

DEVIL

Among fiends, devils are the most subtly subversive and cruel, driven by a need to control and suppress all who do not recognize them as the paradigms of moral truth. Like demons, they do not value other lives, save only if other entities can be used to help them advance their goals. But of course, other beings are wholly expendable. Devil hierarchy is founded on cunning manipulation, though devils are not merely wily and wormy, for though they rely on magic, many are quite capable combatants in fang, claw and weapon as well. Devils count on inherent protection like hides and scales, but gladly use defensive magic to bolster it, though like demons they shun crafted armor and shields. And also like their fiendish kin, they gleefully wield weapons, seeing finer quality as a status symbol. Despite their frightening physical ugliness and appalling moral ugliness, devils can craft truly beautiful artworks, and indeed false beauty is perhaps their greatest weapon as they hide behind illusions.

- Dwelling throughout the fiendish verses, exploitative devils are truly callous, actively promoting the degradation of victims, including abominable institutions among mortals such as slavery, and putting captured foes like genies and archons through severe horrors. Sycophantic towards more powerful fiends, they seek to get their way through poisoned words. Exploitative devils never hesitate to run from confrontations, or at least appear to do so, though they are spiteful and vengeful in the extreme. They have three bulbous heads shaped like splices of squids and ixocolids (particularly tics), guarded by crab-like shell plates all over their lanky bodies. Given their three heads, they are able to wield melee (special) weapons as part of dual-weapon attacks. They have four arms and two legs, along with six vespid-like wings, including wasp-like stingers at the end of their lengthy, slippery tentacle-like tails, which have octopus-like suction cups.
- Also, denizens of all three lower Seven Heavens, abusive devils are sadistic fiends who delight in spreading wrath and conflict, especially unprovoked hostility. In every amiable or peaceful relationship and situation, they see opportunities for discord and abuse. Petty bullies to the core, they have strong, muscular frames with one horn-adorned cow-like head, only with hound-like eyes and sharp canine teeth. They have two arms and two legs, the former of which end in bear-like paws and claws, and the latter of which end in hooves. Their tails are short and stubby, and their wingless hides are covered in mangy fur.
- Hailing from the wastes of Baelfyr, seductive devils regularly travel across the Cosmos to cause trouble and misery. These incubuses and succubuses may be foul in heart, but are stunning in beauty, belying the harsh land of their origin. For they live to seduce mortals into romantic acts, loathing trust and fidelity and deriving eFtlasy not only from the copulation, but from the knowledge that they will help ruin the lives of their victims. Seductive devils respect no sexual boundaries, warping such a lovely gift into selfishness and addiction. They appear as exceedingly comely mortals of all kindreds, save for telltale fiendish traits like bird or bat wings, fangs intermingled among normal teeth, and sharp finger and toenails... or small horns, or spines on elbows and knees—all of which the devils mask with their illusory powers.
- Born in the murky, heavily muggy depths of Dubog, oppressive devils are heartless dictators who take the utmost pleasure in draining the joy and life from victims. Whether subtly or overtly, they enjoy thwarting the goals of others, with the goal of bringing despair and hopelessness. And yet their goal of oppression is often sly different from the more well-known emotion of depression, not so much derived from sorrow, but instead born of choking inertia... creating a sense within the victim that he or she cannot move forward in life without facing inexorable resistance. A creepy blend of foliage, insects, amphibians and rodents, oppressive devils are covered in leafy, mossy growths, which conceal thick carapaces and rubbery skin, as well as furry patches. They have two frog-like heads with gulping mouths enhanced by mandibles, lined with mousy teeth. With four wings resembling those of mosquitoes, midges, flies or other parasitic insects, they have thick bodies with six powerful limbs ending in webbed digits and insectoid barbs, each of which can serve equally as an arm or leg. Their tails resemble those of scorpions, yet are also lined with tadpole fins that aid with swimming.
- Reflecting the severe, icy-dark finality of Icentsae, dominative devils are tyrannical, atrocious fiends who rely on their wits, cruelty and magic to rule others, though they are also mighty in direct confrontations. Grand strategic thinkers, they pursue the spread of dominance and misery from every angle possible, though each of them tends to have a specialty. Covered in reptilian scales ranging from icy white to night black, they have one head with goat horns around fearsome fang-mouthed visages, including six eyes spread across their skulls. They also have four long arms, two agile legs, thin tails and two bat-like wings. Due to their special vision and balance, they are able to wield melee (special) weapons as part of dual-weapon attacks.

ALPENGARD | MONSTER STATISTICS

DEVIL TRAITS
Class: fiend
Origin: Icensae or Dubog or Baelfyr
Sapience: moral-agent Lifeworlds: <i>lawful-wicked-inward, laxful-wicked-inward, lashful-wicked-inward</i>
Vessel: Corporeal (Zoetic-Organic) Tier/Shape Range: Dawning ½×½×½ to Crowning 4×4×6
Role: Magician Creature Knowledge: • <i>General:</i> <i>farlore</i> (sta) DR 20 • <i>Specific:</i> <i>farlore</i> (adv) DR 38
Roottrait Points: 4+[4×(tier-1)] Attack Roottraits: • <i>Physical Strikes/Harm:</i> Smt/Lth [manipulative, exploitative, seductive, dominative] or Smt/Brw [abusive, oppressive] • <i>Magical Strikes/Harm:</i> Smt/Glt
Augmentations/Lifeskills: Nml +3, Mfl +3; hasten +4; physical strikes +2, physical harm +2; magical strikes +5, magical harm +5; <i>barter</i> +1 (train: sta); <i>brew</i> +1 (train: imp); <i>clout</i> +4 (train: adv); <i>farlore</i> +2 (train: imp); <i>heed</i> +4 (train: adv); <i>look</i> +2 (train: imp); <i>lurk</i> +3 (train: imp); <i>mingle</i> +2 (train: imp); <i>nighlore</i> +1 (train: sta); <i>search</i> +1 (train: sta); <i>trick</i> +1 (train: imp); <i>tumble</i> +1 (train: sta); <i>wile</i> +2 (train: imp); <i>writ</i> +2 (train: imp)
Carcass Harvest: • <i>Food:</i> [(1d10)×cubes] meals; <i>cook</i> (adv) DR 39 <i>poisoned</i> (greater) • <i>Water:</i> [(1d4)×cubes] meals; <i>mash</i> (adv) DR 35 <i>corroded</i> (apex) • <i>Bones:</i> [(1d8)×cubes] golds; <i>hew</i> (imp) DR 15 • <i>Fangs, Claws, Horns, Spines:</i> [(1d10)×cubes] golds; <i>hew</i> (imp) DR 25 • <i>Hides, Pelts:</i> [(1d6)×cubes] golds; <i>taw</i> (imp) DR 20 • <i>Scales, Shells:</i> [(2d6)×cubes] golds; <i>hew</i> (imp) DR 28
Lair Treasure: • <i>Mundane:</i> abundant • <i>Magical:</i> abundant

EXPLOITATIVE DEVIL
Tier: Beginning Lifeworld: <i>lawful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial, Weird, Dragon, Titan
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 8; fly 24
Roottraits: Brw 0; Lth 1; Smt 4; Wis 1; Glt 2 Hasten: 5 Defenses: Nml 20; Ftl 14; Mfl 21 Grit: 14+8d4 [34] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>frost, gleam, gloom, shake, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm 1, flare 1, rasp 2</i> ; <u>resistant</u> <i>wreck 5, rot 12, shock 3</i> ; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated, incapacitated, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter</i> +7 (imp); <i>brew</i> +7 (adv); <i>clout</i> +10 (adv); <i>deepfare</i> +1 (sta); <i>dive</i> +0 (sta); <i>farlore</i> +7 (imp); <i>heed</i> +8 (adv); <i>landfare</i> +1 (sta); <i>look</i> +5 (imp); <i>lurk</i> +6 (adv); <i>mingle</i> +7 (imp); <i>nighlore</i> +5 (sta); <i>seafare</i> +2 (sta); <i>search</i> +5 (sta); <i>toil</i> +1 (sta); <i>trick</i> +5 (adv); <i>tumble</i> +4 (sta); <i>wile</i> +5 (imp); <i>writ</i> +7 (imp)
ATTACKS AND POWERS
Innate Weapons – 8 strikes; assail Nml [utilization; 0 pneuma]: • 3 Bites: targeted melee 1; strike +6; <i>wreck (stab)</i> harm 1d4+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4) • 4 Claws: targeted melee 1; strike +6; <i>wreck (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 +6; <i>wreck (beat-stab)</i> harm 1d8 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) or <i>gore</i> (1d4) Option [adjuvant; 1 pneuma]: <i>agonize</i>
Arcane Thundersmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +9; <i>shake</i> harm 1d10+7 plus <i>heinous</i> harm 1d2
Arcane Snowray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +9; <i>frost</i> harm 1d8+6 plus <i>heinous</i> harm 1d2
Arcane Radiancespears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +9; <i>wreck (stab)</i> harm 1d6+1 plus <i>shock</i> harm 1d6+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Firesphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +9; <i>flare</i> harm 1d6+2 plus <i>heinous</i> harm 1d2
Arcane Acidwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +9; <i>rasp</i> harm 1d4+4 plus <i>heinous</i> harm 1d2 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>ability substitution</i> (Smt); <i>alluring mirage</i> ; <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane shroudbright</i> ; <i>arcane sigil</i> ; <i>baleful hex</i> (misfortune, rage); <i>charming gaze</i> ; <i>deceiving distortion</i> ; <i>diminish light</i> ; <i>enrapturing pontification</i> ; <i>flankguard</i> ; <i>grappling – advanced</i> ; <i>haunted dreams</i> ; <i>illusory mendacity</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>mirror images</i> ; <i>wall of brilliance</i>
Ascension-Point Value: 25

ALPENGARD | MONSTER STATISTICS

ABUSIVE DEVIL
Tier: Raising Lifeview: <i>lawful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial, Giant, Chimera, Beast
Shape: 2×1×2 Size Modifier: -1 Mass Modifier: +2 Speed: walk 12
Roottraits: Brw 3; Lth 1; Smt 4; Wis 2; GlT 2 Hasten: 6 Defenses: Nml 20; Ftl 18; Mfl 22 Grit: 37+12d4 [67] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shock, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>shake</i> 2; <u>resistant</u> <i>wreck</i> 6, <i>whelm</i> 5, <i>flare</i> 1, <i>frost</i> 3, <i>rasp</i> 2, <i>rot</i> 1; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter</i> +6 (sta); <i>brew</i> +7 (imp); <i>clout</i> +10 (adv); <i>deepfare</i> +3 (sta); <i>dive</i> +3 (sta); <i>farlore</i> +7 (imp); <i>heed</i> +9 (adv); <i>landfare</i> +3 (sta); <i>look</i> +5 (adv); <i>lurk</i> +6 (imp); <i>mingle</i> +7 (imp); <i>nighlore</i> +6 (sta); <i>seafare</i> +3 (sta); <i>search</i> +6 (sta); <i>smith</i> +5 (sta); <i>toil</i> +5 (imp); <i>trick</i> +4 (imp); <i>tumble</i> +5 (imp); <i>wile</i> +7 (imp); <i>writ</i> +7 (imp)
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +6; <i>wreck (rend-stab)</i> harm 1d6+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash (1d4)</i> or <i>gore (1d4)</i> • 2 Claws: targeted melee 2; strike +6; <i>wreck (rend-stab)</i> harm 2d6+2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i>
1 Spear (Transitive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1 or ranged 15/30/45; strike +6; <i>wreck (stab)</i> harm 1d8+1d6+5 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore (1d6)</i>
Arcane Shadowsmite — 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +9; <i>gloom</i> harm 1d10+7 plus <i>heinous</i> harm 1d2
Arcane Gleamray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +9; <i>gleam</i> harm 1d8+6 plus <i>heinous</i> harm 1d2
Arcane Thundersphere — 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +9; <i>shake</i> harm 1d6+2 plus <i>heinous</i> harm 1d2
Monster and Mortal Powers: <i>ability substitution (Smt); arcane omen; arcane radiance; arcane shadow; arcane shroudbright; arcane sigil; aura of fright; baleful hex (debilitation, torment); deceiving distortion; grappling — improved; illusory doppelganger; illusory mendacity; intimidating gaze; magic channeling; magic countering; magic deciphering; magic sensing; mirror images; oodles of blood; unseen armor</i>
Ascension-Point Value: 34

SEDUCTIVE DEVIL
Tier: Honing Lifeview: <i>lawful-wicked-inward</i> Languages: Common, Fiend, Genie, Archon, Purgatorial, Aelf, Dwerg, Faun, Orc, Scealc
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 12; fly 21
Roottraits: Brw 1; Lth 4; Smt 6; Wis 3; GlT 6 Hasten: 7 Defenses: Nml 28; Ftl 22; Mfl 30 Grit: 89+20d4 [139] Pneuma: 16
Harm Yields: <u>susceptible</u> <i>whelm, shake, shock, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>frost</i> 6; <u>resistant</u> <i>wreck</i> 1, <i>flare</i> 13, <i>gleam</i> 7, <i>gloom</i> 5, <i>rasp</i> 2, <i>rot</i> 9; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter</i> +10 (sta); <i>brew</i> +9 (imp); <i>clout</i> +15 (adv); <i>deepfare</i> +3 (sta); <i>dive</i> +3 (sta); <i>farlore</i> +12 (imp); <i>heed</i> +12 (adv); <i>landfare</i> +3 (sta); <i>look</i> +10 (adv); <i>lurk</i> +10 (adv); <i>mingle</i> +13 (adv); <i>nighlore</i> +8 (sta); <i>seafare</i> +6 (sta); <i>search</i> +8 (sta); <i>toil</i> +4 (sta); <i>trick</i> +10 (adv); <i>tumble</i> +8 (sta); <i>wile</i> +11 (adv); <i>writ</i> +12 (adv)
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +8; <i>wreck (rend-stab)</i> harm 1d4+2 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d4)</i> or <i>gore (1d4)</i> • 2 Claws: targeted melee 1; strike +8; <i>wreck (rend-stab)</i> harm 1d4+2 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d4)</i> or <i>gore (1d4)</i>
Arcane Firesmite — 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +11; <i>flare</i> harm 1d10+11 plus <i>heinous</i> harm 1d4
Arcane Shadowray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +11; <i>gloom</i> harm 1d8+9 plus <i>heinous</i> harm 1d4
Arcane Gleamspears — 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +11; <i>wreck (stab)</i> harm 1d6+2 plus <i>gleam</i> harm 1d6+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Acidwall — 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +11; <i>rasp</i> harm 1d4+6 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 (Smt); arcane omen; arcane radiance; arcane shadow; arcane shroudbright; arcane sigil; aura of ruin (flare or gleam: 1d8); baleful hex (lechery, sorrow); ensheath (flare or gleam: 1d4); charming gaze; deceiving distortion; diminish light; enrapturing pontification; euphoric cloud; grappling — advanced; illusory doppelganger; illusory mendacity; magic channeling; magic countering; magic deciphering; magic sensing; mirror images; obscuring mist; wall of brilliance</i>
Ascension-Point Value: 49

ALPENGARD | MONSTER STATISTICS

OPPRESSIVE DEVIL
Tier: Quelling Lifeview: <i>lashful-wicked-inward</i>
Languages: Common, Fiend, Genie, Archon, Purgatorial, Dragon, Weird, Titan, Chimera, Plant, Insect, Beast
Shape: 2×2×4 Size Modifier: -4 Mass Modifier: +8 Speed: walk 19; swim 11; fly 14
Roottraits: Brw 6; Lth 3; Smt 8; Wis 4; Glt 7 Hasten: 8 Defenses: Nml 27; Ftl 30; Mfl 35 Grit: 186+28d4 [256] Pneuma: 21
Harm Yields: <u>susceptible</u> <i>frost, shake, logos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm 1, flare 3</i> ; <u>resistant</u> <i>wreck 14, gleam 2, gloom 6, rasp 3, rot 10, shock 1</i> ; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>barter +11 (sta); brew +13 (adv); clout +16 (adv); deepfare +7 (sta); dive +8 (imp); farlore +13 (imp); heed +13 (adv); landfare +7 (sta); look +11 (adv); lurk +10 (adv); mingle +13 (imp); nighlore +12 (imp); seafare +10 (sta); search +12 (imp); toil +9 (sta); trick +8 (imp); tumble +8 (sta); wile +12 (imp); writ +13 (adv)</i>
ATTACKS AND POWERS
Innate Weapons — 9 strikes; assail Nml [utilization; 0 pneuma]: • 2 Bites: targeted melee 2; strike +10; <i>wreck (beat-rend-stab)</i> harm 2d4+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>squash (1d8) or slash (1d8) or gore (1d8)</i> • 6 Claws: targeted melee 2; strike +10; <i>wreck (rend-stab)</i> harm 1d10+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d8) or gore (1d8)</i> • 1 Tail: targeted melee 4; strike +10; <i>wreck (beat-chop)</i> harm 3d4+2 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>squash (1d8) or hack (1d8)</i> Option [adjuvant; 1 pneuma]: <i>poison (greater)</i>
1 Swiftbow (Offensive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 35/70/105; strike +10; <i>wreck (stab)</i> harm 1d12+1d10+16 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>gore (1d8)</i>
Arcane Poisonray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +13; <i>rot</i> harm 1d8+9 plus <i>heinous</i> harm 1d4
Arcane Shadowspears — 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +13; <i>wreck (stab)</i> harm 1d6+2 plus <i>gloom</i> harm 1d6+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Acidsphere — 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +13; <i>rasp</i> harm 1d6+3 plus <i>heinous</i> harm 1d4
Arcane Crushwall — 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +13; <i>whelm</i> harm 1d4+6 plus <i>heinous</i> harm 1d4 — <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Arcane Acidwisp — 1 strike; assail Nml [utilization; 3 pneuma]: targeted ranged 10; strike +13; <i>rasp</i> harm 1d4 plus <i>heinous</i> harm 1d4 — <i>persist</i> (10 rounds; range 10)
Monster and Mortal Powers: <i>ability substitution (Smt); arcane omen; arcane radiance; arcane shadow; arcane shroudbright; arcane sigil; aura of dread; aura of ruin (rot or rasp or gleam or gloom: 1d10); baleful hex (apathy, rage, torment); diminish light; enrapturing pontification; ensheathe (rot or rasp or gleam or gloom: 1d6); flankguard; gulphdown (2d6); grappling — improved; haunted dreams; illusory mendacity; illusory visitor; magic channeling; magic countering; magic deciphering; magic sensing; alluring mirage; mirror images; obscuring mist; oodles of blood; otherworldly ward; treebark; wall of brilliance</i>
Ascension-Point Value: 74

DOMINATIVE DEVIL
Tier: Reckoning Lifeview: <i>lawful-wicked-inward</i>
Languages: Common, Fiend, Genie, Archon, Purgatorial, Infernal, Abyssal, Celestial, Dragon, Weird, Faerie, Giant, Titan, Chimera
Roottraits: Brw 4; Lth 7; Smt 10; Wis 6; Glt 9 Shape: 3×3×4 Size Modifier: -9 Mass Modifier: +18 Speed: walk 15; fly 26
Hasten: 10 Defenses: Nml 30; Ftl 32; Mfl 41 Grit: 306+36d4 [396] Pneuma: 27
Harm Yields: <u>susceptible</u> <i>chaos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 11, shake 5</i> ; <u>resistant</u> <i>wreck 13, whelm 8, frost 29, gleam 1, gloom 24, rasp 6, rot 2, shock 25</i> ; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter +12 (imp); brew +13 (adv); clout +16 (adv); deepfare +8 (sta); dive +7 (sta); farlore +14 (adv); heed +16 (adv); landfare +8 (sta); look +14 (adv); lurk +15 (adv); mingle +14 (adv); nighlore +12 (imp); seafare +10 (sta); search +12 (imp); toil +8 (sta); trick +11 (adv); tumble +11 (sta); wile +13 (imp); writ +14 (adv)</i>
ATTACKS AND POWERS
Innate Weapons — 6 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 2; strike +12; <i>wreck (rend-stab)</i> harm 1d10+1d8+8 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>slash (1d10) or gore (1d10)</i> • 4 Claws: targeted melee 3; strike +12; <i>wreck (rend-stab)</i> harm 3d6+6 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>slash (1d10) or gore (1d10)</i> • 1 Tail: targeted melee 4; strike +12; <i>wreck (beat-stab)</i> harm 4d4+6 plus <i>heinous</i> harm 1d6 Option [adjuvant; 1 pneuma]: <i>squash (1d10) or gore (1d10)</i>
Arcane Shadowsmite — 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 3; strike +15; <i>gloom</i> harm 1d10+14 plus <i>heinous</i> harm 1d6
Arcane Radianceray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +15; <i>shock</i> harm 1d8+11 plus <i>heinous</i> harm 1d6
Arcane Radiancespears — 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +15; <i>wreck (stab)</i> harm 1d6+2 plus <i>shock</i> harm 1d6+2 plus <i>heinous</i> harm 1d6 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Snowblast — 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +15; <i>frost</i> harm 1d6+4 plus <i>heinous</i> harm 1d6
Arcane Shadowwall — 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +15; <i>gloom</i> harm 1d4+7 plus <i>heinous</i> harm 1d6 — <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Arcane Snowwisp — 1 strike; assail Nml [utilization; 3 pneuma]: targeted ranged 10; strike +15; <i>frost</i> harm 1d4 plus <i>heinous</i> harm 1d6 — <i>persist</i> (10 rounds; range 10)
Monster and Mortal Powers: <i>ability substitution (Smt); alluring mirage; arcane omen; arcane radiance; arcane shadow; arcane shroudbright; arcane sigil; aura of dread; aura of ruin (frost or gloom or shock: 1d12); baleful hex (debilitation, misfortune, rage, torment); ensheathe (frost or gloom or shock: 1d6); flankguard; charming gaze; deceiving distortion; diminish light; enrapturing pontification; grappling — improved; haunted dreams; illusory doppelganger; illusory mendacity; illusory visitor; intimidating gaze; magic channeling; magic countering; magic deciphering; magic sensing; mirror images; obscuring mist; otherworldly ward</i>
Ascension-Point Value: 99