvant; 1 pneuma]: <i>suffocate</i>
Innate and Melee Weapons — 5 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 2; strike +14; <i>wreck (stab)</i> harm 2d10 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>gore (1d10)</i> • 2 Tentacles: targeted melee 4; strike +14; <i>wreck (beat-rend)</i> harm 2d8 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>squash (1d8)</i> or <i>rend (1d8)</i> Option [adjuvant; 1 pneuma]: <i>suffocate</i> • 1 Halberd (Offensive Stance): targeted melee 4; strike +14; <i>wreck (chop)</i> harm 1d12+1d10+25 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>hack (1d8)</i>
1 Swiftbow (Offensive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 35/70/105; strike +14; <i>wreck (stab)</i> harm 1d12+1d10+25 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>gore (1d8)</i>
Arcane Poisonray — 1 strike; assail Nml [utilization; 1 pneuma]: targeted ranged 40; strike +9; <i>gleam</i> harm 1d8+6 plus <i>heinous</i> harm 1d6
Arcane Acidsphere — 1 zone 6×6×6; assail Ftl [utilization; 2 pneuma]: blast area ranged 30; strike +9; <i>rasp</i> harm 1d6+2 plus <i>heinous</i> harm 1d6
Arcane Shadowwall — 12 zones 1×1×1; assail Ftl [utilization; 4 pneuma]: wall area ranged 20; strike +9; <i>gloom</i> harm 1d4+4 plus <i>heinous</i> harm 1d6 — <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>aspect of magician; ability substitution (Glt); aura of dread; aura of ruin (rot or rasp or gleam or gloom: 1d10); baleful hex (debilitation, pestilence, terror); ensheathe (gleam or gloom or rot or rasp: 1d6); diminish light; goonsmite; grappling — improved; haunted dreams; illusory visitor; intimidating gaze; magic channeling; magic countering; magic deciphering; magic sensing; obscuring mist; oodles of blood; otherworldly ward; vilestench</i>
Ascension-Point Value: 83

RAVAGER DEMON**Tier:** Crowning**Liferview:** *laxful-wicked-inward***Languages:** Common, Fiend, Genie, Archon, Purgatorial, Primal, Titan, Dragon, Weird**Shape:** 4×3×5**Size Modifier:** -15**Mass Modifier:** +30**Speed:** walk 22; fly 20**Roottraits:** Brw 9; Lth 6; Smt 5; Wis 9; Glt 10**Hasten:** 12**Defenses:** Nml 24; Ftl 40; Mfl 42**Grit:** 389+20d8 [479]**Pneuma:** 30**Harm Yields:** susceptible *shake, logos, charis, hallow*; vulnerable *frost 8; gleam 12*; resistant *wreck 15, whelm 7, flare 29; gloom 23, rasp 20, rot 4, shock 19*; immune *chaos, hubris, heinous***Condition Adaptations:** renitent (*avail:1*) *disoriented, stunned, jostled, imbalanced, prostrated, incapacitated, mineralized, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled***Lifeskills:** *barter +10 (sta); brew +10 (imp); clout +17 (adv); deepfare +10 (sta); dive +10 (sta); farlore +13 (imp); heed +14 (adv); landfare +10 (sta); look +14 (adv); lurk +15 (adv); mingle +14 (imp); nighlore +9 (sta); seafare +10 (sta); search +9 (sta); toil +15 (imp); trick +12 (imp); tumble +10 (imp); wile +14 (imp); writ +10 (imp)***ATTACKS AND POWERS****Innate Weapons** – 4 strikes; **assail Nml [utilization; 0 pneuma]:**• **1 Bite:** targeted melee 2; strike +16; *wreck (stab)* harm 3d6+9 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *gore (1d8)*• **2 Claws:** targeted melee 3; strike +16; *wreck (rend)* harm 5d4+11 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *rend (1d10)*• **1 Tail:** targeted melee 4; strike +16; *wreck (beat-rend)* harm 4d6+13 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *squash (1d12)* or *rend (1d12)***Innate and Melee Weapons** – 3 strikes; **assail Nml [utilization; 0 pneuma]:**• **1 Bite:** targeted melee 2; strike +16; *wreck (stab)* harm 3d6 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *gore (1d8)*• **2 Claws:** targeted melee 3; strike +16; *wreck (rend)* harm 5d4 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *rend (1d10)*• **1 Greatsword (Aggressive Stance):** targeted melee 3; strike +16; *wreck (rend-stab)* harm 3d12+44 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *slash (1d12)* or *gore (1d12)***1 Heavydart (Transitive Stance)** – 1 strike; **assail Nml [utilization; 0 pneuma]:** targeted ranged 40/80/120; strike +16; *wreck (stab)* harm 1d12+2d10+44 plus *heinous* harm 1d6 | **Option [adjuvant; 1 pneuma]:** *gore (1d4)***Arcane Acidray** – 1 strike; **assail Nml [utilization; 1 pneuma]:** targeted ranged 40; strike +11; *rasp* harm 1d8+8 plus *heinous* harm 1d6**Arcane Firespears** – 4 strikes; **assail Nml [utilization; 2 pneuma]:** targeted ranged 30; strike +11; *wreck (stab)* harm 1d6+2 plus *flare* harm 1d6+1 plus *heinous* harm 1d6 | **Option [adjuvant; 2 pneuma]:** *combine***Arcane Shadowsphere** – 1 zone 6×6×6; **assail Ftl [utilization; 2 pneuma]:** blast area ranged 30; strike +11; *gloom* harm 1d6+3 plus *heinous* harm 1d6**Arcane Firewall** – 12 zones 1×1×1; **assail Ftl [utilization; 4 pneuma]:** wall area ranged 20; strike +11; *flare* harm 1d4+5 plus *heinous* harm 1d6 – *persist* (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade**Monster and Mortal Powers:** *ability substitution (Glt); aspect of magician; aura of dread; aura of ruin (rasp or flare or gloom or shock: 1d12); baleful hex (terror, torment); ensheathe (rasp or flare or gloom or shock: 1d6); diminish light; goonsmite; grappling – improved; haunted dreams; illusory visitor; intimidating gaze; magic channeling; magic countering; magic deciphering; magic sensing; oodles of blood; otherworldly ward; speedburst (+6); spiked ground; thunderfall***Ascension-Point Value:** 111