

Leovaunt's DOOM Roleplaying Game Bestiary

~By Leovaunt



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Chapter 1: Enemies and Encounters

This supplement contains a wealth of allies and enemies for you to fill your DOOM RPG campaign. However, in case you need to create your own enemies for players to fight, this section talks about how to create monsters and NPCs, as well as developing encounters and rewarding experience. This will also be useful to know how to rework existing statistics to change a creature to fit your needs.

Part 1: Creating Creatures

Non-player characters are not created using characteristic points, like they are in the StarCraft RPG. Instead, they use the free-form NPC creation rules. With this process, you simply give your NPC whatever skills and ability scores you want based on their level and size, and then whatever talents you want them to have that they meet the prerequisites for. Afterwards, you give them any special abilities or passive bonuses they need to fill their tactical role and threat level.

Follow these steps for creating a new NPC.

- Determine your NPC's character level
- Choose their size category and what threat level you want them to be
- Choose their creature category (demon, zombie, etc)
- Give the NPC any talents they would gain from their creature category (such as Awesome Abilities)
- Choose skill ranks and ability scores based on level restrictions and Awesome Abilities talents
- Choose any talents they have, meeting requirements as normal
- The higher the threat level of the enemy, the more skills, ability scores, and talents they should have for their level!
- Determine your NPC's weapons and armor, including natural weapons and armor
- Determine your NPC's statistics using normal formula for creature rules (using skills, ability scores, talents, and size)
- Apply your NPC's passive modifiers from their creature category (see below)
- Design abilities to make your NPC more unique and worthy of their threat level.

Creature Creation Basics: Size and Threat Level

The first thing you need to decide when making a creature are the creature concept, their size, and their threat level. The concept is simple enough; you must already know something about the creature you want to make. Use your imagination to fill whatever need you have.

The second and third choices are linked. You must determine the size and threat level of the creature. Size will greatly determine survivability and damage. Threat level determines how equal the creature is to a player character. Is the creature supposed to threaten the whole party on its own, or is it just a threat in large numbers? In general, larger creatures will be higher threats, and smaller creatures will be lower threats.

Look at the following charts for how creatures vary based on size. The first chart effects a creature's base statistics.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
Tiny	+6	-8	2	3	-4
Small	+2	-4	3	6	-2
Medium	+0	+0	4	8	+0
Large	-2	+4	5	10	+5
Huge	-4	+8	6	12	+10
Gargantuan	-6	+16	8	14	+20
Colossal	-8	+32	10	16	+40
Massive	-10	+64	Varies	Varies	Infinite

This chart demonstrates how size effects a creature's hit points. If you want a creature to be more unique and noticeable by the players, make it heroic. This will increase its hit point. Otherwise, it should be non-heroic.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
Tiny	20	10	1+ Fortitude
Small	30	15	3+ Fortitude
Medium	40	20	5+ Fortitude
Large	60	30	10+ Fortitude
Huge	100	50	20+ Fortitude
Gargantuan	200	100	30+ Fortitude
Colossal	500	250	50+ Fortitude
Massive	1,000	500	100+ Fortitude

This chart demonstrates how size effects a creature's natural weapons and their common threat level. Note that size changes to a natural weapon only effects natural weapons that have a size attached to them. This will be marked with a weapon have a disclaimer of Large-sized/ Small-sized and so on listed by a weapon. If a creature does not have a size determination next to its natural weapon, it is assumed to be medium sized and does not vary.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits	Common Threat Level
Tiny	-2 Power Ratings	+0	As Base Weapon	Trivial or Low
Small	-1	+0	As Base Weapon	Low or Medium
Medium	+0	+0	As Base Weapon	Low, Medium, or High
Large	+2	+4	As Base Weapon	High or Extreme
Huge	+4	+8	As Base Weapon	Extreme or Formidable
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1)	Extreme or Formidable
Colossal	+8	+32	As Base Weapon plus Cleaving (2)	Formidable or Epic
Massive*	Special	Special	Special	Epic or Epic-2

**In the DOOM RPG, massive creatures usually have special weapons that automatically calculate their excessive size and power, rather than upscaling smaller weapons.*

Also make sure to ensure the creature's space and reach are acceptable for a creature of their size. A large creature is usually 2 by 2, a huge creature 3 by 3, a gargantuan creature between 4 by 4 and 8 by 8, and colossal creatures tend to be between 10 by 10 and 20 by 20. Massive targets are larger than 20 by 20.

Enemy Threat Level	Equivalent Threat	Experience Reward
Trivial	10 trivial threat enemies are equivalent 1 player character	5
Low	2 low threat enemies are equivalent to 1 player character	50
Medium	1 medium threat enemy is equivalent to 1 player character	100
High	1 high threat enemy is equivalent to 2 player characters	200
Extreme	1 extreme threat enemy is roughly equivalent to 4 player characters	500
Formidable	1 formidable threat enemy is roughly equivalent to 8 player characters	1,000
Epic	1 epic threat enemy is roughly equivalent to 16 player characters	2,000
Legendary	A legendary threat enemy is roughly equivalent to 32 player characters	5,000

The more threatening an enemy is, the more generous you should be in determining how many skills, ability scores, and talents it possesses. Higher threat enemies will also need ways to threaten multiple characters at once, so they can be the equivalent threat to multiple foes. Traits such as area of effect attacks, multiple attacks per turn, spawning enemies, and counter attacks are common ways to make an enemy more threatening. Increased size is often crucial as well.

Skills and Ability Scores

Your creature's level will determine the maximum ability scores and skill ranks, as normal. You usually want to pick a level close to your characters, if you want them to fight it. Every 4 levels of difference between your foe and you will increase or decrease their threat level by 1. Keep this in mind for how long you want the foe to be relevant to your characters. If you want them to fight it for a long time, getting easier as you gain in levels, have the enemy between 4-6 levels higher than the players. Once you pick a level, make sure to record what the maximum skill and ability score caps are.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7
15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

Non-Sentient Creatures

Non-sentient creatures are those with an animal intellect; without the ability to speak, use tools, or perform higher reasoning or self-awareness. These creatures are limited in the skills they can acquire. This includes feral demons.

In general, non-sentient creatures cannot place any ranks in an intelligence-based skill except for rare circumstances. In addition, these creatures almost always have an intelligence score of 1.

After ranks are determined, simply fill in all the creature's ability scores and skills as you chose. Remember, the higher threat they are, the more they should have. There are no characteristic points, so you are not limited in how many you spend.

Talents

Once skills and ability scores are decided, pick whatever talents you want the creature to have. They must still meet the requirements for talents based on their skill ranks and attributes. Do not feel obligated to give an NPC every talent they qualify for: just give them enough to fulfill the role and vision you have for them in your campaign.

Equipment, Natural Weapons, and Natural Armor

Human characters will usually be equipped with the same gear that the players use, taking advantage of the weapons, armor, and equipment found in the DOOM Rulebook. Monsters will usually use their own natural weapons and armor. Below is a list of natural weapons and armor used in this supplement, organized by the types of beings that use them.

Flame Blade**Creature Natural Melee Weapon**

Damage: 40 Accuracy: +1
 RoF: Average Range: Melee
 Power Rating: +5
 Special Traits: Penetration (12), Flames

**Hellforged Scepter
Melee Weapon**

Damage: 25 Accuracy: +1
 RoF: Average Range: Melee
 Power Rating: +4
 Special Traits: Penetration (8), Flames

**Hunter Saw
Melee Weapon**

Damage: 30 Accuracy: +1
 RoF: Slow Range: Melee
 Power Rating: +4

Special Traits: Penetration (10), Rending (5), Hailfire (1), Chainsaw

Morning Star Gauntlets**Creature Natural Melee Weapon**

Damage: 40 Accuracy: +10
 RoF: Slow Range: Melee
 Power Rating: +5
 Special Traits: Penetration (15), Reach (20), Cleaving (1)

Zombie Bash**Creature Natural Melee Weapon**

Damage: 20 Accuracy: +1
 RoF: Average Range: Melee
 Power Rating: +4
 Special Traits: NA

Hell Natural Ranged Weapons

These are natural ranged weapons used by the forces of Hell. Keep in mind, zombies frequently use the same ranged weapons as the living.

Acidic Saliva**Creature Natural Ranged Weapon**

Damage: 12 Accuracy: +1
 RoF: Fast Range: Medium
 Power Rating: +3
 Special Traits: Penetration (10), Demon's Taint, Acid Damage

Argent Blast**Creature Natural Ranged Weapon**

Damage: 20 Accuracy: +1
 RoF: Slow Range: Medium
 Power Rating: +4
 Special Traits: Penetration (10), Energy Damage

Demonic Rocket Launcher**Heavy Ranged Weapon**

Damage: 40 Accuracy: +1
 RoF: Average Range: Long
 Power Rating: +5
 Special Traits: Penetration (10), Burst (1), Rocket

Fire Ball**Creature Natural Ranged Weapon**

Damage: 20 Accuracy: +2
 RoF: Slow Range: Medium
 Power Rating: +4
 Special Traits: Penetration (5), Energy Damage

Hell Beam**Creature Natural Ranged Weapon**

Damage: 12 Accuracy: +4
 RoF: Slow Range: Long
 Power Rating: +3
 Special Traits: Penetration (9), Focusing Beam, Energy Damage

Hell Cannon**Heavy Ranged Weapon**

Damage: 40 Accuracy: +2
 RoF: Slow Range: Long
 Power Rating: +5
 Special Traits: Penetration (20), Energy Damage

Hell Destroyer Cannon**Heavy Ranged Weapon**

Damage: 80 Accuracy: +20
 RoF: Slow Range: Remote
 Power Rating: +10
 Special Traits: Penetration (40), Energy Damage

Hell Missile Salvo**Heavy Ranged Weapon**

Damage: 35 Accuracy: +12
 RoF: Slow Range: Remote
 Power Rating: +5
 Special Traits: Penetration (20), Burst (4), Hailfire (2), Rocket

Hellfire Wave**Creature Natural Ranged Weapon**

Damage: 30 Accuracy: +2
 RoF: Slow Range: Special
 Power Rating: +5
 Special Traits: Line (10), Penetration (5), Energy Damage

Oculus Blast**Creature Natural Ranged Weapon**

Damage: 30 Accuracy: +2
 RoF: Fast Range: Short
 Power Rating: +5
 Special Traits: Penetration (10), Energy Damage

Psychoactive Bile**Creature Natural Ranged Weapon****Damage:** 30**RoF:** Slow**Power Rating:** +5**Special Traits:** Penetration (12)**Accuracy:** +0**Range:** Long**Sonic Blast****Creature Natural Ranged Weapon****Damage:** 20**RoF:** Fast**Power Rating:** +4**Special Traits:** Penetration (5), Burst (1)**Accuracy:** +1**Range:** Medium**Soul Drain****Creature Natural Ranged Weapon****Damage:** 8**RoF:** Slow**Power Rating:** +2**Special Traits:** Piercing, Focusing Beam**Accuracy:** +2**Range:** Short

Makyr Weapons

Makyr angels have their own unique melee and ranged weaponry, relating to their bound wargear and natural ability to release offensive energy.

Cruciform Surge**Creature Natural Ranged Weapon****Damage:** 40**RoF:** Average**Power Rating:** +5**Special Traits:** Penetration (20), Energy Damage, Scatter*, Blasted by Light**Accuracy:** +3**Range:** Medium**Light Blasts****Creature Natural Ranged Weapon****Damage:** 24**RoF:** Automatic**Power Rating:** +4**Special Traits:** Penetration (20), Energy Damage**Accuracy:** +5**Range:** Long**Light Lashes****Creature Natural Melee Weapon****Damage:** 28**RoF:** Slow**Power Rating:** +4**Special Traits:** Penetration (20), Whirlwind, Blasted by Light**Accuracy:** +10**Range:** Melee**Makyr Spear****Melee Weapon****Damage:** 30**RoF:** Average**Power Rating:** +5**Special Traits:** Penetration (15), Reach (+1), Blasted by Light**Accuracy:** +4**Range:** Melee

Demon Natural Armor

All demons have some level of natural protection. It is usually some sort of extra-thick hide and superhuman resilience. Some demons have cybernetic augmentations, with plates literally welded to their body to make them as tough as tanks.

Demon Hide**Damage Resistance:** 7**Resistance Rating:** +2**Special Traits:** Elemental Protection, Radiation Shielding**Defense Penalty:** -0**Armor Type:** Light**Thick Demon Hide****Damage Resistance:** 15**Resistance Rating:** +3**Special Traits:** Elemental Protection, Radiation Shielding, Heavy Protection**Defense Penalty:** -2**Armor Type:** Heavy**Demonic Plating****Damage Resistance:** 21**Resistance Rating:** +4**Special Traits:** Elemental Protection, Radiation Shielding, Heavy Protection**Defense Penalty:** -4**Armor Type:** Super Heavy**Hellforged Exoskeleton****Damage Resistance:** 27**Resistance Rating:** +4**Special Traits:** Elemental Protection, Radiation Shielding, Heavy Protection**Defense Penalty:** -4**Armor Type:** Super Heavy

Weapon Traits

The following is the weapon traits used by natural weapons in the previous section.

Acid Damage

Description: This weapon deals damage in the form of some manner of chemical such as acid or bio-plasma. Acid damage attacks gain Hailfire (1) against constructs, stacking with other sources of hailfire.

Blasted by Light

Description: If this attack surpasses a target's defense and toughness, they are slowed and tormented for 1 round.

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal.

Chainsaw

Description: The chainsaw is an automated, spinning power tool that can do considerable damage on its own. The spinning blades do more damage on an accurate hit. The weapon deals +2 damage per attack overage instead of +1. In addition, if you hit with the chainsaw with at least 5 attack overages, roll the attack again at a -5 penalty. The second attack does not deal damage and you cannot spend a morale on it. However, if you hit with 5 attack overages again, you add +1 hailfire to the first attack. Afterwards, you can roll the attack again, increasing the penalty by -5 more. You can do this until you add +3 hailfire to the attack, or fail to get 5 attack overages on a follow up attack. However, the weapon does not rely on user's strength. The chainsaw does not gain bonus damage from the user's strength, using the heavy strike combat behavior, or the Power Strike talent. It also cannot gain more than 1 strike from any source. When used without fuel, it counts as a heavy tool with an additional -2 accuracy penalty.

Close Quarters

Description: This weapon takes no accuracy penalty when used while the character is in melee with a foe.

Cone (X)

Description: When this weapon is fired, it affects all targets in a cone. The value by the trait shows how long the cone is, and at its end it is 1/2 the cone's length. Everything between the attacker's square and the squares at the end of the cone, even if there is only partial overlap, get a single attack made against them. The attack makes a single attack roll against every target in the area.

Corrosion

Description: This weapon shoots a spray of corrosive acid. If the attack bypasses defense and toughness, the target gains the Melting condition. Melting characters take 10 piercing damage at the start of each of their turns. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Defensive

Description: When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they gain +1 defense against melee attacks

Demon's Taint

Description: This weapon is tainted with evil ichor that is deadly to mortals. Any living creature that takes hit point damage from this weapon must succeed an endurance test (DC 6+ level) or suffer (2x level) poison damage.

Energy Damage

Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Energy damage attacks ignore the damage resistance of enemies in light or no armor.

Elemental Protection

Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments. Also, the character is immune to energy damage resulting from exposure to extreme ambient temperatures.

Flames

Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take damage equal to their damage threshold and lose a morale at the start of each turn. This damage can be reduced by damage resistance. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Focusing Beam

Description: This weapon consists of a single concentrated beam that focuses on a target and deals more hits of damage based on how accurate the attack was. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (5). However, the attack does not gain attack overage bonus to damage.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage and scaling up from there. Multiple sources of hailfire stack with one another.

Heavy

Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Vehicles ignore the Heavy trait.

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the trait's value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing

Description: This weapon ignores all damage resistance.

Plasma

Description: This weapon ignores the shield armor of energy shields, and gains Hailfire (+1) on all attacks against energy shields.

Radiation Shielding

Description: The wearer of this armor is immune to the penalties dealt by ambient radiation but not the damage.

Rending (X)

Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Rocket

Description: This weapon follows the rules for a blast instead of a burst. In addition, **when** missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target. On a 11-20, or automatically if it is an airborne target, the rocket keeps going, making the same attack at the next target in line at -2 penalty. It continues to make attacks against targets until it strikes a target, the ground, terrain, or flies off harmlessly.

Scatter

Description: When making an attack with this weapon, select a primary target, then two secondary targets. Each secondary target must be within the attacker's line of sight and 3 squares of the primary target. Make the attack against all three targets, but only gain attack overages against the primary target.

Smashing

Description: This weapon gains a point of penetration for every 3 points of the wielder's Strength.

Smashing Penetration

Description: This natural weapon has a penetration value of 2, plus 1 per 3 points of the creature's strength.

Stun

Description: If an attack with this weapon breaks either the target's defense or toughness, they are staggered for 1 round. Staggered characters can only perform a standard action on their turn. If it beats both their defense and toughness, they are stunned for 1 round. Stunned characters cannot perform any actions on their turn. The weapon must deal at least 1 point of damage.

Titanic Weapon

Description: This weapon is designed to be used against other massive targets. The weapon suffers a stacking -10 accuracy penalty for every size category the target is below massive.

Triple-linked

Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. As long as the character does not aim on their turn, a triple-linked weapon gains the Hailfire (2) special rule. The weapon uses three times as much ammunition for each attack.

Twin-linked

Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. As long as the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule. The weapon uses twice as much ammunition for each attack.

Unstoppable

Description: If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target.

Whirlwind

Description: This attack hits all targets within reach.

Creature Category

To ensure the strength and difficulty of NPCs in the DOOM setting, every NPC has a creature category applied to them. In addition to ensuring their identity and what type of NPC they are, they gain a number of traits and passive bonuses based on their category. For example, all 'creature' NPCs have the Ferocity trait, which gives a substantial bonus to their statistics. Demons, the primary antagonists in Hell have the Ferocity trait, as they are Creature NPCs, and also have the Demon of Hell creature category. They gain the benefits of both categories, and all the improvements and disadvantages within.

Creature NPCs

All 'creature' NPCs, or NPCs that are not based on a playable race, gain the Ferocity trait. This includes demons, zombies, makyrs, angels, sentinel dragons, and any other animal, monster, or extraplanar being you create.

Special Ability (Ferocity): The creature gains bonus base damage on all its attacks equal to 2+ 1/2 level and bonus attack accuracy, defense, toughness, and resolve equal to 1/3 level.

Special Ability (Creature Senses): The creature can make a spotter action as a standard action, or a detector action as a full-round action, with a range of 3x their instinct.

Demons of Hell

The most common enemy in DOOM are the Demons of Hell. Demons come in many forms, ranging from feral beasts to sentient, magic-wielding humanoids. However, all use the Demons of Hell category.

Special Ability (Demonic): The creature counts as a demon for all purposes, including gaining access to abilities and talents restricted to demons, or being affected by abilities that only effect demons.

Special Ability (Unholy Strength): Demons are unnatural creatures with incredible strength, resilience, and striking power. They gain bonus penetration equal to 2+ 1/3 level with all attacks. In addition, demons have the Awesome Attributes (strength, agility, fortitude) talents. They gain a +5 bonus to all athletics checks. Demons do not suffer penalties from dim lighting or darkness.

Special Ability (Creature of Nightmare): Any character that ends their turn next to a demon loses a morale level. This is not cumulative with multiple demons being adjacent. In addition, demons deal 1 negative morale level for every crippling wound that they deal to a target. Demons are susceptible to morale, but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Special Ability (Sadism): Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Zombies

Zombies are humanoid corpses that have been brought back to life with fell magic or been possessed by a demonic spirit. Many zombies will use the same weapons and armor as the players, while others will use natural weapons. Some zombies, such as revenants, are very far-gone from their mortal existence, having undergone significant cybernetic surgeries and blasphemous rituals. Zombies are categorized by their exceptionally high hit point totals, but extreme vulnerability to crippling wounds.

Zombie

Special Ability (Undead Fortitude): Because the undead are already dead, they feel neither pain nor suffering. In addition, their internal organs have since stopped functioning and only eldritch energies keep them together. Zombies gain +10 maximum hit points per level. They do not have healing thresholds and can be healed any number of times per day.

Special Ability (Crumbling Body): While they can absorb plenty of punishment, zombie break under powerful strikes quite quickly. Undead suffer -4 damage threshold, -1 additional damage threshold per 3 levels they possess. Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Makyr, Angels of Deceit

The manipulative beings encouraging the demon consumption of Earth to save themselves, makyr are rarely fought or encountered by player characters. They generally do not get their hands dirty with battle. However, makyr demons might be fought when trying to liberate a sentinel world from their grasp, or if players go to their heavenly realms or Urdak. All makyr are tremendously and only suitable as enemies for high level players. They have a wide array of their own unique abilities, rules, and weaknesses that define their angelic powers.

Special Ability (Telekinesis): As a minor action, a makyr can lift and move objects with the power of their mind. A medium threat makyr can target up to 1 objects or creature; they can target 2 additional enemies per threat they are above medium (a high threat can target 3 enemies). They can target objects of creatures that are up to one size category larger than themselves. Each of the targets have one of the following telekinesis effects applied to them. They can mix their telekinesis effects to do a different effect against each target. The makyr requires an attack roll against other combatants' toughness but does not require an attack roll against unattended objects. A makyr's telekinesis attack roll is their ranged skill + intelligence + willpower.

-Push: If the makyr succeeds their attack roll, the object is pushed a number of squares directly away from the makyr equal to 1/2 the makyr's willpower, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: If the makyr succeeds their attack roll, the object is pulled a number of squares directly toward from the makyr equal to 1/2 the makyr's willpower, +1 per 5 points of overage, to a maximum of ending adjacent to the makyr. Pulled creatures are slowed for 2 turns afterwards.

-Throw: A makyr suffers -5 accuracy on checks to throw targets. If they hit a target with the attack roll regardless, they lift them off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, the makyr makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target. If they throw a creature or object with a large space, such as a 2 by 2 area, they can hit multiple targets with the thrown target.

Special Ability (Makyr Shell): The advanced shell built around a makyr is near indestructible. Makyr have an armor bonus to damage resistance equal to their level +10. However, their critical location only has damage resistance of 10, as their face masks have softer plating. This requires all attacks against a makyr to roll hit location to see if it hits their critical or not. Makyr shells count as heavy armor.

Special Ability (Vulnerable Face): A makyr has -6 damage threshold for attacks against their critical location. If a makyr suffers a crippling wound to their critical location, they drop 2 makyr scrap (see Scrap Parts in the Equipment chapter). If a makyr is killed from critical wounds or an attack to the critical location, it drops 10 makyr scrap.

Special Ability (Divine Arrogance): Makyr are creatures of incredible arrogance and self-importance. They start all encounters at the maximum 5 positive morale levels. They also gain a morale for any attack they hit with that didn't require spending morale. However, these arrogant creatures are easily manipulated, and suffer -10 resolve.

Special Ability (Angels of Deceit): Makyr gain the Awesome Attributes (strength, instinct, intelligence II, willpower) talents. They have a flight speed equal to their willpower +2. They are sentient beings which can speak and use or be targeted by combat influence. A makyr can target 3 targets with a single combat influence and gain +5 to combat influence checks.

Character NPCs

'Character' NPCs are humanoids that belong to one of the playable race options, namely human or night sentinel. They do not have natural weapons or armor, and instead use player gear. Character NPCs do not usually have specializations like player characters, but instead gain the Extensive Training trait along with their own unique abilities. Most character NPCs also have either the Combat Specialist or Support Specialist creature categories.

Special Ability (Extensive Training): The character gains bonus accuracy, defense, toughness, resolve, morale bonus, and initiative equal to 1/3 their level.

Combat Specialist

Combat specialist is a category for character NPCs that represents the character is focused heavily in battle and weaponry. They gain the Combat Training trait.

Special Ability (Combat Training): The NPC increases all weapon damage by 1 power rating and the damage resistance of all armor by 1 resistance rating per 6 levels. They gain +3 maximum hit points per level.

Support Specialist

The support specialist is an NPC character that has leveled up by supporting combat characters and contributing through their wits, knowledge, and skills. These highly skilled characters gain the Practical Knowledge trait.

Special Ability (Practical Knowledge): The NPC gains a +1 bonus to all skill checks per 3 levels they possess.

High Difficulty Enemies

When combining the bonuses for creature categories with all of an NPC's skills, talents, and ability scores, some enemies will be extremely lethal or dangerous to counter. In particular, many late game (20+) NPCs will have exceptionally high defenses that may seem untouchable. DOOM is intended to be a difficult system that rewards strategy to defeat terrifying foes. When dealing with these extremely elusive foes, players should be reminded to use all the assets they have available to them, such as tactics and leadership combat augmentations, aim actions, and morale points. Flanking gives a massive bonus to accuracy against these targets as it robs them of their agility to defense. Being flexible is also important. If you are using a slow weapon to hit a high defense foe, try switching to a weapon that has a faster attack rate.

Encounter Design

DOOM is typically an action-heavy setting, and it is important to know how difficult to make an encounter. For this purpose, it is important to know your character's EPL, or encounter power level. Every human player gives 1 EPL while every night sentinel player character gives 2 EPL. You might rule that a single player might be worth half as much as normal, if they are not particularly combat focused. For example, a skill and non-combat focused human might only be worth 0.5 EPL. You might also rule that an extremely combat focused human character might be worth 2, the same as a night sentinel.

For example, a party with 4 humans and 1 night sentinel would have an EPL of 6 (4+2). This is the starting ground for determining how difficult encounters should be.

Every NPC in the DOOM RPG has a threat level. This determines how much experience they are worth and how encounter points they are worth. The total number of encounter points of enemies in an encounter are compared to the party's EPL to determine how challenging an encounter it is.

Enemy Threat Level	Encounter Points	Experience Reward
Trivial	0.1	5
Low	0.5	50
Medium	1	100
High	2	200
Extreme	4	500
Formidable	8	1,000
Epic	16	2,000
Legendary	32	5,000

The threat level of enemies also goes up or down based on how high the average party level is compared to them. Every 4 levels of difference compared to party level, an enemy counts as 1 threat level higher or lower. For example, an Imp is normally a level 3 medium threat enemy. If the players are level 7, they would instead be a low threat enemy to them, worth

fewer encounter points and experience. As the players reach level 11, imps would instead be trivial threat enemies, barely worth a challenge at all (or any experience).

Swarm Rules: Never letting classic foes go out of style!

Imps and zombies are classic foes in the DOOM universe. While they will frequently plague characters at low levels, they will become trivially easy as the players level up. That doesn't mean they can't still be part of a campaign! These low-level enemies typically form swarms, concentrated groups of foes fighting together for a bigger challenge. Use the swarm rules later in the chapter to keep fighting low level, classic foes even late in the campaign!

If a player is inside a vehicle for an encounter, they count as a number of players based on the threat level of the vehicle. Thus, if a player is in a Extreme threat vehicle, they count as 4 players and thus worth 4 encounter points. In the meantime, their character counts as the average of the player's character level and the effective level of the vehicle. This can change the overall average party level, and the relative threat level of different enemies.

When you design an encounter, keep in mind the total encounter points of threat compared to the EPL of your player characters. In general, if the enemy's total encounter points is equal to your party's EPL, it will generally be a fairly easy encounter as long as your players are fighting tactical and are not afraid to use their resources. However, the more the enemy's total encounter level surpasses player's EPL, the more difficult encounter it might be.

Encounter Level	Encounter Points	Description
Simple Encounter	Less than half party's EPL	Fight will be won with minimum effort, sometimes better to let it play out narratively rather than roll initiative
Easy Encounter	Within 50% of party's EPL	As long as players invest their full effort and use resources, fight should not be difficult and will result in minimum injury.
Challenging Encounter	More than half party's EPL	Players should expect to suffer damage and require some healing either in or after the battle. Some crippling wounds should ensue, but rarely dropping characters.
Hard Encounter	Double party's EPL	Players should expect crippling wounds and armor shard loss, in battle healing will be necessary, players might feel overwhelmed at times. Recklessness or poor coordination might result in a dropped player
Extreme Encounter	Triple or higher party's EPL	This encounter will be very difficult even at full strength, and it can be expected that at least a few characters will be brought to 0 hit points, if not the whole party. Generally should not be used unless the player has some sort of terrain advantage, vehicle, or if they don't have to fight all enemies at once.

When doing a 'dungeon' filled with waves of enemies to fight, keep in mind the party's resources. This includes supplies such as medipacks, painkillers, armor shards, explosives, and ammunition. It also includes the party's healing thresholds. Remember that a party with no healing thresholds is in mortal danger, and can die from a small encounter. If your dungeon pushes your players so that they are out of healing thresholds before the end of the dungeon, considering cutting it short or letting them take a short rest. Moreover, as parties run low on resources and accumulate crippling wounds, even easier encounters become more difficult. Too many waves of lesser demons before a large boss fight might render the players without the resources to take on a boss, so keep their resources in mind. Like the DOOM games, make sure to sprinkle crucial supplies like ammo, medipacks, and painkillers throughout long dungeons so your players can make it through!

Furthermore, keep in mind that all enemies are not equal. Some enemies may be more or less difficult depending on the skills of the party members. Flying enemies are more difficult for parties of melee focused characters. Some enemies of a threat level might be drastically more difficult in ways than others. For example, a revenant and a hell knight might be identical threats for a level 10 character, but the ranged offense of a revenant is much more frightening. Meanwhile, if you are using swarms, they are much more dangerous for players that aren't equipped with area of effect weapons, while well prepared characters might find swarms very easy for their threat.

The basic moral of designing encounters is to read the statistics entries of your NPCs and keep in mind how dangerous they are compared to your players. Use common sense and err on the side of caution. While killing a group of player characters happens, especially in a high lethality system like DOOM, try to ensure that it is because of poor player strategy than unreasonable encounters made impossible by bad rolls.

Swarm Template

As characters become veterans of the apocalyptic, lesser foes may cease to challenge them. Creatures will combat more skilled characters by attacking them in great volume. This is known as a swarm; a massive bulk of numerous creatures fighting together as a concentrated unit in combat, greater than the sum of its parts.

Any NPC that is large-sized or smaller can be made into a swarm. The swarm modifies a single base creature based on how many entities are making up the swarm. Swarms come in 3 varieties: Groups, which are made up of roughly a 6-12 individuals; Hordes, which are made up of 13-24 individuals; and Legions, which are made of 25-50 individuals. The greater the size of the swarm, the more deadly it is.

Making a swarm is a relatively simple affair and involves adding these rules. These rules vary based on the size of the swarm you are making.

Swarm Size

Swarms are several size categories larger than the base creature, marking the sure number of creatures involved. This changes their space, which is determined by the table below. It also changes their defense and toughness modifies based on their new size.

Swarm Size	Space
Medium	1 square
Large	2 by 2 squares
Huge	4 by 4 squares
Gargantuan	8 by 8 squares
Colossal	20 by 20 squares
Massive	50 by 50 squares

Common Swarm Special Abilities

Many enemies that commonly form swarms have special abilities when they do so. Look for special sidebars like these by certain NPC entries to see what special rules that creature gets when it forms a swarm.

Swarm Type	Size Categories Increased
Group	+1 size category
Horde	+2 size categories
Legion	+3 size categories

A few special rules apply for sizes:

-A tier 1 swarm (Group) is always at least large-sized. A tier 2 swarm (Horde) is always at least huge-sized. A tier 3 swarm (legion) is always at least gargantuan-sized. Thus, swarms can never be smaller than large sized.

For example, if a medium sized creature, such as an imp or zombie, was made into a horde, it would increase 3 size categories. Thus, it would increase from medium to gargantuan. It's defense and toughness would change based on the comparison between its old and new size (in this case suffering -6 defense and +16 toughness). It would also gain a space of 8 by 8.

Swarm Hit Points

To determine a swarm's hit points, you multiply the hit points of the base creature by a value determined by the swarm size. If the base creature had an energy shield, increase the target's base hit points by the energy shield pool, then apply the size multiplier.

In addition, as a downside, area of effect attacks gains additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum hailfire from area attacks, based on the swarm size, and this hailfire stacks with other sources of hailfire. In addition, swarms gain Hailfire (2) when attacking another swarm.

Swarm Type	Health Multiplier	Max Bonus Hailfire from Area Attacks
Group	Base Health times 10	+2 max hailfire
Horde	Base Health times 20	+4 max hailfire
Legion	Base Health times 30	+6 max hailfire

When turning a medium size creature into a group, you would multiply their health by 10. Thus, if they had 50 hit points, they would now have 500 as a group. In addition, area of effect attacks can gain a maximum +2 hailfire when used against a group.

Swarm Traits

Regardless the size of the swarm, swarms have several traits in common.

Swarms are immune to crippling wounds, combat influence, do not use morale levels or have a morale bonus, damage threshold, or healing threshold. They gain an additional +20 bonus to toughness on top of the toughness bonus for their size increase. Swarms are susceptible to the Burning or Melting conditions but can only suffer them from area of effect attacks. Those conditions gain Hailfire (2) against the swarm.

When utilizing an effect that activates based on killing enemies, such as morale, the entire swarm must be killed for it to count as a kill.

Swarm Attacks

The size of a swarm greatly effects how effective their attacks are. All their melee, ranged, and natural attacks are affected by the swarm's size modifiers.

Swarm Size	Bonus Accuracy	Reach	Attack Damage	Bonus Hailfire	Added Burst (ranged only)
Group	+10	+0	Base Damage +10	None	None
Horde	+20	+1	Base Damage +10	Hailfire (+1)	Burst (+1)
Legion	+30	+2	Double Base Damage	Hailfire (+1)	Burst (+2)

When a swarm makes a melee attack, they attack every enemy within their reach. Larger swarms have slightly larger reaches, representing the nebulous shape of the swarm and the movement of the members of said swarm. Swarms never suffer a penalty to accuracy from making a ranged attack while in melee. In addition, when they make a ranged attack, they also make a melee attack against every target within their reach for free, representing some attackers fighting in melee with others are shooting. Also note, that all a swarm's ranged attacks gain a free bonus burst area based on the swarm's size, even if they did not already have a burst. This does not affect attacks that had another type of area, such as a line or cone.

When creating a horde of medium-sized enemies, all their attacks would gain +20 accuracy, +10 damage, and +1 hailfire. Those attacks would have infinite attack overages and their ranged attacks would gain Burst (1) while their melee attacks would go against everyone within the swarm's 1 square reach.

Swarms gain infinite attack overages with all their attacks. That means they gain as much bonus damage on the attack as they surpassed the target's defense. As normal, if a swarm rolls a 20, it counts as a 30 plus their accuracy bonus for determining attack overages, making a natural 20 immensely powerful. They also gain their attack overages on all enemies they attack, instead of just primary targets.

Swarm Threat and Effective Level

The swarm level and effective level is what effective difficulty the swarm is. This will help determine where it fits in encounters and for rewarding experience. The swarm size effects both the creature's effective level and its threat. None of this information changes the swarm or creature's capabilities; this is the effective level it has after all the swarm modifications.

Swarm Size	Bonus Levels	Threat Level
Group	6 levels higher	1 threat level higher
Horde	12 levels higher	2 threat levels higher
Legion	18 levels higher	2 threat levels higher

For example, if you are transforming a level 3, medium sized, medium threat imp creature into a horde, after the change it would be a level 15 extreme threat enemy for determining difficulty and experience.

Chapter 2: Possessed and Zombies

This section contains a list of all the most common undead that will be encountered in the DOOM RPG. They come in two general categories: possessed and zombies. Possessed are humans that are being controlled by a demonic spirit. They are often heavily mutated and distorted as part of being overwhelmed by a demon. Zombies are humans that either willingly embraced Hell and were consumed with it or had fallen while fighting Hell and were resurrected by dark magic and arcane science.

Carcass Description

The creation of dark science and bio-mechanical engineering, the carcass was once a zombie cultist who was slain, and then reanimated. As part of this reanimation, the zombie was given a series of robotic legs and multiple defensive systems. The cybernetic equipment also sparks some level of cognition in the dead brain, giving the carcass a low level of cunning and feral intelligence. These reanimated corpses are used as support troops in the legions of Hell.

Tactics

The carcass prefers to stay away from their foes and bombard them with their sonic blasts. If many enemies get close, they will use their shockwave attack to strike grouped foes and create difficult terrain. Their melee attack is also quite powerful but is rarely used except right before they shift out of melee combat. Carcasses, more intelligent than most zombies, use tactics to increase their defense or damage resistance.

The most insidious ability of the carcass is their ability to lay down an energy shield that blocks attacks and movement. They usually save this ability for critical moments, mostly to intercept explosive weapons. Their favored tactic is to block the attack of a rocket or grenade launcher so that it never reaches its target, and instead hits the attacker or their allies. Otherwise, the carcass uses it to block movements or separate allies so they cannot support one another. The carcass can create an energy shield every round, and it lasts until the start of their next turn. This makes them incredibly frustrating to fight.

Carcass

Level 8 Medium-sized Non-heroic Zombie, High Threat

Hit Points: 273	Healing Threshold: NA	Damage Threshold: 21 (double wounds)
Defense: 25	Toughness: 27	Resolve: 22
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 13		

-Zombie Bash 1d20+10 accuracy, 33 damage, +1 strikes maximum; *Special Traits:* Penetration 8

-Sonic Blaster 1d20+8 accuracy, 30 damage, +3 strikes maximum, unlimited shots at medium range; *Special Traits:* Penetration 8, Burst 1

-Shockwave 1d20+12 accuracy, 31 damage, 1 strike maximum, special range; *Special Traits:* Penetration 10, Line 8

Skills: Acrobatics 4, Athletics 4, Defensive Training 5, Durability 5, Endurance 4, Melee 5, Mental Training 5, Perception 4, Ranged 5, Science 3, Stealth 4, Survival 4, Tactics 5

Talents: Bulwark, Close Combat Shot, Defensive Fighting, Penetration III, Resistant V, Weapon Mastery (melee, ranged)

Strength: 6 **Instinct:** 5 **Agility:** 6 **Fortitude:** 6

Intelligence: 3 **Willpower:** 5

Gear: Zombie Bash, Sonic Blast

Special Ability (Shield Projector): The carcass can project an energy shield once per round as a reaction. This means it can be performed when it is not its turn and can be used as a reaction to someone else's action. It can be placed within medium range. When an enemy or ally the carcass can see performs a move or attack, the carcass can try to place an energy shield to block them. This energy shield is 3 squares wide and 2 squares high but is only an inch thick. On a battle grid, place it on the edge of the blocked squares. This energy shield counts as a wall, but has hit points like a shield, with a shield armor of 10 and shield pool of 100. The shield projector lasts until the start of the carcass' next turn or until destroyed.

If the shield projector was used as a reaction to an attack, and the shield blocks the attack, the attack ends at the shield. The damage is done automatically to the shield instead of whatever target it was aiming for. If it was a burst attack, it

deals damage in a burst wherever it hit the shield. For example, if the shield is blocking a rocket launcher shot, and the shield was placed close to the shooter, the burst might hit the attacker and his allies.

If the shield projector was used to block a movement, the moving target is instantly stopped by the shield and loses 2 squares of movement but can then continue their move afterwards.

Special Ability (Shockwave): As a full-round action, the carcass can slam the ground, creating a long shockwave that tears up the ground and strikes multiple foes. This is a line attack that hits enemies along the ground in a Line (8) area starting adjacent to the carcass. After the shockwave, the struck area of ground becomes difficult terrain.

Special Ability (Mechanical Claw): The carcass has a mechanical claw on its left hand, making its melee attack more lethal. The zombie bash attack gains +2 accuracy and +5 penetration.

Special Ability (Cybernetic Grafts): The carcass has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance. Its mechanical legs also give it +4 movement speed.

Special Ability (Crumbling Body): Carcasses suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Undead Creation): The carcass, despite being a resurrected zombie, has been reassembled in such a way that it does not have the Mindless Slaves trait normal for zombies. It still has no morale bonus or resolve. However, it gains all three actions every turn and has no limit on intelligence or willpower.



Hell Riot Trooper Description

Hell Riot Troopers are an elite caste of zombie soldiers created late in the Hell invasion of Earth, after the demons had already taken control of Urdak. These zombies are augmented with mechanical suits, mounted chainguns, and empowered shields infused with the technology of the angels of deceit. Near indestructible against frontal attacks, the hell riot troopers act as a vanguard for demonic forces trying to claim Earth.

Tactics

Hell riot troopers advanced at the front of Hell's ranks, using their shields to block for their allies. Their advancing shield wall ability lets them protect their allies, while supporting a near untouchable defense from the front. They usually stop a short distance from the enemy ranks, 6-12 squares, and stand and unload with their chainguns while their demon masters advance into melee.

While the hell riot troopers are very hard to hurt from in front, they are extremely vulnerable to flanking attacks and explosions from behind them. A well-placed grenade or well timed rocket can deal great damage to a riot trooper, as they have standard zombie vulnerabilities to crippling wounds.

Hell Riot Trooper

Level 15 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 298	Healing Threshold: NA	Damage Threshold: 23 (double wounds)
Defense: 23 (48 w/ shield)	Toughness: 34	Resolve: 21
Speed: 5	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 27		

-Chaingun 1d20+13 accuracy, 45 damage, fully automatic, 300 shots at distant range; *Special Traits:* Penetration 9, Rending 1, Linked Fire

-Zombie Bash 1d20+12 accuracy, 33 damage, +1 strikes maximum; *Special Traits:* Penetration 4

Skills: Athletics 7, Defensive Training 7, Durability 7, Endurance 7, Melee 6, Mental Training 6, Perception 5, Pilot 4, Ranged 7, Tactics 7

Talents: Bulwark, Close Combat Shot, Defensive Fighting I, Hunter Killer I, Penetration IV, Resistant III, Weapon Mastery (ranged)

Strength: 8 **Instinct:** 7 **Agility:** 5 **Fortitude:** 8

Intelligence: 1 **Willpower:** 1

Gear: Chaingun with Improved Potency and 2 magazines of depleted uranium, Makyr Riot Shield, Reinforced Combat Armor with Extra Reinforcement

Special Ability (Advancing Shield Wall): The hell riot soldier distracts enemies and draws enemy's fire towards it. While the hell riot trooper is active, enemies suffer a -5 penalty to attack the trooper's allies within 6 squares of the trooper. This effect does not apply to taunting allies of the trooper or other riot troopers.

Special Ability (Makyr Shield): The riot trooper has an empowered energy riot shield that has been upgraded with makyr technology. This shield provides a massive +25 bonus to defense against attacks originating in its frontal attack arc. Unlike normal energy shields, this shield cannot be destroyed or harmed. It is only stopped when the hell riot trooper is slain.

Special Ability (Arm Graft): The zombie's chaingun is merged with their right hand and cannot be removed. It also only takes one hand to use and ignores the heavy and extreme recoil traits.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Special Ability (Makyr Salvage): When the hell riot trooper is slain, its upgrades allow 1 makyr shard to be harvested from the remains.

Hell Soldiers Description

Hell soldiers were front line combatants trying to defend Earth from the demonic invasion. These soldiers either fell and were resurrected or were driven insane by the dark magics of Hell. Either way, now they are mindless, undead servants fighting against those they served in life.

Much like possessed warriors, hell soldiers come in two varieties: a trooper with a plasma gun and jet pack and a shield soldier with a shotgun and shield. Hell soldiers differ from possessed warriors in that they are much more clever than the possessed, and had superior equipment in life that they still utilize.

Tactics

Hell soldiers utilize tactics in combat. They often start battles by trying to improve their accuracy with tactics and utilizing any possible cover. Blasters then barrage their enemies with semi-automatic bursts with their plasma guns, ensuring maximum accuracy. They aim in turns they do not move, and will use their jet packs to gain vantage points or outflank their foes. Shield soldiers instead advance close to their foes, pushing against their ranks, relying on their shields to absorb fire, while getting close enough to use their shotgun. Shield soldiers often use bob and weave actions when they do not move.

Hell Blaster Soldier

Level 5 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 132	Healing Threshold: NA	Damage Threshold: 24 (double wounds)
Defense: 15	Toughness: 20	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 15		

-Plasma Gun 1d20+5 accuracy, 25 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Energy Damage

-Rifle Butt 1d20+3 accuracy, 25 damage, 1 strikes maximum; *Special Traits:* Penetration 2

Skills: Athletics 4, Computers 1, Defensive Training 4, Durability 4, Endurance 2, Melee 4, Mental Training 2, Perception 2, Pilot 2, Ranged 4, Tactics 4

Talents: Close Combat Shot, Penetration II, Weapon Mastery (ranged)

Strength: 5 **Instinct:** 4 **Agility:** 3 **Fortitude:** 6

Intelligence: 1 **Willpower:** 1

Gear: Plasma Gun with 3 magazines, Tactical Combat Armor, Jet Pack

Special Ability (Dying Fury): When the zombie is reduced to 0 hit points, they make an instant melee or ranged attack with a +5 accuracy bonus.

Special Ability (Jet Pack): The zombie can use the jet pack to lift themselves up into the air as a minor action. The jet pack allows them to move 6 squares vertically or horizontally. After being used, the jet pack cannot be used again for 3 rounds.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Hell Blaster Soldier Swarms

As the defender's of Earth fell and more warriors became consumed by darkness, huge raids of zombified soldiers were formed to fight their former comrades.

-A swarm of Hell Blaster soldiers make their Dying Fury attack any time they suffer more than 100 damage from a single attack. They still also attack when the swarm is defeated as well.

Hell Shield Soldier

Level 5 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 132	Healing Threshold: NA	Damage Threshold: 24 (double wounds)
Defense: 15 (25 w/ shield)	Toughness: 20	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 15		

-**Shotgun** 1d20+6 accuracy, 22 damage, 1 strike maximum, 20 shots at short range; *Special Traits:* Penetration 2, Spread, Close Quarters

-**Rifle Butt** 1d20+3 accuracy, 25 damage, 1 strikes maximum; *Special Traits:* Penetration 2

Skills: Athletics 4, Computers 1, Defensive Training 4, Durability 4, Endurance 2, Melee 4, Mental Training 2, Perception 2, Pilot 2, Ranged 4, Tactics 4

Talents: Close Combat Shot, Penetration II, Weapon Mastery (ranged)

Strength: 5 **Instinct:** 4 **Agility:** 3 **Fortitude:** 6

Intelligence: 1 **Willpower:** 1

Gear: Shotgun with 2 magazines, Riot Shield, Tactical Combat Armor

Special Ability (Slaved Fury): When an ally within 3 squares takes damage from an attack, the shield soldier can instead cause the attack to hit them with 0 attack overages.

Special Ability (Shield): The zombie has an energy riot shield that provides improved cover (+10 defense) against attacks originating in its frontal attack arc. This shield can be targeted like an independent energy shield, with a defense of 15, 15 shield armor, and a shield pool of 100. Once the energy shield is reduced to 0, the zombie no longer gains the benefit of the protection.

Special Ability (Arm Graft): The zombie's shotgun is merged with their right hand and cannot be removed. It also only takes one hand to use.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.



~Hell Blaster Soldier (left)



~Hel Shield Soldier (center)



~Mecha Zombie (right)

Mecha Zombie Description

Mecha zombies were UAC cultists who altered themselves to be a superior killing force. Replacing their limbs with weaponized cybernetics, these cultists had their soul consumed by Hell after their modification. Now they are resilient and dimwitted killing machines that nonetheless possess incredible fire power.

Tactics

Mecha zombies, like most zombies and possessed, use little strategy. They simply shamble towards the nearest enemy, firing their plasma gun at them. Once they get close enough to a foe, they will use their flamethrower to scorch them. Afterwards they use their plasma gun at short range or switch to their melee attack. Sometimes, mecha zombies will use tactics to improve their accuracy, but usually only when they do not have an immediate target.

Mecha Zombie

Level 7 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 189	Healing Threshold: NA	Damage Threshold: 18 (double wounds)
Defense: 18	Toughness: 20	Resolve: 18
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 8		

-Zombie Bash 1d20+10 accuracy, 30 damage, 1 strikes maximum; *Special Traits:* Penetration 7

-Plasma Gun 1d20+7 accuracy, 26 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits:* Penetration 7, Plasma, Energy Damage

-Flamethrower 1d20+7 accuracy, 30 damage, +1 strike maximum, unlimited shots at special range; *Special Traits:* Penetration 4, Hailfire 1, Flames, Cone 6, Energy Damage, Close Quarters

Skills: Defensive Training 5, Durability 5, Endurance 5, Lore 2, Melee 5, Mental Training 5, Perception 5, Ranged 5, Science 2, Tactics 4

Talents: Close Combat Shot, Penetration II, Resistant II, Weapon Mastery (melee, ranged)

Strength: 3 **Instinct:** 3 **Agility:** 1 **Fortitude:** 3

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash, Mecha Combo Arm

Special Ability (Mecha Combo Arm): The zombie has a mechanical arm that can be used as a plasma gun at will. Alternately, once per 3 turns, the arm can be used as a flamethrower.

Special Ability (Mechanical Claw): The zombie has a mechanical claw on its left hand, making its melee attack more lethal. The zombie bash attack gains +2 accuracy and +5 penetration.

Special Ability (Cybernetic Augmentation): The zombie has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the zombie +50 maximum hit points and +5 damage resistance.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Mecha Zombie Swarm

-Instead of making a ranged attack and a melee attack in the same turn, a swarm of mecha zombies can forgo their melee attack to make a plasma gun and flamethrower attack in the same turn. In addition, the flamethrower attack of a mecha zombie swarm can be used every round.

Possessed Description

Possessed are the most common form of zombie, created from an invasive Hell spirit entering the body of a civilian. They are made from victims who were unarmed, unarmored, and unexceptional in height or build. Most often, possessed were common civilians or scientists who fell victim to the demonic invasion. Unaccustomed to violence, they were quickly overtaken by demons and possessed with Argent energy.

Tactics

Possessed are mindless and utilize no strategy. They move their full speed towards the nearest living enemy and attack them with their deathly strong fists. If they did not need to move on their turn, they will make heavy strike bash attacks instead. They do not use any other combat behaviors, never flee, and give no regard to their own lives. After battle, they consume the bodies of the fallen.

Possessed

Level 1 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 69	Healing Threshold: NA	Damage Threshold: 19 (double wounds)
Defense: 11	Toughness: 15	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 3		

-Zombie Bash 1d20+4 accuracy, 24 damage, 1 strikes maximum; *Special Traits:* NA

Skills: Durability 3, Endurance 3, Melee 3, Perception 1

Talents: Resistant

Strength: 5 **Instinct:** 1 **Agility:** 1 **Fortitude:** 4

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash

Special Ability (Crumbling Body): Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Possessed are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.



Possessed Warriors Description

Possessed warriors were members of a military or police force when they were possessed by a lost soul or similar demon. They were equipped with body armor and combat armaments. The transformation gravely mutated them, causing fleshy, demonic growths to overtake their body and meld their armor and weapons to their body. They are still able to use this equipment in battle along with a tiny portion of their tactical training. Demons use possessed warriors as expendable infantry to assist demons or lesser possessed in battle.

Possessed soldiers were tough grunts armed with a formidable plasma gun. Possessed security were control officers that utilize a directional force shield and close ranged shotguns.

Tactics

Possessed soldiers hang back and let their enemies come to them as they bombard them with automatic fire from their plasma guns. They prefer to use focused bursts against the nearest foes. When an enemy moves adjacent to them, they instead use heavy strike bash attacks to knock their foes off balance.

Possessed security instead close in on their enemies, moving and firing each turn. Once they engage in close combat, they use their shotguns to blast their foes to pieces. They tend to focus on one enemy at a time and face their shield to block attacks from singular foe.

Neither variant of possessed warrior worries about ammunitions, as their demonic growths supply ammunition to them. Their armor, while mostly overgrown, also provides some protection, making them more durable than ordinary possessed. Possessed are also known to release a blast of argent energy when they die, damaging nearby foes.

Possessed Soldier

Level 3 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 95	Healing Threshold: NA	Damage Threshold: 19 (double wounds)
Defense: 13	Toughness: 18	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 8		

-Zombie Bash 1d20+5 accuracy, 25 damage, 1 strikes maximum; *Special Traits:* NA

-Plasma Gun 1d20+3 accuracy, 21 damage, +1 strike maximum, medium range; *Special Traits:* Penetration 5, Energy Damage, Automatic

Skills: Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Melee 3, Mental Training 3, Perception 1, Ranged 2

Talents: Resistant

Strength: 5 **Instinct:** 1 **Agility:** 2 **Fortitude:** 5

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash, Plasma Gun

Special Ability (Fused Plasma Gun): Possessed have a plasma gun warped into their right arm. They have unlimited ammunition when using this weapon and do not need to reload.

Special Ability (Fused Combat Armor): Possessed have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Crumbling Body): Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Possessed Soul Burst): When the possessed is slain, it explodes, deal 5 piercing damage to all adjacent foes.

Special Ability (Mindless Slaves): Possessed are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Possessed Security

Level 3 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 95	Healing Threshold: NA	Damage Threshold: 19 (double wounds)
Defense: 13	Toughness: 18	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 8		

-**Zombie Bash** 1d20+5 accuracy, 25 damage, 1 strikes maximum; *Special Traits:* NA

-**Shotgun** 1d20+3 accuracy, 18 damage, 1 strike maximum, short range; *Special Traits:* Spread

Skills: Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Melee 3, Mental Training 3, Perception 1, Ranged 2

Talents: Resistant

Strength: 5 **Instinct:** 1 **Agility:** 2 **Fortitude:** 5

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash, Shotgun, Riot Shield

Special Ability (Riot Shield): The zombie has an energy riot shield that provides improved cover (+10 defense) against attacks originating in its frontal attack arc. This shield can be targeted like an independent energy shield, with a defense of 15, 15 shield armor, and a shield pool of 100. Once the energy shield is reduced to 0, the zombie no longer gains the benefit of the protection.

Special Ability (Fused Shotgun): Possessed have a shotgun warped into their right arm. They have unlimited ammunition when using this weapon and do not need to reload.

Special Ability (Fused Combat Armor): Possessed have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Crumbling Body): Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Possessed Soul Burst): When the possessed is slain, it explodes, deal 5 piercing damage to all adjacent foes.

Special Ability (Mindless Slaves): Possessed are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.



~Possessed Soldier



~Possessed Security

Possessed Warrior Swarms

When possessed soldiers or security form a swarm, they activate their Possessed Soul Burst ability every time they take damage, instead of when they die. In addition, groups of possessed deal 10 soul burst damage, hordes deal 15 soul burst damage, and legions deal 20 soul burst damage.

Revenant Description

A revenant is a necrotic monstrosity created by exposing a human soldier with Hell energies and cybernetics cursed with infernal energies. The result is a skeletal abomination neither man nor demon, neither dead nor alive. It is twice the height of a man and equipped with rocket launchers and a jet pack. No longer remotely human, these demons are elite soldiers for the forces of Hell, and act as artillery support for imps, hell knights, and hell razers.

Tactics

Revenants begin combat by using tactics to increase their accuracy. From there, they float about the battlefield, a few squares above the ground, bombarding foes with their rocket launchers. They generally float towards their foes, and then land and tear into their softened targets with their demonic claws. Their gruesome claws trait gives them bonus rending and bleed damage, which allows revenants to deal considerable pain to targets that are already weakened by the rockets. Stacking multiple hits of bleed damage will cause any human to drop quickly. They can use their barrage ability to do considerable amounts of damage, but it takes them multiple rounds to utilize it. They will generally only use it when their foe is busy fighting other enemies.

Revenant

Level 12 Large-sized Non-heroic Zombie, High Threat

Hit Points: 350	Healing Threshold: 12	Damage Threshold: 32
Defense: 27	Toughness: 38	Resolve: 26
Speed: 8, 6 fly	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 20		

-Demonic Claws 1d20+14 accuracy, 37 damage, +4 strikes maximum; *Special Traits:* Penetration 4, Rending 8, Bleed 5

-Rocket Launcher 1d20+11 accuracy, 53 damage, +1 strike maximum, long range; *Special Traits:* Penetration 12, Burst 1, Twin-linked

Skills: Athletics 4, Defensive Training 6, Durability 6, Endurance 6, Melee 6, Mental Training 6, Perception 6, Ranged 6, Survival 6, Tactics 6

Talents: Brutality, Bulwark, Defensive Fighting, Far Shot, Natural Health II, Power Strike II, Penetration II, Resistant III, Swift Strikes, Weapon Mastery (melee, ranged)

Strength: 10 **Instinct:** 5 **Agility:** 7 **Fortitude:** 10

Intelligence: 2 **Willpower:** 6

Gear: Large-sized Demonic Claw, Twin-linked Demonic Rocket Launcher, Demon Hide

Special Ability (Barrage): A revenant can spend a standard action charging a rocket barrage. If they do, the rocket attack on their next turn gains +4 accuracy, +2 burst, and hailfire (2). This is not cumulative with twin-linked.

Special Ability (Gruesome Claws): Revenants are experts at gory displays of violence. Their demonic claw attacks gains +6 rending and do 5 bleed damage when they damage a living target.

Special Ability (Jet Pack): The revenant has a jet pack that allows it to fly at a speed of 6 squares per round. It cannot shift or evade while flying. The jet pack also allows it to ignore falling damage and always land on its feet.

Special Ability (Cybernetic Augmentation): The revenant has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the revenant +50 maximum hit points and +5 damage resistance.

Special Ability (Undead Creation): The revenant, despite being a resurrected zombie, has been reassembled in such a way that it does not have the Mindless Slaves trait normal for zombies. It still has no morale bonus. However, it gains all three actions every turn and has no limit on intelligence or willpower. It also does not receive double crippling wound points whenever it is wounded. It still does have the normal penalty to damage threshold, however.

Optional Rule: Destructible Weapons

When a revenant suffers 2 action wounds, its rocket launcher loses the twin-linked trait and barrage ability. When suffering 4 action wounds, it loses the rocket launcher weapon and can no longer make those attacks.



~Revenant (top left and bottom)



~Revenant Fiend (top right)



Revenant Fiend Description

A fiend is a superior form of revenant created from the most prime physical specimens, the most intense argnet infusions, and state of the art cybernetics. They are rare but are found supporting demonic forces where the infestation is heaviest.

Tactics

Revenant fiends utilize the same combat tactics as lesser revenants. The greatest difference between fiends and revenants is that fiends possess unnatural regenerative abilities. Every round, they recover from a wound point and regain 20 hit points. Even when they go down, they have a 60% chance to revive themselves, usable up to 3 times. It can often take an exceptionally long time to permanently kill one of these unholy monsters.

Revenant Fiend

Level 20 Large-sized Non-heroic Zombie, High Threat

Hit Points: 496	Healing Threshold: 15	Damage Threshold: 38
Defense: 34	Toughness: 40	Resolve: 32
Speed: 9, 12 fly	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +10
Damage Resistance: 30	Regeneration: 20	

-**Demonic Claws** 1d20+18 accuracy, 45 damage, +4 strikes maximum; *Special Traits:* Penetration 7, Rending 12, Bleed 5

-**Rocket Launcher** 1d20+15 accuracy, 62 damage, +2 strikes maximum, long range; *Special Traits:* Penetration 15, Burst 1, Twin-linked

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Endurance 8, Melee 8, Mental Training 8, Perception 8, Ranged 8, Survival 8, Tactics 8

Talents: Brutality III, Bulwark, Defensive Fighting II, Devastating Cripple (melee, ranged), Far Shot, Natural Health III, Power Strike II, Penetration V, Resilience, Resistant V, Survival Instincts, Swift Strikes, Weapon Mastery (melee II, ranged II), Wrestling Combatant

Strength: 12 **Instinct:** 8 **Agility:** 8 **Fortitude:** 14

Intelligence: 2 **Willpower:** 8

Gear: Large-sized Demonic Claw, Twin-linked Demonic Rocket Launcher, Demon Hide

Special Ability (Barrage): A revenant can spend a standard action charging a rocket barrage. If they do, the rocket attack on their next turn gains +4 accuracy, +2 burst, and hailfire (2). This is not cumulative with twin-linked.

Special Ability (Gruesome Claws): Revenants are experts at gory displays of violence. Their demonic claw attacks gains +6 rending and do 5 bleed damage when they damage a living target.

Special Ability (Jet Pack): The revenant has a jet pack that allows it to fly at a speed of 12 squares per round. It cannot shift or evade while flying. The jet pack also allows it to ignore falling damage and always land on its feet.

Special Ability (Premier Cybernetic Augmentation): The revenant has many state of the art cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the revenant +100 maximum hit points and +10 damage resistance.

Special Ability (Undying Monstrosity): The revenant regenerates its wounds incredibly quickly, its wounds visibly curing as others watch. The revenant has a regeneration of 20 and heals 1 crippling wound to a single limb at the start of each turn. In addition, when reduced to 0 hit points, roll a d20. On an 8+, the revenant comes back to life with 250 hit points. It can revive up to three times in this way per day. It cannot resurrect when killed through crippling wounds.

Special Ability (Undead Creation): The revenant, despite being a resurrected zombie, has been reassembled in such a way that it does not have the Mindless Slaves trait normal for zombies. It still has no morale bonus. However, it gains all three actions every turn and has no limit on intelligence or willpower. It also does not receive double crippling wound points whenever it is wounded. It still does have the normal penalty to damage threshold, however.

Optional Rule: Destructible Weapons

When a fiend suffers 2 action wounds, its rocket launcher loses the twin-linked trait and barrage ability. When suffering 4 action wounds, it loses the rocket launcher weapon and can no longer make those attacks. With the fiend's regenerative abilities, it must suffer that many crippling wounds at once, not total through the encounter, to suffer weapon destruction. However, even if the fiend regenerates those wound, it cannot regrow destroyed weapons.

Screecher Zombie Description

Screecher zombies are an ancient form of unwilling zombie. Originally hell cultists of an ancient religion, they were rewarded for their devotion by having their souls tortured for millennia. After thousands of years of torment, they have become warped, malformed creatures. Their rage and pain allows them to emit great screams of agony, capable of terrifying mortals and empowering demons with intoxicating suffering.

Tactics

The screecher zombie is similar to most other brands of lesser zombies, as it slowly stumbles towards enemies and slashing with its claws. However, the screecher zombie is much more potent than its lesser kin, as its touch drains enemies of soul fragments, making it important to stay away from them. However, it has an additional threat level; while it advances but cannot attack in melee, it bombards its foes with tormented wail, a large cone that drains morale. Worst of all, when a screecher zombie dies, it empowers all nearby demons with the Hell Power Surge, giving them an extra standard action on their turn. This makes killing screechers amongst groups of demons very dangerous. Overall, screechers are a pest that debilitate and weaken characters while they are forced to deal with other demons.

Screecher Zombie

Level 16 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 308	Healing Threshold: NA	Damage Threshold: 23 (double wounds -1)
Defense: 31	Toughness: 31	Resolve: 24
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 16		

-Demonic Claw 1d20+8 accuracy, 32 damage, +3 strikes maximum; *Special Traits:* Penetration 6, Soul Drain (see Touch of Suffering)

-Tormented Wail 1d20+17 accuracy versus resolve; *Special Traits:* Cone (12), Struck targets lose 2 morale (see Tormented Wail)

Skills: Defensive Training 8, Durability 8, Endurance 8, Influence 8, Melee 8, Mental Training 8, Perception 4

Talents: Defensive Fighting, Devastating Cripple (melee), Penetration IV, Resistant IV, Resilience, Swift Strikes, Weapon Mastery (melee II)

Strength: 8 **Instinct:** 1 **Agility:** 6 **Fortitude:** 8

Intelligence: 1 **Willpower:** 1

Gear: Demonic Claw, Demon Hide

Special Ability (Touch of Suffering): When a screecher hits a target with a claw attack, they suffer 1 drained soul fragment. When a swarm of screechers hits a target with a claw attack, they suffer 2 drained soul fragments.

Special Ability (Tormented Wail): A screecher can spend a standard action to make a Tormented Wail attack. This effects a Cone (12) area and has an attack bonus of the screecher's influence ranks + willpower + fortitude (normally +17). This is an attack versus the target's resolve. Any mortal hit by the attack suffers 2 negative morale. Any effect that protects against combat influence or demoralize actions also protects from this effect.

Special Ability (Screech of Delicious Suffering): When a screecher is slain, it lets out a massive, psionic screech. In addition to alerting nearby demons, this screech gives all demons within 15 squares of the screecher the Hell Power Surge condition for 1 round, giving them an extra standard action on their turn. Multiple screechers being killed stacks the duration of hell power surge on nearby foes.

Special Ability (Crumbling Body): Screechers suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Screechers are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Hell Power Surge

The Hell Power Surge condition gives the effected demon(s) an extra standard action on their turn while active.

Screecher Zombie Swarms

When a swarm of screecher zombies is slain, they give Hell Power Surge for 2 rounds instead of 1.

Zombie Commandos Description

Zombie commandos are created from skilled mortals who stood against the hosts of Hell. While these heroes were defiant to the end, they ultimately fell against the overwhelming strength of the Hell. The payment for their arrogance was to be supercharged with demonic power to become powerful soldiers of evils. Now, they are used to hunt down and kill others that stand against the demons. There are three general varieties of zombie commandos: those with flailing tentacles, those with chainsaws, and those with chainguns.

Tactics

The most common zombie commandos fight with flailing limbs; extra-long arms that expand past their body to swipe and grab at nearby foes. They double move to get close to their foes and then tear at them like most other zombies. Because of their extended reach, enemies suffer opportunity attacks for trying to outmaneuver or escape the commando.

Other commandos wield powerful weapons against their foes. Lightly armored commandos with chainsaws are berserk lunatics that charge their enemies and try to rip them limb from limb while cackling madly. The most lethal variant is equipped with a formidable chaingun. These monstrosities can wield their heavy weapons with great reliability and use aim actions with their chainguns in conjunction with empowered focused bursts and area fire.

Compared to normal zombies, commandos are very resilient against pain. They suffer half damage from all attacks, making them primarily killed by crippling wounds. Even then, they require 7 wounds to a location to destroy it.

Zombie Commando

Level 8 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 173	Healing Threshold: NA	Damage Threshold: 21 (double wounds)
Defense: 18	Toughness: 22	Resolve: 18
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 2 squares	Initiative: +2
Damage Resistance: 10		

-Zombie Bash 1d20+8 accuracy, 33 damage, +1 strikes maximum; *Special Traits:* Penetration 2

-Chainsaw 1d20+5 accuracy, 32 damage, 1 strikes maximum, 10 strikes; *Special Traits:* Penetration 6, Hailfire 2

-Chaingun 1d20+6 accuracy, 33 damage, fully automatic, 300 shots at distant range; *Special Traits:* Penetration 4, Linked Fire, Heavy, Full Auto

Skills: Athletics 3, Defensive Training 4, Durability 5, Endurance 5, Melee 5, Mental Training 5, Perception 3, Ranged 4

Talents: Penetration II, Power Strike, Resistant II, Weapon Mastery (melee)

Strength: 6 **Instinct:** 2 **Agility:** 4 **Fortitude:** 6

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash, Flailing Limb OR Chainsaw with 10 fuel OR Chaingun with 1 magazine

Special Ability (Flailing Limb): The zombie can outstretch its arm on a mutated, flailing tentacle. They have a reach of 2 with their natural weapon.

Special Ability (Bracing Fire): The zombie has excessive bulk and strength mutated into its arm and spine. It allows it to ignore the recoil or extreme recoil traits of weapons.

Special Ability (Feel No Pain): The zombie suffers half damage from all attacks, applied after damage resistance, hailfire, and crippling wounds are determined. The zombie also does not suffer ongoing penalties for crippling wounds and requires 7 wound points for a wound location to be counted as destroyed. They suffer twice as many crippling wounds whenever a limb is injured.

Special Ability (Fused Combat Armor): Zombies have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.



~Zombie Commando Gunner (top left)



~Zombie Commando (top right)

~Chainsaw Commando (bottom)



Unwilling Description

Unwilling are ancient zombies that are the remnants of civilizations absorbed by Hell. They now reside on Hell, where demons use them to build their cities, fortresses, and temples. Having long term exposure to hell energies, they are resplendent with demonic growths and scaly, monstrous hide. Unwilling are usually only encountered in Hell but are often found in huge numbers there.

Tactics

Compared to most zombies, unwilling are incredibly tough with high resistance and health. However, they are just as mindless and cumbersome as any other possessed. They move towards the nearest foe and try to scratch them to death with their demonic claws. Their unnatural aura triggers their Touch of Despair when they hit, causing them to rapidly drain enemy morale. Most troubling, is that unwilling builds up soul energies as they die, which summons demons as they fall. Careful survivors will want to prune unwilling before they start to build up plentiful soul energies.

Unwilling

Level 12 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 233	Healing Threshold: NA	Damage Threshold: 22 (double wounds)
Defense: 21	Toughness: 24	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 12		

-Demonic Claw 1d20+10 accuracy, 29 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Morale Loss (see Touch of Despair)

Skills: Defensive Training 3, Durability 6, Endurance 6, Melee 6, Mental Training 6, Perception 4

Talents: Penetration II, Resistant II, Weapon Mastery (melee)

Strength: 7 **Instinct:** 1 **Agility:** 4 **Fortitude:** 7

Intelligence: 1 **Willpower:** 1

Gear: Demonic Claw, Demon Hide

Special Ability (Touch of Despair): When an unwilling hits a target with a claw attack, they lose 1 morale level. When a swarm of unwilling hit a target with a claw attack, they lose 2 morale levels.

Special Ability (Soul Energies): When an unwilling is slain, another unwilling gains a soul charge. Give it a marker to represent its soul charge. Every time another unwilling dies, a soul charge goes to the next nearest unwilling. A single unwilling can have up to 5 soul charges. If it gains more than 5, it dies instantly. When an unwilling with a soul charge dies, it summons a demon based on how much soul charge it had. These demons appear within 12 squares of the unwilling and act on their own initiative.

-1 Soul Charge: Nothing

-2 Soul Charge: A group of imps

-3 Soul Charge: A group of gargoyles

-4 Soul Charge: A hell knight

-5 Soul Charge: A summoner

Special Ability (Crumbling Body): Unwilling suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Unwilling are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.



Unwilling Swarms and Soul Energy

When a group of Unwilling are destroyed, they give 2 soul energy to two different nearby unwilling. When a horde of Unwilling are destroyed, they give 3 soul energy to three different nearby unwilling. When a legion of Unwilling are destroyed, they count as having a 3 soul charges on themselves (thus summoning upon death), and give 3 soul energy to 4 nearby unwilling.

Zombie Cultist Description

Zombie cultists are former members of the UAC and other humans who willingly serve and worship the demons. Their loyalty has been rewarded with the loss of a soul and being transformed into a withered, rotting husk. While they lost much of their sentience, they still have some of their older knowledge, allowing them to perform maintenance of the engines and equipment of the UAC. These zombies are recognizable by the pentagrams carved in their foreheads.

Tactics

Cultist zombies are incredibly similar to common possessed. They possess no initiative besides shambling slowly forward and attacking their enemies. The one difference of the zombified cultists is their base reverence for demons. They can spend a full-round action worshipping a nearby demon, filling it with power. This gives the Hell Power Surge buff to one demon while channeled. Cultist zombies usually do this to the most powerful demons in the arena, or group with other zombies and advance on then enemy.

Zombie Cultist

Level 2 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 65	Healing Threshold: NA	Damage Threshold: 18 (double wounds)
Defense: 13	Toughness: 15	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 2		

-Zombie Bash 1d20+4 accuracy, 24 damage, 1 strikes maximum; *Special Traits:* NA

Skills: Defensive Training 2, Durability 2, Endurance 2, Lore 2, Melee 3, Perception 2, Science 2

Talents: Resistant

Strength: 3 **Instinct:** 2 **Agility:** 1 **Fortitude:** 3

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash

Special Ability (Demon Worship): The zombie can spend a full-round action worshipping a demon within medium range. That demon gains the Hell Power Surge effect for as long as the zombie is worshipping it. If the zombie is killed, the effect instantly wears out.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1 and have no morale. They still have a resolve score and are subjected to effects that target resolve. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Hell Power Surge

The Hell Power Surge condition gives the effected demon(s) an extra standard action on their turn while active.

Zombie Cultist Swarms

When a group of Unwilling use demon worship, it effects all demons within 6 squares of the swarm. This expands to all demons within 12 squares for a horde, or all demons within 18 squares for a legion.



Zombie Engineer Description

Zombie engineers were once the technicians of the UAC before they were turned into zombies. Now, they have become bloated and merged with their equipment, including explosive gas canisters. They now exist as living hazards that could explode at any moment.

Tactics

Zombie engineers move up to enemies and attack them with their fists, like any other zombie. Their danger comes from the burning fuel tanks growing out of them. These tanks produce an aura of fire around the zombie, which can harm lightly armored foes. More importantly, the zombie engineer can explode at any moment. Being reduced to 0 hit points, or taking a single core or vital wound, causes them to explode violently. Clever heroes can use this to their advantage, maneuvering the engineer to blow up its allies.

Zombie Engineer

Level 4 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 105	Healing Threshold: NA	Damage Threshold: 19 (double wounds)
Defense: 12	Toughness: 13	Resolve: 12
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 4		

-**Zombie Bash** 1d20+45 accuracy, 25 damage, 1 strike maximum; *Special Traits:* NA

-**Explosion** 1d20+5 accuracy, 40 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 2

Skills: Computers 2, Durability 3, Endurance 3, Lore 3, Melee 3, Perception 2, Science 4

Talents: Resistant II

Strength: 2 **Instinct:** 1 **Agility:** 1 **Fortitude:** 5

Intelligence: 1 **Willpower:** 1

Gear: Zombie Bash

Special Ability (Burning Fuel Tanks): The zombie is covered with lit, burning fuel tanks, giving them an aura of fire. Anyone who ends their turn adjacent to the zombie suffers 10 energy damage.

Special Ability (Explosion): When the zombie is reduced to 0 hit points or suffers a core or vitals wound, it explodes. It makes an explosion attack in a Burst (2) area centered on itself. It is blown to pieces and killed as part of this attack.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.



Example Zombie Swarms

This section contains a list of some of the most common zombie swarms. The swarm rules are reprinted below, alongside the special Zombie Swarm rule.

Swarm Traits: The swarm is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Area of effect attacks gain additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum value of hailfire based on the size of the swarm (+2 for groups, +4 for hordes, and +6 for legions). The swarm's melee attacks effect all squares within reach, and they can make a melee and ranged attack in the same action. In addition, swarms gain Hailfire (2) when attacking another swarm.

Zombie Swarm Trait: Attacks against a zombie swarm gain +1 hailfire for every 2 rending the attack possesses, to a maximum of +3 hailfire.

Group of Hell Blaster Soldiers

Level 11 Large-sized Swarm of Non-heroic Zombies, High Threat

Hit Points: 1,320	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 13	Toughness: 44	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 15		

-**Plasma Gun** 1d20+15 accuracy, 35 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Energy Damage, Unlimited Maximum Attack Overages

-**Rifle Butt** 1d20+13 accuracy, 35 damage, 1 strikes maximum; *Special Traits:* Penetration 2, Unlimited Maximum Attack Overages

Special Ability (Dying Fury): When the hell blaster swarm is reduced to 0 hit points or suffers more than 100 damage from an attack, they make an instant melee or ranged attack with a +5 accuracy bonus.

Horde of Hell Blaster Soldiers

Level 17 Huge-sized Swarm of Non-heroic Zombies, Extreme Threat

Hit Points: 2,640	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 11	Toughness: 52	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +4
Damage Resistance: 15		

-**Plasma Gun** 1d20+25 accuracy, 35 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 7, Hailfire 1, Burst 1, Plasma, Energy Damage, Unlimited Maximum Attack Overages

-**Rifle Butt** 1d20+23 accuracy, 35 damage, 1 strikes maximum; *Special Traits:* Penetration 2, Hailfire 1, Unlimited Maximum Attack Overages

Special Ability (Dying Fury): When the hell blaster swarm is reduced to 0 hit points or suffers more than 100 damage from an attack, they make an instant melee or ranged attack with a +5 accuracy bonus.

Group of Mecha Zombies

Level 13 Large-sized Swarm of Non-heroic Zombie, Medium Threat

Hit Points: 1,890	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 14	Toughness: 44	Resolve: 18
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 8		

-Zombie Bash 1d20+20 accuracy, 40 damage, 1 strikes maximum; *Special Traits:* Penetration 7, Unlimited Maximum Attack Overages

-Plasma Gun 1d20+17 accuracy, 36 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits:* Penetration 7, Plasma, Energy Damage, Unlimited Maximum Attack Overages

-Flamethrower 1d20+17 accuracy, 40 damage, +1 strike maximum, unlimited shots at special range; *Special Traits:* Penetration 4, Hailfire 1, Flames, Cone 6, Energy Damage, Close Quarters, Unlimited Maximum Attack Overages

Special Ability (Double Shot): When attacking, instead of attacking with both a melee weapon and ranged weapon, the zombie swarm can attack with both their plasma gun and their flamethrower attack in the same turn.

Group of Possessed

Level 7 Large-sized Swarm of Non-heroic Zombies, Medium Threat

Hit Points: 690	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 9	Toughness: 39	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +1
Damage Resistance: 3		

-Zombie Bash 1d20+14 accuracy, 34 damage, 1 strikes maximum; *Special Traits:* Unlimited Maximum Attack Overages

Horde of Possessed

Level 13 Huge-sized Swarm of Non-heroic Zombies, High Threat

Hit Points: 1,380	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 7	Toughness: 43	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +1
Damage Resistance: 3		

-Zombie Bash 1d20+24 accuracy, 34 damage, 1 strikes maximum; *Special Traits:* Hailfire 1, Unlimited Maximum Attack Overages

Legion of Possessed

Level 19 Gargantuan-sized Swarm of Non-heroic Zombies, High Threat

Hit Points: 2,070	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 5	Toughness: 51	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 8 by 8 squares	Reach: 3 squares	Initiative: +1
Damage Resistance: 3		

-Zombie Bash 1d20+34 accuracy, 48 damage, 1 strikes maximum; *Special Traits:* Hailfire 1, Unlimited Maximum Attack Overages

Group of Possessed Soldiers

Level 9 Large-sized Swarm of Non-heroic Zombie, High Threat

Hit Points: 950	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 11	Toughness: 42	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +1
Damage Resistance: 8		

-**Zombie Bash** 1d20+15 accuracy, 35 damage, 1 strikes maximum; *Special Traits:* , Unlimited Maximum Attack Overages
 -**Plasma Gun** 1d20+13 accuracy, 31 damage, +1 strike maximum, medium range; *Special Traits:* Penetration 5, Energy Damage, Automatic, Unlimited Maximum Attack Overages

Special Ability (Possessed Soul Burst): When the possessed swarm suffers damage, it deals 10 piercing damage to all adjacent foes.

Horde of Possessed Soldiers

Level 15 Huge-sized Swarm of Non-heroic Zombie, Extreme Threat

Hit Points: 1,900	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 9	Toughness: 46	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 square	Initiative: +1
Damage Resistance: 8		

-**Zombie Bash** 1d20+25 accuracy, 35 damage, 1 strikes maximum; *Special Traits:* Hailfire 1, Unlimited Maximum Attack Overages
 -**Plasma Gun** 1d20+23 accuracy, 31 damage, +1 strike maximum, medium range; *Special Traits:* Penetration 5, Hailfire 1, Energy Damage, Automatic, Unlimited Maximum Attack Overages

Special Ability (Possessed Soul Burst): When the possessed swarm suffers damage, it deals 15 piercing damage to all adjacent foes.

Group of Screecher Zombies

Level 22 Large-sized Swarm of Non-heroic Zombie, Medium Threat

Hit Points: 3,080	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 29	Toughness: 55	Resolve: 24
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +1
Damage Resistance: 16		

-**Demonic Claw** 1d20+18 accuracy, 42 damage, +3 strikes maximum; *Special Traits:* Penetration 6, 2 Drain Soul Fragments on Hit, Unlimited Maximum Attack Overages
 -**Tormented Wail** 1d20+27 accuracy versus resolve; *Special Traits:* Cone (12), Struck targets lose 2 morale (see Tormented Wail)

Special Ability (Touch of Suffering): When a swarm of screechers hits a target with a claw attack, the target suffers 2 drained soul fragments.

Special Ability (Tormented Wail): A screecher swarm can spend a standard action to make a Tormented Wail attack. This effects a Cone (12) area and attacks the target's resolve. Any mortal hit by the attack suffers 2 negative morale. Any effect that protects against combat influence or demoralize actions also protects from this effect.

Special Ability (Screech of Delicious Suffering): When a screecher swarm is slain, they let out a massive, psionic screech. All demons within 15 squares gain Hell Power Surge for 2 rounds.

Group of Unwilling

Level 18 Large-sized Swarm of Non-heroic Zombies, Medium Threat

Hit Points: 2,330	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 19	Toughness: 48	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +1
Damage Resistance: 12		

-Demonic Claw 1d20+20 accuracy, 39 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Morale Loss (see Touch of Despair), Unlimited Maximum Attack Overages

Special Ability (Touch of Despair): When an unwilling swarm hits a target with a claw attack, they lose 2 morale levels.

Special Ability (Soul Energies): When the unwilling swarm is slain, two other unwilling or unwilling swarms in the encounter gain 2 soul energy charge. When an unwilling or unwilling swarm with a soul charge dies, it summons a demon based on how much soul charge it had. These demons appear within 12 squares of the unwilling and act on their own initiative.

- 1 Soul Charge: Nothing
- 2 Soul Charge: A group of imps
- 3 Soul Charge: A group of gargoyles
- 4 Soul Charge: A hell knight
- 5 Soul Charge: A summoner

Horde of Unwilling

Level 24 Huge-sized Swarm of Non-heroic Zombies, High Threat

Hit Points: 4,660	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 17	Toughness: 52	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 square	Initiative: +1
Damage Resistance: 12		

-Demonic Claw 1d20+30 accuracy, 39 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Hailfire 1, Morale Loss (see Touch of Despair), Unlimited Maximum Attack Overages

Special Ability (Touch of Despair): When an unwilling swarm hits a target with a claw attack, they lose 2 morale levels.

Special Ability (Soul Energies): When the unwilling swarm is slain, three other unwilling or unwilling swarms in the encounter gain 3 soul energy charge. When an unwilling or unwilling swarm with a soul charge dies, it summons a demon based on how much soul charge it had. These demons appear within 12 squares of the unwilling and act on their own initiative.

- 1 Soul Charge: Nothing
- 2 Soul Charge: A group of imps
- 3 Soul Charge: A group of gargoyles
- 4 Soul Charge: A hell knight
- 5 Soul Charge: A summoner

Group of Zombie Cultists

Level 8 Large-sized Swarm of Non-heroic Zombies, Medium Threat

Hit Points: 650	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 11	Toughness: 39	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +2
Damage Resistance: 2		

-Zombie Bash 1d20+14 accuracy, 34 damage, 1 strikes maximum; *Special Traits:* Unlimited Maximum Attack Overages

Special Ability (Demon Worship): The zombie swarm can spend a full-round action worshipping nearby demons, feeding them power. If they do, all demons within 6 squares of the swarm when they start worshipping gains Hell Power Surge for 1 round. If the zombie swarm is killed, the effect instantly wears out.

Horde of Zombie Cultists

Level 14 Huge-sized Swarm of Non-heroic Zombies, High Threat

Hit Points: 1,300	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 9	Toughness: 43	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 2		

-Zombie Bash 1d20+24 accuracy, 34 damage, 1 strikes maximum; *Special Traits:* Hailfire 1, Unlimited Maximum Attack Overages

Special Ability (Demon Worship): The zombie swarm can spend a full-round action worshipping nearby demons, feeding them power. If they do, all demons within 12 squares of the swarm when they start worshipping gains Hell Power Surge for 1 round. If the zombie swarm is killed, the effect instantly wears out.

Legion of Zombie Cultists

Level 20 Gargantuan-sized Swarm of Non-heroic Zombies, High Threat

Hit Points: 1,950	Healing Threshold: NA	Damage Threshold: NA (see Zombie Swarm Trait)
Defense: 7	Toughness: 51	Resolve: 11
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 8 by 8 squares	Reach: 3 squares	Initiative: +2
Damage Resistance: 2		

-Zombie Bash 1d20+34 accuracy, 48 damage, 1 strikes maximum; *Special Traits:* Hailfire 1, Unlimited Maximum Attack Overages

Special Ability (Demon Worship): The zombie swarm can spend a full-round action worshipping nearby demons, feeding them power. If they do, all demons within 18 squares of the swarm when they start worshipping gains Hell Power Surge for 1 round. If the zombie swarm is killed, the effect instantly wears out.



Chapter 3: Demons

Combating demons as the forces of hell try to take over is the heart of the DOOM RPG. These monstrous beings are creatures of pure evil that live to spread malevolence and suffering across all realities. Surviving and standing against these monsters is the primary goal of heroes in the DOOM universe.

Arachnotron Description

The arachnotron is a cybernetic demon derived from the genetic material of the Spider Mastermind demon, affixed within a cybernetic chassis designed by UAC engineers. This resulted in a quick, resilient creature that serves as a highly mobile artillery piece for demonic armies. Equipped with both a plasma cannon and a cluster grenade launcher, these powerful cybrid demons can easily break ranks and scatter human defenders who try to stop them. As a more recently developed demon, they are a common and serious threat to the ARC forces on Earth.

Tactics

The arachnotron aspires to remain at medium range from its foes, bombarding foes with its plasma cannons. It prefers to use standard semi-automatic fire but will use different bursts if the occasion calls for it and it is not struggling with accuracy. As a minor action once per 3 rounds, it can supplement its fire with the cluster grenade launcher. This is primarily to strike at enemies in cover or barraging numerous foes at once. If it does not have an ideal opportunity to use the grenades, it will save them for the right moment.

The arachnotron is an evasive creature that can react quickly. Every time it is hit by an attack, it can make a free shift action, usually to move away. They will sometimes fight from along the walls or ceilings if it helps them gain a firing arc or avoid powerful melee combatants. They rarely use melee attacks, but will sometimes try to finish off wounded, close foes with a bite attack.

Arachnotron

Level 9 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 270	Healing Threshold: 10	Damage Threshold: 35
Defense: 24	Toughness: 34	Resolve: 23
Speed: 8	Shift Speed: 2	Morale Bonus: +4
Space: 2 by 2 squares	Reach: 1 square	Initiative: +6
Damage Resistance: 18		

-**Demonic Claws** 1d20+12 accuracy, 31 damage, +3 strikes maximum; *Special Traits:* Penetration 7

-**Demonic Bite** 1d20+13 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 7, Rending 2, Devil's Taint (DC 17 Endurance or 18 poison damage)

-**Plasma Gun** 1d20+12 accuracy, 33 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 10, Energy Damage, Automatic

-**Cluster Grenades** 1d20+8 accuracy, 51 damage, 1 strike maximum, long range; *Special Traits:* Penetration 5, Burst 1, Grenade, Delay

Skills: Acrobatics 5, Athletics 5, Defensive Training 5, Durability 5, Endurance 5, Melee 5, Mental Training 5, Perception 5, Ranged 5, Stealth 5, Survival 5, Tactics 5

Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Leap, Penetration II, Weapon Mastery (ranged), Wrestling Combatant

Strength: 8 **Instinct:** 6 **Agility:** 6 **Fortitude:** 10

Intelligence: 3 **Willpower:** 5

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Large-sized Plasma Gun, Demon Hide

Special Ability (Plasma Gun Turret): The arachnotron has a mounted plasma gun turret. This weapon is identical to the plasma gun weapon, except it has unlimited ammunition and gains the benefits for being a large-sized natural weapon. If the arachnotron suffers 2 action crippling wounds, the plasma gun turret is destroyed.

Special Ability (Cluster Grenade Launcher): The arachnotron can, as a minor action, fire of its cluster grenade launcher. By doing so, they pick four Burst (1) locations. Each location must be at 2-4 squares from the center of another burst. After choosing the locations, the arachnotron makes its cluster grenade attack against every target in all four burst areas. These can be evaded as normal. After using this ability, this attack cannot be used again for another 3 rounds.

Special Ability (Crawler): The arachnotron can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Skitter): When the arachnotron suffers damage from an attack, it can instantly make a shift action. It can even use this shift action to climb up nearby walls. It can do this any number of times per turn.

Special Ability (Cybernetic Grafts): The arachnotron has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, arachnotrons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Archvile Description

Forged from hellfire, descended from elder demon gods, the archvile is nobility amongst demons. These powerful fiends radiate with magical power, for they are giving dominion over the powers of Hell. Rarely, if ever, deploying into the mortal realms, these demon lords live in conquered realms where they are giving dominion over lesser demons and their subjected masses of zombified servants. Archviles are feared for their ability to conjure massive explosions of fire and summon demonic legions to their aid.

Tactics

Archviles usually begin combat by keeping a low profile and preparing to summon an army of demons. If they have demonic allies already, they will use them to distract the enemy. Otherwise, they create a wall of fire to conceal themselves then begin summoning demons on the next turn. This takes multiple rounds, and they are vulnerable while casting. When summoning, they usually spent all or almost all their energy to summon a full host of minions. If possible, they will spend a full 100 energy to summon two groups of lesser demons, 2 greater demons, and 1 master demon group. What exactly they summon depends on the terrain, environment, and the preferences of an individual archvile.

Once the horde is summoned, the archvile will assist them in battle. Its energy recovers as it suffers damage, as those around it dies, and simply over time. One of the important focuses for them to summon demons such as imps and gargoyles is to distract their foes while feeding on their deaths to summon more demons. In the meantime, they will use flame wave and lake of fire to bombard enemies and set them on fire, cataclysm blast to focus down single targets, and incinerate to try to finish off burning foes. If they are high on energy, they will often use alacrity to activate two powers a turn. Meanwhile, archviles are weak in melee, so they use teleport to travel to safety.

Once their last demonic wave has been eliminated, the archvile will either try to escape or summon a new wave.

Archvile

Level 26 Large-sized Heroic Demon, Extreme Threat

Hit Points: 535	Healing Threshold: 12	Damage Threshold: 79
Defense: 35	Toughness: 45	Resolve: 38
Speed: 9	Shift Speed: 2	Morale Bonus: +10
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +10
Damage Resistance: 34		

-**Demonic Claws** 1d20+23 accuracy, 42 damage, +5 strikes maximum; *Special Traits:* Penetration 12, Flames

-**Fire Ball** 1d20+25 accuracy, 51 damage, 1 strikes maximum, distant range; *Special Traits:* Penetration 15, Energy Damage

Skills: Acrobatics 10, Athletics 10, Defensive Training 11, Durability 11, Endurance 11, Leadership 8, Lore 11, Melee 11, Mental Training 11, Perception 11, Ranged 11, Science 6, Stealth 8, Survival 8, Tactics 8

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (ranged), Dodge, Far Shot, Hardened Survivalist, Penetration V, Power Strike II, Resilience, Swift Strikes II, Weapon Mastery (ranged II)

Strength: 12 **Instinct:** 10 **Agility:** 8 **Fortitude:** 15

Intelligence: 8 **Willpower:** 10

Gear: Large-sized Demonic Claw, Large-sized Fireball, Thick Demonic Hide

Special Ability (Hell Energies): The archvile is a creature born of hell fire. It is a conduit for the destructive energies of Hell. They have a reservoir of energy that they can utilize to fuel supernatural effects. The archvile has a base 100 energy. They gain energy from the following sources:

-20 energy at the start of every round.

-10 energy anytime a friend or foe is reduced to 0 hit points within long range of the archvile.

-5 energy any time the archvile is damaged, or 20 energy when suffering a crippling wound.

The archvile can use their energy to replicate a variety of spells:

-**Alacrity:** The archvile can spend 10 energy on it's turn to gain a bonus standard action. This is a free action that can be done once per turn.

-**Cataclysm Blast:** The archvile can spend 10 energy when it makes a fireball attack to make it more powerful. If they do, the fire ball attack gains +10 accuracy, +30 damage, +20 penetration, and the Flames trait.

Hell Power Surge

The Hell Power Surge condition gives the effected demon(s) an extra standard action on their turn while active.

-Flame Wave: As a standard action, the archvile can fire a wave of flame that incinerates an area. This power is a Line (20) that is 2 squares wide instead of 1 square. The flame wave makes a +30 attack against all in the area. On a hit against defense, it deals 80 damage, half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-Incinerate: The archvile can spend 25 energy to deal damage to all flaming enemies within 30 squares. By doing this, they instantly deal 60 piercing damage to every target within range that has the Burning condition. This does not require an attack. This also causes the Burning condition to end.

-Lake of Fire: As a standard action, the archvile can cause an explosion of flame to erupt in the target location. This effects a Burst (3) square within distant range. The target area must be on the ground; they cannot target the air with this power. Furthermore, targets that are more than 1 square above the ground are not affected. The lake of fire makes a +30 attack against all targets in the area. On a hit against defense, it deals 80 damage or half that much damage on a missed attack. The wave has the Flames and Penetration (10) traits. The power ignores accuracy penalties from cover, concealment, or the hidden or cloaking conditions. This power costs 20 energy.

-Teleport: The archvile can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

-Wall of Fire: The archvile can summon a wall of fire as a move action that blocks attacks and deals damage to those that try to pass through it. This wall is always 1 square wide but is 2 squares long per 5 energy invested into the power (maximum of 20 squares long for 50 energy). The wall blocks all ranged attacks passing through it. The wall can be moved through, but it automatically deals 120 energy damage to those that pass through it. The wall lasts for 3 rounds, or until the archvile dismisses it.

Special Ability (Infernal Touch): The archvile's melee attacks gain the Flames trait.

Special Ability (Summon): As its ultimate power, the archvile can enact a ritual to summon a host of additional demons. This requires spending a large amount of its hell energy reservoir and requires 2 full-rounds to cast the spell. During this time, if the archvile is staggered, stunned, or killed, the ritual is interrupted, and the demons are not summoned.

This power potentially let the archvile summons a huge number of enemies. Upon being summoned, these enemies roll their own initiative and reward experience individually (they are not part of the archvile's experience reward). In addition, if the archvile is still alive, all the demons it summons have the Hell Power Surge effect (see sidebar) for the remainder of the encounter. If the archvile dies, the summoned demons lose that beneficial effect.

The archvile summons demons in groups of similar powered demons. They can summon between 1-5 groups with a single casting. When summoned, these demons appear anywhere the archvile choses within long range. Each of the summoning groups have a selection of minions to choose from for summoning. Each group's contents can be chosen individually. However, higher tiered groups of summonses often require a number of lower tiered summons. Total up the energy cost of all summoned groups; this is the energy cost to summon all those minions, paid when the ritual is complete.

The following are the list of summoning options:

-Lesser Summons: For 15 energy, the archvile can summon either: a group of imps or a group of gargoyles. There are no additional requirements on lesser summons.

-Greater Summons: For 20 energy, the archvile can summon one of the following: a pinky, a cacodemon, a revenant, or a hell knight. The archvile can only include a number of greater summons equal to the number of lesser summons they are using as part of the ritual.

-Master Summons: For 30 energy, the archvile can summon one of the following groups: 1 baron of hell (any except armored variant), 1 pain elemental and 2 cacodemons, or 1 dread knight and 1 whiplash. The archvile can only include 1 master summon for every 2 greater summons they are doing as part of the ritual.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, archviles deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The archvile gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Baron of Hell Description

Barons of Hell are high ranked and devilishly powerful demons. The most powerful of the Hell Knight variants, the Barons of Hell are unholy reagents that lord over the regions of that cursed domain. They rarely leave Hell, leaving invasion to their lesser followers, but instead crush anyone who invades their home territory. Legend states that the Barons, while powerful, may nonetheless be servants to an even greater power within hell, serving as lesser nobles and royal guards to that powerful being.

Tactics

A Baron is a terrible combatant that grows stronger as it fights. This strength comes in the form of a resource known as Hellfire. The more hellfire a Baron has accumulated, it gains an increasingly more power destructive aura. It can also spend stacks of hellfire to empower its argent blasts via the Apocalypse Strike ability.

A Baron begins an encounter by focusing on the weakest enemies first as it builds up its Hellfire. It uses its stomp and demonic claw attacks against those enemies to deal multiple wounds or simply kill their target. Sometimes, they will even attack their own follower demons to build up their Hellfire. Once they have built up stacks, they will focus on more dangerous targets with their argent blast attacks. They will charge their argent blasts with Apocalypse Strikes if they see a way to deal considerable damage with a single mighty blow. They will alternate back and forth between claw or argent blast attacks, while always trying to stay in range of an enemy to stomp upon. They throw small enemies to keep them off balance or disrupt the ranks of dangerous foes. They also frequently throw foes off cliffs, so they fall to their deaths.

Baron of Hell

Level 24 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 660	Healing Threshold: 16	Damage Threshold: 93
Defense: 34	Toughness: 56	Resolve: 38
Speed: 10	Shift Speed: 2	Morale Bonus: +10
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +8
Damage Resistance: 42		

-**Demonic Claws** 1d20+26 accuracy, 57 damage, +3 strikes maximum; *Special Traits:* Penetration 17

-**Stomp** 1d20+25 accuracy, 64 damage, +2 strike maximum; *Special Traits:* Penetration 23

-**Argent Blast** 1d20+28 accuracy, 58 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 25, Energy Damage

Skills: Acrobatics 8, Athletics 8, Defensive Training 10, Durability 10, Endurance 10, Melee 10, Mental Training 10, Perception 8, Ranged 10, Survival 8, Tactics 8

Talents: Awesome Abilities (strength agility, fortitude), Cleave II, Close Combat Shot, Devastating Cripple (melee, ranged), Defensive Fighting II, Hardened Survivalist, Leap, Natural Health III, Penetration V, Power Strike II, Resistant V, Resilience, Weapon Mastery (melee II, ranged II)

Strength: 20 **Instinct:** 6 **Agility:** 8 **Fortitude:** 20

Intelligence: 4 **Willpower:** 10

Gear: Huge-sized Demonic Claw, Huge-sized Argent Blasts, Thick Demon Hide

Special Ability (Stomp): As a minor action once per round, the Baron of Hell can try to stomp on a medium-sized or smaller target. This attack profile is equivalent to a Huge-sized Demonic Smash attack that can only be used as part of this action.

Special Ability (Hellfire): The baron of hell gains 2 stacks of hellfire at start of every round in an encounter, and 1 for every crippling wound they deal or armor shard they destroy with demonic claw and stomp attacks. When they reduce a target to 0 hit points with a melee attack, they gain 2 stacks of hellfire. They can have up to 10 stacks of hellfire at once. Hellfire provides the baron with a hellfire aura and allows them to make apocalypse strike attacks.

Special Ability (Hellfire Aura): When any creature ends their turn adjacent to a baron of hell, they suffer energy damage equal to 10x the number of hellfire stacks the baron currently has.

Special Ability (Apocalypse Strike): A baron of hell can spend their hellfire stacks to super charge their argent blast attack. For every stack of hellfire they put into the attack, the argent blast gains +1 accuracy, +10 damage, +1 burst area. For example, putting 5 stacks of hellfire would cost the baron 5 stacks, but would give an argent blast attack +5 accuracy, +50 damage, and a Burst (5) area.

Special Ability (Forceful Push): The baron forces lesser demons to push forward to coincide with their attacks. This effect triggers when the baron makes an argent blast attack, and effects all demons of a lesser level that are a base high threat or less (or swarms whose modified threat is extreme or less). When the baron activates this ability, all such demons within 15 squares can either make a shift action towards the target of the attack or make an opportunity attack against any target within 6 squares of the baron's primary target. If the baron used apocalypse strike with their attack, all effected demons either gain either +1 accuracy or +1 shift speed per stack of hellfire used with the attack.

Special Ability (Throw): The baron of hell can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +18 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, barons of hell deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The baron of hell gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Armored Baron of Hell Description

The armored barons are the guardians of Immora, the capital of Hell, where they guard the gates of that hellish city. Grafted with the technology of the Immoran people, they possess a powerful suit of cybernetic armor that automatically replaces itself after being destroyed. Anything that threatens the people of Immora will have to fight these legendary guardians, who strikes with blows so powerful they can destroy the soul.

Tactics

The armored baron is a simple foe that takes great tactical precision to take down. Always beginning combat covered in advanced armor, they move towards their enemies and crush them with their morning star gauntlet attacks, that can strike with a reach of 15 squares. Their reach also means they will get opportunity attacks against enemies moving close to them. Their attacks are punishing but are even more dangerous in that they weaken their enemies with Soul Crusher, dealing long term penalties. Despite their reach, armored barons will still approach their enemies so they can hit foes with both a gauntlet and stomp attack.

In order to damage a baron, its armor must be destroyed. The armor has 400 hit points and a damage resistance of 60, though this softens to 30 against energy attacks. Thus, concentrated energy fire is important to bring down the baron's armor and expose them to attacks, crippling wounds, and conditions. This also eliminates their gauntlet attack, forcing them to use their claws and stomp attacks as their only offense. However, their armor is only gone for a few rounds, before recharging to full, so as much damage as possible needs to be inflicted while their armor is gone. As the baron takes damage, they will build up hellfire, much like other barons, which gives them a damage aura without their aura and a boost to gauntlet attacks with their armor. Thus, the more they damage the baron, the stronger it will become, while constantly regaining its armor to make it unharmable.

Baron of Hell, Armored

Level 26 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 783/ 400	Healing Threshold: 22	Damage Threshold: 90 (See Immoran Armor)
Defense: 35	Toughness: 63	Resolve: 39
Speed: 10	Shift Speed: 2	Morale Bonus: +10
Space: 3 by 3 squares	Reach: 3/20 squares	Initiative: +11
Damage Resistance: 44/60 (see Immoran Armor)		

-**Demonic Claws** 1d20+19 accuracy, 59 damage, +4 strikes maximum; *Special Traits:* Penetration 22

-**Stomp** 1d20+18 accuracy, 66 damage, +2 strike maximum; *Special Traits:* Penetration 29

-**Morning Star Gauntlet** 1d20+29 accuracy, 96 damage, 1 strike maximum; *Special Traits:* Penetration 35, Reach 20, Cleaving 1, Soul Crusher (See Soul Crusher)

Skills: Acrobatics 9, Athletics 9, Defensive Training 11, Durability 11, Endurance 11, Melee 11, Mental Training 11, Perception 9, Ranged 11, Survival 9, Tactics 11

Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Cleave II, Close Combat Shot, Devastating Cripple (melee, ranged), Defensive Fighting II, Hardened Survivalist, Leap, Natural Health III, Penetration V, Power Strike II, Resistant V, Resilience, Weapon Mastery (melee II, ranged II)

Strength: 22 **Instinct:** 8 **Agility:** 9 **Fortitude:** 22

Intelligence: 6 **Willpower:** 10

Gear: Huge-sized Demonic Claw, Huge-sized Morning Star Gauntlet, Thick Demon Hide (See Immoran Armor)

Special Ability (Immoran Armor): The baron has an extra layer of impenetrable armor over their body. In order to damage the baron, their armor must be destroyed. The armor has its own hit point pool of 400 that must be depleted before the baron will take damage. This armor has a damage resistance value of 60 against physical damage but is only damage resistance 30 against energy weapons. While the armor is active, the baron is immune to crippling wounds and all negative conditions. When the armor is destroyed, the baron loses its morning star gauntlet attack, gains the Hellfire Aura trait, and can take damage and conditions normally. As it takes damage, it will gain stacks of hellfire as per that trait.

The armor does not stay destroyed. At the start of the baron's third turn after losing the armor, the armor recharges back to full hit points, and must be destroyed again for the baron to take damage. Upon regaining their armor, the baron of hell regains their morning star gauntlet attack and increases their damage based on their stacks of hellfire. They also lose all negative conditions they were suffering from. Their hellfire aura ability is also turned off until their armor is lost again. The baron of hell cycles between their armored and unarmored forms until killed.

Special Ability (Soul Crusher): The armored baron's morning star gauntlet attack destroys portions of the target's soul. When that weapon deals damage to the primary target of an attack, it gives the target 3 soul drain fragments. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. When a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 lost soul fragment every hour.

Special Ability (Stomp): As a minor action once per round, the Baron of Hell can try to stomp on a medium-sized or smaller target. This attack profile is equivalent to a Huge-sized Demonic Smash attack that can only be used as part of this action.

Special Ability (Hellfire): The baron of hell has 1 stack of hellfire for every 60 hit points it is missing. They can have up to 10 stacks of hellfire at once. Hellfire provides the baron with a hellfire aura and increases the damage of their morning star gauntlets in armored form. Every point of hellfire increases their morning star gauntlet damage by 10.

Special Ability (Hellfire Aura): When any creature ends their turn adjacent to a baron of hell, they suffer energy damage equal to 10x the number of hellfire stacks the baron currently has. This only occurs when the baron is **not** in armored form.

Special Ability (Throw): The baron of hell can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +11 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, barons of hell deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The baron of hell gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Fireborne Baron of Hell Description

A deviation of the common Baron of Hell, the fireborne baron hails from a forbidden region of hell known as the Burning Abyss. A region of obsidian, damned souls, and crashing waves of magma, the barons sent there have become one with their environments. Now they are creatures of black stone covering a nexus of hellfire. Even more terrifying than common barons, these fireborne are sometimes called from their flaming pits in order to make war on the enemies of Hell.

Tactics

Fireborne grow substantially more powerful as their physical form is damaged, gaining a stack of hellfire every 50 points of damage they suffer. Every stack of hellfire empowers their fire ball and flame blade attacks and causes them to do more damage to nearby enemies. Thus, they are much more dangerous later in the fight when they have taken enough damage to unleash their full hellfire form.

Fireborne barons are less concerned with guiding and leading minions than more common barons. However, their abilities are much more destructive. Their stacks of hellfire can cause their basic attacks to deal tremendous amounts of damage. It also activates their inferno ability, which can cause tremendous damage in a large area, even killing many of their allies.

Fireborne barons are extremely aggressive in combat, seeking to push their way into melee range with their enemies. Despite this, they will utilize the tactics skill and combat behaviors to more effectively unleash their rage upon their enemies.

Baron of Hell, Fireborn

Level 24 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 660	Healing Threshold: 16	Damage Threshold: 93
Defense: 34	Toughness: 56	Resolve: 38
Speed: 10	Shift Speed: 2	Morale Bonus: +10
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +8
Damage Resistance: 42		

-**Demonic Claws** 1d20+26 accuracy, 55 damage, +3 strikes maximum; *Special Traits:* Penetration 17

-**Flame Blade** 1d20+27 accuracy, 84 damage, +2 strike maximum; *Special Traits:* Penetration 27, Flames

-**Fire Ball** 1d20+29 accuracy, 58 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 20, Burst 2, Flames, Energy Damage

Skills: Acrobatics 8, Athletics 8, Defensive Training 10, Durability 10, Endurance 10, Melee 10, Mental Training 10, Perception 8, Ranged 10, Survival 8, Tactics 8

Talents: Awesome Abilities (strength agility, fortitude), Cleave II, Close Combat Shot, Devastating Cripple (melee, ranged), Defensive Fighting II, Hardened Survivalist, Natural Health III, Leap, Penetration V, Power Strike II, Resistant V, Resilience, Weapon Mastery (melee II, ranged II)

Strength: 20 **Instinct:** 6 **Agility:** 8 **Fortitude:** 20

Intelligence: 4 **Willpower:** 10

Gear: Huge-sized Demonic Claw, Huge-sized Flame Blade, Huge-sized Fireball, Thick Demon Hide

Special Ability (Cataclysm Strike): As a minor action once per round, the Baron of Hell can make a single flame blade strike on a target within reach. They cannot do this in the same turn they make a flame blade attack as a standard action.

Special Ability (Hellfire): The baron of hell has 1 stack of hellfire for every 50 hit points it is missing. They can have up to 10 stacks of hellfire at once. Hellfire provides the baron with a hellfire aura. They also gain +3 damage and penetration with their flame blade and fireball attacks for every stack of hellfire they have.

Special Ability (Hellfire Aura): When any creature ends their turn adjacent to a baron of hell, they suffer energy damage equal to 10x the number of hellfire stacks the baron currently has.

Special Ability (Conflagration): The baron of hell's fire ball attack gains the Flames and Burst (2) traits.

Special Ability (Inferno): When the baron of hell has at least 2 stacks of hellfire, it can spend a full-round action to release a massive blast of fire centered on itself. This affects all targets with 1 square of them per 2 stacks of hellfire they have. They

make a +30 attack against every target within the area. On a hit, the attack deals 20x hellfire stacks damage with the Penetration (10), Flames, and Delay traits. It deals half damage on a missed attack.

Special Ability (Throw): The baron of hell can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +10 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, barons of hell deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The baron of hell gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Blood Makyr Description

The blood makyr is a makyr angel that has been possessed and mutated by the powers of Hell. When the Doom Slayer untethers the Icon of Sin within the sacred halls of Urdak, he broke the wards that sheltered that reality from intrusion by demons. It didn't take long before the demons invading and corrupted many of the makyrs. This led to the rise of the blood makyrs: vicious, insane angels with a fixation for causing pain, that now fight as part of the Dark Lord's legions.

Tactics

The blood makyr is a complex and versatile foe that has a wide variety of attacks available to them. They possess a powerful energy shield that protects and can be recharge by spending one round without the shield. With the shield up, they rely on spear and light blast attacks, which can be used while protected but drain the shield. If their shield gets low, they can voluntarily drop it at the start of their turn. While rendering them vulnerable, it also allows them to use the more deadly cruciform surge and spear strike attacks. They usually use spear strike first, to set up areas of debilitating terrain to hinder their foes, and then use the reliable cruciform strike against clustered enemies on subsequent turns. If they are still alive on their next turn, their shields will have recharged. They will continue to keep their distance and hit foes with light blasts, unless they find the opportunity to drop their shields for a more powerful attack.

The blood makyr also has their Blood Energies ability, which can be activated as a minor action. This action allows them to perform a variety of effects on enemies based on how many crippling wounds their targets have. Their most common is *Vampiric Drain*, which causes poison damage while also healing themselves. Blood makyrs will even use this ability on wounded demon allies to heal themselves. *Enervation* is a dangerous ability to use against player characters, as it saps healing thresholds. They will use this when there is multiple wounded foes to give themselves extra standard actions, especially when doing so will give them an extra cruciform surge. Finally, *Pestilence* is a powerful crowd-control ability that blood makyrs use to weaken enemies that harry them extensively.

Blood Makyr

Level 26 Large-sized Heroic Makyr/Demon, High Threat

Hit Points: 380	Healing Threshold: 12	Damage Threshold: 46 (40 critical)
Defense: 41	Toughness: 49	Resolve: 27
Speed: 12 fly	Shift Speed: 3	Morale Bonus: +9
Space: 2 by 2 squares	Reach: 3 squares	Initiative: +12
Damage Resistance: 43/19	Energy Shield: 400 (30 shield armor)	

-Makyr Spear 1d20+26 accuracy, 71 damage, +6 strike maximum; *Special Traits:* Penetration 30, Reach +1, Blasted by Light (target is slowed and tormented on hitting defense and toughness)

-Light Blast 1d20+23 accuracy, 55 damage, +5 strikes maximum, long range; *Special Traits:* Penetration 35, Energy Damage, Automatic

-Cruciform Surge 1d20+21 accuracy, 65 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 35, Energy Damage, Blasted by Light (target is slowed and tormented on hitting defense and toughness), Scatter (1 primary target +2 secondary targets within 3 squares of primary target)

-Blood Energies 1d20+27 accuracy

Skills: Acrobatics 10, Athletics 10, Computers 10, Defensive Training 11, Durability 11, Endurance 8, Influence 8, Leadership 8, Lore 10, Medicine 8, Melee 11, Mental Training 11, Perception 10, Pilot 8, Ranged 11, Science 10, Tactics 8

Talents: Awesome Abilities (strength II, agility, instinct, fortitude, intelligence II, willpower), Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge II, Jaded, Master Tactician, Penetration V, Power Strike, Resilience, Resolute, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 16 **Instinct:** 12 **Agility:** 12 **Fortitude:** 15

Intelligence: 8 **Willpower:** 8

Gear: Light Blasts, Large-sized Makyr Spear, Cruciform Surge, Makyr Shell

Special Ability (Spear Strike): While their energy shield is down, the blood makyr can perform a spear strike attack as a full-round action. Upon doing so, they designate three targets within their line of sight. They throw their spear at each target, recalling it instantly back to their hand upon doing so, and then throw it at the next target. They make a single strike makyr spear attack against each target, and then create a Burst 2 zone of searing light centered on each target. Any who starts their turn within the zone suffers 40 piercing damage and gains the slowed and tormented conditions. These areas of searing light last for 3 rounds.

Special Ability (Blood Energies): As a minor action, a blood makyr can draw strength from the blood of up to 3 characters within medium range. For each target, they chose one of the following effects. These effects grow stronger the more crippling wound points the target has. They can use these powers on enemies as well as allies. This requires an attack roll versus toughness to activate.

-**Vampiric Drain:** Target suffers poison damage equal to 10x their number of crippling wounds; blood makyr heals 5x the number of wounds the target has.

-**Enervation:** Target loses healing thresholds equal to ½ their number of crippling wounds; if the blood makyr drains 3 healing thresholds in a single turn across all targets, they get an extra standard action that turn.

-**Pestilence:** Target gains negative conditions for 1 round based on how many wounds they possess. The target gains the condition for the wound level they are at and all previous levels.

-1 Wound: Slowed	-2 Wounds: Blinded	-3 Wounds: Tormented
-4 Wounds: Immobilized	-5 Wounds: Staggered	-6 Wounds: Stunned

Special Ability (Shield of Urdak): The blood makyr is protected by an immensely powerful, golden energy shield. This shield has a shield pool of 400 and 30 shield armor. While the shield is up, the angel cannot perform cruciform surge or spear strike attacks. While they can use light blast of makyr spear attacks while shielded, they lose 50 shield points upon doing so. To perform all their attacks and return shield points to shield pool, the angel must decide at the start of their turn to drop their shield. These makes the angel vulnerable to attacks, but it allows them to use all their attacks. At the start of their next turn, their shield reactivates with full shield pool.

Special Ability (Makyr Defenses): The makyr has a protective shell covering most of their form but have softer armor on their head. As such, their critical location has the lesser of two damage resistance listed above. Their critical location also has a lower damage threshold. If the makyr suffers a crippling wound to the critical, they drop 2 makyr scrap. If the makyr is killed by a critical wound, they drop 10 makyr scrap.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, blood makyr deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Makyr Traits): Blood makyr are makyr and demons both and gain a hybrid of their traits. Blood makyr are jaded and can only have 1 positive morale but gain a morale for any attack they hit with that didn't require spending morale. They also gain a morale when they cause a crippling wound or destroy an armor shard. A blood makyr can target 3 targets with combat influence and gain +5 to combat influence tests. They can make a spotter action as a standard action, or a detector action as a full-round action. They gain +5 to athletics checks. The blood makyr possesses the Blood Energies ability instead of the Telekinesis ability.



Cacodemon Description

A Cacodemon is a psionic demon that is driven by a need to feed. As otherworldly creatures, Cacodemons not only possess physical hunger but a need to feed on the fear of nearby creatures. As such, they are frequently eager to enter the mortal domain to feed on the fresh fear of invasion victims. Drawn by negative emotions, the Cacodemon finishes its feast by devouring its foe with a large maw. Capable of surprisingly fast flight, empowered by levitation, Cacodemons are relentless in their pursuit of a meal.

Tactics

A Cacodemon chooses a victim and floats ever closer to them each round. As it approaches, it fires uses its Instill Fear ability as a minor action to demoralize their foe. If successful, the foe is drained and it gains life and protection points from the Feed on Fear ability. Afterwards, it will use its standard action to spit Psychoactive Bile at its target. It continues this tactic until it becomes adjacent to its chosen target, where it substitutes its ranged attack with powerful bites. It continues to use Psychic Fear to demoralize its foe, relying on the Feed on Fear ability to keep it alive against overwhelming firepower.

Cacodemon

Level 14 Large-sized Non-heroic Demon, High Threat

Hit Points: 180	Healing Threshold: 9	Damage Threshold: 38
Defense: 19	Toughness: 32	Resolve: 29
Speed: 11 (fly)	Shift Speed: 1	Morale Bonus: +6
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +3
Damage Resistance: 23		

-Demonic Bite 1d20+16 accuracy, 42 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 2, Devil's Taint (DC 20 Endurance or 28 poison damage), Psychic Shock

-Psychoactive Bile 1d20+15 accuracy, 54 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 20, Psychic Shock

Skills: Defensive Training 6, Durability 7, Endurance 7, Influence 7, Melee 7, Mental Training 7, Perception 7, Ranged 7, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Great Speaker, Penetration II, Resistant IV, Resolute II, Weapon Mastery (melee, ranged)

Strength: 8 **Instinct:** 6 **Agility:** 2 **Fortitude:** 8

Intelligence: 2 **Willpower:** 6

Gear: Large-sized Demonic Bite, Large-sized Psychoactive Bile, Thick Demonic Hide

Special Ability (Psychic Shock): If a cacodemon hits at target's resolve with their bite or psychoactive bile attack, the target loses 1 morale.

Special Ability (Psychic Fear): The cacodemon has a telepathic presence that it uses to fill its targets with the deepest dread. It can make psionic combat influence attempts against targets within line of sight and 30 squares. It can only use combat influence to demoralize or terrorize. Due to its Great Speaker talent, it can target two enemies with a single combat influence attempt.

Special Ability (Feed on Fear): Whenever the cacodemon causes an enemy to lose a morale point, the demon recovers 10 hit points and gains 5 protection points. These protection points are cumulative with multiple negative morale markers.

Special Ability (Levitation): The cacodemon is capable of psychically floating through the air and has a fly speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, cacodemons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



~Cacodemon (above)

Cacodemon Swarms

Cacodemons are one of the few larger demons that regularly form swarms, usually to assault massive defensive emplacements and large starships. A cacodemon swarm is a frightening prospect, and these creatures excel at fighting in a cohesive unit. A cacodemon swarm varies from a regular swarm in the following manners:

- Cacodemon swarms gain +1 hailfire, +10 penetration, and +1 burst with their psychoactive bile attack. These benefits double for hordes, and triple for legions. These stack with base swarm bonuses.

- At the start of a cacodemon swarm's turn, all mortal enemies within 120 squares lose 2 morale.

- Groups of cacodemons gain 50 protection points at the start of their turn. Hordes instead gain 100, while legions gain 200.

- Cacodemon swarms are 1 threat level higher than normal for their type of swarm.

~Demon Titan (below)



Demon Titan Description

Demonic titans are powerful, ancient inhabitants of Hell known for their colossal size and might. While amongst the most powerful of demons, they are used as slave soldiers and laborers in that diabolic dimension. Titans act as massive siege engines, attacking cities alongside hosts of demons, using their tremendous strength to tear down walls and buildings. Worse yet, titans are immortal. The only known way to permanently kill one is by sacrificing a weapon of concentrated spiritual energies, such as a crucible blade.

Tactics

Demon titans are massive and powerful and are not conventional enemies to be fought by player characters. A single attack, if it hits, can kill even a high level character. Thankfully, their accuracy decreases the smaller the target is. To compensate for this, the demon titan has two alternative attacks: the swipe, which is a good attack for hitting large numbers of smaller foes, and the head butt, which is use for killing other massive targets. These special attacks can only be used every 3 rounds, forcing the demon titan to rely on their more balanced regular attack in the meantime. Demon titans have drastically improved combat behaviors as well. They use their bob and weave most of the time, especially against smaller foes, and heavy strike against titan mechs and when they desperately need to destroy enemy artillery.

Demon titans are best fought at the very highest levels or within vehicles. Atlans are the closest match for fighting a demon titan, and a skilled night sentinel could possibly beat a titan in a duel using an atlan. Even if players defeat a titan, they still must find a way to destroy it permanently, due to their immortality.

Demon Titan

Level 20 Massive-sized Non-heroic Demon, Legendary Threat

Hit Points: 2,156	Healing Threshold: 35	Damage Threshold: 447
Defense: 21	Toughness: 169	Resolve: 33
Speed: 140	Shift Speed: 40	Morale Bonus: NA
Space: 30 by 30 squares	Reach: 30 square	Initiative: +6
Damage Resistance: 47	Regeneration: 100	

-Demonic Titan Claw 1d20+75 accuracy, 252 damage, +2 strike maximum; *Special Traits:* Penetration 28, Rending 10, Cleaving 5, Titanic Weapon

-Swipe 1d20+40 accuracy, 126 damage, +2 strike maximum; *Special Traits:* Penetration 28, Rending 10, Cleaving 30

-Head Butt 1d20+23 accuracy, 504 damage, +2 strike maximum; *Special Traits:* Penetration 48, Rending 10, Titanic Weapon

Skills: Athletics 9, Acrobatics 9, Endurance 9, Defensive Training 9, Durability 9, Melee 9, Mental Training 9, Perception 9, Survival 9, Tactics 9

Talents: Awesome Abilities (strength agility, fortitude), Combat Reflexes, Cynic, Dazing Blow, Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Jaded, Power Strike II, Resilience, Survival Instincts, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II), Wrestling Combatant

Strength: 80 **Instinct:** 6 **Agility:** 6 **Fortitude:** 60

Intelligence: 3 **Willpower:** 8

Gear: Demon Titan Claw, Thick Demon Hide

Special Ability (Special Attacks): The demon titan can perform two special attack actions, a swipe and a head butt. Both attacks modify their base attack profile in different ways. The swipe increases their melee attack to Cleaving (30) but reduces the accuracy and damage of the attack by half and removes the Titanic Weapon trait. The head butt reduces the accuracy of the attack to ¼ its normal value and removes the cleaving trait but doubles the damage and gives +20 penetration. After using a special attack, a demon titan must wait 3 turns until they can use one again.

Special Ability (Titanic Movements): The demon titan can perform bob and weave and heavy strike actions as normal, but the combat behaviors have vastly improved effects.

-Bob and Weave: Bob and weave gives a +20 bonus to the titan's defense

-Heavy Strike: Heavy strike gives the titan's melee attack +10 accuracy and +100 damage

Special Ability (Immortal Ancient): A demon titan is an ancient, immortal part of Hell and is near impossible to kill. Its damage threshold is x3 the normal value. It regenerates 100 hit points at the start of each turn. It cannot lose limbs or be killed from crippling wounds, and heals 1 crippling wound point to all locations every 10 minutes. If it is reduced to 0 hit points, the demon titan collapses for 1 hour. During this time, it cannot suffer any damage or be harmed further. After 1 hour, it stands back up

with full hit points and no crippling wounds. The only way to permanently kill a demon titan is to reduce it to 0 hit points and stab it with a crucible blade or an atlan spear before it gets back up. As long as the weapon remains within the demon titan, it remains dead. This means the weapon must be sacrificed to keep the titan slain. If the weapon is removed, then it will rise after an hour as normal.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, titans deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks.



Demon Titans and Hell Barges

When invading worlds, many demon titans are tasked with carrying giant demonic citadels on their backs (see bottom image). These citadels are home to hell priests, cultists, and powerful demons that oversee the consumption of the world. While carrying these mobile citadels, the demon titans combat ability is greatly diminished. They suffer the following penalties:

- Disadvantage on attack rolls
- Flat-footed against attacks
- Half normal move speed
- Cannot perform combat behaviors
- Cannot perform titan special attacks



Doom Hunter Description

The Doom Hunter is a mechanical cyborg demon created strictly to oppose the Doom Slayer. Created from the reanimated corpses of an extinct breed of demon, fitted with numerous bionics, they were unleashed to oppose the Doom Slayer from stopping the consumption of Earth. Numerous of these creatures were made, as an entire facility was dedicated to their replication. In addition to hunting the Doom Slayer, these abominations will seek out and try to destroy any dangerous target that opposes the demonic agenda.

Tactics

Doom hunters begin combat attached to their combat sleds. They can put out up to three attacks per turn: a hell cannon shot, a hunter saw melee attack, and a blast from one of their sled weapons. Usually, this will be the heavy cannon using a focused burst, but every 3 rounds will be replaced with a missile salvo. They typically use these attacks together, moving at high speeds thanks to their flight and vehicle locomotion and using hunter's mark to gain free turns against their marked foe. Doom hunter's will prioritize their marked target and only attack others when there is a strategic concern with attacking their marked foe or they are outside of line of sight.

The doom hunter's energy shield, provided by their sled, makes them very survivable. This shield can absorb a lot of firepower and recovers very quickly. The only sure way to destroy it is to focus plasma attacks on it, preferably with focused bursts, to eliminate it quickly. Once down, you still need to contend with the doom hunter's high damage resistance and hit points. However, if it suffers 300 damage, or 3 crippling wounds to the core or mobility, they will be forced to detach from the sled and fight without it. Losing their sled weapons, vehicle locomotion, and energy shields will severely weaken them.

Once detached, the doom hunter will fight much more defensively. Still focused on their marked target, they will prefer to action move in and out of cover, blasting their target with the hell cannon before disappearing. Their fast fly speed and talents at action moving make them highly effective at this, allowing them to weave in and out of combat while nimbly landing accurate hits on their foes. However, if an enemy can gain good strike positioning, the doom hunter is very vulnerable without its sled and will die.



Doom Hunter

Level 26 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 577	Healing Threshold: 13	Damage Threshold: 59
Defense: 33	Toughness: 63	Resolve: 39
Speed: 12 (fly)	Shift Speed: 3	Morale Bonus: +10
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +11
Damage Resistance: 39	Energy Shield: 250 (20 shield armor)	

-Hunter Saw 1d20+20 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 22, Rending 11, Hailfire 1, Chainsaw, (+2 damage per attack overage, on getting 5 overages, reroll attacks with stacking -5, getting +1 hailfire on each attack with 5 overages until getting +3 hailfire or missing.

-Hell Cannon 1d20+25 accuracy, 75 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 22, Energy Damage

-Heavy Cannon 1d20+25 accuracy, 46 damage, +5 strikes maximum, long range; *Special Traits:* Penetration 15, Rending 4, Twin-linked, Automatic

-Hell Missile Salvo 1d20+31 accuracy, 60 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 22, Burst 4, Hailfire 2, Rocket

Skills: Acrobatics 11, Athletics 11, Computers 8, Defensive Training 11, Durability 11, Endurance 8, Melee 11, Mental Training 11, Perception 11, Pilot 10, Ranged 11, Science 10, Stealth 6, Survival 10, Tactics 11

Talents: Awesome Abilities (strength agility, fortitude), Brutality III, Bulwark, Cleave II, Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged, melee), Dodge, Dual Weapon Skill II, Far Shot, Hardened Survivalist, Keen Senses, Mobile Attacker III, Penetration II, Power Strike II, Resilience, Resistant IV, Strafing Attack, Swift Strikes II, Weapon Mastery (melee II, ranged II)

Strength: 22 **Instinct:** 10 **Agility:** 12 **Fortitude:** 18

Intelligence: 2 **Willpower:** 10

Gear: Hunter Saw, Large-sized Hell Cannon, Hell Missile Salvo, Large-sized Twin-linked Heavy Cannon, Demonic Plating

Special Ability (Hunter's Mark): The doom hunter can place a targeting mark on a single target as a free action. For the rest of the encounter, it gains +10 accuracy with ranged attacks against the marked target if they are the primary target. At the end of every movement, they can freely turn to face their marked target (see combat sled below). The doom hunter cannot place a new mark until that target dies or the encounter ends.

Special Ability (Combat Sled): The doom hunter is mounted on a cybernetic combat sled that moves like a hover vehicle. The doom hunter functions like a flying creature or a flying vehicle, with an acceleration rating and maximum speed and the ability to increase in altitude. In addition, it must pay attention to what direction it is facing. However, because of how maneuverable the doom hunter is, it can make a free 360 degree turn at the end of its movement, as long as it allows it to face its 'marked' target (see Hunter's Mark).

In addition, the combat sled has two mounted weapons onboard it: the heavy cannon and hell missile salvo. If it has the sled, it can use these weapons. Both weapons are fronted mounted, and thus can only be used in the doom hunter's 180-degree front firing arc. One sled weapon can be fired as a free action every turn, in addition to other attacks made, but the missile salvo weapon can only be fired every 3 turns.

Special Ability (Energy Shield): As long as the doom hunter is attached to its sled, it has an energy shield with a shield pool of 250 and a shield armor of 20. The energy shield recovers 25 points at the beginning of each of the doom hunter's turns as long as the shield has at least 1 point in it. When the shield is reduced to 0, it is temporarily deactivated and does not recharge every round. However, at the start of the doom hunter's second round without shields, it instantly recharges to full.

Special Ability (Separation): If the doom hunter suffers 300 hit point damage or 3 core or mobility crippling wounds, it detaches from the combat sled. The sled then explodes, dealing 60 damage to all targets within a burst 2, excluding the doom hunter. After separation, the doom hunter is still active and continues fighting on a jet thruster attached to its abdomen. It loses all core, mobility, and vitals crippling wounds. It remains in this phase until being reduced to 0 hit points.

When the doom hunter separates, it undergoes the following changes:

- With the loss of the combat sled, it loses vehicle locomotion and instead gains a fly speed of 18 and shift speed of 3.
- It loses its two sled weapons and cannot fire them any longer.
- The doom hunter suffers -10 damage resistance but gains +5 defense
- The doom hunter only takes up a 2 by 2 space
- It can still use its hunter saw and hell cannon weapons

Special Ability (Mobile Attacker): Because of its talents, the doom hunter gains +3 defense and +3 movement speed in any turn that it action moves. Its dual-wielding talent allows it to attack with both its hunter saw and hell cannon weapons without penalty.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, doom hunters deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Dread Knight Description

A variation of the hell knight, the dread knight is a cybernetically enhanced demon that is designed as a melee juggernaut. In addition to the cybernetic energy blades it fights with, the dread knight's augments possess a variety of drug injectors that push the dread knight into a building rage. The dread knight becomes more angry and powerful as time goes on, until it secures a kill that gives it a release from the pain and rage. When a dread knight is released, they are driven by a mad bloodlust to kill, often smashing through terrain and walls so they can find a victim.

Tactics

The important detail about the dread knight to remember is their adrenaline injectors. These injectors give the dread knight Mighty Boost (1) at the start of every turn and every time the dread knight suffers damage. Every point of the boost gives the knight +1 melee damage and penetration, potentially giving it a massive damage boost over time. This builds all the way up to 10 stacks, at which points the Dopamine Injector activate. It loses all its mighty boost and recovers 150 hit points, making it important for enemies to focus fire down the dread knight at the beginning of combat.

The dread knight is generally a more tactical opponent at the beginning of combat when it is mighty boost is low. It will advance upon its foes, using tactics as needed, usually to increase defense, and making the occasional blade blast attack against vulnerable targets. Once it reaches its foes, it will try to leap into combat to activate its unstable energy discharge power, then rip into a foe with power strike/cleave. If the dread knight is higher on adrenaline, it will forgo tactics and ranged attacks to simply move as fast as it can to get into melee with a foe.

Dread Knight

Level 20 Large-sized Non-heroic Demon, High Threat

Hit Points: 326	Healing Threshold: 10	Damage Threshold: 42
Defense: 29	Toughness: 45	Resolve: 34
Speed: 10	Shift Speed: 2	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +9
Damage Resistance: 26		

-Cybernetic Energy Blades 1d20+21 accuracy, 50 damage, +4 strikes maximum; *Special Traits:* Penetration 20, Rending 10

-Cybernetic Energy Blades w/ Power Strike and Cleave 1d20+15 accuracy, 68 damage, +4 strikes maximum; *Special Traits:* Penetration 20, Rending 10, Cleave 1

-Blade Blast 1d20+21 accuracy, 36 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 20, Rending 10, Burst 1, Hailfire 1

Skills: Acrobatics 5, Athletics 9, Defensive Training 9, Durability 9, Endurance 9, Melee 9, Mental Training 9, Perception 8, Ranged 9, Stealth 4, Survival 7, Tactics 9

Talents: Awesome Abilities (strength agility, fortitude), Brutality III, Cleave II, Combat Reflexes, Defensive Fighting, Devastating Cripple (melee), Hardened Survivalist, Leap, Penetration IV, Power Strike II, Resilience, Resistant II, Resolute, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II), Wrestling Combatant

Strength: 16 **Instinct:** 2 **Agility:** 7 **Fortitude:** 10

Intelligence: 2 **Willpower:** 8

Gear: Large-sized Cybernetic Energy Blades, Thick Demon Hide

Special Ability (Unstable Energy Discharge): When the dread knight uses the leap talent, it creates an area of unstable energies in the location that it lands. Create a Burst (3) area centered on one of the dread knight's squares. Everyone but the dread knight who starts their turn in one of those squares suffers 40 energy damage, Penetration (10) and Hailfire (1). This zone persists for 2 rounds.

Special Ability (Blade Blast): As a full-round action, the dread knight can launch its energy blades in a blast of destructive energy. This allows it to make its cybernetic energy blade attack as a medium range attack. As a ranged attack, uses the ranged skill and weapon mastery and does not gain its strength as a bonus to attack. The blade blast also only makes a single strike. However, the attack gains the Burst (1) and Hailfire (1) traits.

Special Ability (Adrenaline Injectors): The dread knight is constantly being filled with adrenaline from the injectors in its cybernetic implants. At the start of every turn, the dread knight gains Mighty Boost (+1). This stacks over multiple rounds. In addition, every time the dread knight suffers damage from an attack, it gains Mighty Boost (+1). Once it reaches Mighty Boost (10), it activates the Dopamine Injectors trait, losing its mighty boost but starts rebuilding its stacks of mighty boost.

Special Ability (Dopamine Injector): When the dread knight gains Mighty Boost (10), it regains 150 lost hit points but loses all its stacks of Mighty Boost from Adrenaline Injectors. It can then start accumulating Mighty Boost again.

Special Ability (Cybernetic Augmentation): The dread knight has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the dread knight +50 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, dread knights deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.





~Lost Soul (top left)

~Gargoyle (bottom)



Gargoyle Description

A gargoyle is a smaller demon that hunts in packs. Gargoyles are largely seen as vermin compared to other demons, but they can become threatening when congregating in huge numbers. Gargoyles are highly toxic and spit globes of acid at their foes. While largely feral and wild demons, demonic lords will occasionally form great legions of these winged beasts to unleash on invaded worlds. In great enough numbers, these vast gargoyle hosts can threaten starships and giant mechs.

Tactics

Despite the ability to fly, gargoyles spend most of their time on the ground. They utilize their wings to escape foes and reposition to higher ground. They prefer to spit acid at foes, and then use shift to avoid close combat. However, if they have numerous allies that help them gang up on a foe, they will get in close and use their claws with flanking attacks.

Gargoyle

Level 4 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 50	Healing Threshold: 7	Damage Threshold: 22
Defense: 22	Toughness: 19	Resolve: 13
Speed: 6, fly 10	Shift Speed: 2	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+4 accuracy, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Rending 5

-**Acidic Saliva** 1d20+6 accuracy, 16 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 13, Rending 5, Devil's Taint (DC 14 Endurance or 14 poison damage), Acid Damage

Skills: Acrobatics 4, Athletics 4, Defensive Training 4, Durability 2, Endurance 2, Melee 3, Perception 3, Ranged 4, Stealth 3

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting

Strength: 4 **Instinct:** 2 **Agility:** 5 **Fortitude:** 4

Intelligence: 2 **Willpower:** 2

Gear: Demonic Claw, Acidic Saliva, Demon Hide

Special Ability (Fly): The gargoyle can fly at a speed of 10 squares per round. If it chooses, it can activate rapid flight to have an acceleration of 10, a combat speed of 30, and a maximum speed of 80.

Special Ability (Crawler): The gargoyle can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Infectious): The gargoyle is an infectious poison carrier. The demonic taint on it is saliva attack gains +4 to the endurance DC and a +6 damage. Their innate, infectious contamination gives all of their attacks +5 rending. In addition, if its claw attack deals a crippling wound, the target is subjected to the same poison as their ranged attack.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, gargoyles deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Gargoyle Swarms

Gargoyles commonly form swarms of winged horrors that descend upon their foes. Gargoyles gain numerous benefits while in swarms.

-Gargoyle's poison gains +10 damage and +6 DC while in groups, doubling for hordes, tripling for legions.

-Gargoyle groups gain +3 rending, gargoyle hordes gain +7 rending, and gargoyle legions gain +10. This is an improvement of the rending given by the infectious trait.

-Instead of attacking normally, a gargoyle swarm can make their acidic saliva attack a Cone (X), where the X is based on the size of the swarm:

Group: Cone (6)

Horde: Cone (12)

Legion: Cone (18)

Giant Demon Tentacle Description

While demonic tentacles are common anywhere Hell is present, massive tentacles can be found in the depths of Hell or the most Hell infected regions of the mortal universe. While fundamentally just larger versions of common tentacles, these growths are large enough to be a serious threat.

Tactics

The giant demon tentacle detects motion within 15 squares. If that motion comes from a non-demon, it rises up to smash it. Giant demon tentacles use no strategy besides attacking the largest concentration of enemies, whether they are using their normal Cleaving (3) attacks, or using a crush attack, that is a 2 by 20 line. When in doubt, they prefer their standard attack, tearing away at foes with their mighty strikes. The tentacle will withdrawal underground if its enemies back away, or it is seriously hurt while having too many distant or spread targets.

Giant Demon Tentacle

Level 10 Colossal-sized Non-heroic Demon, Formidable Threat

Hit Points: 472	Healing Threshold: 11	Damage Threshold: 63
Defense: 9	Toughness: 62	Resolve: 17
Speed: NA	Shift Speed: NA	Morale Bonus: NA
Space: 5 by 5 squares	Reach: 20 square	Initiative: +1
Damage Resistance: 15		

-Demonic Smash 1d20+41 accuracy, 71 damage, +1 strike maximum; *Special Traits:* Penetration 15, Cleaving 3

-Crush 1d20+82 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 15, '2 by 20' area

Skills: Athletics 3, Defensive Training 3, Durability 3, Endurance 5, Melee 6, Mental Training 3, Survival 4

Talents: Awesome Abilities (strength agility, fortitude), Cleave II, Combat Reflexes, Mighty Blow III, Power Strike II, Resistant II, Weapon Mastery (melee)

Strength: 24 **Instinct:** 1 **Agility:** 4 **Fortitude:** 12

Intelligence: 1 **Willpower:** 1

Gear: Colossal-sized Demonic Smash, Demon Hide

Special Ability (Crush): The giant demon tentacle can raise to its full height and slam down over a large area. Performed as a full-round action, this allows the giant demon tentacle to attack a line area that is 20 squares long and 2 squares wide with the special crush attack listed above. The crush attack has half the damage of a normal smash attack but double the accuracy. It deals half damage on a missed attack.

Special Ability (Burrow in Place): The demon tentacle burrows in place in a single location. While burrowed, it has the hidden condition and gains +20 to its stealth checks to hide. It can emerge from its burrow as a full-round action or as a standard action in a surprise round. It can return to its burrow as a full-round action. While burrowed, the demon tentacle cannot take damage.

Special Ability (Senses): The tentacle automatically detects all creatures within 15 squares of its burrow as if it performed a detector action. It cannot sense creatures beyond that range. If it attacks a target outside 15 squares, those targets gain improved concealment.

Special Ability (Special Crippling Wounds): The giant demon tentacle is essentially just a giant limb. Do not roll for crippling wounds dealt to the demon tentacle. Any crippling's it receives are automatically both arm AND core wounds. It does not possess the other wound locations.

Special Ability (Mindless and Stationary): The demon tentacle cannot move from its location, nor can it be moved by any effect or action. The demon tentacle is mindless and does not have a morale score or morale points. The tentacle cannot be effected by any combat influence actions other than taunt.



~Giant Tentacle (above)

~Harvester (below)



Harvester Description

Harvesters are rare and powerful demons that come in the later stages of an invasion. They have the ability to drain fragments of their victims' souls from their mortal frame and absorb it into themselves. This is the primary purpose of a Harvester; the collection of the souls from the mortally wounded or frightened survivors of an invasion. Harvesters have a high sense of self-preservation and prefer to drain helpless victims than fight for their food. When distressed, they often release all of their collected soul fragments in a powerful, destructive burst.

Tactics

Harvesters seek out the most wounded and fragile opponents and target them with aimed soul drain attacks. They allow other demons to occupy stronger foes while they pick off the weakest opponents. Once an opponent is killed or soul drained, then the harvester moves to the next weakest foe. They try to always stay at the furthest range from their foe to avoid being a target of their attacks. If the harvester is swarmed by numerous enemies, they will release all gathered souls thus far for an incredibly powerful soul burst. If this does not finish off their foes, they will either flee or, if they look weak enough, return to draining them.

Harvester

Level 18 Large-sized Non-heroic Demon, High Threat

Hit Points: 230	Healing Threshold: 9	Damage Threshold: 36
Defense: 32	Toughness: 36	Resolve: 32
Speed: 8 fly	Shift Speed: 2	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 16		

-Demonic Claws 1d20+16 accuracy, 36 damage, +3 strikes maximum; *Special Traits:* Penetration 10

-Soul Drain 1d20+20 accuracy, 27 damage, 1 strike maximum, short range; *Special Traits:* Piercing, Focusing Beam, Soul Drain

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Melee 6, Mental Training 8, Perception 8, Ranged 8, Stealth 8, Survival 4

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Hardened Survivalist, Resistant V, Resilience, Weapon Mastery (ranged II)

Strength: 8 **Instinct:** 8 **Agility:** 6 **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Large-sized Demonic Claw, Large-sized Soul Drain, Demon Hide

Special Ability (Soul Drain): The harvester's soul drain ability does not deal any wounds or any crippling wound injuries. Instead, for every 20 points of damage soul drain deals to a target (after hailfire), it drains a soul fragment from the target into the harvester. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. The harvester in turn collects soul fragments within itself, which it can use for its Soul Burst power. The harvester can store 10 soul fragments within them at once. When a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 lost soul fragment every hour.

Special Ability (Soul Burst): The harvester can spend all of their accumulated soul fragments in an explosive energy burst around them. Doing so requires a standard action and effects all targets within 4 squares of the harvester. Doing so expends all the soul fragments the harvester stored. The attack deals 10x soul fragments spent damage, with an accuracy of 2x soul fragments. Missed targets still take half damage. This attack has the Piercing, Rending (5), and Energy Damage weapon traits.

Special Ability (Flight): The harvester can fly at its normal land movement speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, harvesters deal 1 negative morale level for every soul fragment they drain from a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Hell Guard Description

Hell Guard are the sentinels of the most secure vaults and sanctuaries of Hell. These unholy juggernauts are viciously powerful, equipped with a near impenetrable hide and massive hellforged scepters. The truth of these warriors is that they are a form of bio-mech. The creature encountered is an inanimate armored exoskeleton that is controlled by a worm-like parasite that occupies the suit. These creatures, with a heavy dose of hell energy, animates and control the exoskeleton and wages war upon its enemies.

Because the parasite controlling the hell guard cannot survive cross dimensional travel, these warriors instead guard secure areas in Hell. Depending on the importance of the contents of their vault, up to three hell guard biomechs may guard a single site. Most of the time they are inactive. Once a threat is located, the parasites compete with one another to occupy the mech and ride it into combat. Because the shells are mere constructs made of the most rugged hell stones, it can only be destroyed by complete annihilation of the exoskeleton or a careful execution that involves slaughtering the parasite inside.

Tactics

Hell guard are incredibly tough combatants. Only the most powerful weapons have any chance of harming them through their impenetrable frames. They can only be slain by gaining 5 crippling wounds to the core location. If they are not receiving crippling wounds from attacks, this means they must be reduced to 0 hit points 3 times to be killed (see the Unstoppable Construct trait). They are close ranged combatants and do poorly at long ranged fights. When engaged, their first priority is to close distance with their foes as quick as possible. Their superior defenses aid them in this as well. Their Hell Barrier protects them from attack as long as they are not attacking back, which allows them to absorb any harm as they close in on their foes. Once they engage, they utilize their Flurry of Attacks ability to swap from heavy defense to a volley of powerful blows.

Once they are engaged, they use different tactics based on how many foes they are fighting. If they are fighting a small group of elite foes, they prefer battering their enemies with their hellforged scepter and using Incendiary Whirlwind once they have grouped foes. When they are facing raw numbers, they instead prefer to use multiple fireball attacks split against their foes, thanks to the extra attacks from their Destructive Cascade power.

Hell Guard will sometimes use their Hell Barrier to give them extra survivability while they wait for their Incendiary Whirlwind power to recharge. This also allows them to build up extra attacks in a round with Flurry. If their foes are overwhelmingly powerful in close combat, they will utilize their Hell Barrier to keep their distance and bombard foes with Destructive Cascade.

Hell Guard

Level 26 Large-sized Heroic Demon, Extreme Threat

Hit Points: 368	Healing Threshold: NA	Damage Threshold: 52
Defense: 32	Toughness: 48	Resolve: 33
Speed: 9	Shift Speed: 2	Morale Bonus: +7
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 40		

-Hellforged Scepter 1d20+24 accuracy, 56 damage, +1 strike maximum; *Special Traits:* Penetration 23, Flames, Striking Power

-Fire Ball 1d20+25 accuracy, 51 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 20, Energy Damage

Skills: Acrobatics 10, Athletics 10, Defensive Training 11, Durability 10, Endurance 10, Melee 11, Mental Training 10, Ranged 11, Survival 8, Tactics 8

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Devastating Cripple (melee), Leap, Penetration V, Resistant V, Resilience, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 15 **Instinct:** 5 **Agility:** 5 **Fortitude:** 16

Intelligence: 3 **Willpower:** 5

Gear: Large-sized Hellforged Scepter, Large-sized Fire Ball, Hellforged Exoskeleton

Special Ability (Destructive Cascade): The hellguard gains +2 strikes with their fireball attack. When the hell guard makes a fire ball attack, they can make three attacks instead of 1. These attacks can all be against one target or split amongst any other targets within range.

Special Ability (Flurry of Attacks): When the hell guard activates their Hell Barrier ability by not attacking, the next round they gain an extra standard action that they can use to move, shift, or perform any attack. If they hell guard uses their hell barrier for two rounds and then attacks, they gain two full-round actions the following turn.

Special Ability (Incendiary Whirlwind): The hell guard can perform an incendiary whirlwind as a full-round action. It spins in place, lashing out at every nearby enemy with its hellforged scepter. It makes a single attack roll against every enemy within its reach. In addition, it performs a fire ball attack at every target within 10 squares. Once it uses this ability, it cannot use it again for three rounds.

Special Ability (Exoskeleton): The hell guard is a supernatural exoskeleton controlled by a larva-like creature. This exoskeleton, being a non-living creature, has many resistances. It is immune to mind-affecting attacks and combat influence. It does not suffer vitals or critical wounds, and those wounds must be rerolled. The hell guard exoskeleton cannot perform any actions if it is not piloted by a demonic parasite and is considered an unoccupied vehicle.

Special Ability (Hell Barrier): If the hell guard did not attack on its turn, it gains an energy shield with a shield pool of 300 and 25 shield armor until it attacks. The shield's energy pool refills at the end of the next turn the hell guard does not attack and would therefore regain its shields.

Special Ability (Unstoppable Construct): The hell guard cannot be killed via losing hit points. If it is reduced to 0 hit points, it instead suffers 2 crippling wounds to the core, action, and mobility and then returns to full maximum hit points. It can only be killed by gaining 5 crippling wounds to the core. Otherwise, it can be killed by being glory killed while at low hit points (by the Glory Kill talent), regardless of the number of crippling wounds it has.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell guard deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Hell Knight Description

Hell Knights are the elite soldiers of demon-kind. They are towering monsters that honed their skills in the great arenas in the darkest depths of Hell. Such brutality has created the ultimate warrior; a fiery juggernaut of destruction with savage instincts. After passing through their grueling crucible in the arenas, hell knights are unleashed in the immortal armies of hell. They are tasked with the gruesome obliteration of any mortal resistance.

Tactics

The strategy of a Hell Knight is direct and brutal. They use tactics to increase their attack accuracy, and then advance towards their foes, bombarding them with fireballs. Once they get close, they use leap to quickly jump onto their enemies and tear them apart with their claws. Their leap ability lets them bound 7 squares at once and denies their target their agility to defense, as well as striking all nearby foes with fire. This lets them make a powerful first strike against their foes.

Once engaged close, they continue to tear at their foes with their demonic claw attacks. If enough enemies group up around them, they will slam the ground around them, releasing a fiery shockwave that counts as a fireball attack at all nearby foes. Wise opponents will learn not to cluster too close to a hell knight for this reason.

Hell Knights are driven by their bloodlust and savagery. They grow angry when attacked and target their attackers above all other foes. They mark such foes with Hellish Pursuit, using it to get close to them. If they are harassed relentlessly by long ranged foes, they will become incensed at their cowardice and hunt those enemies down. When severely annoyed with a foe, they will pick them up and throw them. They prefer to toss them into an ally but will sometimes toss them into a wall for personal satisfaction.

Hell Knight

Level 13 Large-sized Non-heroic Demon, High Threat

Hit Points: 211	Healing Threshold: 9	Damage Threshold: 39
Defense: 20	Toughness: 39	Resolve: 27
Speed: 6	Shift Speed: 1	Morale Bonus: +6
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +5
Damage Resistance: 19		

-Demonic Claws 1d20+15 accuracy, 37 damage, +2 strikes maximum; *Special Traits:* Penetration 9

-Fire Ball 1d20+17 accuracy, 40 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 12, Energy Damage

Skills: Acrobatics 4, Athletics 7, Defensive Training 7, Durability 7, Endurance 6, Melee 7, Mental Training 7, Perception 4, Ranged 7, Stealth 4, Survival 5, Tactics 5

Talents: Awesome Abilities (strength agility, fortitude), Cleave, Close Combat Shot, Hardened Survivalist, Leap, Penetration II, Power Strike II, Weapon Mastery (melee, ranged)

Strength: 14 **Instinct:** 4 **Agility:** 3 **Fortitude:** 9

Intelligence: 2 **Willpower:** 6

Gear: Large-sized Demonic Claw, Large-sized Fire Ball, Thick Demon Hide

Special Ability (Fiery Shockwave): As a full-round action, the hell knight can release a fiery shockwave. This is identical to a fire ball attack but effects all targets within 3 squares of the hell knight. Alternatively, when the hell knight uses the Leap talent, when they land, they perform a fire ball attack against every enemy adjacent to where they land.

Special Ability (Hellish Pursuit): As a free action, the hell knight marks a single target as the target they are chasing. If the pursuit target takes a movement or shift action within 15 squares of the hell knight, after the movement the hell knight can take a free movement action, as long as they move closer to the pursued target. The hell knight can switch their pursued target as a free action on their turn.

Special Ability (Throw): The hell knight can throw creatures that are medium sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the hell knight wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +7 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell knights deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Hell Razer Description

Hazer Razers are lesser soldiers in Hells armies. They are tactical, efficient, and mindlessly loyal soldiers to their superiors. Hell razers are created from a hell-born parasites that occupy a host body, causing them to calcify with extra armor. One arm transforms into a weapon that is capable of projecting a searing beam of hell energy. Hell Razers are back line combatants that assist with invasions from a distance, zapping their foes relentlessly with their hell beams.

Tactics

Hell Razers prefer to fight from a distance, blasting enemies with their Hell Beams. They do whatever they can to increase their accuracy for maximum damage, including aim actions and using tactics to increase their accuracy. Because of their focusing beam trait, they gain Hailfire (+1) for every 2 points of attack overage, meaning landing solid hits is very important for their damage output. Hell Razers target the most threatening opponents or those that are the largest threat to their demonic masters. They use their Overcharge ability once they have at least two foes in a line, preferably more.

If engaged in close combat, Hell Razers usually prefer to withdrawal. They use move and shift actions to get away. If they have nowhere to run, they will stand and fight, using heavy strikes to supplement their bash attacks.

Hell Razer

Level 4 Medium-sized Non-heroic Demon, High Threat

Hit Points: 90	Healing Threshold: 8	Damage Threshold: 29
Defense: 15	Toughness: 20	Resolve: 17
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 18		

-**Demonic Smash** 1d20+4 accuracy, 26 damage, 1 strikes maximum; *Special Traits:* Penetration 6

-**Demonic Smash w/ Heavy Strike** 1d20+6 accuracy, 31 damage, 1 strikes maximum; *Special Traits:* Penetration 6

-**Hell Beam** 1d20+9 accuracy, 19 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 12, Focusing Beam, Energy Damage

Skills: Athletics 3, Defensive Training 4, Durability 4, Endurance 4, Melee 4, Mental Training 2, Perception 2, Ranged 4, Survival 4, Tactics 4

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Far Shot, Hardened Survivalist, Weapon Mastery (melee, ranged)

Strength: 5 **Instinct:** 4 **Agility:** 2 **Fortitude:** 6

Intelligence: 2 **Willpower:** 4

Gear: Demonic Smash, Hell Beam, Thick Demon Hide

Special Ability (Overcharge): Instead of focusing on a single target, the hell razer can overcharge their hell beam to effect multiple targets. When performing this action, the hell beam loses the focusing beam trait but gains the Line (20) trait and +10 damage. Once using this ability, they cannot use it against for the next 2 turns.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell razer deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Hell Razer Swarms

Hell Razers will sometimes form coordinated, rank and file groups of armored warriors. Fighting together, they gain defensive benefits and the ability to perform coordinated strikes.

-Hell Razer groups gain +4 damage resistance and +2 defense. Hordes gain double resistance and damage resistance, legions gain triple.

-Hell Razer groups gain +2 power ratings and +4 penetration with their Hell Beam attack. Hordes gain twice as much power ratings and penetration, and legions gain triple.

-The Overcharge ability for Hell Razer groups gains Line (+10) and +10 damage. Hordes instead gain Line (+20) and +20 damage. Their line is also 2 squares wide. Legions gain Line (+30) and +30 damage. Their line is 3 squares wide.



~Hell Razer (above)

~Imp (bottom)



Imp Description

Imps are minor demons that are found in great numbers in Hell. When a breach occurs, hordes of Imps are sent into the targeted dimension. Imps are whimsical, cruel, and vicious creatures they enjoy hunting and preying upon defenseless targets. They are undisciplined, and it requires the threat of a more powerful demon to keep them in line. Despite their lesser state, Imps do possess the capacity to channel hell energy into small fireballs.

Tactics

Imps are athletic combatants that spend much of their time climbing walls and ceilings. When faced with a dangerous foe, they climb onto the walls and throw fireballs down at their prey. Individual imps dislike fighting powerful foes and often hide behind more powerful demons while bombarding them from a range. Imps prefer to fight in tight groups where they mob their chosen foe, overpowering them with weight of numbers.

Against weaker foes, imps are far more aggressive. They try to engage foes quickly by using lunge at their target and ripping into them with their claws. They use fireballs when advancing on their enemy or catch fleeing foes.

Imp

Level 3 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 50	Healing Threshold: 7	Damage Threshold: 22
Defense: 19	Toughness: 17	Resolve: 15
Speed: 6	Shift Speed: 2	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+4 accuracy, 20 damage, +2 strikes maximum; *Special Traits:* Penetration 5

-**Fire Ball** 1d20+6 accuracy, 23 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 8, Energy Damage

Skills: Acrobatics 2, Athletics 2, Defensive Training 3, Durability 2, Endurance 2, Melee 3, Mental Training 1, Perception 2, Ranged 3, Stealth 2

Talents: Awesome Abilities (strength agility, fortitude)

Strength: 5 **Instinct:** 2 **Agility:** 5 **Fortitude:** 4

Intelligence: 2 **Willpower:** 3

Gear: Demonic Claw, Fire Ball, Demon Hide

Special Ability (Charged Fireball): The imp can choose to charge its fireball attack, attacking with it as a full-round action instead of a standard. If they do, the fireball gains +8 penetration.

Special Ability (Lunge): As a full-round action, the imp can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Crawler): The imp can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Pack Tactics): The imp does not suffer penalties for attacking into melee if their target is only in melee with other imps. In addition, when an imp is flanking with another imp, they gain a +10 accuracy bonus instead of +2.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, imps deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Imp Swarms

Swarms of imps are very common, as these creatures thrive on overwhelming their opponents with raw numbers.

-Imp swarms always count as flanking their targets with another imp when using their melee attacks, causing them to always gain flanking and Pack Tactics bonuses with their melee attacks.

-The lunge of an imp swarm hits all targets adjacent to the swarm at the end of the lunge.

Lost Souls Description

Lost souls are tortured spirits, all that remains of sinful mortal souls banished to Hell. They appear as floating demonic skulls. These meager creatures search for weak victims to hunt and possess. They are often part of the first wave of a demonic invasion, where they are unleashed in huge numbers. Like a pack of jackals, they swarm and overwhelm potential vessels until one of them dies inhabiting a mortal carcass, transforming them into a possessed.

Tactics

Souls gather in groups of 4-12. They slowly float through their haunted realms looking for victims. Once a victim has been sighted, they activate in a frenzy. One after another, they perform flying charges at the nearest mortal. Lost souls will sometimes use their soul burst ability, killing themselves to do irresistible damage to their enemies. They particularly aim to use soul burst on wounded targets, for if they kill an enemy with soul burst, they possess their body. If directed by a more powerful demon, lost souls may instead bite their foes instead of risking friendly fire with a kamikaze explosion.

Lost Soul

Level 15 Tiny-sized Non-heroic Demon, Trivial Threat

Hit Points: 57	Healing Threshold: 7	Damage Threshold: 19
Defense: 35	Toughness: 18	Resolve: 26
Speed: 6 (fly)	Shift Speed: 1	Morale Bonus: +5
Space: 0 squares	Reach: 1 square	Initiative: +5
Damage Resistance: 9		

-Demonic Bite 1d20+13 accuracy, 32 damage, 1 strikes maximum; *Special Traits:* Penetration 10, Rending 2, Flames

Skills: Defensive Training 7, Durability 7, Melee 7, Mental Training 7, Perception 6, Ranged 7, Stealth 6

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Penetration, Weapon Mastery (melee)

Strength: 4 **Instinct:** 5 **Agility:** 6 **Fortitude:** 4

Intelligence: 2 **Willpower:** 4

Gear: Demonic Bite, Demon Hide

Special Ability (Soul Burst): As a standard action that can be done at the end of a charge, a lost soul can detonate. If it chooses to detonate, it makes a +12 attack against the resolve of all targets within a Burst 2 area centered on the soul. On a hit, this attack deals 20 piercing damage. If it charges and then explodes, it gains the Flying Charge benefit to the attack and damage for soul burst. Therefore, a lost soul that charges 4 squares gains +16 accuracy on the soul burst attack and deals 24 piercing damage. After using soul burst, the lost soul is killed and removed. Killing a lost soul has a chance to trigger a soul burst. Upon reducing a lost soul to 0 hit points, roll a d20. On a 15+, it triggers a soul burst.

Special Ability (Flying Charge): When the lost soul charges a target, instead of the normal benefit it gains +1 accuracy and +1 damage for each square it moves as part of the charge.

Special Ability (Burning Soul): A lost soul is burning with infernal energy. Their bite attack does not deal poison, but instead has the Flames trait.

Special Ability (Limited Physiology): When a lost soul suffers a crippling wound, it is instantly destroyed. Do not keep track of wounds against a lost soul.

Special Ability (Possession): When a lost soul reduces a mortal enemy to 0 hit points with Soul Burst, it possesses the corpse. That body now becomes an undead Possessed warrior. If multiple victims are killed by soul burst, one at random will be chosen to be the possessed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, forgotten souls deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Lost Soul Swarms

- Lost Soul swarms have half as many hit points as normal for a swarm of their size (replacing Limited Physiology)
- The flying charge of a lost soul gains +2 accuracy and damage per square moved (+3 for hordes, +5 for legions)
- Soul Burst gains +5 accuracy, +2 burst area, and +20 damage for groups, doubled for hordes and tripled for legions. The entire swarm is slain on using soul burst.

Mancubus and Cyber-Mancubus Description

Mancubus are giant, lumbering demons that are driven by overwhelming gluttony. These foul fiends gorge themselves on whatever food they come across, including the rotting meat of mortals. They have obese figures and are surrounded by a sickening cloud of flatulence. Mancubus are some of the more dangerous demons, and possess an incredible hardness. They take overwhelming firepower to kill. In addition, they can use their internal digestion to attack foes with blasts of concentrated energy and flames.

The Cyber-Mancubus is a more common mancubus that has been augmented and experimented on by human scientists. While the same base creature, the cyber mancubus has superior armor plating and their cannons have been updated with UAC technology. This gives their bile projections more power, range, and are less incendiary.

Tactics

Mancubus are slow and lumbering creatures. They are easy to hit and outrun, so they don't try to outmaneuver their foes. They use their excessive bulk to endure the full onslaught of their enemies, while fighting back with their many uses of their hell cannon. At long range, they use the default fire method with aim actions, hitting targets with punishing blow. At short range, they use the Demonic Spew variation to function as a cone. Finally, if they are swarmed in melee, they use vent blast to scatter their foes.

Mancubus prefer ranged combat and do not try to engage their enemies up close. They rarely use their smash attack but are still deadly in melee because of their alternate fire methods and their flatulence that debilitates foes. Mancubus are very hard to kill with regular fire but called shots to the core bypass much of their inherent hardness.

Cyber-Mancubus are similar to ordinary mancubi, except that they replace their flamethrower with a toxic barrage ability. A longer ranged power, they use it instead of the hell cannon when they need to hit multiple enemies at range or are trying to leave a bile trail on the ground for a specific reason. Cyber-Mancubus are also more difficult because their armor protects their vulnerable 'torso' area.

Mancubus

Level 18 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 440	Healing Threshold: 13	Damage Threshold: 53
Defense: 18	Toughness: 45	Resolve: 32
Speed: 6	Shift Speed: 1	Morale Bonus: +8
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +3
Damage Resistance: 29		

-Demonic Smash 1d20+19 accuracy, 54 damage, 1 strike maximum; *Special Traits:* Penetration 15

-Hell Cannon 1d20+24 accuracy, 81 damage, 1 strike maximum, long range; *Special Traits:* Penetration 28, Energy Damage

-Hell Cannon w/ Dual-Wielding 1d20+14 accuracy x2, 81 damage, 1 strike maximum, long range; *Special Traits:* Penetration 28, Energy Damage

-Demonic Spew 1d20+24 accuracy, 40 damage, 1 strike maximum, special range; *Special Traits:* Penetration 14, Cone 6, Flames, Twin-linked, Energy Damage, Close Quarters

-Vent Blast 1d20+24 accuracy, 40 damage, 1 strike maximum, special range; *Special Traits:* Penetration 14, Energy Damage, all enemies within 3 squares, on hitting toughness target is knocked back 2 squares

Skills: Defensive Training 6, Durability 8, Endurance 8, Melee 6, Mental Training 8, Perception 2, Ranged 8, Survival 8

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Devastating Cripple (ranged), Hardened Survivalist, Resistant V, Resilience, Weapon Mastery (melee I, ranged II)

Strength: 15 **Instinct:** 3 **Agility:** 1 **Fortitude:** 18

Intelligence: 2 **Willpower:** 8

Gear: Huge-sized Demonic Smash, Huge-sized Hell Cannon x2, Thick Demon Hide

Special Ability (Alternate Fire): The mancubus can modify their hell cannons into different fire methods at will.

-Demonic Spew: By adjusting both their cannon limbs to project a spray, the hell cannon loses its range and burst area to affect a Cone (6) area. When used in this way, it gains the Close Quarters, Flames, and Twin-linked weapon traits, but deals half damage and penetration.

-Vent Blast: By aiming both their barrels at the ground and projecting a powerful burst, the hell cannon becomes a close burst that knocks back nearby foes. In this mode, the mancubus attacks the defense and toughness of every enemy within 3 squares

of them. On a hit against defense they take half cannon damage as normal. If they hit toughness, then targets are pushed back 2 squares. The vent blast has half the normal penetration value.

Special Ability (Repelling Blast): Whenever an enemy ends their movement within 3 squares of the mancusubus, the mancusubus can spend their reaction to make an immediate Vent Blast attack against all enemies within 3 squares.

Special Ability (Unstoppable): Whenever the mancusubus takes damage, roll for a crippling wound location. Unless it is a core or critical wound, the attack deals half damage after damage resistance, penetration, and hailfire are applied.

Special Ability (Vulnerable Torso): Whenever the mancusubus takes damage, roll for a crippling wound location. If the wound hits the core, the attack deals double damage after damage resistance, penetration, and hailfire are applied. In addition, if the wound that reduced the mancusubus to 0 hit points was a core wound, it explodes in a blast of bodily fluids and built up gas. Make a +15 attack against every creature within 3 squares of the mancusubus. The explosion deals 60 damage, or half that much on a missed attack. In addition, every creature hit must make a DC 26 endurance test or suffer 36 poison damage.

Special Ability (Flatulence): Any living, non-demonic creature within the mancusubus' reach is effected by the horrible smells wafting off its body. Mortals suffer a disadvantage on skill checks while within the mancusubus' reach. This can be negated through sealed armor with its own air supply and environmental sealing.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, mancusubus deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Cyber-Mancubus

Level 22 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 550	Healing Threshold: 14	Damage Threshold: 60
Defense: 18	Toughness: 46	Resolve: 33
Speed: 6	Shift Speed: 1	Morale Bonus: +8
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +3
Damage Resistance: 36		

-Demonic Smash 1d20+20 accuracy, 56 damage, 1 strike maximum; *Special Traits:* Penetration 16

-Hell Cannon 1d20+26 accuracy, 83 damage, 1 strike maximum, long range; *Special Traits:* Penetration 29, Acid Damage, Corrosion

-Hell Cannon w/ Dual-Wielding 1d20+15 accuracy x2, 83 damage, 1 strike maximum, long range; *Special Traits:* Penetration 29, Acid Damage, Corrosion

-Toxic Barrage 1d20+22 accuracy, 83 damage, 1 strike maximum, long range; *Special Traits:* Penetration 28, Burst 2, Corrosion, Grenade, Delay, Acid Damage

-Toxic Barrage w/ Dual-Wielding 1d20+12 accuracy x2, 83 damage, 1 strike maximum, long range; *Special Traits:* Penetration 28, Burst 2, Corrosion, Grenade, Delay, Acid Damage

-Vent Blast 1d20+22 accuracy, 41 damage, 1 strike maximum, special range; *Special Traits:* Penetration 14, Acid Damage, Corrosion, all enemies within 3 squares, on hitting toughness target is knocked back 2 squares

Skills: Defensive Training 6, Durability 10, Endurance 8, Melee 6, Mental Training 8, Perception 2, Ranged 8, Survival 8

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Devastating Cripple (ranged), Hardened Survivalist, Resistant V, Weapon Mastery (melee I, ranged II)

Strength: 15 **Instinct:** 3 **Agility:** 1 **Fortitude:** 20

Intelligence: 2 **Willpower:** 8

Gear: Huge-sized Demonic Smash, Huge-sized Hell Cannon x2, Demonic Plating

Special Ability (Alternate Fire): The cyber-mancubus can modify their hell cannons into different fire methods at will.

-Hell Cannon: The mancusubus' hell cannon gains the Acid Damage and Corrosion traits and loses Energy Damage. This is always active.

-Toxic Barrage: By adjusting their cannon limbs to fire a bombardment of toxic slugs, the hell cannon gains the Grenade, Delay, Burst 2, and Corrosion weapon traits as well as -3 accuracy. They dual-wield this attack to fire two barrages. In addition, the

area where the attack lands is covered with virulent acid. Anyone that ends their turn or moves through those squares suffers 30 acid damage, penetration 20. This effect lasts for 3 rounds.

-Vent Blast: By aiming their barrels at the ground and projecting a powerful burst, the hell cannon becomes a close burst that knocks back nearby foes. In this mode, the mancubus attacks the defense and toughness of every enemy within 3 squares of them. On a hit against defense they take half cannon damage as normal. If they hit toughness, then targets are pushed back 2 squares. The vent blast has half the normal penetration value.

Special Ability (Repelling Blast): Whenever an enemy ends their movement within 3 squares of the mancubus, the mancubus can spend their reaction to make an immediate Vent Blast attack against all enemies within 3 squares.

Special Ability (Unstoppable): Whenever the mancubus takes damage, roll for a crippling wound location. Unless it is a critical wound, the attack deals half damage after damage resistance, penetration, and hailfire are applied.

Special Ability (Flatulence): Any living, non-demonic creature within the mancubus' reach is effected by the horrible smells wafting off its body. Mortals suffer a disadvantage on skill checks while within the mancubus' reach. This can be negated through sealed armor with its own air supply and environmental sealing.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, mancubus deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Mancubus (above)



~Cyber-Mancubus (below)

Optional Rule: Destructible Weapons

When a mancubus suffers 2 action wounds, it can no longer make Demonic Spew/ Toxic Barrage attacks. When it suffers 3 action wounds, it can no longer make vent blast attacks. When it suffers 4 action wounds, it can no longer make hell cannon attacks of any kind.

Optional Rule: Destructible Armor

When a cyber-mancubus suffers 2 core crippling wounds, its heavy front armor breaks off. It no longer reduces damage to its core by half, and it gains the Vulnerable Torso trait of the Mancubus.

Marauder Description

When the night sentinels turned against the Makyr, some of their number turned against them. These treacherous night sentinels fought to kill their brethren out of misguided loyalty to Khan Makyr. Once they were killed, they were denied peace of death. Transformed into demons, these sentinels were empowered by the divinity machine, giving them excessive power. They became the marauders: demonic knights used to purge the universe of the Doom slayer and anything else of a great threat the demonic legions. They are perhaps the most dangerous warriors in the cosmos.

Tactics

The marauder is an incredibly powerful warrior. They have two primary mechanics worth mention. The first, is their marauder shield. They have a shield that they can activate in an instant, spawning it in to prevent any attack against them. Roll a d20 whenever the marauder is attacked. On a 10+, they attack is negated. The only way to weaken the effects of the shield is to aim or make the marauder flat-footed against your attacks. Aiming provides a small -2 penalty to activating his shield. Being flat-footed gives the marauder only a -4 to his check to activate the shield, such is their incredible prescience. Furthermore, after being attacked while flat-footed, the marauder uses his Quick Reaction ability, to shift 5 and make a counterattack.

The other mechanic is their combat stance. Every turn, the marauder choses between two stances: offense and defense. Offense stance, their default, gives them incredible accuracy and damage output. In this stance, they attack multiple times, gain bonus accuracy, and can make follow up attacks after defeating a foe. Defensive stance, however, causes them to lose their standard action. Instead, they gain healing, +5 to activate their shield, and counter attacks against every enemy that attacks them. They can even summon a hellhound minion to attack for them in defensive stance.

Most often, the marauder is in offensive stance. When engaged in combat, they usually alternate between stances as most appropriately needed. Marauders are master warriors and tacticians; the GM should play them as such. For example, marauders often use defensive stance to move out of getting pinned in one location, recover lost hit points, and get a hellhound out to harry their foes while they recover hit points.

Marauder

Level 30 Medium-sized Heroic Demon, Extreme Threat

Hit Points: 490	Healing Threshold: 15	Damage Threshold: 85
Defense: 49	Toughness: 51	Resolve: 42
Speed: 13	Shift Speed: 3 or 5	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +22
Damage Resistance: 26		

-**Sentinel Axe** 1d20+26 accuracy, 76 damage, +2 strikes maximum; *Special Traits:* Penetration 27, Rending 8, Cleaving 2

-**Sentinel Axe w/ Heavy Strike** 1d20+33 accuracy, 81 damage, 1 strike maximum; *Special Traits:* Penetration 27, Rending 8, Cleaving 2

-**Sentinel Axe w/ Blade Toss** 1d20+24 accuracy, 76 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 27, Rending 8

-**Super Shotgun** 1d20+24 accuracy, 61 damage, 1 strike maximum, short range; *Special Traits:* Penetration 8, Rending 3, Spread, Hailfire 1, Close Quarters

Skills: Acrobatics 12, Athletics 12, Computers 8, Defensive Training 12, Durability 12, Endurance 12, Influence 8, Leadership 8, Lore 12, Medicine 8, Melee 12, Mental Training 12, Perception 12, Pilot 10, Ranged 12, Science 8, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (strength II, agility II, fortitude II), Brutality III, Bulwark, Cleave II, Close Combat Shot, Combat Reflexes, Cynic, Defensive Fighting III, Devastating Cripple (melee II, ranged I), Dodge, Dual-Weapon Skill II, Far Shot, Hardened Survivalist, Leap, Martial Arts Unarmed Training II, Might Blow V, Military Unarmed Training II, Mobile Attacker III, Mountain Strike II, Natural Health III, Penetration V, Power Strike II, Resilience II, Resistant III, Stalker, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 15* **Instinct:** 10 **Agility:** 15* **Fortitude:** 14

Intelligence: 8 **Willpower:** 10

Gear: Sentinel Axe (Level 4, *Extended Blade, Blocking, Argent Energy*), Sentinel Training Armor (Gauntlet Level 2: *Empowered Servos*; Greaves Level 2: *Dash*; Helmet Level 2: *Warrior's Eyes*), Super Shotgun with Murderous Efficiency and Precision Balance with 30 ripper shells

Special Ability (Marauder Shield): The marauder can generate a shield or pure argent energy that stops attacks against him. It makes the marauder exceptionally difficult to harm. Any time the marauder is attacked, it can make a d20 check. On a 10 or

higher, the attack is absorbed by the shield, doing no damage, even if it was an area attack. If the marauder is flat-footed against an attack, he suffers a -4 to the check to activate his shield. If the attacker aimed at the marauder, he gains -2 to activate his shield.

Special Ability (Combat Stance): The marauder is a paragon of martial combat. At the start of each turn, they chose whether they wish to be in offensive or defensive stance. Both stances have a variety of bonuses. By default, they are in offensive stance.

Offensive stance gives the marauder:

- +5 accuracy with all attacks
- Can make two full-rounds worth of actions on their turn
- Can make a bonus standard action after dropping a foe to 0 hit points
- If a marauder takes damage from an attack while it is not their turn and they are in offensive stance, roll a d20. On a 12+, they suffer a -4 penalty when using marauder's shield for the rest of the turn. On less than a 12, they instantly switch into defensive stance.

Defensive stance gives the marauder:

- Can only make a move and minor action on their turn
- +5 bonus to marauder shield checks
- Can summon a Hellhound as a minor action (see below)
- Every time the marauder is attacked, they can make an attack back against their target. If the target is adjacent, they make a melee attack at them. If the target is outside melee range but within short range, they make a super shotgun attack against them. If the target is outside short range, but within medium range, they make a blade toss attack back at them.
- Heals 40 hit points at the start of the turn.

Special Ability (Blade Toss): The marauder can project their axe blade as a flying projectile at will. This allows them to make their sentinel axe attack as a ranged attack. The attack is identical to it as a melee profile, except it has a range of medium, only makes a single strike, and cannot be used with power strike, heavy strike, or similar features. This is just a projection of their axe, and thus does not cause them to lose their weapon in any way.

Special Ability (Quick Reaction): If the marauder is attacked while flat-footed, after the attack is resolved, he shifts 5 squares in a single direction and makes either a super shotgun, blade toss, or sentinel axe attack at his attacker. This does not use up a reaction and can be done any time the marauder is attacked while flat-footed.

Special Ability (Summon Hellhound): The marauder can summon a hellhound as a minor action while they are in defensive stance. This hell hound appears in an unoccupied adjacent square to the marauder and acts at the end of the marauder's turn. The hellhound uses the statistics described below for combat. The marauder can only have one hellhound out at once. The hellhound disappears after 10 rounds have passed.

Special Ability (Infernal Sentinel): The marauder is an ex-sentinel that became a demon. Because of this, it uses a mixture of weapons, including scalable sentinel war gear. The gear section describes what equipment the marauder has and what choices were made with its gear. Their weapons do not benefit from the demon trait that gives them penetration based on level. Their wargear give them extra abilities, including:

Dash: As a minor action, up to twice per round, the marauder can shift 5 squares in one direction.

Warrior's Eyes: As a minor action, the marauder can make a detector action for all enemies in 30 squares.

Special Ability (Demonic Warrior Master): The marauder gains +10 to their initiative. They are never surprised in combat, and always get to act in the surprise round, if there is one. When they fire their super shotgun, they reload it instantly without an action, even if it is not their turn or they do not have any hands free. Because of their empowerment by the divinity machine, marauders gain +120 maximum hit points and +30 damage threshold.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, marauders deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Marauder's Hellhound

Hit Points: 120

Defense: 40

Speed: 12

Space: 1 square

Damage Resistance: 20

Healing Threshold: NA

Toughness: 30

Shift Speed: 2

Reach: 1 square

Damage Threshold: 60

Resolve: NA

Morale Bonus: NA

Initiative: NA

-Hellhound Bite 1d20+30 accuracy, 50 damage, 1 strike maximum; *Special Traits:* Penetration 20, Rending 5, 10 Maximum Attack Overages

Hellhound Traits: Hellhounds act at the end of the marauder's turn. They disappear when the marauder is killed. The hellhound does not take any damage from area attacks unless it is the primary target. If the hellhound suffers a crippling wound, it is instantly destroyed. The hellhound cannot gain conditions, does not have morale, and is not affected by any attack that target's resolve. The hellhound gains 10 maximum attack overages with its attack. The hellhound is not worth experience.



Oculus Turret Description

Oculus turrets are demonic fortifications to repel invaders. They are formed of a demonic pedestal that supports an arcane, demonic eye. This eye fires rapid blasts of argent energy at attackers. Networks of oculus turrets can provide an effective short, ranged deterrent against attackers, while being rather frustrating to try and destroy.

Tactics

The oculus turret is a simple foe that fires at the closest enemy. It prioritizes enemies that it has the least range or cover penalty to attack rolls, essentially whoever it has the highest attack bonus against. If it has a choice, it shoots the closest target. Meanwhile, the oculus uses its reactions to fire more shots at anyone who ends their turn near the turret.

While the turret is a simple fighter, destroying a turret is more complicated, as it is built into two parts, the eye and the pedestal. The pedestal is the easier target, but its damage resistance ignores penetration, making it resistant to small arms. Meanwhile, the eye takes a considerable amount of damage from an attack but has high defense and the ability to force opposed initiative checks with its attackers, negating the attack if it wins the check.

Oculus Turret

Level 16 Large-sized Non-heroic Demon, High Threat

Hit Points: 242	Healing Threshold: NA	Damage Threshold: NA
Defense: 8/ 30	Toughness: 37	Resolve: NA
Speed: NA	Shift Speed: NA	Morale Bonus: NA
Space: 2 by 2 squares	Reach: NA	Initiative: +7
Damage Resistance: 38 (ignores penetration)		

-Oculus Blast 1d20+19 accuracy, 60 damage, +3 strikes maximum, short range; *Special Traits:* Penetration 17, Energy Damage

Skills: Defensive Training 8, Durability 8, Ranged 8

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Combat Reflexes, Resistant V, Weapon Mastery (ranged II)

Strength: 10 **Instinct:** 7 **Agility:** 6 **Fortitude:** 12

Intelligence: 1 **Willpower:** NA

Gear: Large-sized Oculus Blast, Hellforged Exoskeleton

Special Ability (Suppressing Shot): The oculus turret can make a standard oculus blast attack, with full strikes, against any enemy that ends their turn without cover and within 15 squares of the oculus turret. This uses a reaction. Note that, because of the turret's Combat Reflexes talent, it gains 3 reactions per turn to use with this ability. If the eye has retracted inside the turret, it cannot use this ability until it emerges.

Special Ability (The Eye and the Pedestal): The oculus turret has two parts; the pedestal stand and the demonic eye it supports. Both parts are part of one creature and share hit points, but can be attacked separately. When attacking the oculus turret as the primary target of an attack, the attacker must choose if they are attacking the eye or the pedestal. The pedestal has the lower defense score listed, 8, but uses the full damage resistance of the turret. Penetration also does not apply against the pedestal's damage resistance. All non-primary target attacks against the turret are automatically applied against the pedestal.

If the eye is attacked instead of the pedestal, it uses the higher defense of 30, but has no damage resistance and all attacks gain hailfire (+1) against it. However, the eye is slippery and can avoid attacks. When the eye is attacked and before the attack roll is made, the attacker and the turret both roll a d20 and add their initiative bonus. As the turret is wary of enemies aiming at it, the turret gains a +4 bonus to this test if the attacker performed an aim action at the turret. If the attacker wins, they carry out the attack as normal. If the turret wins, the eye returns in the pedestal and the shot is wasted (ammunition is still used). The eye remains inside the pedestal, unable to be attacked, until the start of the turret's next turn, in which it emerges. While the turret is inside the pedestal, it cannot attack or use its Suppressing Shot ability. The pedestal can still be attacked while the eye is inside it.

The oculus turret does not suffer crippling wounds. Once its hit points have been reduced to 0, whether the damage was dealt to the eye or the pedestal, both parts of the turret harmlessly explode.

Special Ability (Senses): The oculus turret ignores the hidden and cloaked conditions and can attack such targets without penalty. The turret also ignores concealment penalties to attack.

Special Ability (Mindless and Stationary): The oculus turret cannot move from its location, nor can it be moved by any effect or action. The oculus turret is mindless and does not have a morale score, morale points, or resolve score. It cannot be affected by combat influence.



Pain Elemental Description

Spawns of the pits of Hells, born of endless suffering, pain elementals are powerful demons that are in constant pain. This pain has made them endlessly bitter and eager to inflict pain upon others to compensate for their suffering. Their suffering has made them a magnet for lost souls, as they constantly spawn and summon additional souls to their aid. To further their cruelty, pain elementals use these wayward souls as destructive and expendable weapons.

Tactics

Pain elementals work heavily on the tormented condition and their complement of summoned lost souls. They automatically gain 3 lost souls, then will usually move towards their enemies, summon another lost soul as a minor action and then attack with a soul blast. Afterwards, they spend their turns moving closer, pelting enemies with the soul blast attack, and summoning replacement lost souls. They prefer to target high armor, low defense targets that their piercing soul blasts are most effective against. If they are taking a lot of incoming damage, they will usually sacrifice 2 lost souls to create a soul barrier.

Despite being flying, ranged combatants, pain elementals will try to get close to their foes. This is to activate their Aura of Pain against their foes, crippling enemies with constant torment. When they get close, they will stop moving, constantly summon more souls, and alternate between attacks with soul blasts and releasing groups of souls to distract and overwhelm their foes. Remember, that the soul blasts cause torment as well, and if the soul blast hits a target that already has the condition, they are instead stunned.

Pain Elemental

Level 20 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 468	Healing Threshold: 16	Damage Threshold: 64
Defense: 25	Toughness: 39	Resolve: 33
Speed: 12 (fly)	Shift Speed: 5	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 30		

-**Demonic Bite** 1d20+18 accuracy, 51 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 2, Devil's Taint (DC 28 Endurance or 40 poison damage), Tormented

-**Demonic Claws** 1d20+17 accuracy, 41 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Tormented

-**Soul Blast** 1d20+21 accuracy, 60 damage, 1 strikes maximum, distant range; *Special Traits:* Piercing, Tormented

Skills: Acrobatics 8, Athletics 6, Defensive Training 9, Durability 9, Endurance 9, Lore 4, Melee 7, Mental Training 9, Perception 8, Ranged 9, Stealth 6, Survival 9

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Dodge, Far Shot, Hardened Survivalist, Natural Health III, Resilience, Resistant V, Weapon Mastery (melee, ranged)

Strength: 10 **Instinct:** 6 **Agility:** 4 **Fortitude:** 16

Intelligence: 3 **Willpower:** 8

Gear: Large-sized Demonic Bite, Large-sized Demonic Claw, Thick Demonic Hide

Special Ability (Summon Lost Souls): The pain elemental is often accompanied by numerous lost souls and can summon more. As a free action at the start of a round, the pain elemental summons 3 lost souls to its side. Up to twice per round, they can summon 1 additional lost soul as a minor action. These lost souls are considered part of the pain elemental, orbiting around the demon, until it chooses to use them. They cannot be attack normally. The pain elemental can have up to 10 lost souls at once.

The pain elemental can use the lost souls in a variety of ways:

-**Soul Blast:** As a standard action, the pain elemental can throw a lost soul at a target at distant range. This uses the Soul Blast attack profile listed above. The attack deals piercing damage. If a target suffers damage from the attack, they gain the Tormented condition for 2 rounds. If the target already had the tormented condition, it is stunned for 1 round. If the attack misses, a lost soul NPC is placed between 2-4 squares from the primary target. This lost soul gains the Hell Power Surge bonus (see sidebar) and acts on the pain elemental's initiative.

-**Release Souls:** As a minor action, the pain elemental can release 1 or more lost souls, which become separate NPCs in adjacent squares to the pain elemental. They gain the benefit of the Hell Power Surge bonus. They act at the end of the pain elemental's turn. In the turn they are released, they gain +6 move speed and +10 attack accuracy.

Hell Power Surge

The Hell Power Surge condition gives the effected demon(s) an extra standard action on their turn while active.

-Soul Barrier: As a move action, the pain elemental can channel 1 or more lost souls into a barrier to protect itself. The round that it does this, it sacrifices accumulated souls to create an energy shield that lasts for 2 rounds. This barrier has a shield pool equal to 50 x the number of souls sacrificed, and a shield armor of 5 for every 50 shield points they currently have. If the 2 rounds have passed, the soul barrier dissipates.

Special Ability (Aura of Pain): When a mortal enemy ends their turn within 6 squares of the pain elemental, they gain the Tormented for the next 2 rounds. In addition, any target struck by its melee attacks or soul blast automatically gains the Tormented condition for 2 rounds.

Special Ability (Dash): Despite its slow movements, the pain elemental is capable of dashing quite quickly in the air. Despite its agility, it has a shift speed of 5.

Special Ability (Levitation): The pain elemental is capable of psychically floating through the air and has a fly speed.

Special Ability (Constant Torment): The pain elemental lives in a state of constant agony, which it has adapted to, making it stronger. Because of its incredible pain threshold, it gains +120 maximum hit points, +10 damage threshold, and is immune to the Tormented condition.

Special Ability (Soul Sight): The pain elemental ignores the Hidden and Cloaked traits of enemies within 120 squares. It does not suffer an accuracy penalty to attack hidden or cloaked enemies.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pain elementals deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Pinky Demon and Spectre Demon Description

Pinky demons are bestial demonic animals found in the wilds of hell. Unnamed by the native population, UAC scientists named them 'pinkies' because of their bright coloration. Pinkies are simple creatures that seek out creatures to rip, maim, and consume. They are typically drawn to the mortal universe in small hunting packs, but will occasionally be forced into service by more powerful demons. While pinkies are great hunters, they are also a frequent source of food for demons trapped in Hell.

Spectres are more dangerous pinkies that were the subject of UAC experiments. Scientists accidentally awakened psionic abilities within a pinky, which manifested with innate invisibility. Since the experimentation, spectres have bred into the pinky population in Hell, producing a multitude of this invisible hunters.

Tactics

Pinky demons are simple combatants. They seek a single target or group of clustered enemies, advanced upon them, and prepare to charge. Afterwards, they make a charge attack towards them with their demonic bite. If the target lives and it is still within reach, they will use their claws to finish off their foe. If the target dies or moves away, they will prepare charge again if possible. In general, a pinky charges with its bite attack, and uses the claws for prolonged fights.

Spectre demons fight identically to pinkies, except have the advantage of permanent invisibility. Anyone making a detector action to reveal them will have to make the action every round so they can be attacked without penalty.

Pinky Demon

Level 15 Large-sized Non-heroic Demon, High Threat

Hit Points: 254	Healing Threshold: 12	Damage Threshold: 44
Defense: 23	Toughness: 39	Resolve: 23
Speed: 7	Shift Speed: 2	Morale Bonus: +3
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +3
Damage Resistance: 33 (23 when flat-footed)		

-**Demonic Claws** 1d20+16 accuracy, 40 damage, +2 strikes maximum; *Special Traits:* Penetration 13, Rending 4

-**Demonic Bite** 1d20+17 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 6, Devil's Taint (DC 21 Endurance or 30 poison damage), Double Damage from Overages

Skills: Athletic 6, Defensive Training 6, Durability 7, Endurance 6, Melee 7, Mental Training 3, Perception 4, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Defensive Fighting, Power Strike II, Penetration IV, Resistant V, Weapon Mastery (melee)

Strength: 14 **Instinct:** 3 **Agility:** 5 **Fortitude:** 14

Intelligence: 1 **Willpower:** 5

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Prepare to Charge): The pinky demon can spend a minor action on its turn to prepare a mad charge. Nearby players can see that it is preparing to charge. On its next turn, it must spend a full-round action performing a mad charge.

Special Ability (Mad Charge): The pinky demon builds up momentum with large, destructive charges. Mad Charges are a full-round action that required the pinky to use Prepare to Charge on the previous turn. It functions differently than ordinary charges and has no minimum range. The pinky moves 14 squares (2x move speed) in a straight line. When it runs into an enemy that blocks its path, it makes a bite attack against them. It gains +1 accuracy and +3 damage for every square it moved thus far as part of the charge. If the attack bypasses defense and toughness, the target is knocked prone as well. If they do knock all blocking targets prone, the charge continues, and the pinky attacks the next creature in a line. It continues the charge until it hits terrain, runs out of movement, or does not knock a target down. If the movement ends with it colliding with terrain, it is staggered on its next turn.

Special Ability (Gore): The pinky demon has powerful tusks that it uses in conjunction with its bite attack. The tusks give its bite attack +3 penetration and +2 damage per attack overage.

Special Ability (Frontal Armor): The pinky demon has strong armor around its head to the front. It gains +5 to its normal damage resistance. However, its rear and flanks have very little armor. When attacking a flat-footed pinky, it has -5 normal damage resistance instead.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pinky demons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~A pinky demon (above)

~A spectre demon as it appears when detected (below)



Spectre Demon

Level 20 Large-sized Non-heroic Demon, High Threat

Hit Points: 306	Healing Threshold: 12	Damage Threshold: 46
Defense: 26	Toughness: 42	Resolve: 26
Speed: 7	Shift Speed: 2	Morale Bonus: +4
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +3
Damage Resistance: 33 (23 when flat-footed)		

-**Demonic Claws** 1d20+19 accuracy, 46 damage, +2 strikes maximum; *Special Traits:* Penetration 15, Rending 4

-**Demonic Bite** 1d20+20 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 18, Rending 6, Devil's Taint (DC 26 Endurance or 40 poison damage)

Skills: Athletic 6, Defensive Training 8, Durability 9, Endurance 8, Melee 9, Mental Training 5, Perception 5, Stealth 8, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Defensive Fighting, Devastating Cripple (melee I), Hardened Survivalist, Power Strike II, Penetration V, Resistant V, Resilience, Weapon Mastery (melee II)

Strength: 14 **Instinct:** 3 **Agility:** 5 **Fortitude:** 14

Intelligence: 1 **Willpower:** 5

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Prepare to Charge): The spectre demon can spend a minor action on its turn to prepare a mad charge. Nearby players can see that it is preparing to charge. On its next turn, it must spend a full-round action performing a mad charge.

Special Ability (Mad Charge): The spectre demon builds up momentum with large, destructive charges. Mad Charges are a full-round action that required the spectre to use Prepare to Charge on the previous turn. It functions differently than ordinary charges and has no minimum range. The spectre moves 14 squares (2x move speed) in a straight line. When it runs into an enemy that blocks its path, it makes a bite attack against them. It gains +1 accuracy and +3 damage for every square it moved thus far as part of the charge. If the attack bypasses defense and toughness, the target is knocked prone as well. If they do knock all blocking targets prone, the charge continues, and the spectre attacks the next creature in a line. It continues the charge until it hits terrain, runs out of movement, or does not knock a target down. If the movement ends with it colliding with terrain, it is staggered on its next turn.

Special Ability (Gore): The spectre demon has powerful tusks that it uses in conjunction with its bite attack. The tusks give its bite attack +3 penetration and +2 damage per attack overage.

Special Ability (Frontal Armor): The pinky demon has strong armor around its head to the front. It gains +5 to its normal damage resistance. However, its rear and flanks have very little armor. When attacking a flat-footed pinky, it has -5 normal damage resistance instead.

Special Ability (Invisible Hunter): The spectre demon always benefits from the Cloaked condition. Even if revealed by detector actions, it is hidden again at the start of its next turn.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pinky demons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Prowler and Cursed Prowler Description

The prowler, or nightstalker, is a creature of the deepest shadows of Hell. A hunter in dark places, the night stalker lurks amongst the dark; the ideal hunter from which no darkness can conceal you from and can outmaneuver their prey with teleportation and silent movements. They are the dreaded stalkers of Hell but are put to good use in invasions as well. They harass and hunt down their foes while they are busy dealing with larger demons, serving as a constant source of frustration and pain for those trying to deal with multiple demons at once.

The cursed prowler is the most powerful variant of a prowler, a wretched creature from the most diseased and toxic pits of Hell. These variants are imbued with blood magic, the ability to place curses and hexes on their targets that drain them of life, while the prowler becomes stronger. One touch from a prowler is all they need to place a curse of blood rot on a target. Their victim will undergo a slow, painful death. The only way to stop the curse is to kill the prowler.

Tactics

The prowler is a hunter that relies on stealth and ambushes. If it is hidden on the onset of combat, it will move towards the nearest enemy and try to rake them with their claws. Once detected, it will teleport to a nearby, hidden location that they can easily reach their foe after a turn of movement, and sneak attack them again. While this is a common tactic, it is not the only one employed by prowlers. Sometimes, when fought in larger battlefields, they will strafe around a battlefield, bombarding the enemy with their argent blasts. If they start taking fire, the prowler will teleport away and hide, forcing the enemy to prioritize another target while they get in position for another strike.

While a similar ambush predator to a common prowler, the cursed prowler has the additional danger of its blood magic. By hitting an enemy with a claw attack, that enemy suffers the Tormented, Slowed, and Melting conditions until the prowler dies. After tagging a foe with a curse, it will teleport away. Once away, it sneak around to tag more enemies with blood curse, or bombard foes from a range with their argent blast, which deals extra lethality and bleed against cursed targets. If the cursed prowler has several targets tagged with blood curse, it will occasionally use Blood Spell to harm them further and heal itself, usually doing so from a place of safety.

Prowler

Level 16 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 146	Healing Threshold: 8	Damage Threshold: 30
Defense: 36	Toughness: 31	Resolve: 27
Speed: 10	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 11		

-**Demonic Claws** 1d20+13 accuracy, 35 damage, +5 strikes maximum; *Special Traits:* Penetration 12

-**Demonic Claws w/ Sneak Attack** 1d20+13 accuracy, 47 damage, +5 strikes maximum; *Special Traits:* Penetration 12, Rending 3

-**Argent Blast** 1d20+14 accuracy, 38 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 20, Energy Damage

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 7, Endurance 7, Melee 8, Mental Training 6, Perception 8, Ranged 8, Stealth 8, Survival 8, Tactics 5

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Penetration III, Swift Strikes, Sneak Attack III, Stalker, Resistant, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 8 **Instinct:** 6 **Agility:** 9 **Fortitude:** 7

Intelligence: 2 **Willpower:** 6

Gear: Demonic Claw, Argent Blast, Demon Hide

Special Ability (Teleport): As a full-round action, the prowler can teleport to any location it knows of within 30 squares. Upon arrival, it automatically gains the Hidden condition until the end of its next turn.

Special Ability (Nightstalker): The prowler can move at full speed while hidden without breaking the condition. They continue to remain hidden even if they are moving in plain sight or are adjacent to an enemy. Attacking an enemy does still reveal them, however.

Special Ability (Unnatural Sight): The prowler has supernatural vision that allows it to see through any surface and detect any foe. They can see through walls and automatically sense hidden and cloaked enemies within 30 squares. They do not suffer the accuracy penalty for attacking hidden or cloaked enemies.

Special Ability (Crawler): The prowler can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, prowlers deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Cursed Prowler

Level 26 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 270	Healing Threshold: 10	Damage Threshold: 36
Defense: 45	Toughness: 41	Resolve: 40
Speed: 12	Shift Speed: 3	Morale Bonus: +11
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 17		

-Demonic Claws 1d20+19 accuracy, 42 damage, +8 strikes maximum; *Special Traits:* Penetration 17, Blood Curse (see below), Poison (DC 36 or 52 poison damage)

-Demonic Claws w/ Sneak Attack 1d20+19 accuracy, 62 damage, +8 strikes maximum; *Special Traits:* Penetration 17, Rending 5, Blood Curse (see below), Poison (DC 34 or 52 poison damage)

-Argent Blast 1d20+20 accuracy, 43 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 25, Energy Damage, Blood Spell (10 bleed, hailfire 1 and 20 bleed against cursed targets)

Skills: Acrobatics 11, Athletics 11, Defensive Training 11, Durability 10, Endurance 10, Melee 11, Mental Training 10, Perception 11, Ranged 11, Stealth 11, Survival 11, Tactics 10

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee, ranged), Hardened Survivalist, Penetration V, Swift Strikes III, Sneak Attack V, Stalker, Survival Instincts, Resistant V, Resolute II, Resilience, Unstoppable Movement, Weapon Mastery (melee II, ranged II), Wrestling Combatant

Strength: 12 **Instinct:** 10 **Agility:** 12 **Fortitude:** 10

Intelligence: 6 **Willpower:** 12

Gear: Demonic Claw, Argent Blast, Demon Hide

Special Ability (Blood Curse): Upon hitting an enemy with a claw attack, the prowler can inflict a special blood curse upon them. This will cause the target to wither away over time as their bodies succumb to the killing curse. This curse gives the target the Tormented, Slowed, and Melting conditions. The user cannot perform shift or evade actions or use abilities that allow a shift, such as night sentinel boot dashes. These conditions can only be removed by killing the cursed prowler or by the prowler being more than 100 squares away from the target. The prowler can have multiple enemies afflicted by the curse at one time.

Special Ability (Poison Strikes): The cursed prowler's melee attacks inflict poison on their victims. Anyone who takes damage from their attacks must make a DC 36 endurance check or suffer 52 poison damage.

Special Ability (Blood Spell): The cursed prowler's argent blast attack has a blood hex woven in with it. If it hits a target, it deals 10 bleed. If it hits a target who is under a blood curse, it gains Hailfire (1) and inflicts 20 bleed instead.

Special Ability (Teleport): As a full-round action, the prowler can teleport to any location it knows of within 30 squares. Upon arrival, it automatically gains the Hidden condition until the end of its next turn.

Special Ability (Nightstalker): The prowler can move at full speed while hidden without breaking the condition. They continue to remain hidden even if they are moving in plain sight or are adjacent to an enemy. Attacking an enemy does still reveal them, however.

Special Ability (Dark Ritual): Once per 3 rounds, the cursed prowler can enact a dark ritual as a full-round action. When they do, all targets they have a blood curse applied to suffer 25 piercing damage, and the prowler heals 25 hit points per target. This dark ritual does not break the hidden condition.

Special Ability (Unnatural Sight): The prowler has supernatural vision that allows it to see through any surface and detect any foe. They can see through walls and automatically sense hidden and cloaked enemies within 30 squares. They do not suffer the accuracy penalty for attacking hidden or cloaked enemies.

Special Ability (Crawler): The prowler can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, prowlers deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Prowler (left)

~Cursed Prowler (right)

Prowler Swarms

Prowler swarms are rare, and usually come in the form of a group hunting party. They gain some additional rules while fighting in a swarm.

- A prowler swarm does not gain the Hidden condition when teleporting: there are too many to hide successfully. However, members of a swarm are constantly teleporting in and out, making countering a swarm difficult. All attacks against a prowler swarm gain disadvantage, while prowler swarms count their targets as flat-footed as long as they are within 6 squares.
- Prowler swarms gain +2 damage per attack overage with their attacks.
- Prowler swarms count as 1 threat level higher than normal for their swarm type

Spirit Description

Spirits are the death essence of summoner demons, whose hate and power allowed them to keep living after their death. While bereft of the ability to harm their enemies, spirits still possess a connection to the essence of other Hell minions. They can insert their soul into the body of a demon, making it twice as powerful and nearly impossible to destroy.

Tactics

Spirits spend most of their time already possessing another demon. This demon will be recognizable because of the blue, ethereal glow about it. As it enters battle, the possessed creature will also be recognizable for its incredible speed and hardness. Being possessed by a spirit causes the creature to act twice a turn, once on its initiative, and once on the spirit's. In the meantime, it possesses even greater enhanced speed with Swiftess Boost, 50 protection points, and immunity to wounds and conditions. They will require excessive force to take down.

Once the possessed demon is killed, the spirit emerges. Its only goal is to find another creature to possess and begin the process over again. However, possession requires two-full rounds and a short leash, giving heroes a chance to kill the spirit. Even that is difficult, as the spirit has a high defense, and an immunity to non-energy weapons. Concentrated plasma fire can eliminate a spirit quickly and should be kept handy when these demons are present.

Spirit

Level 15 Medium-sized Non-heroic Demon, High Threat

Hit Points: 183	Healing Threshold: NA	Damage Threshold: NA
Defense: 33	Toughness: 27	Resolve: 30
Speed: 8 fly	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 11		

Skills: Acrobatics 6, Athletics 4, Defensive Training 7, Durability 7, Melee 6, Mental Training 7, Perception 6, Ranged 7, Stealth 6, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Combat Reflexes, Defensive Fighting, Dodge II, Hardened Survivalist

Strength: 5 **Instinct:** 6 **Agility:** 9 **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Demon Hide

Special Ability (Possess Demons): Spirits can possess willing allied demons, granting them great power and resilience. To possess a demon, the demon must be within 6 squares and line of sight of the spirit, and the spirit spends 2 full-round actions channeling to merge their essence with the target demon. After those two rounds are finished, the spirit disappears and merges with the demon, granting them great power. While possessing a demon, the spirit cannot be attacked or harmed.

The possessed demon gains great power while possessed, gaining the following traits:

- The possessed demon is covered with shimmering blue, spectral energy, making it easy to recognize as possessed. It also cannot gain the hidden or cloaked traits.
- The possessed demon gets to act on both its and the spirit's initiatives, essentially going twice per turn. Its effects that are based on turns occur on each turn.
- On each of the spirit's turns, the possessed creature gains 50 protection points and 1 morale level
- The possessed creature gains Swiftess Boost (5). This equals +5 defense, +2 move speed, and +2 strikes with all attacks.
- The possessed creature is immune to crippling wounds and all adverse conditions.

If the possessed creature is killed, the spirit emerges from the demon within 3 squares and line of sight of the previously possessed creature. On its turn, it can try to possess another creature over two rounds, giving a short window to kill the spirit.

Special Ability (Incorporeal): The spirit is an incorporeal being that lacks a physical body. As such, it cannot attack or interact with its surroundings. It moves through walls and terrain as if it were not there. It cannot be affected by any conditions, be healed, or suffer crippling wounds. Weapons without the energy damage or plasma traits deal no damage and simply pass through the spirit. Weapons with energy damage also only deal ½ damage to a spirit. The only weapons to deal full damage to a spectre are those with the plasma trait.

Special Ability (Flight): The spirit can fly at its normal land movement speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, summoners deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Spirit (top)

~Tyrant possessed by a Spirit (below)

Stone Imp Description

Imps that fall too many times on the battlefield are thrown into the volcanic pits of Hell. While they endure incredible suffering, they become empowered by argent-empowered molten slag, and emerge more powerful with a skin of hardened stone. Stone imps are faster and stronger than normal imps, while also possessing incredible resilience. Stone imps are utilized as elite forces to stop the greatest enemies of Hell, one last chance to prove their worth.

Tactics

Like normal imps, stone imps attack in small groups and bombard foes with their fire ball attacks. If they are at close or medium range of their enemies, they will use their morale to activate Hellfire Infusion to empower themselves. Hellfire infusion gives them more penetration at range, the ability to burn melee attackers, and use their devastating Hellfire Charge attack. They will usually use their Hellfire Charge as soon as they are able, to quickly engage their foes while doing considerable damage and staggering them. Afterwards, they back away and resume hitting their foes with fireballs.

Stone imps can be difficult to deal with because of their defenses. In addition to possessing high defense scores and fast speeds, their stone hide makes them incredibly resilient for a medium threat enemy. Careful tactics are required to be able to take down stone imps in a timely manner, such as making flanking attacks and using weapons such as shotguns and chainguns.

Stone Imp

Level 21 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 155	Healing Threshold: 10	Damage Threshold: 33
Defense: 41	Toughness: 34	Resolve: 42
Speed: 11	Shift Speed: 3	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 50 (see Stone Hide)		

-Demonic Claws 1d20+16 accuracy, 37 damage, +7 strikes maximum; *Special Traits:* Penetration 15, Rending 4

-Fire Ball 1d20+18 accuracy, 40 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 18, Energy Damage

Skills: Acrobatics 9, Athletics 9, Defensive Training 9, Durability 7, Endurance 8, Melee 9, Mental Training 7, Perception 8, Ranged 9, Stealth 9

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge II, Mobile Attacker II, Penetration IV, Resilience, Resolute, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 8 **Instinct:** 7 **Agility:** 11 **Fortitude:** 10

Intelligence: 3 **Willpower:** 8

Gear: Demonic Claw, Fire Ball, Stone Imp Hide

Special Ability (Hellfire Infusion): As a move action, the stone imp can spend a morale to infuse its form with hellfire, glowing with infernal light. This effect lasts for 3 rounds or until the imp uses Hellfire Charge. While glowing, its fire ball attack gains +20 penetration. Meanwhile, any enemy that successful hits the infused imp with a melee attack suffers automatic 40 energy damage (pen 20).

Special Ability (Hellfire Charge): As a full-round action while the stone imp has Hellfire Infusion active, they can launch themselves like a spinning meteor of hellfire at a single target. The target must be at least 5 squares away and no more than 30 squares away. The imp flies as part of this charge, so can go over terrain and elevation, but must move in a straight line. They make a +25 attack against the target's defense and toughness. If they hit defense, the target takes a hit of 60 damage (0 penetration) and a hit of 40 energy damage (pen 20). If the attack hits toughness, the target is staggered for 1 round and the imp can make a free shift action after striking. Otherwise, the imp's turn ends adjacent to the target. After using this ability, the stone imp's hellfire infusion ends.

Special Ability (Crawler): The stone imp can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Stone Hide): The stone imp has a skin that is a naturally hard stone. Only heavy concentrated fire will seriously damage a stone imp. Against most attacks, the stone imp has a damage resistance of 50. However, the armor can be breached with significant vibratory force. If the attack deals normal physical damage, their damage resistance is reduced by 10 for each

hailfire they possess. Thus, if an attack has hailfire 3, they only have 20 damage resistance against the attack. This benefit does not apply to attacks that do energy or acid damage.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, imps deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Stone Imp Swarms

- Stone imps will sometimes form groups, but there are generally not enough of them to make larger swarms.
- As swarms do not have morale, the imp swarm spends a full-round action to generate Hellfire Infusion instead
- In a group, the energy damage from Hellfire Infusion and Hell Charge increase to 80. The Hellfire Charge increases to 80 base damage and the swarm hits all targets it is adjacent to at the end of the charge. The charge deals stunned rather than staggered.
- Stone imp swarms suffer half damage from all attacks, determined after damage resistance and hailfire.

Summoner Description

Summoners are cunning demons that can tear open hell rifts and summon demonic minions to their side. These craven demons dislike direct fights and prefer their minions fight for them. Summoners possess advanced psionic and mystic abilities beyond their ability to summon allies and can fire waves of argent energy as well as dissipate into energy. It makes them difficult creatures to contain or catch.

Tactics

Summoners try to remain more than 6 squares away from their foes. If a powerful foe gets within that range, they will shift into energy form and fly to somewhere where they have more space. When they are not threatened, will use their blinding speed to summon numerous enemies. Most commonly, they spend the actions to summon a hell knight and a group of imps. The next round, they will summon their lost soul minions and bombard foes with rapid fire hellfire wave attacks.

Bobbing and weaving is important for the summoner when they are anticipating attacks against them. If they evade, they can use their Energy Form ability to dissipate into matter and fly away, renewing their attack from another position.

Summoner

Level 15 Medium-sized Heroic Demon, High Threat

Hit Points: 183	Healing Threshold: 8	Damage Threshold: 31
Defense: 33	Toughness: 27	Resolve: 30
Speed: 8 fly	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 11		

-**Demonic Claws** 1d20+11 accuracy, 24 damage, +5 strikes maximum; *Special Traits:* Penetration 9

-**Hellfire Wave** 1d20+14 accuracy, 44 damage, 1 strike maximum; *Special Traits:* Penetration 12, Line 10

Skills: Acrobatics 6, Athletics 4, Defensive Training 7, Durability 7, Melee 6, Mental Training 7, Perception 6, Ranged 7, Stealth 6, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Combat Reflexes, Defensive Fighting, Dodge II, Hardened Survivalist, Swift Strikes, Weapon Mastery (ranged)

Strength: 5 **Instinct:** 6 **Agility:** 9 **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Demonic Claw, Hellfire Wave, Demon Hide

Special Ability (Blinding Speed): The summoner can make two standard actions every turn. This does not stack with the Hell Power Surge condition.

Special Ability (Summoning): As a standard action, the summoner can call demons from the reaches of hell to aid it in combat. The demons appear at any locations the summoner can see within short range. All summoned demons act at the end of the summoner's turn. These demons have a weak connection to the physical realm and only last 3 rounds before being dragged back into the hell pit they came from. Summoned demons are not worth any experience points; they are considered part of the experience rewards of the summoner. Whenever the summoner calls demons, they chose one group from the following list. They can have multiple groups summoned, but only one of each group can be summoned. When the group is killed or dragged back, they can resummon that group. Thus, if they summon a hell knight, they cannot summon another hell knight until it is removed.

Group 1: 1 group of imps

Group 2: 6 lost souls

Group 3: 1 hell knight

Special Ability (Energy Form): The summoner gains +10 to acrobatics checks to evade. When the summoner successful evades from an attack, instead of shifting it can transform into energy. While in energy form, it cannot attack or be attacked. It manifests as a stream of crimson, bloodlike energy. It can also transform into energy as a standard action. While in energy form, it moves at double its normal flight speed. It can exit energy form as a move action.

Special Ability (Flight): The summoner can fly at its normal land movement speed.

Special Ability (Possession): When the summoner reduces a mortal to 0 hit points with a hellfire wave attack, they must make a DC 23 Endurance test. If they succeed, they roll for disfigurement as normal. If they fail, they instantly die and transform into an undead Possessed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, summoners deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Tyrant Description

Tyrants are a form of demon lord, assigned the brutal task of being the jailors of souls sent to Hell. These massive, powerful demons are formidable figures and overlords of lesser demons, ensuring that the hordes of demons behave, and the process of soul extraction continues uninhibited. Tyrants rarely come into the mortal realms, except for the largest and grandest demon incursions. When they do, they bring apocalyptic death and destruction with them as they lead legions into battle.

Tactics

Tyrants are one of the most singular dangerous demons. They possess the ability to perform multiple powerful weapon attacks. Their favorite is to attack from afar with a Hell Destroyer Cannon attack followed by a Hell Missile Salvo. This is their primary action, standing in the back and bombarding their enemy with overwhelming firepower. If they are approached, they instead use a combination of the Demonic Claw and Flame Blade attacks, but this is only done against particularly dangerous or numerous melee combatants. More often, they continue to use their ranged attacks while they active a stomp attack as a minor action against their attacker.

If the tyrant needs to, they will activate their missile bombardment ability, hitting every target within 20 squares with a missile attack. This has lower damage and costs more actions, but it has higher accuracy. Therefore, it is used against enemies difficult to hit, are rooted in cover, or are incredibly numerous. It has the risk that it will damage allies as well.

What makes the tyrant so deadly is its unparalleled survivability. In addition to high hit points and resistance, it heals every time anything, friend or foe, dies near it. In addition, it gains healing and stacks of soul infusion when something dies, which gives it a chance to resurrect upon death. It is to the tyrant's advantage, then, that despite their power, they are rarely found alone. They usually have a host of weaker minions around to distract enemies and for the tyrant to feed upon their souls. Fear of the tyrant also empowers even weaker minions, giving them morale bonus that allows them to punch above their weight class.

Tyrant

Level 25 Gargantuan-sized Heroic Demon, Formidable Threat

Hit Points: 1,133	Healing Threshold: 13	Damage Threshold: 111
Defense: 25	Toughness: 79	Resolve: 39
Speed: 13	Shift Speed: 2	Morale Bonus: +10
Space: 4 by 4 squares	Reach: 5 squares	Initiative: +11
Damage Resistance: 56		

-Demonic Claws 1d20+35 accuracy, 68 damage, +4 strikes maximum; *Special Traits:* Penetration 17, Cleaving 1

-Flame Blade 1d20+36 accuracy, 94 damage, +2 strike maximum; *Special Traits:* Penetration 27, Flames, Cleaving 1

-Stomp 1d20+34 accuracy, 77 damage, 1 strike maximum; *Special Traits:* Penetration 27, Cleaving 1

-Hell Destroyer Cannon 1d20+39 accuracy, 114 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 45, Energy Damage

-Hell Missile Salvo 1d20+31 accuracy, 59 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 25, Burst 4, Hailfire 2, Rocket

-Hell Missile Bombardment 1d20+41 accuracy, 59 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 25, Hailfire 1, Delay

Skills: Acrobatics 4, Athletics 11, Defensive Training 11, Durability 11, Endurance 11, Leadership 11, Lore 11, Melee 11, Mental Training 11, Perception 11, Ranged 11, Stealth 4, Survival 11, Tactics 11

Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Cleave II, Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee, ranged), Dual-Weapon Skill, Far Shot, Hardened Survivalist, Mighty Blow V, Penetration V, Power Strike II, Resilience, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II, ranged II), Wrestling

Strength: 30 **Instinct:** 8 **Agility:** 6 **Fortitude:** 32

Intelligence: 6 **Willpower:** 10

Gear: Gargantuan-sized Demonic Claw, Gargantuan-sized Flame Blade, Hell Destroyer Cannon, Hell Missile Salvo, Demonic Plating

Special Ability (Warmonger): The tyrant is a juggernaut of combat. As a standard action on its turns, the tyrant can perform two different combination of weapon attacks with no penalty to accuracy. The first option is to make a Hell Destroyer Cannon

and Hell Missile Salvo attack with a single standard action. If it does this, the primary target of both attacks must be identical or within 3 squares of one another. Otherwise, it can perform both a Flame Blade or Demonic Claw attack in a single standard action against targets within reach.

Special Ability (Stomp): As a minor action once per round, the tyrant can try to stomp on a large-sized or smaller target. This attack profile is equivalent to a Gargantuan-sized Demonic Smash attack that can only be used as part of this action. This can be in addition to its Warmonger combo attacks.

Special Ability (Missile Bombardment): As a full-round action, the tyrant can use its missile attack to bombard the entire area with explosives. This effects every target, friend or foe but excluding the tyrant, within 20 squares of the tyrant. This use the tyrant's Hell Missile Salvo attack, but it gains +10 accuracy and the Delay weapon trait, but its hailfire is reduced to 1 and it loses the rocket trait. Because it attacks from above, it ignores cover, except for cover that is overhead. As normal, this attack deals half damage if it misses.

Special Ability (Jailor of Souls): When a mortal or demon is reduced to 0 hit points within 30 squares of the tyrant, the tyrant recovers 50 hit points and gains a point of soul infusion, which can be used for its Resurrection ability. This ability also occurs for every 100 hit points worth of damage a swarm-type enemy suffers within that range.

Special Ability (Resurrection): When the tyrant is reduced to 0 hit points, make a d20 check. Give +2 to this check for every point of soul infusion that the tyrant has gained from the Jailor of Souls trait. If the result is 16 or higher, the tyrant loses all its soul infusion points, and regains 500 hit points, avoiding death. The tyrant can only benefit from this trait twice per day.

Special Ability (Brutal Taskmaster): The tyrant is a brutal taskmaster to lesser demons, inspiring them to great fervor to avoid displeasing it. Every demon of high threat or lower within 30 squares of the tyrant gains a morale level at the start of each of their turn, has a maximum of 3 positive morale despite by demons, and gains +4 morale bonus.

Special Ability (Throw): The tyrant can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the tyrant wins, they lift the target and throw them at a location or another target within 30 squares. Upon hitting terrain, the target suffers 80 damage and is prone. If they throw the target at another enemy, they make a +20 ranged attack roll against the second target's defense. On a hit, both targets suffer 80 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, tyrants deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The tyrant gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).





Whiplash and Phantomcoil Description

The whiplash is a serpentine demon known for its great agility, slithering movements, and the lashes it hides within its forearms. These demons, many of which have been augmented by UAC engineers, are clever and lethal hunters that outmaneuver their foes in battle and rip them to pieces. Because they are so agile and difficult to hit, they used to tackle elite soldiers and break defensive lines. When not in battle, whiplashes are content wandering the demonic realms, preying on slower demons.

An even more dangerous strain of whiplash is the phantomcoil, also known as the whiplash spectre. Like the spectral pinky demons, phantomcoils are permanently invisible, making them even more slippery than their more common cousins. They are usually only found in the most nightmarish parts of Hell, and rarely travel to the material plane. However, many made their home on Urdak after that realm fell to the demons.

Tactics

A whiplash generally performs one of three actions on their turn. The first, when they are relatively close to their foe, is to perform action move strikes with their energy lashes. This is a high accuracy attack, that targets must make DC 30 perception checks or be flat-footed against. If the attack hits defense and toughness, which is likely due to their high accuracy, they can pull the targets towards them, pull themselves towards the target, or knock the target prone. Unless there is any specific advantage to moving up to the enemy or pulling them, they will usually knock the target down. Whiplashes constantly move around the battlefield, hitting and then escaping, and forcing the enemy to move towards them, allowing them to make opportunity attacks with their extremely long reach.

The second action type is the whiplash will double move to get into position, utilizing its slither ability to avoid attacks and hide behind cover while they advance. The final action is their long ranged attack, where they stay back and strike foes with persistent damage from their seeker waves.

The phantomcoil fights identically to the common whiplash, just possessing superior strength, speed, and skill. Its unnatural speed combined with its cloaking abilities makes it nearly impossible to hit with attacks, usually requiring a combination of detector actions and flanking in order to successfully land a blow upon. Even then, only the bravest, most coordinated heroes have a chance against a group of phantomcoils.

Whiplash

Level 22 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 247	Healing Threshold: 9	Damage Threshold: 33
Defense: 39	Toughness: 37	Resolve: 33
Speed: 11	Shift Speed: 3	Morale Bonus: +8
Space: 1 square	Reach: 6 square	Initiative: +8
Damage Resistance: 16		

-**Energy Lashes** 1d20+19 accuracy, 41 damage, +6 strikes maximum; *Special Traits:* Penetration 18, Rending 4, Reach 6

-**Energy Lashes w/ Sneak Attack** 1d20+19 accuracy, 53 damage, +6 strikes maximum; *Special Traits:* Penetration 18, Rending 7, Reach 6, Target is Flat-footed

-**Seeker Wave** Automatic Hit, 38 damage, medium range; *Special Traits:* Penetration 20, Energy Damage, DC 30 to Evade

Skills: Acrobatics 10, Athletics 10, Defensive Training 10, Durability 9, Endurance 7, Melee 10, Mental Training 8, Perception 8, Ranged 8, Stealth 8, Survival 10, Tactics 8

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Combat Reflexes, Combat Roll, Defensive Fighting, Dodge, Hardened Survivalist, Mobile Attacker III, Penetration IV, Resilience, Sneak Attack III, Stalker, Strafing Attack, Swift Strikes II, Unstoppable Movement, Weapon Mastery (Melee II)

Strength: 10 **Instinct:** 8 **Agility:** 10 **Fortitude:** 8

Intelligence: 3 **Willpower:** 8

Gear: Energy Lashes, Demon Hide

Special Ability (Seeker Wave): As a full-round action, the whiplash can release a seeker wave: a blast of argent energy that travels across the ground, seeking out a target. The whiplash can target an enemy within medium range with a seeker wave.

The wave automatically hits the target, but the attack can be evaded with a DC 30 acrobatics test. If you are able to evade out of your current square, you take no damage from the attack.

Special Ability (Slither): When the whiplash moves but does not perform an action move on its turn, it slithers across the ground. This causes it to count as being prone against ranged attacks, causing those attacks to suffer a -5 accuracy penalty. The whiplash cannot be knocked prone by enemy actions.

Special Ability (Sudden Strike): When the whiplash attacks a target, the target must first make a DC 30 perception check to see if they see the attack coming. If the target succeeds, it is a normal attack. If the target fails, they are flat-footed against the attack. This also allows the whiplash to use its sneak attack profile.

Special Ability (Long Reach): The whiplashes long whips give it a reach of 6. This allows it to perform melee attacks from a range and make opportunity attacks from those who provoke from a distance.

Special Ability (Push and Pull): If the whiplash hits a target's defense and toughness with an energy lash attack: after the attack it can perform one of the following effects: pull the target 3 squares towards them, instantly move themselves adjacent to the target, or knock the target prone.

Special Ability (Crawler): The whiplash can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Cybernetic Augmentation): The whiplash has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the whiplash +50 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, whiplashes deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Phantomcoil Whiplash

Level 30 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 309	Healing Threshold: 10	Damage Threshold: 37
Defense: 50	Toughness: 44	Resolve: 38
Speed: 11	Shift Speed: 3	Morale Bonus: +10
Space: 1 square	Reach: 6 square	Initiative: +10
Damage Resistance: 17		

-**Energy Lashes** 1d20+24 accuracy, 49 damage, +8 strikes maximum; *Special Traits:* Penetration 23, Rending 6, Reach 6

-**Energy Lashes w/ Sneak Attack** 1d20+24 accuracy, 69 damage, +8 strikes maximum; *Special Traits:* Penetration 23, Rending 11, Reach 6, Target is Flat-footed

-**Seeker Wave** Automatic Hit, 67 damage, medium range; *Special Traits:* Penetration 20, Energy Damage, DC 30 to Evade

Skills: Acrobatics 12, Athletics 12, Defensive Training 12, Durability 11, Endurance 9, Melee 12, Mental Training 10, Perception 10, Ranged 10, Stealth 12, Survival 12, Tactics 10

Talents: Awesome Abilities (strength agility, fortitude), Brutality III, Combat Reflexes, Combat Roll, Defensive Fighting III, Devastating Cripple (melee II), Dodge II, Hardened Survivalist, Mobile Attacker III, Penetration V, Resilience, Sneak Attack V, Stalker, Strafing Attack, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee III)

Strength: 12 **Instinct:** 10 **Agility:** 12 **Fortitude:** 10

Intelligence: 5 **Willpower:** 8

Gear: Energy Lashes, Demon Hide

Special Ability (Seeker Wave): As a full-round action, the phantomcoil can release a seeker wave: a blast of argent energy that travels across the ground, seeking out a target. The phantomcoil can target an enemy within medium range with a seeker wave. The wave automatically hits the target, but the attack can be evaded with a DC 35 acrobatics test. If you are able to evade out of your current square, you take no damage from the attack.

Special Ability (Invisible Hunter): The phantomcoil always benefits from the Cloaked condition. Even if revealed by detector actions, it is hidden again at the start of its next turn.

Special Ability (Slither): When the phantomcoil moves but does not perform an action move on its turn, it slithers across the ground. This causes it to count as being prone against ranged attacks, causing those attacks to suffer a -5 accuracy penalty. The phantomcoil cannot be knocked prone by enemy actions.

Special Ability (Sudden Strike): When the phantomcoil attacks a target, the target must first make a DC 30 perception check to see if they see the attack coming. If the target succeeds, it is a normal attack. If the target fails, they are flat-footed against the attack. This also allows the phantomcoil to use its sneak attack profile.

Special Ability (Long Reach): The phantomcoils long whips give it a reach of 6. This allows it to perform melee attacks from a range and make opportunity attacks from those who provoke from a distance.

Special Ability (Push and Pull): If the phantomcoil hits a target's defense and toughness with an energy lash attack: after the attack it can perform one of the following effects: pull the target 3 squares towards them, instantly move themselves adjacent to the target, or knock the target prone.

Special Ability (Crawler): The phantomcoil can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Cybernetic Augmentation): The phantomcoil has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the phantomcoil +50 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, phantomcoils deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Whiplash Swarms

Whiplashes will form groups in very rare instances.

- Whiplash swarms lose the slither and sudden strike abilities. Instead, their elusive movements mean all attacks against a whiplash swarm gain disadvantage, while whiplash swarms always count their targets as flat-footed.
- The melee attack of a whiplash swarm gains Cleaving (3).
- Seeker waves gain an additional +20 damage and the DC to avoid them increases to 40.
- Whiplash swarms count as 1 threat level higher than normal for their swarm type

Primordial Demons

Primordial demons are dark, shadowy demons that are based on enemies unique to the Doom 3 video game. As such, they are not cannon to the Doom Slayer's story. However, they are viable entities that could potentially exist in a Doom RPG campaign and remain additional options as enemies for your players to fight. Due to the horror setting of Doom 3, many primordial demons rely on ambush or terror techniques in battle.

Bruiser Description

A bruiser is a powerful demon that has undergone significant cybernetic modification. It is possible it was once born of a very different type of demon, such as a Hell Knight, but is now quite different. The bruiser possesses arm cannons filled with Hell energies, robotic legs and grafts, and possesses an artificially attached television screen that replaces its mouth. Bruisers are known for the corrupting effects they have on machines, as they can spread their demonic-machine cursed essence onto mortal technology. The cybrid demon virus that they possess can allow demons to possess machines and turn them against their owners. For this reason, bruisers are unleashed from Hell when the technologies of mankind need to be turned against their former masters.

Tactics

A bruiser is a tough combatant that can destroy enemies with its mighty hell cannons. These cannons, fired separately or together, can quickly turn enemies into ash smears. If foes survive long ranged bombardments and close in, the Bruiser will emit a Binary Shriek from its monitor-like face. This shriek has a high chance to deafen and stun its enemies, making them vulnerable to future hell cannon attacks. To make sure enemies are subject to its shriek, the bruiser constantly closes in on its foes rather than keep its distance with the cannons.

Against vehicles and machines, the bruiser is even more dangerous. It can use its cannons or its shriek to deal EMP damage against constructs, which they have no resistance against. Furthermore, as it deals wounds to the machine, it also grants corruption points. A corrupted vehicle rebels against its user, becoming ineffective. Eventually, after it achieves 5 corruption points, the vehicle is fully dominated with demonic computer viruses and becomes a slave machine to the demons. Facing a bruiser with a vehicle is thus very dangerous, as it can turn the tools used to kill it to its own side.

The bruiser's Endure Punishment allows it to strengthen itself whenever it suffers injury, which can make a long fight even longer. With this, and its high damage resistance, it is best to use heavy weaponry and explosives against it.

Bruiser

Level 21 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 412	Healing Threshold: 13	Damage Threshold: 51
Defense: 27	Toughness: 49	Resolve: 34
Speed: 8	Shift Speed: 1	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +9
Damage Resistance: 44		

-**Demonic Smash** 1d20+19 accuracy, 74 damage, +1 strike maximum; *Special Traits:* Penetration 20

-**Hell Cannon** 1d20+22 accuracy, 72 damage, 1 strike maximum, long range; *Special Traits:* Penetration 34, Energy Damage

-**Hell Cannon w/ Dual-wielding** 1d20+17 accuracy x2, 72 damage, 1 strike maximum, long range; *Special Traits:* Penetration 34, Energy Damage

Skills: Athletics 6, Computers 6, Defensive Training 8, Durability 9, Endurance 8, Melee 9, Mental Training 9, Perception 6, Ranged 9, Science 6, Tactics 9

Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged), Dual-Weapon Skill, Penetration V, Resilience, Resistant V, Weapon Mastery (melee II, ranged II)

Strength: 16 **Instinct:** 6 **Agility:** 6 **Fortitude:** 16

Intelligence: 5 **Willpower:** 8

Gear: Large-sized Demonic Smash, Large-sized Hell Cannon x2, Demonic Plating

Special Ability (Binary Shriek): As a move action, the bruiser can emit a focused electronic shriek in a cone in front of it. This ability effects a Cone (9). Any living creature within the area must make a DC 29 Endurance check or be Stunned for 2 rounds and deafened for 5 rounds. Deaf targets are immune to the Binary Shriek ability until the deafness wears off. Constructs within the area are not affected by the shriek, but instead suffer a +13 attack versus them. If they are hit, they suffer 40 EMP damage, or half that much damage on a missed attack.

Special Ability (Pulse Cannons): When firing their hell cannon, the bruiser can choose for the attack to deal EMP damage instead of energy damage. They must decide this before they fire.

Special Ability (Cybrid Demon Virus): If the bruiser deals a crippling wound to a construct with an EMP attack, they can forgo dealing a crippling wound point to instead deal 1 corruption point to the machine. A corrupted construct suffers a penalty to all attacks and defenses equal to corruption points and pilots trying to control a corrupted vehicle suffer a -5 penalty to pilot checks for every corruption point. In the meantime, the construct's electronics are haywire, producing strange sounds, lights, and horrific symbols. If a construct gains 5 corruption points, it becomes a demonic engine and fights for the forces of hell. It no longer responds to its pilot and does everything it can to slay them.

Special Ability (Endure Punishment): When the bruiser takes hit point damage from an attack, it gains 30 protection points. It does not gain these protection points when it loses protection point damage, only suffers true loss of hit points. This occurs every time the bruiser loses hit points.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, bruisers deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Technological Disguise): The bruiser can transform to look exactly like a computer or monitor of medium or large size. It cannot perform any actions in this form but retains all senses. It takes a DC 35 perception or computers check to realize there is something amiss about the device, but it does not reveal it is a monster. If someone stands adjacent to the transformed bruiser or tries to operate its technological form, it can instantly transform into its normal form and make an instant attack with advantage as part of a surprise round. Any character who witnesses the transformation loses 2 morale after the bruiser's surprise round.

Special Ability (Cybernetic Grafts): The bruiser has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Cherub Description

Cherubs are small, predator demons with a quite disturbing appearance. They have the wings, legs, and claws of a fly with the torso and head of a human baby. Cherubs are created as the result of human fears echoing in Hell to create such a disturbing creature. These demons live to severe and cut apart mortal creatures with razor sharp limbs and feed upon them. They are often found in the company of mancubus, as something about those grotesque demons seems to attract cherubs around them like scavengers following in the wake of a predator. Cherubs are usually found in small groups of 4-8, often with other demons nearby. Their presence is easily recognized by sound, as they emit a babbling sound like a human baby when on the hunt.

Tactics

Cherubs babble incessantly as their pack closes in on their prey. With innocent eyes they look at their victims and lunge forward to rip them apart with their tearing claws. Cherubs have very refined claws that can easily tear through armor, making them easy to underestimate. These soulless creatures fight like a pack of animals, demonstrating no intelligence or higher thought. They use their lunge actions whenever possible.

Most humans are unwilling to put the gun to a creature that looks like a defenseless baby. Because of their unnerving terror trait, any human attacking a cherub must make a willpower check to successfully attack a cherub. Once the cherub begins cutting into their victim, however, will to survive kicks in and this check becomes much easier.

Cherub

Level 14 Small-sized Non-heroic Demon, Low Threat

Hit Points: 67	Healing Threshold: 7	Damage Threshold: 21
Defense: 29	Toughness: 21	Resolve: 24
Speed: 5	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 8		

-Demonic Claw 1d20+11 accuracy, 31 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Rending 8

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 5, Endurance 5, Melee 7, Mental Training 4, Perception 4, Stealth 6

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Devastating Cripple (melee), Power Strike, Weapon Mastery (melee)

Strength: 4 **Instinct:** 4 **Agility:** 4 **Fortitude:** 4

Intelligence: 1 **Willpower:** 6

Gear: Small-sized Demonic Claws, Demonic Hide

Special Ability (Lunge): As a full-round action, the cherub can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Shredding): The cherub's claws are sharp and brutal. Their claw attack gains +8 penetration and rending and +2 power ratings of damage.

Special Ability (Unnerving Terror): Any creature that ends its turn within 3 squares to a cherub loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, cherubs deal 1 negative morale level for every crippling wound point they deal to a target. Finally, attacking a cherub is so unnerving for humans that it requires making a DC 12 willpower check. The creature gains +4 to the check if the cherub attacked them in the past turn. Non-humans or characters with the Jaded, Cynic, or Emotionless talents can attack the cherub without penalty.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Cherub Swarms

Cherubs will occasionally form small swarms, groups, in ravenous hunting squads.

- Cherub swarms gain +2 damage per attack overage and gain +4 penetration (+8 penetration for hordes, +12 for legions)
- The willpower check of Unnerving Terror gains +4 DC for groups, +8 DC for hordes, and +12 DC for legions
- The range of Unnerving Terror's morale loss extends to 15 squares for a swarm, and causes 2 lost morale.



~Cherub Demon (left)



~Forgotten Soul (right)

Forgotten Souls Description

Forgotten souls are freshly harvest mortal souls. They are ripped directly from a mortal's body instead of being harvested as normal. Resembling the undead, burning heads of their previous selves, these poor tormented creatures only live to unleash their suffering on the living.

Tactics

Forgotten souls gather in groups and attempt to surround and overwhelm their prey. They maneuver to charge at their foes, gaining improved accuracy and damage based on the charge distance. This makes them more likely to set their targets on fire. The burning condition of the forgotten soul is weak, only dealing 15 damage versus the normal 30. If they are missed by an attack, they use their Reactive ability to shift away, then set up on their next turn for another charge. While they can be difficult to hit, most attacks will kill a forgotten soul instantly, as it dies when suffering a wound.

Forgotten Soul

Level 3 Tiny-sized Non-heroic Demon, Low Threat

Hit Points: 31	Healing Threshold: 6	Damage Threshold: 14
Defense: 23	Toughness: 7	Resolve: 12
Speed: 4 (fly)	Shift Speed: 1	Morale Bonus: +0
Space: 0 squares	Reach: 1 square	Initiative: +2
Damage Resistance: 1		

-Demonic Bite 1d20+5 accuracy, 12 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Flames (15 damage)

Skills: Defensive Training 3, Durability 3, Melee 3, Perception 3, Stealth 3

Talents: Awesome Abilities (strength agility, fortitude)

Strength: 1 **Instinct:** 2 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 1

Gear: Demonic Bite

Special Ability (Flying Charge): When the forgotten soul charges a target, instead of the normal benefit it gains +1 accuracy and +1 damage for each square it moves as part of the charge.

Special Ability (Burning Soul): A forgotten soul is burning with infernal energy. Their bite attack does not deal poison, but instead has the Flames trait. However, being set on fire by a forgotten soul only deals 15 damage per round, instead of 30.

Special Ability (Reactive): When a forgotten soul is missed by a melee or ranged attack it can instantly shift 1 square. It can do this once per round.

Special Ability (Limited Physiology): When a forgotten soul suffers a crippling wound, it is instantly destroyed. Do not keep track of wounds against a lost soul.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, forgotten souls deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Forgotten Soul Swarms

After a mass reaping of fresh souls, entire hosts of dozens or hundreds of forgotten souls can form.

- Forgotten soul swarms have half as many hit points as normal for a swarm of their size (replacing Limited Physiology)
- The flying charge of a forgotten soul gains +2 accuracy and damage per square moved (+3 for hordes, +5 for legions)



~Maggot

Maggot Swarms

A ravenous swarm of maggot demons can be a horrifying sight on the horizon.

-A maggot's tongue poison gains +24 damage and +12 DC while in groups, doubling for hordes, tripling for legions. In addition, targets must check against the poison for every 5 attack overages the maggot swarm succeeds. Thus, if hit by a swarm with 15 overages, the target must make 3 endurance checks against the poison, suffering the improved poison damage for each failure.

-When a maggot swarm would make an attack via its Staggering Step trait, it attacks all targets within reach instead of just one. A maggot swarm can use Staggering Step any number of times per turn.

Maggot Description

Maggots are bestial, lesser demons that roam Hell in small packs. When they detect a Hell rift open, they cross over like a pack of hyenas looking for scavenged meat. Being dimwitted creatures, they follow no instructions or instincts other than their desire to eat and torture. They are cruel creatures that prefer to feast on their victims over a long period of time. Being such a low strain of demon, they are in turn feasted upon by many other denizens of Hell. As their native biome is the fetid pools and blood marshes of Hell, they often congregate in sewers, waste tunnels, and radioactive pits during invasions.

Tactics

Maggots are frail, but they are incredibly quick, and their unpredictable movements make them difficult to hit. They advance on the nearest foe as a mob and try to surround them. They use Lunge to close the final distance with their enemies. They make full use of their Staggering Step power to gain bonus attacks and move actions whenever they avoid a direct attack against them. Once engaged, they fearlessly make their full number of strikes until they or their foe is dead. A maggot gains a free Grotesque Tongue attack, dealing possible poison damage, whenever they gain max overages on claw attack. Once their foe is defeated, they often drag them back to their nest to feed on them at their leisure.

Maggot

Level 4 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 65	Healing Threshold: 6	Damage Threshold: 24
Defense: 23	Toughness: 20	Resolve: 13
Speed: 7	Shift Speed: 2	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 9		

-**Demonic Claws** 1d20+5 accuracy, 21 damage, +3 strikes maximum; *Special Traits:* Penetration 5

-**Grotesque Tongue** 1d20+7 accuracy, 1 strike maximum; *Special Traits:* Corrosion, Devil's Taint (DC 16 Endurance or 16 poison damage)

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 3, Endurance 2, Melee 4, Perception 4, Stealth 2

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting

Strength: 5 **Instinct:** 4 **Agility:** 6 **Fortitude:** 5

Intelligence: 1 **Willpower:** 2

Gear: Demonic Claw, Demon Hide

Special Ability (Grotesque Tongue): If a maggot scores at least 5 attack overages on a demonic claw attack, it can follow up with an attack with its grotesque tongue. If the attack hits defense, the target must immediately make a DC 16 endurance check or suffer 16 poison damage. In addition, if the tongue attack hits defense and toughness, the target gains the Melting condition as per the Corrosion weapon trait.

Special Ability (Lunge): As a full-round action, the maggot can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Staggering Step): If a non-area attack that targets the maggot misses, it can either make an immediate shift action or a full-standard action attack against one adjacent target, potentially following up with a tongue attack. It can do this a number of times per round equal to $\frac{1}{2}$ its agility (normally 3).

Special Ability (Crawler): The maggot can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, maggots deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Pit Beast Description

Pit beasts are gruesome, vicious beasts from the depths of Hell. Outfitted with cybernetic implants to help them move, they are used as tracking hounds by cultist forces. Pit beasts roam through the depths of underground tunnels and installations looking for survivors fleeing the Hell invasion, so they can viciously dismember and destroy them. These dull-witted beasts are drawn to blood, especially that within live bodies, so they gorge their teeth on the flesh and taste the ripe fluids to temporarily sate their hunger.

Tactics

Pit beasts are direct combatants that move directly towards their quarry, charging with their bite attack if possible. Once they are engaged, they either maul a single foe with their bite or, if they are being overwhelmed, attack multiple foes with sweeping claw cleaving attacks. Once engaged, they fight without mercy or hesitation until dead.

Pit beasts usually begin encounters with their howl ability, disheartening their foes, before the attacks begin to exchange. If they are taking attacks immediately as soon as the fight starts, then they will forgo the howl and charge the nearest or most threatening foe. Remember that pit beasts are uncanny hunters up close, but are completely unable to detect foes that are further away. They will often flee if being attacked by a foe they cannot or do not know how to reach.

Pit Beast

Level 5 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 240	Healing Threshold: 10	Damage Threshold: 34
Defense: 17	Toughness: 38	Resolve: 16
Speed: 8	Shift Speed: 2	Morale Bonus: +2
Space: 2 by 2 squares	Reach: 2 square	Initiative: +1
Damage Resistance: 18		

-**Demonic Claws** 1d20+9 accuracy, 33 damage, +3 strikes maximum; *Special Traits:* Penetration 5, Cleaving 1

-**Demonic Bite** 1d20+15 accuracy, 38 damage, 1 strike maximum; *Special Traits:* Penetration 5, Rending 2, Devil's Taint (DC 13 Endurance or 10 poison damage), Stagger 1 round after hitting toughness

Skills: Athletics 4, Defensive Training 2, Durability 4, Endurance 4, Melee 4, Mental Training 3, Stealth 2, Survival 2

Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Weapon Mastery (melee)

Strength: 11 **Instinct:** 1 **Agility:** 6 **Fortitude:** 10

Intelligence: 1 **Willpower:** 2

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Demon Hide

Special Ability (Mauling Bite): The pit beast mauls at a target with every bite attack. It gains bonus accuracy with its bite equal to half its strength score. In addition, if it hits a target's defense and toughness with a bite attack, they are staggered for 1 round.

Special Ability (Sweeping Claws): The pit beasts demonic claw attack gains the Cleaving (1) weapon trait.

Special Ability (Charging Impact): When the pit beast finishes a charge action, all targets adjacent to the pit beast at the end of the charge suffer a hit of 20 damage, no attack roll required.

Special Ability (Terrifying Howl): The pit beast can make a deep, frightening howl as a standard action. When it does, it makes a +10 attack against the resolve of all mortals within 30 squares. If the attack hits, all target lose 1 morale level.

Special Ability (Sightless Vision): The pit beast does not have eyes, but automatically detects all creatures within 30 squares of it, even if they are hidden or cloaked.

Special Ability (Cybernetic Grafts): The pit beast has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pit beasts deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Trites Description

Trites are tiny, insectoid demons that serve at the bottom of the demonic food chain. They are vicious creatures that congregate in vast swarms that crawl through caverns and ventilation shafts to get to their prey. Trites are near mindless creatures, but when in great numbers, however, they can infest an area with their webbing, creating a nest that traps potential prey, just like a spider.

Tactics

Trites enter battle in groups of eight or more. They typically try to ambush their prey by crawling in from a direction they were not anticipating. Between battles, trites lay down webbing across their chosen hunting grounds, hoping a victim will come across it. Trites use very little strategy besides trying to surround the target creature with raw numbers, using Swarm Tactics to wear them down with a million tiny bites.

Trite

Level 3 Small-sized Non-heroic Demon, Low Threat

Hit Points: 31	Healing Threshold: 6	Damage Threshold: 16
Defense: 20	Toughness: 12	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 8		

-Demonic Bite 1d20+4 accuracy, 17 damage, 1 strike maximum; *Special Traits:* Penetration 5, Rending 2, Devil's Taint (DC 9 Endurance or 6 poison damage)

Skills: Acrobatics 2, Athletics 2, Defensive Training 3, Durability 2, Melee 3, Perception 2, Stealth 2

Talents: Awesome Abilities (strength agility, fortitude)

Strength: 2 **Instinct:** 3 **Agility:** 4 **Fortitude:** 2

Intelligence: 1 **Willpower:** 3

Gear: Demonic Bite, Demon Hide

Special Ability (Swarm Tactics): A trite gains +1 accuracy and damage with its bite attack for every other trite adjacent to the target it is attacking.

Special Ability (Web): As a standard action, a trite can secrete a thick web. The web fills the square the trite is in and fills every other square the trite moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 15 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Trites are immune to the effects of their webs and those of other trites and vargary. Created webs last for 5 minutes.

Special Ability (Crawler): The trite can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, trites deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Trite Swarms

Trites fight as swarms much more often than they fight as individuals. Groups of trites is the most common way to encounter them.

-Trites lose the Swarm Tactics trait. Instead, the groups of swarms gain a +12 bonus to accuracy and damage with their bite attack, stacking with normal swarm attack bonuses. Hordes of trites instead gain +24 to accuracy and damage, while legions gain +36.

-A trite's bite poison gains +12 damage and +6 DC while in groups, doubling for hordes, tripling for legions.

Vargary Description

A Vargary is a rare demon that serves as the mother to other demons, most notably trites. The vargary mixes the features of a spider and a deformed, demonic woman. A vargary rarely leaves hell, where they their time in massive, webbed nests where their host of trite children feast upon the flesh of demons that fell into their webs. The largest invasions may displace a vargary to a mortal realm, where she summons her children to her as she seeks to create a new nest of food and minions.

Tactics

Vargary are tough, psionic demons that can communicate telepathically and move objects through pure will. A vargaries first action in combat is to summon a host of trites to her side. Once they arrive, a vargary strafes the battlefield while using telekinesis to hurl objects at their foes. If she runs out of trites, she will use her action to summon another batch of six minions. When she notices a weak point in the enemy ranks, she rushes forward and claws at her foes. Vargaries prefer bob and weave actions in any round that she does not summon trikes. Vargary are known to briefly flee from combat when overwhelmed, just to come back later when she can reobtain the advantage.

Vargary

Level 18 Large-sized Heroic Demon, Extreme Threat

Hit Points: 407	Healing Threshold: 11	Damage Threshold: 71
Defense: 34	Toughness: 39	Resolve: 31
Speed: 9	Shift Speed: 2	Morale Bonus: +7
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +7
Damage Resistance: 27		

-Demonic Claw 1d20+18 accuracy, 43 damage, +4 strikes maximum; *Special Traits:* Penetration 15

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Endurance 8, Lore 6, Melee 8, Mental Training 8, Perception 8, Ranged 8, Stealth 6, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Penetration V, Resilience, Resistant IV, Resolute, Weapon Mastery (melee II)

Strength: 11 **Instinct:** 7 **Agility:** 8 **Fortitude:** 13

Intelligence: 4 **Willpower:** 7

Gear: Large-sized Demonic Claws, Demon Hide

Special Ability (Telekinesis): As a minor action, the vargary can psychically lift and move objects, even throw them at others. They can use this up to two unattended objects within medium range. With a single standard action, the vargary can either relocate them to another location within 6 squares or throw them at a target. Objects can be thrown up to 18 squares. When an object is thrown at a target, the vargary makes a +20 attack roll versus them. The object deals damage based on normal object damage +25. Therefore, throwing a barrel or piece of scrap metal would deal 40 damage, throwing a small crate would deal 31 damage, and throwing a metal door would do 50 damage.

Special Ability (Web): As a minor action, a vargary can secrete a thick web. The web fills the all squares the vargary is in and fills every other square the vargary moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 30 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Vargary are immune to the effects of their webs and those of other trites and vargary. Created webs last for 5 minutes.

Special Ability (Summon Tritite): As a minor action, the vargary can summon 6 trite demons in any squares within short range of the it. These summoned trites act after the vargary in initiative order. The vargary can only have up to 6 summoned trites at any one time. Multiple usage of this power refreshes any lost trites. These trites gain These trites are not worth any experience, and count as being part of the vargary for encounter difficulty.

Special Ability (Queen of Demonweb): All trites within 30 squares of the vargary gains +10 attack accuracy and +5 penetration. Whenever the vargary takes damage from an attack, all trites within range can make an instant standard action attack.

Special Ability (Crawler): The vargary can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Demonic Nobility): The vargary gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, vargary deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



Vulgar Description

Vulgar are boney and vicious demons that serve as the foot soldiers in the most extreme demonic invasions. They are only deployed when a powerful demon has their sights on a great prize, such as a person, place, or artifact. They are the collectors of demonkind. The vulgar are sent to eliminate any opposition and fetch their master their chosen artifact. As elite troops, vulgars are either encountered in great numbers, or not at all. If they manifest their hosts in the physical universe, it will take the greatest of soldiers to fight off an invasion of vulgar.

Tactics

Vulgar function in tight squads of 3-6 individuals. While they are relatively frail demons, they have an incredible offense for such a slight creature. They are able to conjure and hurl blasts of argent energy towards their enemies, an attack with heavy armor penetration. They do this upon spawning in, and as they advanced towards their foes. When they get close enough, they lunge towards their target.

In melee range, vulgars make claw attacks followed by a tail strike against the same target. Together, they deal penetrating, bleeding wounds upon their target. Vulgars tend to focus on one target above all others, to stack as much bleed damage as they can upon their foes. In the meantime, if they do not have to move, they use bob and weave actions to improve their defense.

Vulgar

Level 11 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 85	Healing Threshold: 7	Damage Threshold: 26
Defense: 29	Toughness: 25	Resolve: 21
Speed: 8	Shift Speed: 2	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 9		

-**Demonic Claws** 1d20+9 accuracy, 28 damage, +3 strikes maximum; *Special Traits:* Penetration 7, Rending 5, Bleed 2

-**Tail Strike** 1d20+9 accuracy, 23 piercing damage, 1 strike maximum; *Special Traits:* Piercing, Rending 5, Bleed 2

-**Argent Blast** 1d20+11 accuracy, 27 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 15, Energy Damage

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 5, Endurance 5, Melee 6, Mental Training 4, Perception 4, Ranged 6, Stealth 5

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting, Dodge, Penetration II, Stalker, Weapon Mastery (melee, ranged)

Strength: 6 **Instinct:** 4 **Agility:** 8 **Fortitude:** 5

Intelligence: 2 **Willpower:** 4

Gear: Demonic Claw, Argent Blasts, Demonic Hide

Special Ability (Barbed Skeleton): The vulgar's demonic claw and tail strike gain +5 rending and deal Bleeding (2) whenever they do hit point damage to a biological creature.

Special Ability (Tail Strike): Once per round, after making a claw attack, the vulgar can attack an adjacent target with its tail by using a minor action. This attack deals 3xstrength damage + ferocity bonus, with +0 accuracy bonus, and ignores damage resistance. It does not count as a natural weapon and does not benefit from talent bonuses. It does not gain attack overages.

Special Ability (Lunge): As a full-round action, the vulgar can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Crawler): The vulgar can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, vulgar deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Vulgar Swarms

Vicious creatures that they are, vulgar swarms are fast moving, brutal packs that rip targets to the bone before continuing to search for their targets

-A group of vulgars gains +3 rending and Bleeding (+3) on top of their normal bonus to the Barbed Skeleton trait. This increases to +7 rending and Bleeding (+8) for hordes, and +10 rending and Bleeding (+18) for legions.

-Tail strike attacks are applied to all adjacent melee targets. The tail strike still does not gain attack overages, but instead gains a bonus +10 damage for groups, +20 damage for hordes, and +30 damage for legions.

-Vulgar swarms deal +2 damage per attack overage with their claw attacks.

-Vulgar swarms count as 1 threat level higher than normal for swarms of their size



~Vulgar Demon (top)

~Shadow Wraith Demon (bottom)



Shadow Wraith Swarm

Shadow wraith swarms are very rare, but extremely frightening, as they are difficult to pin down.

-Shadow wraith swarms lose the Phase and Temporal Distortion abilities. Instead, their constant warping mean all attacks against a wraith swarm suffer disadvantage and a -10 accuracy penalty, while wraith swarms always count their targets as flat-footed.

-The melee attack of a shadow wraith swarm causes the target to lose 2 morale. This occurs even if the target has protection against normal demon morale loss.

Shadow Wraith Description

Wraith demons are tricky hunters that can phase in and out of reality. They use these powers to stalk their prey, terrorizing them while making them guess their actual location. These demons delight at playing cat and mouse games with their victims. The fear their prey feels is as delicious to them as living flesh.

Tactics

At the start of an encounter and every round they do not begin adjacent to a foe, a wraith will use phase to begin stalking their foes. Phase wraiths cannot be seen, attacked, or detected, even with detector actions. They can still move, and use this opportunity to move adjacent to their prey and emerge, slashing at them with their demonic claws. They rely on constantly phasing to improve their survivability, as attacks gain an improved chance to miss them in turns that they phase back. The only turns they do not phase are the rounds they phased back, are confident that they can kill their prey, or when they don't detect any enemies and need to double move.

Wraith, Shadow

Level 8 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 77	Healing Threshold: 7	Damage Threshold: 25
Defense: 24	Toughness: 24	Resolve: 20
Speed: 6	Shift Speed: 2	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 9		

-**Demonic Bite** 1d20+8 accuracy, 30 damage, 1 strikes maximum; *Special Traits:* Penetration 8, Rending 2, Devil's Taint (DC 14 Endurance or 16 poison damage)

-**Demonic Claw** 1d20+7 accuracy, 27 damage, +2 strikes maximum; *Special Traits:* Penetration 8

Skills: Acrobatics 4, Athletics 4, Defensive Training 5, Durability 5, Melee 5, Mental Training 4, Perception 5, Stealth 5, Tactics 4

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Penetration II, Sneak Attack, Stalker, Survival Instincts, Weapon Mastery (melee)

Strength: 7 **Instinct:** 5 **Agility:** 5 **Fortitude:** 4

Intelligence: 2 **Willpower:** 4

Gear: Demonic Claw, Demonic Bite, Demon Hide

Special Ability (Phase): A standard action, the wraith can summon a portal that render it 'phased out' of existence'. While it is phased, it counts as cloaked, cannot take or deal damage, or interact with any objects. It can, however, still move. Wraiths use this ability to sneak up on enemies and approach them without being subjected to ranged attacks. At the start of the wraith's next turn, it automatically phases back in to the physical world. In turns that it phased back in, targets are flat-footed against its attacks.

Special Ability (Temporal Distortion): Because a wraith is constantly phasing in or out of reality, any attack against it has a chance of being ignored. Roll a d20 when the wraith is hit by an attack. On a 1-4 the attack is negated as the wraith rapidly phases out to avoid the attack. On a turn where the wraith exits a phase state at the beginning of their turn, this effect triggers on a 1-8.

Special Ability (Crawler): The wraith can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, wraiths deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Example Demon Swarms

This section contains an expansive list of all of the most common demon swarms, so you can quickly enter them in your DOOM RPG games.

Swarm Traits: The swarm is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Area of effect attacks gain additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum value of hailfire based on the size of the swarm (+2 for groups, +4 for hordes, and +6 for legions). The swarm's melee attacks effect all squares within reach, and they can make a melee and ranged attack in the same action. In addition, swarms gain Hailfire (2) when attacking another swarm.

Group of Cacodemons

Level 20 Huger-sized Swarm of Non-heroic Demons, Formidable Threat

Hit Points: 1,800	Healing Threshold: 9	Damage Threshold: NA
Defense: 17	Toughness: 56	Resolve: 29
Speed: 11 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +3
Damage Resistance: 23		

-**Demonic Bite** 1d20+26 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 2, Devil's Taint (DC 20 Endurance or 28 poison damage), Psychic Shock, Unlimited Max Attack Overages

-**Psychoactive Bile** 1d20+25 accuracy, 64 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 30, Burst 1, Hailfire 1, Psychic Shock, Unlimited Max Attack Overages

Special Ability (Psychic Shock): If a cacodemon swarm hits at target's resolve with their bite or psychoactive bile attack, the target loses 1 morale.

Special Ability (Psychic Fear): At the start of a cacodemon swarm's turn, all mortal enemies within 120 squares lose 2 morale.

Special Ability (Feed on Fear): The cacodemon swarm gains 50 protection points at the start of each turn. These do not stack.

Horde of Cacodemons

Level 26 Gargantuan-sized Swarm of Non-heroic Demons, Epic Threat

Hit Points: 3,600	Healing Threshold: 9	Damage Threshold: NA
Defense: 15	Toughness: 64	Resolve: 29
Speed: 11 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 8 by 8 squares	Reach: 3 squares	Initiative: +3
Damage Resistance: 23		

-**Demonic Bite** 1d20+36 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 2, Hailfire 1, Devil's Taint (DC 20 Endurance or 28 poison damage), Psychic Shock, Unlimited Max Attack Overages

-**Psychoactive Bile** 1d20+35 accuracy, 64 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 40, Burst 3, Hailfire 3, Psychic Shock, Unlimited Max Attack Overages

Special Ability (Psychic Shock): If a cacodemon swarm hits at target's resolve with their bite or psychoactive bile attack, the target loses 1 morale.

Special Ability (Psychic Fear): At the start of a cacodemon swarm's turn, all mortal enemies within 120 squares lose 2 morale.

Special Ability (Feed on Fear): The cacodemon swarm gains 100 protection points at the start of each turn. These do not stack.

Group of Gargoyles

Level 10 Large-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 500	Healing Threshold: 7	Damage Threshold: NA
Defense: 20	Toughness: 43	Resolve: 13
Speed: 6, fly 10	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+14 accuracy, 31 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Rending 8, Unlimited Max Attack Overages

-**Acidic Saliva** 1d20+16 accuracy, 26 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 13, Rending 8, Devil's Taint (DC 20 Endurance or 26 poison damage), Acid Damage, Unlimited Max Attack Overages

Special Ability (Acidic Spew): If they choose, the group of gargoyles can give their Acidic Saliva attack the Cone (6) trait.

Horde of Gargoyles

Level 16 Huge-sized Swarm of Non-heroic Demons, Extreme Threat

Hit Points: 1,000	Healing Threshold: 7	Damage Threshold: NA
Defense: 18	Toughness: 47	Resolve: 13
Speed: 6, fly 10	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+24 accuracy, 31 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Rending 12, Hailfire 1, Unlimited Max Attack Overages

-**Acidic Saliva** 1d20+26 accuracy, 26 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 13, Rending 12, Burst 1, Hailfire 1, Devil's Taint (DC 26 Endurance or 38 poison damage), Acid Damage, Unlimited Max Attack Overages

Special Ability (Acidic Spew): If they choose, the group of gargoyles can give their Acidic Saliva attack the Cone (12) trait.

Legions of Gargoyles

Level 22 Gargantuan-sized Swarm of Non-heroic Demons, Extreme Threat

Hit Points: 1,500	Healing Threshold: 7	Damage Threshold: NA
Defense: 16	Toughness: 55	Resolve: 13
Speed: 6, fly 10	Shift Speed: 2	Morale Bonus: NA
Space: 8 by 8 squares	Reach: 3 squares	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+34 accuracy, 42 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Rending 15, Hailfire 1, Unlimited Max Attack Overages

-**Acidic Saliva** 1d20+36 accuracy, 32 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 13, Rending 15, Burst 2, Hailfire 1, Devil's Taint (DC 32 Endurance or 50 poison damage), Acid Damage, Unlimited Max Attack Overages

Special Ability (Acidic Spew): If they choose, the group of gargoyles can give their Acidic Saliva attack the Cone (18) trait.

Group of Hell Razers

Level 10 Large-sized Swarm of Non-heroic Demons, Extreme Threat

Hit Points: 900	Healing Threshold: 8	Damage Threshold: NA
Defense: 15	Toughness: 44	Resolve: 17
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 22		

-**Demonic Smash** 1d20+14 accuracy, 36 damage, 1 strikes maximum; *Special Traits:* Penetration 6, Unlimited Max Attack Overages

-**Hell Beam** 1d20+19 accuracy, 35 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 16, Focusing Beam (maximum +5 hailfire), Energy Damage

Special Ability (Overcharge): Instead of focusing on a single target, the hell razer swarm can overcharge their hell beam to effect multiple targets. When performing this action, the hell beam loses the focusing beam trail but gains the Line (30) trait and +20 damage. Once using this ability, they cannot use it against for the next 2 turns.

Horde of Hell Razers

Level 16 Huge-sized Swarm of Non-heroic Demons, Formidable Threat

Hit Points: 1,800	Healing Threshold: 8	Damage Threshold: NA
Defense: 15	Toughness: 48	Resolve: 17
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 26		

-**Demonic Smash** 1d20+24 accuracy, 36 damage, 1 strikes maximum; *Special Traits:* Penetration 6, Hailfire 1, Unlimited Max Attack Overages

-**Hell Beam** 1d20+29 accuracy, 41 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 20, Burst 1, Hailfire 1, Focusing Beam (maximum +5 hailfire), Energy Damage

Special Ability (Overcharge): Instead of focusing on a single target, the hell razer swarm can overcharge their hell beam to effect multiple targets. When performing this action, the hell beam loses the focusing beam trail but gains the Line (40) trait and +30 damage. The line is also 2 squares wide. Once using this ability, they cannot use it against for the next 2 turns.

Group of Imps

Level 9 Large-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 500	Healing Threshold: 7	Damage Threshold: NA
Defense: 17	Toughness: 41	Resolve: 15
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+24 accuracy, 30 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Targets Flat-Footed, Unlimited Max Attack Overages

-**Fire Ball** 1d20+16 accuracy, 33 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 8, Energy Damage, Unlimited Max Attack Overages

Special Ability (Pack Tactics): The imp swarm always counts targets as flanked and flat-footed against their melee attacks. They gain +10 accuracy with these flank attacks, instead of +2 (included in the statistics above)

Special Ability (Lunge): As a full-round action, the imp swarm can perform a lunge action. They move up between 2-5 squares in a straight line and attack all adjacent targets at the end of the move. This attack is a single strike that deals +10 damage.

Horde of Imps

Level 15 Huge-sized Swarm of Non-heroic Demons, Extreme Threat

Hit Points: 1,000	Healing Threshold: 7	Damage Threshold: NA
Defense: 15	Toughness: 45	Resolve: 15
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 square	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+34 accuracy, 30 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Hailfire 1, Targets Flat-Footed, Unlimited Max Attack Overages

-**Fire Ball** 1d20+26 accuracy, 33 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 8, Burst 1, Hailfire 1, Energy Damage, Unlimited Max Attack Overages

Special Ability (Pack Tactics): The imp swarm always counts targets as flanked and flat-footed against their melee attacks. They gain +10 accuracy with these flank attacks, instead of +2 (included in the statistics above)

Special Ability (Lunge): As a full-round action, the imp swarm can perform a lunge action. They move up between 2-5 squares in a straight line and attack all adjacent targets at the end of the move. This attack is a single strike that deals +10 damage.

Legion of Imps

Level 21 Gargantuan-sized Swarm of Non-heroic Demons, Extreme Threat

Hit Points: 1,500	Healing Threshold: 7	Damage Threshold: NA
Defense: 13	Toughness: 53	Resolve: 15
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 8 by 8 squares	Reach: 3 square	Initiative: +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+44 accuracy, 40 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Hailfire 1, Targets Flat-Footed, Unlimited Max Attack Overages

-**Fire Ball** 1d20+36 accuracy, 46 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 8, Burst 2, Hailfire 1, Energy Damage, Unlimited Max Attack Overages

Special Ability (Pack Tactics): The imp swarm always counts targets as flanked and flat-footed against their melee attacks. They gain +10 accuracy with these flank attacks, instead of +2 (included in the statistics above)

Special Ability (Lunge): As a full-round action, the imp swarm can perform a lunge action. They move up between 2-5 squares in a straight line and attack all adjacent targets at the end of the move. This attack is a single strike that deals +10 damage.

Group of Lost Souls

Level 21 Small-sized Swarm of Non-heroic Demons, Low Threat

Hit Points: 285	Healing Threshold: 7	Damage Threshold: NA
Defense: 31	Toughness: 42	Resolve: 26
Speed: 6 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 9		

-**Demonic Bite** 1d20+23 accuracy, 42 damage, 1 strikes maximum; *Special Traits:* Penetration 10, Rending 2, Flames, Unlimited Max Attack Overages

Special Ability (Soul Burst): As a standard action that can be done at the end of a charge, a lost soul swarm can detonate. If it chooses to detonate, it makes a +17 attack against the resolve of all targets within a Burst 4 area centered on the soul swarm. On a hit, this attack deals 40 piercing damage. If it charges and then explodes, it gains the Flying Charge benefit to the attack and damage for soul burst. After using soul burst, the lost soul swarm is killed and removed. Killing a lost soul swarm has a chance to trigger a soul burst. Upon reducing a lost soul swarm to 0 hit points, roll a d20. On a 15+, it triggers a soul burst.

Special Ability (Flying Charge): When the lost soul swarm charges a target, instead of the normal benefit it gains +2 accuracy and +2 damage for each square it moves as part of the charge.

Special Ability (Possession): When a lost soul swarm reduces a mortal enemy to 0 hit points with Soul Burst, one of its members possesses the corpse. That body now becomes an undead Possessed warrior. This effects all victims killed by the swarm.

Horde of Lost Souls

Level 27 Medium-sized Swarm of Non-heroic Demons, Medium Threat

Hit Points: 570	Healing Threshold: 7	Damage Threshold: NA
Defense: 29	Toughness: 46	Resolve: 26
Speed: 6 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 2 squares	Initiative: +5
Damage Resistance: 9		

-**Demonic Bite** 1d20+33 accuracy, 42 damage, 1 strikes maximum; *Special Traits:* Penetration 10, Rending 2, Hailfire 1, Flames, Unlimited Max Attack Overages

Special Ability (Soul Burst): As a standard action that can be done at the end of a charge, a lost soul swarm can detonate. If it chooses to detonate, it makes a +22 attack against the resolve of all targets within a Burst 6 area centered on the soul swarm. On a hit, this attack deals 60 piercing damage. If it charges and then explodes, it gains the Flying Charge benefit to the attack and damage for soul burst. After using soul burst, the lost soul swarm is killed and removed. Killing a lost soul swarm has a chance to trigger a soul burst. Upon reducing a lost soul swarm to 0 hit points, roll a d20. On a 15+, it triggers a soul burst.

Special Ability (Flying Charge): When the lost soul swarm charges a target, instead of the normal benefit it gains +3 accuracy and +3 damage for each square it moves as part of the charge.

Special Ability (Possession): When a lost soul swarm reduces a mortal enemy to 0 hit points with Soul Burst, one of its members possesses the corpse. That body now becomes an undead Possessed warrior. This effects all victims killed by the swarm.

Group of Prowlers

Level 22 Large-sized Swarm of Non-heroic Demon, Extreme Threat

Hit Points: 1,460	Healing Threshold: 8	Damage Threshold: NA
Defense: 34	Toughness: 45	Resolve: 27
Speed: 10	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +6
Damage Resistance: 11		

-**Demonic Claws** 1d20+23 accuracy, 45 damage, +5 strikes maximum; *Special Traits:* Penetration 12, Unlimited Max Attack Overages, +2 damage per attack overage

-**Demonic Claws w/ Sneak Attack** 1d20+23 accuracy, 57 damage, +5 strikes maximum; *Special Traits:* Penetration 12, Rending 3, Unlimited Max Attack Overages, +2 damage per attack overage

-**Argent Blast** 1d20+24 accuracy, 48 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 20, Energy Damage, Unlimited Max Attack Overages, +2 damage per attack overage

Special Ability (Teleport): As a full-round action, the prowler swarm can teleport to any location it knows of within 30 squares.

Special Ability (Nightstalker): All attacks against a prowler swarm suffer disadvantage. Prowler swarms count all targets within 6 squares to be flat-footed against their attacks.

Special Ability (Unnatural Sight): The prowler swarm can see through walls and automatically sense hidden and cloaked enemies within 30 squares. They do not suffer the accuracy penalty for attacking hidden or cloaked enemies.

Group of Stone Imps

Level 27 Large-sized Swarm of Non-heroic Demon, High Threat

Hit Points: 1,550	Healing Threshold: 10	Damage Threshold: NA
Defense: 39	Toughness: 58	Resolve: 42
Speed: 11	Shift Speed: 3	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +7
Damage Resistance: 50 (see Stone Hide)		

-**Demonic Claws** 1d20+26 accuracy, 47 damage, +7 strikes maximum; *Special Traits:* Penetration 15, Rending 4, Unlimited Max Attack Overages

-**Fire Ball** 1d20+28 accuracy, 50 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 18, Energy Damage, Unlimited Max Attack Overages

Special Ability (Hellfire Infusion): As a full-round action, the stone imp swarm can infuse its form with hellfire, glowing with infernal light. This effect lasts for 3 rounds or until the imp swarm uses Hellfire Charge. While glowing, its fire ball attack gains +20 penetration. Meanwhile, any enemy that successfully hits the infused imp swarm with a melee attack suffers automatic 80 energy damage (pen 20).

Special Ability (Hellfire Charge): As a full-round action while the stone imp swarm has Hellfire Infusion active, they can launch themselves like a spinning meteor of hellfire. The target area must be at least 5 squares away and no more than 30 squares away. The imp flies as part of this charge, so can go over terrain and elevation, but must move in a straight line. After their movement, they attack all enemies within their reach. They make a +35 attack against the target's defense and toughness. If they hit defense, the targets take a hit of 80 damage (0 penetration) and a hit of 80 energy damage (pen 20). If the attack hits toughness, the targets are stunned for 1 round and the imp swarm can make a free shift action after striking. Otherwise, the imp swarm turn ends adjacent to the target. After using this ability, the stone imp's hellfire infusion ends.

Special Ability (Stone Hide): Against most attacks, the stone imp swarm has a damage resistance of 50. However, the armor can be breached with significant vibratory force. If the attack deals normal physical damage, their damage resistance is reduced by 10 for each hailfire they possess. This benefit does not apply to attacks that do energy or acid damage.

Special Ability (Resilient Swarm): The stone imp swarm takes half damage from all attacks, determined after damage resistance and hailfire are applied.

Group of Whiplashes

Level 28 Large-sized Swarm of Non-heroic Demon, Extreme Threat

Hit Points: 2,470	Healing Threshold: 9	Damage Threshold: NA
Defense: 37	Toughness: 61	Resolve: 33
Speed: 11	Shift Speed: 3	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 6 square	Initiative: +8
Damage Resistance: 16		

-**Energy Lashes w/ Sneak Attack** 1d20+29 accuracy, 63 damage, +6 strikes maximum; *Special Traits:* Penetration 18, Rending 7, Cleaving 3, Reach 6, Target is Flat-footed, Unlimited Max Attack Overages

-**Seeker Wave** Automatic Hit, 68 damage, medium range; *Special Traits:* Penetration 20, Energy Damage, DC 40 to Evade

Special Ability (Seeker Wave): As a full-round action, the whiplash swarm can release a seeker wave: a blast of argent energy that travels across the ground, seeking out a target. The whiplash swarm can target an enemy within medium range with a seeker wave. The wave automatically hits the target, but the attack can be evaded with a DC 40 acrobatics test. If the target is able to evade out of their current square, they take no damage from the attack.

Special Ability (Slither): All attacks against a whiplash swarm suffer disadvantage

Special Ability (Sudden Strike): All targets of the whiplash swarm are automatically flat-footed against their attacks.



Example Primordial Demon Swarms

Many of the example primordial demons also form swarms. These examples capture many of their most common swarm types.

Group of Cherubs

Level 20 Medium-sized Swarm of Non-heroic Demon, Medium Threat

Hit Points: 670	Healing Threshold: 7	Damage Threshold: NA
Defense: 27	Toughness: 45	Resolve: 24
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 8		

-**Demonic Claw** 1d20+21 accuracy, 41 damage, +2 strikes maximum; *Special Traits:* Penetration 20, Rending 8, Unlimited Max Attack Overages, +2 damage per attack overage

Special Ability (Unnerving Terror): Any creature that ends its turn within 15 squares to a cherub swarm loses 2 morale levels. Attacking a cherub swarm is so unnerving for humans that it requires making a DC 16 willpower check. The creature gains +4 to the check if the cherub attacked them in the past turn. Non-humans or characters with the Jaded, Cynic, or Emotionless talents can attack the cherub without penalty.

Group of Forgotten Souls

Level 9 Small-sized Swarm of Non-heroic Demons, Medium Threat

Hit Points: 155	Healing Threshold: 6	Damage Threshold: NA
Defense: 19	Toughness: 31	Resolve: 12
Speed: 4 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 1		

-**Demonic Bite** 1d20+15 accuracy, 22 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Flames (15 damage), Unlimited Max Attack Overages

Special Ability (Flying Charge): When the forgotten soul swarm charges a target, instead of the normal benefit it gains +2 accuracy and +2 damage for each square it moves as part of the charge.

Special Ability (Reactive): When a forgotten soul swarm is missed by a melee or ranged attack it can instantly shift 1 square. It can do this once per round.

Horde of Forgotten Souls

Level 15 Medium-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 310	Healing Threshold: 6	Damage Threshold: NA
Defense: 17	Toughness: 35	Resolve: 12
Speed: 4 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 2 squares	Initiative: +2
Damage Resistance: 1		

-**Demonic Bite** 1d20+25 accuracy, 22 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Hailfire 1, Flames (15 damage), Unlimited Max Attack Overages

Special Ability (Flying Charge): When the forgotten soul swarm charges a target, instead of the normal benefit it gains +3 accuracy and +3 damage for each square it moves as part of the charge.

Special Ability (Reactive): When a forgotten soul swarm is missed by a melee or ranged attack it can instantly shift 1 square. It can do this once per round.

Legion of Forgotten Souls

Level 21 Large-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 465	Healing Threshold: 6	Damage Threshold: NA
Defense: 15	Toughness: 49	Resolve: 12
Speed: 4 (fly)	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 3 squares	Initiative: +2
Damage Resistance: 1		

-**Demonic Bite** 1d20+35 accuracy, 24 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Hailfire 1, Flames (15 damage), Unlimited Max Attack Overages

Special Ability (Flying Charge): When the forgotten soul swarm charges a target, instead of the normal benefit it gains +5 accuracy and +5 damage for each square it moves as part of the charge.

Special Ability (Reactive): When a forgotten soul swarm is missed by a melee or ranged attack it can instantly shift 1 square. It can do this once per round.

Group of Maggots

Level 10 Large-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 650	Healing Threshold: 6	Damage Threshold: NA
Defense: 21	Toughness: 44	Resolve: 13
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 9		

-**Demonic Claws** 1d20+15 accuracy, 31 damage, +3 strikes maximum; *Special Traits:* Penetration 5, Unlimited Max Attack Overages

-**Grotesque Tongue** 1d20+17 accuracy, 1 strike maximum; *Special Traits:* Corrosion, Devil's Taint (DC 28 Endurance or 40 poison damage), Unlimited Max Attack Overages

Special Ability (Grotesque Tongue): For every 5 attack overages a maggot swarm gains on a demonic claw attack against a target, it can follow up with 1 grotesque tongue attack. Thus, if they hit a target by 10, they can make 2 separate grotesque tongue attacks. If a tongue hits defense, the target must immediately make a DC 28 endurance check or suffer 40 poison damage. They must make this check against each tongue hit. In addition, if the tongue attack hits defense and toughness, the target gains the Melting condition.

Special Ability (Staggering Step): If a non-area attack that targets the maggot swarm misses, it can either make an immediate shift action or a full-standard action attack against all enemies within reach, potentially following up with tongue attacks. They can do this any number of times per turn

Horde of Maggots

Level 16 Huge-sized Swarm of Non-heroic Demons, Extreme Threat

Hit Points: 1,300	Healing Threshold: 6	Damage Threshold: NA
Defense: 19	Toughness: 48	Resolve: 13
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +4
Damage Resistance: 9		

-**Demonic Claws** 1d20+25 accuracy, 31 damage, +3 strikes maximum; *Special Traits:* Penetration 5, Hailfire 1, Unlimited Max Attack Overages

-**Grotesque Tongue** 1d20+27 accuracy, 1 strike maximum; *Special Traits:* Corrosion, Devil's Taint (DC 40 Endurance or 64 poison damage), Unlimited Max Attack Overages

Special Ability (Grotesque Tongue): For every 5 attack overages a maggot swarm gains on a demonic claw attack against a target, it can follow up with 1 grotesque tongue attack. Thus, if they hit a target by 10, they can make 2 separate grotesque tongue attacks. If a tongue hits defense, the target must immediately make a DC 40 endurance check or suffer 64 poison damage. They must make this check against each tongue hit. In addition, if the tongue attack hits defense and toughness, the target gains the Melting condition.

Special Ability (Staggering Step): If a non-area attack that targets the maggot swarm misses, it can either make an immediate shift action or a full-standard action attack against all enemies within reach, potentially following up with tongue attacks. They can do this any number of times per turn

Group of Trites

Level 9 Medium-sized Swarm of Non-heroic Demons, Medium Threat

Hit Points: 310	Healing Threshold: 6	Damage Threshold: NA
Defense: 18	Toughness: 36	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 8		

-Demonic Bite 1d20+26 accuracy, 39 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Devil's Taint (DC 15 Endurance or 18 poison damage), Unlimited Max Attack Overages

Special Ability (Web): As a standard action, a trite swarm can secrete a thick web. The web fills the square the trite is in and fills every other square the trite swarms moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 15 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Trites are immune to the webs. The webs last for 5 minutes.

Horde of Trites

Level 15 Large-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 620	Healing Threshold: 6	Damage Threshold: NA
Defense: 16	Toughness: 40	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +3
Damage Resistance: 8		

-Demonic Bite 1d20+38 accuracy, 51 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Hailfire 1, Devil's Taint (DC 21 Endurance or 30 poison damage), Unlimited Max Attack Overages

Special Ability (Web): As a standard action, a trite swarm can secrete a thick web. The web fills the square the trite is in and fills every other square the trite swarms moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 15 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Trites are immune to the webs. The webs last for 5 minutes.

Legion of Trites

Level 21 Huge-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 930	Healing Threshold: 6	Damage Threshold: NA
Defense: 14	Toughness: 44	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 3 squares	Initiative: +3
Damage Resistance: 8		

-Demonic Bite 1d20+70 accuracy, 70 damage, 1 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Hailfire 1, Devil's Taint (DC 27 Endurance or 42 poison damage), Unlimited Max Attack Overages

Special Ability (Web): As a standard action, a trite swarm can secrete a thick web. The web fills the square the trite is in and fills every other square the trite swarms moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 15 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Trites are immune to the webs. The webs last for 5 minutes.

Group of Vulgars

Level 17 Large-sized Swarm of Non-heroic Demon, Extreme Threat

Hit Points: 850	Healing Threshold: 7	Damage Threshold: NA
Defense: 27	Toughness: 49	Resolve: 21
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 9		

-**Demonic Claws** 1d20+19 accuracy, 38 damage, +3 strikes maximum; *Special Traits:* Penetration 7, Rending 8, Bleed 5, Unlimited Max Attack Overages, +2 damage per attack overage

-**Tail Strike** 1d20+19 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Piercing, Rending 8, Bleed 5

-**Argent Blast** 1d20+21 accuracy, 37 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 15, Energy Damage, Unlimited Max Attack Overages

Special Ability (Tail Strike): Once per round, after making a claw attack, the vulgar swarm can attack all enemies within reach with its tail by using a minor action. This attack does not gain attack overages.

Group of Shadow Wraiths

Level 14 Large-sized Swarm of Non-heroic Demons, High Threat

Hit Points: 770	Healing Threshold: 7	Damage Threshold: NA
Defense: 22	Toughness: 48	Resolve: 20
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +7
Damage Resistance: 9		

-**Demonic Bite** 1d20+18 accuracy, 40 damage, 1 strikes maximum; *Special Traits:* Penetration 8, Rending 2, Devil's Taint (DC 14 Endurance or 16 poison damage), Target is flat-footed, Struck target loses 2 morale, Unlimited Max Attack Overages

-**Demonic Claw** 1d20+17 accuracy, 37 damage, +2 strikes maximum; *Special Traits:* Penetration 8, Target is flat-footed, Struck target loses 2 morale, Unlimited Max Attack Overages

Special Ability (Phase): A attacks against a swarm of shadow wraiths suffers disadvantage and -10 accuracy. Shadow wraiths always count their targets as flat-footed against their attacks. Targets hit by the wraith swarm's melee attacks lose 2 morale. Effects that protect against additional demon morale loss do not apply against this effect.



Chapter 4: Demon Variants

This chapter contains a number of variants on the different demons in the DOOM RPG. Unlike the demons in the previous chapter, these demons are non-cannon to the DOOM universe, but are inspired by various Doom games, such as the Doom RPG mobile game. These demons provide different level variants of standard doom creatures and are useful for expanding the types of demons faced at different player levels. For example, a starting party stands no chance against a arachnotron, but you might have them fight an arachnotron as a boss enemy at the beginning of a campaign. Likewise, later in the game, an archnotron might be little threat, so you can make your players fight the higher level archnoterror. This is just a way to add new creatures to your DOOM campaign experience.

Just like primordial demons in the previous chapter, you decide whether a demon variant exists in your campaign world. Their primary purpose is give new enemies at different level ranges for your players to fight, and keep them on their toes! Keep in mind, that not every demon in the previous chapter has variants supplied with them, but many of them do. Some might contain lower and higher level variants, while some might include higher and much higher level variants, based on the level of the base creature.

Demon variants are not provided with swarm rules or tactics entries, but you can use the rules in the previous chapter to provide a baseline for these rules. Variants usually look similar to the creature they are based off of, but often with a palette swap or other minor feature change.



~Arachnoterror

Most of the images in this chapter are official models from the DOOM games by ID Software, that have been adjusted using photo editing software by Leovaunt.

Arachnotron Variants

The **Arachnospawn** is a variant of the arachnotron that is mass produced by the UAC. It involves cybernetics with cheaper, leftover parts and damaged demonic matter. The result is a clumsier, more awkward creature that is nonetheless dangerous to ordinary citizens. The flawed demon matter results in the arachnospawn being mentally unstable, tending to go berserk in combat.

On the contrary, the **Arachnoterror** is the pinnacle of creation for their species, using prototype parts and neural enhancements to increase speed and reaction time. The dread arachnoterror possess a rapid fire grenade launcher and plasma coils that constantly vent deadly energy to manage its destructive potential. They are often used as elite guards in UAC facilities.

Arachnospawn

Level 3 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 140	Healing Threshold: 7	Damage Threshold: 28
Defense: 16	Toughness: 23	Resolve: 17
Speed: 7	Shift Speed: 1	Morale Bonus: +2
Space: 2 by 2 squares	Reach: 1 square	Initiative: +4
Damage Resistance: 11		

-**Demonic Claws** 1d20+4 accuracy, 20 damage, +2 strikes maximum; *Special Traits:* Penetration 5

-**Demonic Bite** 1d20+9 accuracy, 30 damage, 1 strike maximum; *Special Traits:* Penetration 5, Rending 2, Devil's Taint (DC 11 Endurance or 6 poison damage)

-**Plasma Gun** 1d20+4 accuracy, 21 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 8, Energy Damage, Automatic

Skills: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 3, Endurance 3, Melee 3, Mental Training 3, Perception 3, Ranged 3, Stealth 3, Survival 3, Tactics 3

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Far Shot

Strength: 5 **Instinct:** 4 **Agility:** 4 **Fortitude:** 5

Intelligence: 2 **Willpower:** 3

Gear: Demonic Claw, Large-sized Demonic Bite, Plasma Gun, Demon Hide

Special Ability (Plasma Gun Turret): The arachnospawn has a mounted plasma gun turret. This weapon is identical to the plasma gun weapon, except it has unlimited ammunition. If the arachnospawn suffers 2 action crippling wounds, the plasma gun turret is destroyed.

Special Ability (Unstable Mania): The arachnospawn is a flawed creation that becomes unstable after losing half its health. If it is reduced to 70 remaining hit points, it no longer uses its plasma gun and instead performs no action besides moving to the nearest target and attacking them with its bite. When in a manic state, it gains +3 move speed, but -4 defense.

Special Ability (Crawler): The arachnospawn can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Ramshackle Cybernetic Grafts): The arachnospawn has numerous cybernetic grafts that improve its durability. These cybernetic grafts give it +50 maximum hit points and +2 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, arachnospawn deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Arachnoterror

Level 15 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 431	Healing Threshold: 10	Damage Threshold: 38
Defense: 29	Toughness: 39	Resolve: 28
Speed: 8	Shift Speed: 2	Morale Bonus: +6
Space: 2 by 2 squares	Reach: 1 square	Initiative: +7
Damage Resistance: 24		

-**Demonic Claws** 1d20+16 accuracy, 34 damage, +3 strikes maximum; *Special Traits:* Penetration 17

-**Demonic Bite** 1d20+17 accuracy, 38 damage, 1 strike maximum; *Special Traits:* Penetration 13, Rending 2, Devil's Taint (DC 23 Endurance or 30 poison damage)

-**Plasma Gun** 1d20+16 accuracy, 46 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 16, Plasma, Energy Damage, Automatic

-**Cluster Grenades** 1d20+13 accuracy, 54 damage, +1 strike maximum, long range; *Special Traits:* Penetration 11, Burst 2, Grenade, Delay

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 7, Endurance 7, Melee 7, Mental Training 7, Perception 7, Ranged 7, Stealth 7, Survival 7, Tactics 7

Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Leap, Penetration IV, Resistant II, Weapon Mastery (ranged), Wrestling Combatant

Strength: 9 **Instinct:** 7 **Agility:** 7 **Fortitude:** 11

Intelligence: 3 **Willpower:** 6

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Large-sized Plasma Gun, Demon Hide, UAC Scrap x2

Special Ability (Plasma Gun Turret): The arachnotron has a mounted plasma gun turret. This weapon is identical to the plasma gun weapon, except it has unlimited ammunition and gains the benefits for being a large-sized natural weapon. If the arachnotron suffers 2 action crippling wounds, the plasma gun turret is destroyed.

Special Ability (Overheated Plasma Coils): The arachnotron gains +10 damage with their plasma gun. Additionally, when the weapon is fired, all enemies within 2 squares of the arachnotron suffer an automatic hit of 40 energy damage with penetration 20.

Special Ability (Cluster Grenade Launcher): The arachnotron can, as a minor action once per round, fire of its cluster grenade launcher. By doing so, they pick four Burst (2) locations. Each location must be at 2-4 squares from the center of another burst. After choosing the locations, the arachnotron makes its cluster grenade attack against every target in all four burst areas. These can be evaded as normal.

Special Ability (Crawler): The arachnotron can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Skitter): When the arachnotron suffers damage from an attack, it can instantly make a shift action. It can even use this shift action to climb up nearby walls. It can do this any number of times per turn.

Special Ability (Improved Cybernetic Grafts): The arachnotron has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +200 maximum hit points and +10 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, arachnotrons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Arch-vile Variants

The **Infernus** is a lesser-caste arch-vile, used as taskmasters of lesser demons and cultists. Infernus often respond to demonic summons to relay orders to the cultists that plead for Hell's power. Infernus lack the ability to summon hosts of demons, but retain the control over hellfire and the ability to resurrect slain demons.

The **Apollyon** are the greatest of their kinds and are the highest ranked demons in hell besides the dukes and the dark lord. Brilliant and scheming creatures, they convert cultists through demonic whispers and organize Hell's legions. The apollyon live in the city of Immora itself, where they form a dark council from the eyes of the universe. Apollyon are godlike in power, able to control hellfire and argent energy, as well as summoning the greatest demon warriors to their aid. It is said the Doom Slayer is the only being ever to slay one.

Infernus

Level 18 Large-sized Heroic Demon, Extreme Threat

Hit Points: 404	Healing Threshold: 11	Damage Threshold: 70
Defense: 26	Toughness: 51	Resolve: 32
Speed: 8	Shift Speed: 2	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 31		

-Demonic Claws 1d20+18 accuracy, 36 damage, +3 strikes maximum; *Special Traits:* Penetration 13, Flames

-Fire Ball 1d20+20 accuracy, 47 damage, 1 strikes maximum, distant range; *Special Traits:* Penetration 16, Energy Damage

Skills: Acrobatics 7, Athletics 7, Defensive Training 8, Durability 8, Endurance 8, Leadership 5, Lore 8, Melee 8, Mental Training 8, Perception 8, Ranged 8, Science 3, Stealth 5, Survival 5, Tactics 5

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Devastating Cripple (ranged), Far Shot, Hardened Survivalist, Penetration III, Resilience, Weapon Mastery (ranged II)

Strength: 8 **Instinct:** 8 **Agility:** 6 **Fortitude:** 12

Intelligence: 6 **Willpower:** 8

Gear: Large-sized Demonic Claw, Large-sized Fireball, Thick Demonic Hide

Special Ability (Hell Energies): The infernus is a creature born of hell fire. It is a conduit for the destructive energies of Hell. They have a reservoir of energy that they can utilize to fuel supernatural effects. The infernus has a base 100 energy. They gain energy from the following sources:

-20 energy at the start of every round.

-10 energy anytime a friend or foe is reduced to 0 hit points within long range of the infernus.

-5 energy any time the infernus is damaged, or 20 energy when suffering a crippling wound.

The infernus can use their energy to replicate a variety of spells:

-Cataclysm Blast: The infernus can spend 10 energy when it makes a fireball attack to make it more powerful. If they do, the fireball attack gains +10 accuracy, +30 damage, +20 penetration, and the Flames trait.

-Flame Wave: As a standard action, the infernus can fire a wave of flame that incinerates an area. This power is a Line (20) that is 2 squares wide instead of 1 square. The flame wave makes a +25 attack against all in the area. On a hit against defense, it deals 60 damage, or half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-Lake of Fire: As a standard action, the infernus can cause an explosion of flame to erupt in the target location. This effects a Burst (3) square within distant range. The target area must be on the ground; they cannot target the air with this power. Furthermore, targets that are more than 1 square above the ground are not affected. The lake of fire makes a +25 attack against all targets in the area. On a hit against defense, it deals 50 damage or half that much damage on a missed attack. The wave has the Flames and Penetration (10) traits. The power ignores accuracy penalties from cover, concealment, or the hidden or cloaking conditions. This power costs 20 energy.

-Teleport: The infernus can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

-Wall of Fire: The infernus can summon a wall of fire as a move action that blocks attacks and deals damage to those that try to pass through it. This wall is always 1 square wide but is 2 squares long per 5 energy invested into the power (maximum of 20 squares long for 50 energy). The wall blocks all ranged attacks passing through it. The wall can be moved through, but it automatically deals 80 energy damage to those that pass through it. The wall lasts for 3 rounds, or until the infernus dismisses it.

-Raise Demon: When a demon dies within long range of the infernis, instead of gaining energy, the infernis can spend energy to resurrect that demon back to full hit points and no wounds. This spell costs 10 energy for a medium threat demon or 20 for a high threat demon. It cannot resurrect heroic demons, demonic nobility, or demons above high threat.

Special Ability (Infernal Touch): The infernis's melee attacks gain the Flames trait.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, infernis deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The infernis gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Infernis

Apollyon

Level 30 Large-sized Heroic Demon, Formidable Threat

Hit Points: 649	Healing Threshold: 12	Damage Threshold: 81
Defense: 45	Toughness: 54	Resolve: 63
Speed: 12	Shift Speed: 3	Morale Bonus: +13
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +14
Damage Resistance: 42		

-**Demonic Claws** 1d20+26 accuracy, 56 damage, +8 strikes maximum; *Special Traits:* Penetration 19, Rending 6, Flames
 -**Fire Ball** 1d20+38 accuracy, 87 damage, 1 strikes maximum, distant range; *Special Traits:* Penetration 44, Flames, Energy
 Damage

Skills: Acrobatics 12, Athletics 12, Defensive Training 12, Durability 12, Endurance 12, Leadership 12, Lore 12, Melee 12, Mental Training 12, Perception 12, Ranged 12, Science 12, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (strength II, agility II, fortitude II, instinct II, intelligence II, willpower II), Brutality III, Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Dodge II, Far Shot, Hardened Survivalist, Penetration V, Power Strike II, Resilience II, Resistant V, Resolute II, Swift Strikes III, Weapon Mastery (melee III, ranged III)

Strength: 18 **Instinct:** 14 **Agility:** 14 **Fortitude:** 19

Intelligence: 14 **Willpower:** 14

Gear: Large-sized Demonic Claw, Large-sized Fireball, Thick Demonic Hide

Special Ability (Improved Alacrity): The apollyon gains a bonus standard action every round, in addition to their normal suite of actions.

Special Ability (Argent Magics): The apollyon is a master of manipulating destructive argent energies. They have a reservoir of energy that they can utilize to fuel supernatural effects. The apollyon has a base 100 energy. They gain energy from the following sources:

-20 energy at the start of every round.

-10 energy anytime a friend or foe is reduced to 0 hit points within long range of the apollyon

-5 energy any time the apollyon is damaged, or 20 energy when suffering a crippling wound.

The apollyon can use their energy to replicate a variety of spells:

-**Greater Flame Wave:** As a standard action, the apollyon can fire a wave of flame that incinerates an area. This power is a Line (30) that is 3 squares wide instead of 1 square. The flame wave makes a +40 attack against all in the area. On a hit against defense, it deals 120 damage, hailfire 1, or half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-**Incinerate:** The apollyon can spend 25 energy to deal damage to all burning enemies within 30 squares. By doing this, they instantly deal 60 piercing damage to every target within range that has the Burning condition. This does not require an attack. This also causes the Burning condition to end.

-**Greater Lake of Fire:** As a standard action, the apollyon can cause an explosion of flame to erupt in the target location. This effects a Burst (5) square within distant range. The target area must be on the ground; they cannot target the air with this power. Furthermore, targets that are more than 1 square above the ground are not affected. The lake of fire makes a +40 attack against all targets in the area. On a hit against defense, it deals 120 damage or half that much damage on a missed attack. The wave has the Flames and Penetration (10) traits. The power ignores accuracy penalties from cover, concealment, or the hidden or cloaking conditions. This power costs 20 energy.

-**Greater Teleport:** The apollyon can spend 5 energy as a minor action to teleport to any location they know of within 120 squares. This can be done up to twice per turn.

-**Wall of Souls:** The apollyon can summon a wall of trapped souls to block enemies while releasing lost soul minions at their foes. This wall is always 1 square wide but is 2 squares long per 5 energy invested into the power (maximum of 20 squares long for 50 energy). The wall counts as an energy barrier that has a shield pool of 1,000. Every 200 shield pool the wall of souls loses, it spawns a horde of lost souls adjacent to it. Only demons can move through the wall. The wall lasts for 5 rounds, or until the apollyon dismisses it. When the wall's duration ends, it spawns one final horde of lost souls.

-**Souls of the Damned:** By spending 50 energy as a standard action, the apollyon can summon a legion of unwilling zombies. This swarm gains the Hell Power Surge benefit. This spell can only be used once per encounter.

Special Ability (Cataclysmic Touch): The apollyon's melee attacks gain the Flames trait. Its fire ball attack gains +10 accuracy, +30 damage, +20 penetration, and the Flames trait.

Special Ability (Master Summoning): As its ultimate power, the apollyon can enact a ritual to summon a host of additional demons. This requires spending a large amount of its hell energy reservoir and requires 2 full-rounds to cast the spell. During this time, if the apollyon is staggered, stunned, or killed, the ritual is interrupted, and the demons are not summoned.

This power potentially let the apollyon summons a huge number of enemies. Upon being summoned, these enemies roll their own initiative and reward experience individually (they are not part of the apollyon's experience reward). In addition, if the apollyon is still alive, all the demons it summons have the Hell Power Surge effect (see sidebar) for the remainder of the encounter. If the apollyon dies, the summoned demons lose that beneficial effect.

The apollyon summons demons in groups of similar powered demons. They can summon between 1-5 groups with a single casting. When summoned, these demons appear anywhere the apollyon choses within long range. Each of the summoning groups have a selection of minions to choose from for summoning. Each group's contents can be chosen individually. However, higher tiered groups of summonses often require a number of lower tiered summons. Total up the energy cost of all summoned groups; this is the energy cost to summon all those minions, paid when the ritual is complete.

The following are the list of summoning options:

-Lesser Summons: For 15 energy, the archvile can summon either: 2 pinky demons, 2 cacodemons, 2 revenants, 2 hell knights, or 1 mancubus. There are no additional requirements on lesser summons.

-Greater Summons: For 20 energy, the archvile can summon one of the following: 1 legion of imps, 1 legion of gargoyles, or 3 hordes of lost souls. The archvile can only include a number of greater summons equal to the number of lesser summons they are using as part of the ritual.

-Master Summons: For 30 energy, the archvile can summon one of the following: 1 tyrant or 2 fireborne barons of Hell. The archvile can only include 1 master summon for every 2 greater summons they are doing as part of the ritual.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, apollyon deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The apollyon gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Apollyon

Cacodemon Variants

Cacodemons feed on fear and psychic energies. When a cacodemon goes too long without being able to feed, it weakens and becomes a **Malwrath**. These paler creatures no longer have the psionic energy to release charged energy blasts and are desperate to feed on an enemy that is showing fear. Malwraths often show up early in demonic invasions, to get first grab at desperate survivors overwhelmed with the attack.

The **Wretched** are cacodemons that have ascended their mastery of their psionic capabilities, and possess great power over the minds of mortals. The mere presence of a wretched drains the hope out of mortals, and they can cause mortals who already feel fear to turn catatonic with terror. Their psionic energies allows them to release even more energy blasts than normal. They are rarely found outside Hell, instead drifting in the darkest pits of Hell where they feed on other demons.

Malwrath

Level 6 Large-sized Non-heroic Demon, High Threat

Hit Points: 119	Healing Threshold: 8	Damage Threshold: 31
Defense: 12	Toughness: 25	Resolve: 21
Speed: 6 (fly)	Shift Speed: 1	Morale Bonus: +4
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +4
Damage Resistance: 18		

-Demonic Bite 1d20+11 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 8, Rending 2, Devil's Taint (DC 12 Endurance or 12 poison damage), Psychic Shock, Starved for Fear (Advantage against low morale targets)

Skills: Defensive Training 3, Durability 4, Endurance 4, Influence 4, Melee 4, Mental Training 4, Perception 4, Ranged 4, Survival 4

Talents: Awesome Abilities (strength agility, fortitude), Penetration II, Weapon Mastery (melee)

Strength: 6 **Instinct:** 4 **Agility:** 1 **Fortitude:** 7

Intelligence: 2 **Willpower:** 5

Gear: Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Psychic Shock): If a malwrath hits at target's resolve with their bite attack, the target loses 1 morale.

Special Ability (Psychic Fear): The malwrath has a telepathic presence that it uses to fill its targets with the deepest dread. It can make psionic combat influence attempts against targets within line of sight and 30 squares. It can only use combat influence to demoralize or terrorize. It has a +9 bonus on influence checks.

Special Ability (Starved for Fear): All mortal enemies that are at a negative morale level and within 6 squares of the malwrath count as taunting malwrath (the malwrath suffers a -5 penalty to attack other targets). The malwrath gains advantage on bite attacks against targets at low morale.

Special Ability (Feed on Fear): Whenever the malwrath causes an enemy to lose a morale level, the demon recovers 10 hit points and gains 5 protection points. These protection points are cumulative with multiple negative morale markers. It can gain a maximum of 30 protection points at once from this ability.

Special Ability (Levitation): The malwrath is capable of psychically floating through the air and has a fly speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, malwrath deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Wretched

Level 22 Large-sized Heroic Demon, High Threat

Hit Points: 382	Healing Threshold: 12	Damage Threshold: 44
Defense: 29	Toughness: 46	Resolve: 42
Speed: 12 (fly)	Shift Speed: 2	Morale Bonus: +9
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 30		

-**Demonic Bite** 1d20+22 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 6, Devil's Taint (DC 28 Endurance or 44 poison damage), Psychic Trauma

-**Psychoactive Bile** 1d20+21 accuracy, 63 damage, 1 strikes maximum, long range; *Special Traits:* Penetration 26, Psychic Trauma, Frenzied Attack

-**Wave of Terror** 1d20+29 accuracy versus resolve, struck targets lose 1 morale, +1 additional morale loss for every 5 points the attack surpasses resolve

Skills: Defensive Training 9, Durability 10, Endurance 10, Influence 10, Melee 10, Mental Training 10, Perception 10, Ranged 10, Survival 10, Tactics 8

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Bulwark, Close Combat Shot, Defensive Frighting II, Devastating Cripple (melee, ranged), Great Speaker, Hardened Survivalist, Penetration V, Resistant V, Resilience, Resolute II, Weapon Mastery (melee II, ranged II)

Strength: 12 **Instinct:** 8 **Agility:** 5 **Fortitude:** 14

Intelligence: 4 **Willpower:** 9

Gear: Large-sized Demonic Bite, Large-sized Psychoactive Bile, Thick Demonic Hide

Special Ability (Psychic Trauma): If a cacodemon hits at target's resolve with their bite or psychoactive bile attack, the target loses 2 morale.

Special Ability (Wave of Terror): The wretched can release a palpable wave of terror in a cone. It makes a demoralize combat influence action as a minor action against all mortal target within a Cone (30). It gains +10 to its check when using demoralize in this way. Protections against combat influence apply against this effect.

Special Ability (Psionic Onslaught): The wretched's very presence wreaks havoc on nearby minds, confusing and overwhelming those of weak mind. If any mortal begins their turn with 4 or more negative morale and within 30 squares of the wretched, they must make a DC 20 willpower check or be staggered, slowed, and tormented on their turn.

Special Ability (Feed on Fear): Whenever the wretched causes an enemy to lose a morale point, the demon recovers 10 hit points and gains 10 protection points. These protection points are cumulative with multiple negative morale markers.

Special Ability (Levitation): The wretched is capable of psychically floating through the air and has a fly speed.

Special Ability (Frenzied Attack): When the wretched makes a psychoactive bile attack as a standard action, they can make two separate attacks, attacking the same or different targets.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, wretched deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



~Malwrath (top left)



~Wretched (below)

~Nosferatu (top right)



Gargoyle Variants

During the war with the Argenta, vast numbers of gargoyles traveled to Argent D’Nur. Many of these gargoyles fed upon the corpses of night sentinels and the wraith energies they possessed. They grew stronger and multiplied, becoming known as the **D’Nur Horrors**. These creatures roam the sentinel worlds in great numbers, kidnapping victims to carry them away to feast. They have a great deal of practice at fighting night sentinels, and excel at killing them.

The **Nosferatu** are a rare breed of ancient gargoyle that are fed upon corpses cursed with blood magic. Engorged with dark energies, these gargoyles return to Hell, where they enter a chrysalis state. They emerge as much more powerful creatures that can quickly steal the life energies of those they touch. Their claws possess a portion of the blood magic that created them, leaving festering blood worms in the wounds of those they scratch.

D’Nur Horror

Level 11 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 104	Healing Threshold: 8	Damage Threshold: 29
Defense: 29	Toughness: 27	Resolve: 19
Speed: 8, fly 11	Shift Speed: 2	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 10		

-**Demonic Claws** 1d20+9 accuracy, 29 damage, +4 strikes maximum; *Special Traits:* Penetration 9, Rending 10, Poison on Crippling Wound

-**Acidic Saliva** 1d20+10 accuracy, 24 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 17, Rending 8, Devil’s Taint (DC 21 Endurance or 28 poison damage), Acid Damage

Skills: Acrobatics 6, Athletics 6, Defensive Training 6, Durability 6, Endurance 5, Melee 6, Mental Training 4, Perception 6, Ranged 6, Stealth 6, Survival 4

Talents: Awesome Abilities (strength agility, fortitude), Brutality, Close Combat Shot, Defensive Fighting, Dodge, Penetration II, Sneak Attack II, Swift Strikes, Weapon Mastery (melee, ranged)

Strength: 8 **Instinct:** 6 **Agility:** 8 **Fortitude:** 7

Intelligence: 2 **Willpower:** 2

Gear: Demonic Claw, Acidic Saliva, Demon Hide

Special Ability (Snatch): If the D’Nur horror performs a claw attack against a medium-sized or smaller target while performing an action, they have a chance to grab the target and carry them with them. This requires the claw attack successfully hitting both the target’s defense and toughness. If they succeed, they move the target with them as they finish their action move and drop the target at any point during the movement. They automatically drop the target at the end of their turn if they hadn’t already.

Special Ability (Fly): The D’Nur horror can fly at a speed of 10 squares per round. If it chooses, it can activate rapid flight to have an acceleration of 10, a combat speed of 30, and a maximum speed of 80.

Special Ability (Crawler): The horror can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Lethal Infectious): The D’Nur horror is an infectious poison carrier. The demonic taint on it is saliva attack gains +4 to the endurance DC and a +6 damage. Their innate, infectious contamination gives all of their attacks +8 rending. In addition, if its claw attack deals a crippling wound, the target is subjected to the same poison as their ranged attack.

Special Ability (Strafing Flight): When performing an action move, the D’Nur horror can fly 30 squares in a single turn without taking any penalties for any action moving.

Special Ability (Bane of the Argenta): The D’Nur horror gains advantage on all attacks against night sentinel characters.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, horrors deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Nosferatu

Level 20 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 172	Healing Threshold: 9	Damage Threshold: 36
Defense: 40	Toughness: 35	Resolve: 30
Speed: 9, fly 13	Shift Speed: 3	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 11		

-**Demonic Claws** 1d20+15 accuracy, 39 damage, +6 strikes maximum; *Special Traits:* Penetration 14, Rending 12

-**Acidic Saliva** 1d20+16 accuracy, 30 damage, +4 strikes maximum, medium range; *Special Traits:* Penetration 22, Rending 8, Devil's Taint (DC 32 Endurance or 50 poison damage and Tormented for 1 round), Acid Damage

Skills: Acrobatics 9, Athletics 9, Defensive Training 9, Durability 8, Endurance 8, Melee 9, Mental Training 8, Perception 9, Ranged 9, Stealth 9, Survival 8

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Defensive Fighting II, Devastating Cripple (melee, ranged), Hardened Survivalist, Natural Health II, Penetration IV, Resilience, Sneak Attack IV, Stalker, Swift Strikes II, Weapon Mastery (melee II, ranged II)

Strength: 10 **Instinct:** 9 **Agility:** 11 **Fortitude:** 8

Intelligence: 4 **Willpower:** 6

Gear: Demonic Claw, Acidic Saliva, Demon Hide

Special Ability (Life Steal): If the nosferatu deals damage with a claw attack, it recovers 50 lost hit points.

Special Ability (Fly): The nosferatu can fly at a speed of 10 squares per round. If it chooses, it can activate rapid flight to have an acceleration of 10, a combat speed of 30, and a maximum speed of 80.

Special Ability (Crawler): The nosferatu can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Parasitic Infection): The nosferatu is filled with lethal poisons and demonic parasites. The demonic taint on it is saliva attack gains +6 to the endurance DC and a +10 damage. Anyone that fails their endurance check against the poison gains the Tormented condition for 1 round Their innate, infectious contamination gives their attacks +8 rending. In addition, if its claw attack deals a crippling wound, the target is subjected to the same poison as their ranged attack.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, nosferatu deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Harvester Variants

Collectors are lower ranked harvesters that are given the task of escorting captured souls back to Hell. Unlike their superiors, the harvester, collectors generally do not actively steal souls from victims. Instead, they ensure that soul extraction rituals on prisoners are protected and maintained. Craven creatures, when threatened they will try to convert their attacker's souls fragments into weaponized souls to defend.

The **Soul Wardens** are a class of noble demon akin to an arch-vile in intelligence and rank. The soul wardens are the administrators that host of souls dragged into Hell. They are the eyes and agents of Kalibas, the Sightless Judge, that determines the fate of souls. The soul wardens are also major agents in the creation and distribution of argent energy. As such, they have great power over argent, able to create barriers with it or convert it into hosts of angry spirits.

Collector

Level 12 Large-sized Non-heroic Demon, High Threat

Hit Points: 171	Healing Threshold: 8	Damage Threshold: 33
Defense: 25	Toughness: 30	Resolve: 27
Speed: 7 fly	Shift Speed: 2	Morale Bonus: +6
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +7
Damage Resistance: 12		

-**Demonic Claws** 1d20+12 accuracy, 32 damage, +2 strikes maximum; *Special Traits:* Penetration 8

-**Soul Drain** 1d20+16 accuracy, 20 damage, 1 strike maximum, short range; *Special Traits:* Piercing, Focusing Beam, Soul Drain

Skills: Acrobatics 6, Athletics 6, Defensive Training 6, Durability 6, Melee 4, Mental Training 6, Perception 6, Ranged 6, Stealth 6, Survival 4

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting, Hardened Survivalist, Resistant II

Strength: 6 **Instinct:** 7 **Agility:** 5 **Fortitude:** 7

Intelligence: 5 **Willpower:** 7

Gear: Large-sized Demonic Claw, Large-sized Soul Drain, Demon Hide

Special Ability (Soul Drain): The collector's soul drain ability does not deal any wounds or any crippling wound injuries. Instead, for every 20 points of damage soul drain deals to a target (after hailfire), it drains a soul fragment from the target into the harvester. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. The collector in turn collects soul fragments within itself, which it can use for its Weaponized Souls power. The collector can store 10 soul fragments within them at once. When a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 lost soul fragment every hour.

Special Ability (Weaponized Souls): As a standard action, the collector can release all of their collected soul fragments to create lost souls anywhere within their reach. For every 2 soul fragments they possessed, they create 1 lost soul. All created lost souls act on their own initiative and are worth experience.

Special Ability (Flight): The collector can fly at its normal land movement speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, collectors deal 1 negative morale level for every soul fragment they drain from a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Soul Warden

Level 26 Large-sized Heroic Demon, Extreme Threat

Hit Points: 546	Healing Threshold: 12	Damage Threshold: 76
Defense: 43	Toughness: 45	Resolve: 48
Speed: 11 fly	Shift Speed: 3	Morale Bonus: +11
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +10
Damage Resistance: 30		

-**Demonic Claws** 1d20+21 accuracy, 48 damage, +6 strikes maximum; *Special Traits:* Penetration 12

-**Soul Drain** 1d20+25 accuracy, 31 damage, 1 strike maximum, short range; *Special Traits:* Piercing, Focusing Beam, Twin-Beam, Soul Drain

Skills: Acrobatics 11, Athletics 11, Defensive Training 11, Durability 11, Influence 9, Leadership 9, Melee 9, Mental Training 11, Perception 10, Ranged 11, Stealth 10, Survival 10

Talents: Awesome Abilities (strength agility, fortitude, willpower), Close Combat Shot, Defensive Fighting II, Far Shot, Hardened Survivalist, Resistant V, Resilience, Resolute, Swift Strikes, Weapon Mastery (melee II, ranged II)

Strength: 12 **Instinct:** 10 **Agility:** 12 **Fortitude:** 15

Intelligence: 10 **Willpower:** 12

Gear: Large-sized Demonic Claw, Large-sized Soul Drain, Demon Hide

Special Ability (Soul Drain): The harvester's soul drain ability does not deal any wounds or any crippling wound injuries. Instead, for every 20 points of damage soul drain deals to a target (after hailfire), it drains a soul fragment from the target into the harvester. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. The harvester in turn collects soul fragments within itself, which it can use for its Soul Burst power. The harvester can store 10 soul fragments within them at once. When a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 lost soul fragment every hour.

Special Ability (Twin-Beam): When the soul warden uses its soul drain attack, it can make the attack at two targets each within 3 squares of one another with the same attack roll. It gains its focusing beam trait, attack overages, and soul drain fragments against each target

Special Ability (Greater Soul Burst): The soul warden can spend all of their accumulated soul fragments in an explosive energy burst around them. Doing so requires a standard action and effects all targets within 8 squares of the harvester. Doing so expends all the soul fragments the soul warden stored. The attack deals 10x soul fragments spent damage, with an accuracy of 2x soul fragments +10. Missed targets still take half damage. This attack has the Piercing, Rending (5), and Energy Damage weapon traits.

Special Ability (Attending Souls): As a free action once per 5 rounds, the soul warden can summon 2 hordes of lost souls to appear within 15 squares of them. These lost soul swarms last until the end of the encounter. The hordes act after the soul warden in initiative, disappear if the soul warden dies, and are not worth experience.

Special Ability (Flight): The soul wardens can fly at its normal land movement speed.

Special Ability (Soul Barrier): The soul warden uses soul energy to create a barrier around itself that protects it from harm. At the start of every turn, it gains protection points that last until the start of its next turn. The number of protection points is based on how many soul fragments it has collected and how many attending souls it has.

-For every soul fragment it has at the start of its turn, the soul warden gains 10 protection points

-For every horde of lost souls within 15 squares, the soul warden gains 50 protection points.

Special Ability (Demonic Nobility): The soul warden gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, soul wardens deal 1 negative morale level for every soul fragment they drain from a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive

or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



~Collector (above)

~Soul Warden (below)



Hell Knight Variants

Ogres are a species of demon that looks like a hell knight but is only somewhat related. Massive emissions of rage and anger in Hell are known to create hosts of ogres. They are stupid, simple creatures that have no desire but to smash and destroy anything they come across. Ogres will often find their way to invaded worlds, where they cause random chaos and mayhem as they undergo mindless rampages.

A **Hell Prince** is a powerful hell knight that has begun the process of transforming into a baron of hell. As a final show off worth, hell princes are the personal bodyguards of powerful cultists and mortal agents. Hell priests in particular are known to have several hell princes as their beck and call. Hell princes have greater control over their infernal energies, and can emit massive amounts of destructive hellfire from their bodies.

Ogre

Level 3 Large-sized Non-heroic Demon, High Threat

Hit Points: 90	Healing Threshold: 7	Damage Threshold: 28
Defense: 13	Toughness: 25	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +5
Damage Resistance: 11		

-Demonic Claws 1d20+8 accuracy, 27 damage, +1 strike maximum; *Special Traits:* Penetration 5

Skills: Acrobatics 2, Athletics 3, Defensive Training 3, Durability 3, Endurance 3, Melee 3, Mental Training 2, Perception 2, Ranged 3, Stealth 2, Survival 2, Tactics 2

Talents: Awesome Abilities (strength agility, fortitude), Power Strike, Resistant II

Strength: 7 **Instinct:** 2 **Agility:** 1 **Fortitude:** 5

Intelligence: 1 **Willpower:** 2

Gear: Large-sized Demonic Claw, Demon Hide

Special Ability (Hellish Pursuit): As a free action, the ogre marks a single target as the target they are chasing. If the pursuit target takes a movement or shift action within 15 squares of the ogre, after the movement the ogre can take a free movement action, as long as they move closer to the pursued target. The ogre can switch their pursued target as a free action on their turn.

Special Ability (Throw): The ogre can throw creatures that are medium sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the ogre wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 25 damage and is prone. If they throw the target at another enemy, they make a +5 ranged attack roll against the second target's defense. On a hit, both targets suffer 25 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, ogres deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Hell Prince

Level 21 Large-sized Heroic Demon, High Threat

Hit Points: 478	Healing Threshold: 13	Damage Threshold: 75
Defense: 30	Toughness: 46	Resolve: 37
Speed: 8	Shift Speed: 2	Morale Bonus: +8
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +9
Damage Resistance: 39		

-**Demonic Claws** 1d20+20 accuracy, 47 damage, +3 strikes maximum; *Special Traits:* Penetration 15, Rending 6

-**Fire Ball** 1d20+22 accuracy, 48 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 18, Burst 2, Flames, Energy Damage

Skills: Acrobatics 9, Athletics 9, Defensive Training 9, Durability 9, Endurance 9, Melee 9, Mental Training 9, Perception 9, Ranged 9, Stealth 9, Survival 9, Tactics 9

Talents: Awesome Abilities (strength agility, fortitude), Brutality III, Cleave, Close Combat Shot, Defensive Fighting II, Hardened Survivalist, Leap, Penetration IV, Power Strike II, Resilience, Resistant IV, Resolute, Weapon Mastery (melee II, ranged II)

Strength: 16 **Instinct:** 4 **Agility:** 6 **Fortitude:** 16

Intelligence: 3 **Willpower:** 8

Gear: Large-sized Demonic Claw, Large-sized Fire Ball, Thick Demon Hide

Special Ability (Greater Fiery Shockwave): As a full-round action, the hell prince can release a fiery shockwave. This is identical to a fire ball attack but effects all targets within 3 squares of the hell prince. The hell prince also activates this ability whenever they land from using the Leap talent.

Special Ability (Retaliatory Furnace Blast): Whenever the hell prince takes damage from an attack, all enemies adjacent to the hell prince are struck by a fireball attack.

Special Ability (Explosive Fire Ball): The hell prince's fire ball attack gains the Burst (2) and Flames traits.

Special Ability (Greater Hellish Pursuit): As a free action, the hell prince marks a single target as the target they are chasing. If the pursuit target takes a movement or shift action within 30 squares of the hell prince, after the movement the hell prince can take a free movement action, as long as they move closer to the pursued target. The hell prince can switch their pursued target as a free action on their turn.

Special Ability (Throw): The hell prince can throw creatures that are medium sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the hell prince wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +15 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Demonic Nobility): The hell prince gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell knights deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Hell Razer Variants

Hell Raiders are the most common variant of hell razer, used as siege troopers to attack enemy fortifications. Squads of hell raiders were deployed to defeat the fortresses of the argenta as well as besiege ARC fortifications on earth. Hell razers have a thicker, darker exoskeleton than their lesser kin, and their beams are able to quickly melt non-living matter.

While the demonic capital city of Immora has hosts of its own hellish troops, they are supplemented by demonic soldiers. The most common type is a the **Immoran Demon Guard**, a powerful type of hell razer that is specifically bred to serve as the military captains of immora. While they generally do not speak, the mere presence of these guardians inspires immora's people and causes them to fight harder. Meanwhile, their beam attack is even more powerful, capable of seeking out prey and bouncing between multiple targets.

Hell Raider

Level 13 Medium-sized Non-heroic Demon, High Threat

Hit Points: 166	Healing Threshold: 9	Damage Threshold: 32
Defense: 25	Toughness: 29	Resolve: 26
Speed: 8	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 36		

-**Demonic Smash** 1d20+10 accuracy, 32 damage, +2 strikes maximum; *Special Traits:* Penetration 15

-**Hell Beam** 1d20+15 accuracy, 26 damage, 1 strike maximum, long range; *Special Traits:* Penetration 20, Focusing Beam, Energy Damage

Skills: Acrobatics 6, Athletics 7, Defensive Training 7, Durability 7, Endurance 7, Lore 4, Melee 7, Mental Training 6, Perception 6, Ranged 7, Science 6, Survival 6, Tactics 6

Talents: Awesome Abilities (strength, agility, fortitude), Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Penetration V, Resistant III, Weapon Mastery (melee, ranged)

Strength: 8 **Instinct:** 7 **Agility:** 8 **Fortitude:** 9

Intelligence: 3 **Willpower:** 6

Gear: Demonic Smash, Hell Beam, Hellforged Exoskeleton

Special Ability (Overcharged Blast): Instead of focusing on a single target, the hell raider can overcharge their hell beam to transform it into an explosive burst. When performing this action, the hell beam loses the Focusing Beam trait but gains the Burst (3) and Delay traits, as well as +20 damage. Once using this ability, they cannot use it against for the next 2 turns.

Special Ability (Siege Troops): The hell beam attack gains +10 damage and +10 penetration when used against terrain, objects, or vehicles.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell raider deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



~Immoran Demon Guard (bottom left)

~Hell Prince (top)

~Hell Raider (bottom right)



Immoran Demon Guard

Level 24 Medium-sized Non-heroic Demon, High Threat

Hit Points: 289	Healing Threshold: 11	Damage Threshold: 45
Defense: 34	Toughness: 44	Resolve: 45
Speed: 9	Shift Speed: 1	Morale Bonus: +10
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 43		

-Demonic Smash 1d20+17 accuracy, 44 damage, +4 strikes maximum; *Special Traits:* Penetration 20

-Hell Beam 1d20+21 accuracy, 32 damage, 1 strike maximum, long range; *Special Traits:* Penetration 24, Focusing Beam, Hailfire +2, Energy Damage

-Hell Beam w/ Secondary Attack 1d20+16 accuracy, 32 damage, 1 strike maximum, 6 squares from first target; *Special Traits:* Penetration 24, Focusing Beam, Hailfire +1, Energy Damage

-Hell Beam w/ Tertiary Attack 1d20+11 accuracy, 32 damage, 1 strike maximum, 6 squares from secondary target; *Special Traits:* Penetration 24, Focusing Beam, Energy Damage

Skills: Acrobatics 10, Athletics 10, Computers 4, Defensive Training 10, Durability 10, Endurance 10, Lore 10, Melee 10, Mental Training 10, Perception 10, Ranged 10, Science 10, Survival 10, Tactics 10

Talents: Awesome Abilities (strength II, instinct II, agility II, fortitude II, willpower), Bulwark, Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee, ranged), Far Shot, Hardened Survivalist, Master Tactician, Mighty Blow IV, Natural Health III, Penetration V, Power Strike II, Resilience, Resistant V, Resolute II, Swift Strikes II, Tactical Training, Weapon Mastery (melee II, ranged II)

Strength: 12 **Instinct:** 10 **Agility:** 10 **Fortitude:** 13

Intelligence: 4 **Willpower:** 10

Gear: Demonic Smash, Hell Beam, Hellforged Exoskeleton

Special Ability (Seeking Beam): After the demon guard's beam hits a target, it bounces to another enemy within line of sight and 6 squares of the first target. The demon guard makes a second attack against the next target with a -5 accuracy penalty. This attack gains all normal hailfire from the Focusing Beam trait. If the second attack hits, it can bounce one final time to another target with the same restrictions as before. It cannot bounce back to the first target. The attack against the third target gains a -10 accuracy penalty, but otherwise functions as the second attack. The attack bounces until it misses a target, there are no new targets to hit, or it has already hit three targets.

Special Ability (Empowered Beam): The demon guard gains +2 hailfire on their hell beam attack, in addition to the normal hailfire from Focusing Beam. This only applies to the first target they attack with the beam (see Seeking Beam trait). Against the second hell beam target, they gain only +1 hailfire. Finally, they gain no extra hailfire against the third target.

Special Ability (Immora's Fel Guardians): These demons are the eternal guards of Immora, and frequently reinforce and protect the people of Immora. All immoran troopers and other immoran citizens within 6 squares of a demon guard gain the following benefits:

- They gain 20 protection points on their turn
- They gain 2 positive morale per turn, up to a maximum of 5 (even if they are Jaded)
- Attacks against an immoran trooper within 6 squares of a demon guard suffer -10 accuracy

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell razer deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.

Imp Variants

While an imp lifespan is generally short, some imps who survive long enough become **Imp Lords**. These diabolic bullies force other imps into line, while also collecting and hoarding the souls of lesser imps. An imp lord can steal the soul of a dead imp, and then resurrect them to fight and be killed once more. They also possess much more potent hellfire strikes.

Imp Lord

Level 13 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 156	Healing Threshold: 9	Damage Threshold: 31
Defense: 33	Toughness: 29	Resolve: 28
Speed: 10	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 15		

-**Demonic Claws** 1d20+11 accuracy, 30 damage, +6 strikes maximum; *Special Traits:* Penetration 11

-**Fire Ball** 1d20+13 accuracy, 32 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 23, Flames, Energy Damage

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 7, Endurance 7, Melee 7, Mental Training 7, Perception 7, Ranged 7, Stealth 7, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Penetration III, Resistant IV, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee, ranged)

Strength: 8 **Instinct:** 6 **Agility:** 9 **Fortitude:** 8

Intelligence: 4 **Willpower:** 7

Gear: Demonic Claw, Fire Ball, Demon Hide

Special Ability (Greater Lunge): As a full-round action, the imp lord can perform a lunge action. They move up between 2-8 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +20 damage and the target does not gain the agility bonus to defense.

Special Ability (Imp Alpha): The imp lord is a leader amongst its kind. At the start of the imp lord's turn, all normal imps within 12 squares gain 1 morale level. All imp swarms within 6 squares instead regain 30 hit points.

Special Ability (Raise Imps): Whenever another, imp dies within 12 squares of an imp lord, it gains a charge of summoning. This also occurs when an imp swarm loses 50 hit points while within 12 squares of an imp lord. The imp lord can gain up to 3 charges of summoning. As a full-round action, it can spend all its summoning charges. For each summoning charge spent, it summons 1 imp within short range, or restore 50 hit points to an imp swarm for each summoning charge spent.

Special Ability (Inferno Shot): The imp lord's fire ball attack gains the Flames trait and +12 penetration.

Special Ability (Crawler): The imp lord can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Pack Tactics): The imp lord does not suffer penalties for attacking into melee if their target is only in melee with other imps. In addition, when an imp lord is flanking with another imp or imp lord, they gain a +10 accuracy bonus instead of +2.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, imp lords deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



~Imp Lord

Lost Soul Variants

Lost souls are known to possess variations based on the intensity and age of the soul. **Phantoms** are weaker souls that possess no strength but to be consumed by constant tormented. They seek out mortals and release pitiful, wailing cries that traumatize their living victims. Phantoms are incorporeal, with no physical bodies. While this leaves them unable to harm others, it also means they can only be destroyed with energy attacks.

Nightmares are the oldest of lost souls who have been denied the ability to transform into demons, but have been possessed by malice nonetheless. These burning souls can release blasts of potent fire like a true demon. They form hateful hunting packs in Hell, where they seek out mortal victims to burn. When finally slain, they release a scream of horror that is delightful and pleasing to demons.

Phantom

Level 5 Tiny-sized Non-heroic Demon, Trivial Threat

Hit Points: 1	Healing Threshold: NA	Damage Threshold: NA
Defense: 25	Toughness: 6	Resolve: 15
Speed: 5 (fly)	Shift Speed: 1	Morale Bonus: +3
Space: 0 squares	Reach: 1 square	Initiative: +3
Damage Resistance: 0		

-**Wailing Cry** 1d20+8 accuracy versus resolve, 2 morale damage, 1 strike maximum; *Special Traits:* Cone (6)

Skills: Defensive Training 4, Durability 4, Mental Training 4, Perception 4, Ranged 4, Stealth 4

Talents: Awesome Abilities (strength agility, fortitude)

Strength: 1 **Instinct:** 3 **Agility:** 4 **Fortitude:** 1

Intelligence: 1 **Willpower:** 2

Gear: None

Special Ability (Wailing Cry): The phantom's only offense is to emit a wailing cry of pain that drains the will from those it effects. This cry is a Cone (6) area that makes a +8 attack against the resolve of all mortal characters within the area. If it hits a target's resolve, they lose 2 morale levels. If this would bring a target below 5 negative morale, the target suffers 5 piercing damage for every morale point they would have gone below 5. Jaded characters cannot suffer piercing damage from this attack, and Cynic characters are not effected by the Wailing Cry.

Special Ability (Vaporized): The phantom is immune to physical and acid damage from all sources and does not take damage from missed attacks. If it is hit by an energy or piercing attack, however, it is instantly killed, as it only possesses a single hit point and no damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, phantom deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Nightmare

Level 25 Tiny-sized Non-heroic Demon, Low Threat

Hit Points: 133	Healing Threshold: 9	Damage Threshold: 27
Defense: 47	Toughness: 26	Resolve: 37
Speed: 9 (fly)	Shift Speed: 2	Morale Bonus: +5
Space: 0 squares	Reach: 1 square	Initiative: +8
Damage Resistance: 16		

-**Demonic Bite** 1d20+20 accuracy, 41 damage +40 energy damage, 1 strikes maximum; *Special Traits:* Penetration 17, Rending 2, Flames

-**Fire Ball** 1d20+21 accuracy, 42 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 15, Energy Damage

Skills: Defensive Training 11, Durability 11, Melee 11, Mental Training 11, Perception 11, Ranged 11, Stealth 11

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Penetration V, Resistant V, Weapon Mastery (melee II, ranged II)

Strength: 5 **Instinct:** 8 **Agility:** 8 **Fortitude:** 8

Intelligence: 2 **Willpower:** 8

Gear: Fireball, Demonic Bite, Demon Hide

Special Ability (Inferno Soul): A nightmare is burning with infernal energy. Their bite attack does not deal poison, but instead has the Flames trait and deals a bonus hit of 40 energy damage. In addition, any enemy that ends their turn within 1 square of a nightmare or hits it with a melee attack suffers 40 energy damage.

Special Ability (Delicious Scream of Horror): When a nightmare is destroyed, it releases a howl of terror. All mortals within 6 squares of a nightmare when it dies lose 1 morale level. Meanwhile, all demons within 6 squares gain Hell Power Surge for 1 round.

Special Ability (Limited Physiology): When a nightmare suffers a crippling wound, it is instantly destroyed. Do not keep track of wounds against a lost soul.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, nightmares deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum). Demons gain a morale level whenever they deal a crippling wound or cause a target to lose an armor shard.



Maggot Variants

Aberrations are a variant of the maggot found in the swamps and mires of Hell worlds. These toxic hunters live like ambush predators, hiding beneath the waters waiting for their victims to come by. They spring at their foes, unleashing their noxious venom and spit acid from their twin heads. After a demonic invasion has gone on for many years, aberrations inevitably find their way to mortal worlds, continuing their lifecycles in swamps, sewers, and radioactive pools.

A **Soul Eater** is an extremely rare variant of the maggot. Rather than being a toxic creature, the soul eater consumes the soul of the victim by using its tongue to draw their soul fragments out of their body. It is one of the few pack creatures capable of draining souls. Worse yet, the physical frame of a soul eater is partially spiritual in nature. Capable of harming body and soul, their power increases against targets with damaged souls.

Aberration

Level 12 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 134	Healing Threshold: 9	Damage Threshold: 30
Defense: 30	Toughness: 28	Resolve: 25
Speed: 8	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 14		

-**Acidic Saliva** 1d20+11 accuracy, 23 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 19, Hailfire 1, Devil's Taint (DC 24 Endurance or 48 poison damage), Corrosion, Acid Damage

-**Demonic Claws** 1d20+10 accuracy, 30 damage, +5 strikes maximum; *Special Traits:* Penetration 11

-**Grotesque Tongue** 1d20+13 accuracy, 1 strike maximum; *Special Traits:* Corrosion, Devil's Taint (DC 24 Endurance or 48 poison damage)

Skills: Acrobatics 6, Athletics 6, Defensive Training 6, Durability 6, Endurance 5, Melee 6, Mental Training 6, Perception 6, Ranged 6, Stealth 6, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Dodge, Hardened Survivalist, Penetration III, Resistant III, Swift Strikes II, Weapon Mastery (melee, ranged)

Strength: 8 **Instinct:** 6 **Agility:** 8 **Fortitude:** 8

Intelligence: 2 **Willpower:** 5

Gear: Acidic Saliva, Demonic Claw, Demon Hide

Special Ability (Grotesque Tongue): If a aberration scores at least 5 attack overages on a demonic claw attack, it can follow up with an attack with its grotesque tongue. If the attack hits defense, the target must immediately make a DC 24 endurance check or suffer 48 poison damage. In addition, if the tongue attack hits defense and toughness, the target gains the Melting condition as per the Corrosion weapon trait.

Special Ability (Acid Spit): The aberration can spit acid from its two heads, as per the Acidic Saliva attack. The aberration's acidic saliva attack gains Hailfire (1), the Corrosion weapon trait, and an improved poison with a DC of 24 and 48 poison damage.

Special Ability (Lunge): As a full-round action, the aberration can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Staggering Step): If a non-area attack that targets the aberration misses, it can either make an immediate shift action or a full-standard action attack against one enemy. It can make this bonus attack with either its claws or acidic saliva. If using its claws, it can potentially following up with a tongue attack. It can do this a number of times per round equal to ½ its agility (normally 4).

Special Ability (Crawler): The aberration can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, aberrations deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Aberration (above)

~Soul Eater (below)



Soul Eater

Level 22 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 240	Healing Threshold: 10	Damage Threshold: 36
Defense: 41	Toughness: 37	Resolve: 35
Speed: 11	Shift Speed: 3	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 17		

-Demonic Claws 1d20+17 accuracy, 39 damage, +6 strikes maximum; *Special Traits:* Penetration 16, Soul Feast (+10 damage per soul drain fragment target possesses)

-Soul Eating Tongue 1d20+19 accuracy, 1 strike maximum; *Special Traits:* Soul Absorption (See Soul Eating Tongue)

Skills: Acrobatics 10, Athletics 10, Defensive Training 10, Durability 10, Endurance 10, Lore 10, Melee 10, Mental Training 10, Perception 10, Stealth 10, Survival 10

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting II, Dodge II, Hardened Survivalist, Penetration V, Resistant V, Resilience, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee II), Wrestling Combatant

Strength: 10 **Instinct:** 8 **Agility:** 10 **Fortitude:** 10

Intelligence: 4 **Willpower:** 8

Gear: Demonic Claw, Demon Hide

Special Ability (Soul Eating Tongue): If a soul eater scores at least 5 attack overages on a demonic claw attack, it can follow up with an attack with its grotesque tongue. If the attack hits defense, the target is hit with the Soul Absorption trait, losing 2 soul fragments. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. If a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 lost soul fragment every hour.

Special Ability (Soul Feast): The soul eater's demonic claw attack gains +10 damage against a target for every soul drain fragment that they possess. Thus, if they attack a target with 4 soul drain fragments, they deal +40 damage.

Special Ability (Greater Lunge): As a full-round action, the soul eater can perform a lunge action. They move up between 2-8 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a claw attack at the target of their movement. This attack gains +20 damage and the target does not gain the agility bonus to defense.

Special Ability (Staggering Step): If a non-area attack that targets the soul eater misses, it can either make an immediate shift action or a full-standard action attack against one adjacent target, potentially following up with a tongue attack. It can do this a number of times per round equal to $\frac{1}{2}$ its agility (normally 5).

Special Ability (Crawler): The soul eater can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, soul eater deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Mancubus Variants

Hell Brutes are the runty, weak, stupid kin of the mancubus. Blunt and tactless creatures, they are used as meat shields by the armies of Hell. They are deployed in large numbers and used to absorb enemy fire, while bombarding enemies with inaccurate and reckless cannon fire. While highly inferior to a mancubus, a hell brute is still a terrifying foe for even a squad of average soldiers.

The **Druj** are the forgemasters and smiths of the demonic forges of Hell. While somewhat related to common mancubi, the druj far exceed them by most standards. They are powerful and clever beings, capable of firing their customized arm cannons and manipulating the energies of hell in the same way as an arch-vile. Furthermore, ancient magics and hell pacts have rendered the druj virtually unkillable. Only weapons with a supernatural energy source has the power to truly harm or kill a druj.

Hell Brute

Level 9 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 206	Healing Threshold: 11	Damage Threshold: 41
Defense: 10	Toughness: 33	Resolve: 23
Speed: 5	Shift Speed: 1	Morale Bonus: +4
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +1
Damage Resistance: 23		

-**Demonic Smash** 1d20+15 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 10

-**Hell Cannon** 1d20+14 accuracy, 56 damage, 1 strike maximum, long range; *Special Traits:* Penetration 25, Energy Damage

-**Hell Cannon w/ Dual-Wielding** 1d20+4 accuracy x2, 56 damage, 1 strike maximum, long range; *Special Traits:* Penetration 25, Energy Damage

Skills: Defensive Training 2, Durability 5, Endurance 5, Melee 5, Mental Training 5, Perception 1, Ranged 5, Survival 5

Talents: Awesome Abilities (strength agility, fortitude), Hardened Survivalist, Resistant II, Weapon Mastery (melee, ranged)

Strength: 10 **Instinct:** 1 **Agility:** 1 **Fortitude:** 12

Intelligence: 1 **Willpower:** 5

Gear: Huge-sized Demonic Smash, Large-sized Hell Cannon x2, Thick Demon Hide

Special Ability (Brutish Fury): When the hell brute dies or is dealt a crippling wound, it can make a free, instant standard action.

Special Ability (Unstoppable): Whenever the hell brute takes damage, roll for a crippling wound location. Unless it is a core or critical wound, the attack deals half damage after damage resistance, penetration, and hailfire are applied.

Special Ability (Vulnerable Torso): Whenever the hell brute takes damage, roll for a crippling wound location. If the wound hits the core, the attack deals double damage after damage resistance, penetration, and hailfire are applied.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell brute deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Druj

Level 26 Huge-sized Heroic Demon, Formidable Threat

Hit Points: 711	Healing Threshold: 20	Damage Threshold: 65
Defense: 33	Toughness: 59	Resolve: 39
Speed: 8	Shift Speed: 1	Morale Bonus: +10
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +11
Damage Resistance: 35		

-**Demonic Smash** 1d20+26 accuracy, 66 damage, +1 strike maximum; *Special Traits:* Penetration 24

-**Hell Cannon** 1d20+35 accuracy, 85 damage, 1 strike maximum, long range; *Special Traits:* Penetration 35, Energy Damage

-**Hell Cannon w/ Dual-Wielding** 1d20+30 accuracy x2, 85 damage, 1 strike maximum, long range; *Special Traits:* Penetration 35, Energy Damage

-**Greater Demonic Spew** 1d20+35 accuracy, 42 damage, 1 strike maximum, special range; *Special Traits:* Penetration 17, Cone 12, Flames, Twin-linked, Energy Damage, Close Quarters

-**Greater Vent Blast** 1d20+35 accuracy, 42 damage, 1 strike maximum, special range; *Special Traits:* Penetration 17, Energy Damage, all enemies within 5 squares, on hitting toughness target is knocked back 5 squares

Skills: Athletics 11, Acrobatics 11, Computers 11, Defensive Training 11, Durability 11, Endurance 11, Leadership 11, Lore 11, Melee 11, Mental Training 11, Perception 11, Ranged 11, Science 11, Survival 11, Tactics 11

Talents: Awesome Abilities (strength II, agility, fortitude III), Bulwark, Calm Engineer, Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee, ranged), Dual-Weapon Skill, Hardened Survivalist, Heavy Weapon Wielder III, Natural Health III, Penetration V, Resistant V, Resilience, Sabotage III, Structural Weakness III, Weapon Mastery (melee II, ranged II)

Strength: 22 **Instinct:** 10 **Agility:** 4 **Fortitude:** 24

Intelligence: 9 **Willpower:** 10

Gear: Huge-sized Demonic Smash, Huge-sized Hell Cannon x2, Thick Demon Hide

Special Ability (Hell Energies): The drug can channel the destructive energies of Hell. They have a reservoir of energy that they can utilize to fuel supernatural effects. The druj has a base 50 energy. They gain energy from the following sources:

-20 energy at the start of every round.

-10 energy anytime a friend or foe is reduced to 0 hit points within long range of the druj.

-5 energy any time the druj is damaged.

The druj can use their energy to replicate a variety of spells:

-**Swift-Cast Flame Wave:** As a minor action once per turn, the druj can fire a wave of flame that incinerates an area. This power is a Line (20) that is 2 squares wide instead of 1 square. The flame wave makes a +25 attack against all in the area. On a hit against defense, it deals 60 damage, or half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-**Swift-Cast Lake of Fire:** As a minor action once per turn, the druj can cause an explosion of flame to erupt in the target location. This effects a Burst (3) square within distant range. The target area must be on the ground; they cannot target the air with this power. Furthermore, targets that are more than 1 square above the ground are not affected. The lake of fire makes a +25 attack against all targets in the area. On a hit against defense, it deals 50 damage or half that much damage on a missed attack. The wave has the Flames and Penetration (10) traits. The power ignores accuracy penalties from cover, concealment, or the hidden or cloaking conditions. This power costs 20 energy.

-**Teleport:** The druj can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

-**Wall of Fire:** The druj can summon a wall of fire as a move action that blocks attacks and deals damage to those that try to pass through it. This wall is always 1 square wide but is 2 squares long per 5 energy invested into the power (maximum of 10 squares long for 25 energy). The wall blocks all ranged attacks passing through it. The wall can be moved through, but it automatically deals 80 energy damage to those that pass through it. The wall lasts for 3 rounds, or until the druj dismisses it.

Special Ability (Alternate Fire): The drug can modify their hell cannons into different fire methods at will.

-**Greater Demonic Spew:** By adjusting both their cannon limbs to project a spray, the hell cannon loses its range and burst area to affect a Cone (12) area. When used in this way, it gains the Close Quarters, Flames, and Twin-linked weapon traits, but deals half damage and penetration.

-**Greater Vent Blast:** By aiming both their barrels at the ground and projecting a powerful burst, the hell cannon becomes a close burst that knocks back nearby foes. In this mode, the drug attacks the defense and toughness of every enemy within 5 squares of them. On a hit against defense they take half cannon damage. If they hit toughness, then targets are pushed back 5 squares. The vent blast has half the normal penetration value.

Special Ability (Repelling Blast): Whenever an enemy ends their movement within 5 squares of the druj, the druj can spend their reaction to make an immediate Vent Blast attack against all enemies within 5 squares.

Special Ability (Demonic Indomitability): The drug takes only 1/4 damage from all attacks, including piercing damage, determined after hailfire and damage resistance are applied. They are also immune to crippling wounds from most weapons. The druj takes 1/2 damage and can suffer crippling wounds from the natural weapons of a makyr angel and the fully upgraded sentinel melee weapons with the argent, wraith, or makyr power sources. The only attacks the drug takes full damage from are crucible blades, hellbreaker hammers, the unmakyr, and the BFG-9000.

Special Ability (Toxic Gases): Any living, non-demonic creature that ends their turn with the druj's reach must make a DC 34 endurance test or gain the Melting and Burning conditions.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, mancubus deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Druj

Pain Elemental Variants

Beholders are a variant species of pain elemental that lacks the ability to summon souls but can instead release a soul draining beam from their eye. They shatter their victim's souls and turn their soul fragments into lost souls. Beholders are commonly found in longer lasting hell invasions, where they prowl worlds looking for victims to feast upon. They are jealous creatures who prefer isolation.

The **Rahovart** is a powerful form of pain elemental that is found in the deepest, darkest, most isolated pits of Hell. They are the alpha predators of these realms, preying upon anything that enters their shadow realms. Rahovarts have a strong enough psychic presence that they actively steal souls that enter Hell through unconscious effort. They collect hundreds of thousands of damned spirits within themselves, using them to give them size and strength. Rahovarts can utilize these spirits as both weapon and shields to become unstoppable predators. Occasionally, a rahovart will grow hungry and curious and enter into a besieged world for collection. Woe be to the victims of its passage.

Beholder

Level 15 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 388	Healing Threshold: 13	Damage Threshold: 53
Defense: 22	Toughness: 38	Resolve: 38
Speed: 11 (fly)	Shift Speed: 1	Morale Bonus: +7
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 26		

-**Demonic Bite** 1d20+17 accuracy, 42 damage, 1 strike maximum; *Special Traits:* Penetration 9, Rending 2, Devil's Taint (DC 23 Endurance or 30 poison damage)

-**Demonic Claws** 1d20+16 accuracy, 37 damage, +2 strikes maximum; *Special Traits:* Penetration 9

-**Soul Drain** 1d20+18 accuracy, 14 damage, 1 strike maximum, short range; *Special Traits:* Piercing, Focusing Beam, Soul Drain

Skills: Acrobatics 6, Athletics 4, Defensive Training 7, Durability 7, Endurance 7, Lore 3, Melee 7, Mental Training 7, Perception 6, Ranged 7, Stealth 4, Survival 7

Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Natural Health, Resistant III, Weapon Mastery (melee, ranged)

Strength: 8 **Instinct:** 6 **Agility:** 3 **Fortitude:** 14

Intelligence: 1 **Willpower:** 8

Gear: Large-sized Demonic Bite, Large-sized Demonic Claw, Large-sized Soul Drain, Thick Demonic Hide

Special Ability (Soul Drain): The beholder's soul drain ability does not deal any wounds or any crippling wound injuries. Instead, for every 20 points of damage soul drain deals to a target (after hailfire), it drains a soul fragment from the target into the beholder. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. When a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 soul drain per hour.

After attacking with Soul Drain, the beholder creates a number of Lost Souls within short range of them equal to the soul drain fragments the target received. These lost souls instantly roll initiative and act on their next turn.

Special Ability (Soul Prism): When using the soul drain attack, the beholder can target an allied lost soul instead of an enemy target. If they do, the lost soul is destroyed, but their soul beam attack applies against all enemies within 3 squares of that lost soul, gaining the Focusing Beam trait and Soul Drain against each target.

Special Ability (Levitation): The beholder is capable of psychically floating through the air and has a fly speed.

Special Ability (Constant Torment): The beholder lives in a state of constant agony, which it has adapted to, making it stronger. Because of its incredible pain threshold, it gains +120 maximum hit points, +10 damage threshold, and is immune to the Tormented condition.

Special Ability (Lesser Soul Sight): The beholder ignores the Hidden and Cloaked traits of enemies within 30 squares. It does not suffer an accuracy penalty to attack hidden or cloaked enemies.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, beholders deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Rahovart

Level 28 Large-sized Heroic Demon, Extreme Threat

Hit Points: 767	Healing Threshold: 18	Damage Threshold: 79
Defense: 37	Toughness: 53	Resolve: 46
Speed: 13 (fly)	Shift Speed: 2	Morale Bonus: +12
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +10
Damage Resistance: 34		

-Demonic Bite 1d20+24 accuracy, 56 damage, +1 strike maximum; *Special Traits:* Penetration 13, Rending 2, Devil's Taint (DC 36 Endurance or 56 poison damage), Tormented, Bleeding (10)

-Demonic Claws 1d20+23 accuracy, 50 damage, +4 strikes maximum; *Special Traits:* Penetration 13, Tormented, Bleeding (10)

-Soul Barrage 1d20+26 accuracy, 75 damage, 1 strikes maximum, distant range; *Special Traits:* Piercing, Burst 2, Tormented, Bleeding (10)

Skills: Acrobatics 12, Athletics 10, Defensive Training 12, Durability 12, Endurance 12, Lore 8, Melee 10, Mental Training 12, Perception 12, Ranged 12, Stealth 10, Survival 12

Talents: Awesome Abilities (strength agility, fortitude III, willpower), Bulwark, Close Combat Shot, Defensive Fighting III, Devastating Cripple (melee, ranged II), Far Shot, Hardened Survivalist, Natural Health III, Resilience II, Resistant V, Resolute, Swift Strikes, Weapon Mastery (melee II, ranged III)

Strength: 14 **Instinct:** 10 **Agility:** 7 **Fortitude:** 21

Intelligence: 6 **Willpower:** 12

Gear: Large-sized Demonic Bite, Large-sized Demonic Claw, Thick Demonic Hide

Special Ability (Summon Hosts of Souls): The rahovart is often accompanied by numerous groups of lost souls (see the example swarm section in Chapter 3). As a free action at the start of every turn, a rahovart summons 2 groups of souls to its side. Once per round as a minor action, they can summon one additional group of lost souls. These lost souls are considered part of the rahovart, orbiting around the demon, until it chooses to use them. They cannot be attack normally. The rahovart can have up to 6 groups of lost souls at once. While it has 3 groups of lost souls around it, it has cover against attacks. When it has 6 groups of lost souls, it has improved cover.

The rahovart can use the lost souls in a variety of ways:

-Soul Barrage: As a standard action, the rahovart can throw a group lost soul at a target at distant range. This uses the Soul Barrage attack profile listed above. The attack deals piercing damage. If a target suffers damage from the attack, they gain the Tormented condition for 2 rounds and Bleeding (10). If the primary target of the soul barrage already had the tormented condition, it is stunned for 1 round.

-Release Soul Host: As a minor action, the rahovart can release 1 or more group of lost souls, which become separate NPCs placed within 8 squares of the rahovart. They gain the benefit of the Hell Power Surge bonus. They act at the end of the rahovart's turn. In the turn they are released, they gain +6 move speed and +10 accuracy.

-Greater Soul Barrier: As a move action, the rahovart can channel 1 or more group of lost souls into a barrier to protect itself. The round that it does this, it sacrifices accumulated souls to create an energy shield that lasts for 1 round. This barrier has a shield pool equal to 100 x the number of soul groups sacrificed, and a shield armor of 10 for every 100 points currently within the barrier. If the rounds have passed, the soul barrier dissipates.

Special Ability (Emissions of Agony): When a mortal enemy ends their turn within 15 squares of the rahovart, they gain the Tormented for the next 2 rounds and also gains Bleed (10). In addition, any target struck by its melee attacks or soul barrage automatically gains the Tormented condition for 2 rounds and Bleed (10).

Special Ability (Dimensional Rift): As a move action on their turn, the rahovart can teleport up to 30 squares to a location they know about.

Special Ability (Levitation): The rahovart is capable of psychically floating through the air and has a fly speed.

Special Ability (Eternal Agony): The rahovart lives in a state of constant agony, which it has adapted to, making it stronger. Because of its incredible pain threshold, it gains +200 maximum hit points, +20 damage threshold, and is immune to the Tormented and Bleed conditions

Special Ability (Soul Sight): The rahovart ignores the Hidden and Cloaked traits of enemies within 120 squares. It does not suffer an accuracy penalty to attack hidden or cloaked enemies.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, rahovarts deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Rahovart (above)

~Belphegor (below)



Pinky Demon Variants

The **Bull Demon** is a deformed pinky demon mutant that was born without a harder outer shell and limited vision. Bull demons are the closest hell has to edible livestock, and many demons feast upon them when they get a chance. Despite other demons favor for their meat, bull demons are as toxic to mortals as any other demon.

A **Belphegor** is a pinky demon created by a demonic lord, and is used as a prized hunting hound or guard dog. Belphegor are released to hunt downward wayward prisoners or escaped souls, or guard a demonic lord's prized treasure vault. Belphegor are incredibly tough and strong creatures that can exhale a large column of poisonous, toxic gas used to incapacitate their prey.

Bull Demon

Level 5 Large-sized Non-heroic Demon, High Threat

Hit Points: 119	Healing Threshold: 8	Damage Threshold: 31
Defense: 13	Toughness: 26	Resolve: 13
Speed: 6	Shift Speed: 1	Morale Bonus: +1
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +3
Damage Resistance: 20		

-**Demonic Claws** 1d20+9 accuracy, 29 damage, +2 strikes maximum; *Special Traits:* Penetration 7, Rending 4

-**Demonic Bite** 1d20+10 accuracy, 33 damage, 1 strike maximum; *Special Traits:* Penetration 7, Rending 4, Devil's Taint (DC 11 Endurance or 10 poison damage)

Skills: Athletic 3, Defensive Training 3, Durability 4, Endurance 4, Melee 4, Survival 3

Talents: Awesome Abilities (strength agility, fortitude), Brutality, Penetration II, Resistant II, Weapon Mastery (melee)

Strength: 8 **Instinct:** 3 **Agility:** 3 **Fortitude:** 7

Intelligence: 1 **Willpower:** 2

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Prepare to Charge): The bull demon can spend a minor action on its turn to prepare a mad charge. Nearby players can see that it is preparing to charge. On its next turn, it must spend a full-round action performing a mad charge.

Special Ability (Mad Charge): The bull demon builds up momentum with large, destructive charges. Mad Charges are a full-round action that required the demon to use Prepare to Charge on the previous turn. It functions differently than ordinary charges and has no minimum range. The pinky moves 12 squares (2x move speed) in a straight line. When it runs into an enemy that blocks its path, it makes a bite attack against them. It gains +1 accuracy and +3 damage for every square it moved thus far as part of the charge. If the attack bypasses defense and toughness, the target is knocked prone as well. If they do knock all blocking targets prone, the charge continues, and the pinky attacks the next creature in a line. It continues the charge until it hits terrain, runs out of movement, or does not knock a target down. If the movement ends with it colliding with terrain, it is staggered on its next turn.

Special Ability (Limited Senses): The bull demon has limited senses and can only see enemies within 12 squares of them. All other enemies are considered Cloaked to a bull demon.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, bull demons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Belphegor

Level 25 Large-sized Non-heroic Demon, High Threat

Hit Points: 433	Healing Threshold: 13	Damage Threshold: 48
Defense: 35	Toughness: 45	Resolve: 39
Speed: 11	Shift Speed: 2	Morale Bonus: +10
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 46 (38 when flat-footed)		

-**Demonic Claws** 1d20+23 accuracy, 52 damage, +3 strikes maximum; *Special Traits:* Penetration 17, Rending 8

-**Demonic Bite** 1d20+24 accuracy, 58 damage, 1 strike maximum; *Special Traits:* Penetration 26, Rending 8, Devil's Taint (DC 31 Endurance or 50 poison damage), Double Damage from Overages

Skills: Acrobatics 11, Athletic 11, Defensive Training 11, Durability 11, Endurance 11, Melee 11, Mental Training 11, Perception 11, Survival 11

Talents: Awesome Abilities (strength II, agility, fortitude), Brutality III, Bulwark, Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Power Strike II, Penetration V, Resistant V, Resilience, Unstoppable Movement, Weapon Mastery (melee II)

Strength: 19 **Instinct:** 8 **Agility:** 8 **Fortitude:** 17

Intelligence: 2 **Willpower:** 10

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Noxious Fumes): As a minor action once per round, the belphegor can exhale a massive cone of poison gas. This effects a Cone (18) area in front of it. All mortals within the area must make a DC 37 endurance check or suffer 50 poison damage. In addition, any enemy that ends their turn within the reach of the Belphegor must make an endurance check against their poison.

Special Ability (Prepare to Charge): The belphegor can spend a minor action on its turn to prepare a mad charge. Nearby players can see that it is preparing to charge. On its next turn, it must spend a full-round action performing a mad charge.

Special Ability (Mad Charge): The belphegor builds up momentum with large, destructive charges. Mad Charges are a full-round action that required the pinky to use Prepare to Charge on the previous turn. It functions differently than ordinary charges and has no minimum range. The belphegor moves 22 squares (2x move speed) in a straight line. When it runs into an enemy that blocks its path, it makes a bite attack against them. It gains +1 accuracy and +3 damage for every square it moved thus far as part of the charge. If the attack bypasses defense and toughness, the target is knocked prone as well. If they do knock all blocking targets prone, the charge continues, and the belphegor attacks the next creature in a line. It continues the charge until it hits terrain, runs out of movement, or does not knock a target down. If the movement ends with it colliding with terrain, it is staggered on its next turn.

Special Ability (Vicious Gore): The belphegor has powerful tusks that it uses in conjunction with its bite attack. The tusks give its bite attack +9 penetration and +2 damage per attack overage.

Special Ability (Juggernaut Hide): The belphegor has strong armor around its head to the front. It gains +16 to its normal damage resistance. However, its rear and flanks have less. When attacking a flat-footed belphegor, it only has +8 normal damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, belphegor deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Shadow Wraith Variants

The **Phase Beast** is a much more aggressive variation of shadow wraith that delights in battle and terror tactics. It quickly engages its foes in combat, using powerful sweeping limbs to set foes off balance and then feeding upon them to empower themselves. Phase beasts are often stored in demonic citadels, bound by magic chains that prevents them from warping, then dragged in mortal worlds to be set loose.

The **Shadow Eater** is a wraith that consumed the flesh of a powerful pain elemental or wreched cacodemon. Gorged with stored souls and psionic energy, the shadow eater has gained psionic abilities. While phased out, they can drain the life essence of their victims to regain strength and grow larger, requiring careful tactics to bring them down. Shadow eaters are clever stalkers they hunt their victims over long periods of time, waiting until they can spring their trap that causes the ultimate degrees of terror and helplessness.

Phase Beast

Level 16 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 191	Healing Threshold: 12	Damage Threshold: 39
Defense: 35	Toughness: 39	Resolve: 31
Speed: 8	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 15		

-**Demonic Bite** 1d20+13 accuracy, 41 damage, 1 strike maximum; *Special Traits:* Penetration 15, Rending 6, Devil's Taint (DC 24 Endurance or 32 poison damage)

-**Demonic Claw** 1d20+13 accuracy, 37 damage, +3 strikes maximum; *Special Traits:* Penetration 15, Rending 4, Cleaving 1, Knock prone on hitting defense and toughness

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Melee 8, Mental Training 8, Perception 8, Stealth 8, Survival 8, Tactics 8

Talents: Awesome Abilities (strength II, agility, fortitude), Brutality II, Bulwark, Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Natural Health III, Penetration V, Resistant III, Sneak Attack III, Stalker, Survival Instincts, Weapon Mastery (melee II, ranged II)

Strength: 12 **Instinct:** 8 **Agility:** 8 **Fortitude:** 9
Intelligence: 3 **Willpower:** 8

Gear: Demonic Claw, Demonic Bite, Demon Hide

Special Ability (Sweeping Strike): The phase beast gains Cleaving (1) on its demonic claw attack. If the attack bypasses the defense and toughness of any struck targets, they are knocked prone.

Special Ability (Phase Feeding): The phase beast can spend a minor action to make a bite attack at an adjacent, prone enemy. If it hits, the bite attack deals +20 damage and heals the phase beast 40 hit points. Afterwards, it can activate its Phase ability on dealing damage, as long as it did not emerge from the phase state that round.

Special Ability (Phase): A standard action, the phase beast can summon a portal that render it 'phased out' of existence'. While it is phased, it counts as cloaked, cannot take or deal damage, or interact with any objects. It can, however, still move. Phase beasts use this ability to sneak up on enemies and approach them without being subjected to ranged attacks. At the start of the phase beast's next turn, it automatically phases back to the physical world. In turns that it phased back in, targets are flat-footed against its attacks.

Special Ability (Greater Temporal Distortion): Because a phase beast is constantly phasing in or out of reality, any attack against it has a chance of being ignored. Roll a d20 when the wraith is hit by an attack. On a 1-8 the attack is negated as the beast rapidly phases out to avoid the attack. On a turn where the beast exits a phase state at the beginning of their turn, this effect triggers on a 1-12.

Special Ability (Crawler): The phase beast can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, wraiths deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Shadow Eater

Level 24 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 266	Healing Threshold: 14	Damage Threshold: 44
Defense: 38	Toughness: 47	Resolve: 37
Speed: 9	Shift Speed: 3	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 27		

-Demonic Bite 1d20+19 accuracy, 44 damage, 1 strike maximum; *Special Traits:* Penetration 17, Rending 8, Devil's Taint (DC 32 Endurance or 48 poison damage)

-Demonic Claw 1d20+19 accuracy, 40 damage, +4 strikes maximum; *Special Traits:* Penetration 17, Rending 6

-Hell Beam 1d20+22 accuracy, 32 damage, 1 strike maximum, long range; *Special Traits:* Penetration 23, Focusing Beam, Energy Damage, Drain Life Essence

Skills: Acrobatics 10, Athletics 10, Defensive Training 10, Durability 10, Melee 10, Mental Training 10, Perception 10, Ranged 10, Stealth 10, Survival 10, Tactics 10

Talents: Awesome Abilities (strength III, agility, fortitude II), Brutality III, Bulwark, Defensive Fighting II, Devastating Cripple (melee, ranged), Hardened Survivalist, Mighty Blow V, Natural Health III, Penetration V, Resistant V, Resilience, Sneak Attack IV, Stalker, Survival Instincts, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 15 **Instinct:** 9 **Agility:** 10 **Fortitude:** 12

Intelligence: 4 **Willpower:** 9

Gear: Demonic Claw, Demonic Bite, Hell Beam, Thick Demon Hide

Special Ability (Drain Life Essence): When the shadow eater deals damage to a target with a hell beam attack, it heals a number of hit points equal to the damage dealt. It also Mighty Boost (1) for every 20 points of damage it deals. This condition lasts until the end of the encounter and stacks up to 10.

Special Ability (Rapid Phase): A minor action, the shadow eater can summon a portal that render it 'phased out' of existence'. While it is phased, it counts as cloaked, cannot take or deal damage, or interact with any objects. It can, however, still move and attack and deal damage with its Hell Beam weapon. At the start of the shadow eater's next turn, it automatically phases back in to the physical world. It cannot phase out in a turn it phases back in. In turns that it phased back in, targets are flat-footed against its attacks.

Special Ability (Hell Beam Usage): The shadow eater can only use its hell beam weapon while it is phase out of existence as per the rapid phase trait. Targets are always flat-footed against the hell beam attack.

Special Ability (Greater Temporal Distortion): Because a shadow eater is constantly phasing in or out of reality, any attack against it has a chance of being ignored. Roll a d20 when the shadow eater is hit by an attack. On a 1-8 the attack is negated as the shadow eater rapidly phases out to avoid the attack. On a turn where the shadow eater exits a phase state at the beginning of their turn, this effect triggers on a 1-12.

Special Ability (Crawler): The shadow eater can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, shadow eater deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Summoner Variants

The **Conjurer** is a young summoner that has not yet gained its full powers over hell. Conjurers are typically demonic familiars, summoned by foolish warlocks who wish for a magical being to grant them favors. Inevitably, the conjurer will trick and consume the soul of its 'master' and become a full summoner.

The **Viziress** is an exceptionally ancient and powerful summoner that has learned the secrets of immortality. A viziress can release large flurries of argent energy to drown its foes in raw power, create a barrier of energy to protect itself, and summon powerful warrior demons to fight on its behalf. Even if they are killed, viziress have unlocked the magic to instantly detach their soul to become a spirit demon. Viziress are usually found in the presence of powerful demon tyrants.

Conjurer

Level 9 Medium-sized Heroic Demon, High Threat

Hit Points: 113	Healing Threshold: 8	Damage Threshold: 27
Defense: 27	Toughness: 21	Resolve: 24
Speed: 7 fly	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 9		

-Demonic Claws 1d20+7 accuracy, 21 damage, +3 strikes maximum; *Special Traits:* Penetration 7

-Argent Blast 1d20+9 accuracy, 29 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 15, Energy Damage

Skills: Acrobatics 5, Athletics 3, Defensive Training 5, Durability 5, Melee 4, Mental Training 5, Perception 5, Ranged 5, Stealth 5

Talents: Awesome Abilities (strength agility, fortitude), Combat Reflexes, Defensive Fighting, Dodge II, Weapon Mastery (ranged)

Strength: 3 **Instinct:** 5 **Agility:** 7 **Fortitude:** 6

Intelligence: 4 **Willpower:** 6

Gear: Demonic Claw, Argent Blast, Demon Hide

Special Ability (Blinding Speed): The conjurer can make two standard actions every turn. This does not stack with the Hell Power Surge condition.

Special Ability (Conjuration): As a standard action, the conjurer can call demons from the reaches of hell to aid it in combat. The demons appear at any locations the conjurer can see within short range. All summoned demons act at the end of the conjurer's turn. These demons have a weak connection to the physical realm and only last 3 rounds before being dragged back into the hell pit they came from. Summoned demons are not worth any experience points; they are considered part of the experience rewards of the summoner. Whenever the conjurer calls demons, they chose one group from the following list. They can have multiple groups summoned, but only one of each group can be summoned. When the group is killed or dragged back, they can resummon that group. Thus, if they summon a malwrath, they cannot summon another malwrath until it is removed.

Group 1: 1 group of imps

Group 2: 2 hell razers

Group 3: 1 malwrath (cacodemon variant)

Special Ability (Channeled Power Surge): A conjurer can spend a full-round action to channel argent energies into its minions; if it does, all of its minions gain Hell Power Surge on their next turn. It still has a standard action left over from its Blinding Speed trait.

Special Ability (Flight): The conjurer can fly at its normal land movement speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, conjurers deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Shadow Eater (top left)



Flayer (top right)

~Viziress (bottom left)

~Conjurer (bottom right)



Viziress

Level 23 Medium-sized Heroic Demon, High Threat

Hit Points: 260	Healing Threshold: 10	Damage Threshold: 36
Defense: 42	Toughness: 35	Resolve: 48
Speed: 8 fly	Shift Speed: 2	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 15	Energy Shield: 200 (30 shield armor)	

-**Demonic Claws** 1d20+17 accuracy, 32 damage, +6 strikes maximum; *Special Traits:* Penetration 14

-**Hellfire Wave** 1d20+19 accuracy, 53 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 17, Line 10

Skills: Acrobatics 10, Athletics 10, Computers 10, Defensive Training 10, Durability 10, Leadership 10, Lore 10, Melee 10, Mental Training 10, Perception 10, Ranged 10, Stealth 10, Survival 10, Tactics 10

Talents: Awesome Abilities (strength agility, fortitude), Combat Reflexes, Defensive Fighting II, Dodge II, Devastating Cripple (ranged), Hardened Survivalist, Penetration III, Resistant III, Resilience, Resolute, Swift Strikes II, Weapon Mastery (ranged II)

Strength: 8 **Instinct:** 9 **Agility:** 11 **Fortitude:** 10

Intelligence: 9 **Willpower:** 9

Gear: Demonic Claw, Hellfire Wave, Demon Hide

Special Ability (Greater Blinding Speed): The viziress can make two standard actions every turn. This does not stack with the Hell Power Surge condition. Furthermore, as a single standard action, it can release two hellfire waves with a single action. By spending both standard actions, it can release up to 4 hellfire waves in a single turn.

Special Ability (Greater Summoning): As a standard action, the viziress can call demons from the reaches of hell to aid it in combat. The demons appear at any locations the viziress can see within short range. All summoned demons act at the end of the viziress' turn. These demons have a weak connection to the physical realm and only last 5 rounds before being dragged back into the hell pit they came from. Summoned demons are not worth any experience points; they are considered part of the experience rewards of the viziress. Whenever the viziress calls demons, they chose one group from the following list. They can have multiple groups summoned, but only one of each group can be summoned. When the group is killed or dragged back, they can resummon that group. Thus, if they summon a dread knight, they cannot summon another dread knight until it is removed.

Group 1: 1 legion of imps

Group 2: 2 whiplashes

Group 3: 1 dread knight

Special Ability (Argent Shielding): The viziress possesses an energy shield with a shield pool of 200 and 30 shield armor. It regains all lost shield points when it reduces an enemy to 0 hit points. It can also spend a standard action to recover 50 shield points.

Special Ability (Greater Energy Form): The viziress gains +15 to acrobatics checks to evade. When the viziress successful evades from an attack, instead of shifting it can transform into energy. While in energy form, it cannot attack or be attacked. It manifests as a stream of azure ethereal energy. It can also transform into energy as a standard action. While in energy form, it moves at triple its normal flight speed. It can exit energy form as a move action.

Special Ability (Flight): The viziress can fly at its double land movement speed.

Special Ability (Spiritual Transference): When a viziress is killed, it transforms into a Spirit demon, appearing within 6 squares of its current location. It instantly rolls a new initiative. Upon transformation, it gains 200 protection points, which lasts until the spirit is slain or it possesses an ally.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, viziress deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Tyrant Variants

Cyberdemons are created from massive demons that are collected by the UAC. They are outfitted with the greatest cybernetics, weapon systems, and argent energy cores; billions of credits invested into each of these monstrosities. The result is a creature similar to a tyrant, but even more powerful. Where tyrants are leaders of demons, cyberdemons are the ultimate weapons of war. Their argent accumulators can give them a surge of life, allowing them to revive once slain. This extra dose of argent energy also gives the sorcerous powers where they can terraform the mortal world into a hellscape, at least briefly.

Cyberdemon

Level 30 Gargantuan-sized Heroic Demon, Formidable Threat

Hit Points: 2,296	Healing Threshold: 31	Damage Threshold: 136
Defense: 37	Toughness: 76	Resolve: 63
Speed: 17	Shift Speed: 4	Morale Bonus: +14
Space: 6 by 6 squares	Reach: 7 squares	Initiative: +12
Damage Resistance: 71 (half damage from piercing attacks)		

-**Demonic Claws** 1d20+38 accuracy, 77 damage, +9 strikes maximum; *Special Traits:* Penetration 19, Cleaving 2
 -**Flame Blade** 1d20+39 accuracy, 120 damage, +6 strike maximum; *Special Traits:* Penetration 29, Flames, Cleaving 2
 -**Stomp** 1d20+37 accuracy, 105 damage, +6 strikes maximum; *Special Traits:* Penetration 29, Cleaving 2
 -**Hell Destroyer Cannon** 1d20+42 accuracy, 127 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 57, Energy Damage
 -**Hell Missile Salvo** 1d20+34 accuracy, 67 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 37, Burst 4, Hailfire 2, Rocket
 -**Hell Missile Bombardment** 1d20+44 accuracy, 67 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 37, Hailfire 1, Delay

Skills: Acrobatics 12, Athletics 12, Defensive Training 12, Durability 12, Endurance 12, Leadership 12, Lore 12, Melee 12, Mental Training 12, Perception 12, Ranged 12, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (strength III, agility III, instinct III, fortitude III, intelligence III, willpower III), Bulwark, Brutality III, Cleave II, Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Dual-Weapon Skill II, Far Shot, Hardened Survivalist, Mighty Blow V, Natural Health III, Penetration V, Power Strike II, Resilience, Resistant V, Resolute II, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 36 **Instinct:** 15 **Agility:** 15 **Fortitude:** 36
Intelligence: 12 **Willpower:** 16

Gear: Gargantuan-sized Demonic Claw, Gargantuan-sized Flame Blade, Hell Destroyer Cannon, Hell Missile Salvo, Demonic Plating

Special Ability (Warmonger): The cyberdemon is a juggernaut of combat. As a standard action on its turns, the cyberdemon can perform two different combination of weapon attacks with no penalty to accuracy. The first option is to make a Hell Destroyer Cannon and Hell Missile Salvo attack with a single standard action. If it does this, the primary target of both attacks must be identical or within 3 squares of one another. Otherwise, it can perform both a Flame Blade or Demonic Claw attack in a single standard action against targets within reach.

Special Ability (Stomp): As a minor action once per round, the cyberdemon can try to stomp on a large-sized or smaller target. This attack profile is equivalent to a Gargantuan-sized Demonic Smash attack that can only be used as part of this action. This can be in addition to its Warmonger combo attacks.

Special Ability (Missile Bombardment): As a full-round action, the cyberdemon can use its missile attack to bombard the entire area with explosives. This effects every target, friend or foe but excluding the cyberdemon, within 20 squares of the cyberdemon. This use the cyberdemon's Hell Missile Salvo attack, but it gains +10 accuracy and the Delay weapon trait, but its hailfire is reduced to 1 and it loses the rocket trait. Because it attacks from above, it ignores cover, except for cover that is overhead. As normal, this attack deals half damage if it misses.

Special Ability (Argent Reincarnation): When the cyberdemon is reduced to 0 hit points, it falls down and cannot take more damage. The next round, it automatically stands up and resurrects. It increases to maximum hit points and loses all of its crippling wounds and conditions. It gains 500 protection points, exceeding its maximum, and gains the Hell Power Surge condition for the remainder of the encounter. This effect only occurs once per day.

Special Ability (Hell Shape): After the cyberdemon has been reincarnated that day using the Argent Reincarnation ability, they can shape the landscape of Hell. As a move action, they can perform one of the following effects on ten squares of terrain within 30 squares of them. These effects last 3 rounds before reverting.

-**Raise Hell:** The effected squares of ground become 3 squares higher, blocking movement and line of sight

-**Boiling Blood:** The effected squares of ground become boiling blood, deal 20 piercing damage to everyone within them and draining 1 morale per turn

-**Muddy Pit:** The effected squares become muddy pits, becoming difficult terrain and requiring a DC 35 athletics check to move through on your turn. Shifting and evading is impossible in the mud

Special Ability (Throw): The cyberdemon can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 30 squares. Upon hitting terrain, the target suffers 80 damage and is prone. If they throw the target at another enemy, they make a +30 ranged attack roll against the second target's defense. On a hit, both targets suffer 80 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, cyberdemons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The cyberdemon gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Ultimate Cybernetic Grafts): The cyberdemon is fitted with the greatest cybernetics available to hell or the UAC. These cybernetic grafts give it +1,000 maximum hit points, +10 damage resistance, +20 damage threshold, and reduces all crippling wound points suffered by 1. In addition, the cyberdemon takes half damage from attacks that deal Piercing damage.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



~Cyberdemon

Vulgar Variants

Scourge are dark vulgar demons that have been exposed to dark magic that caused them to mutate with thicker, more jagged frames. These lurking hunters infiltrate and hunt down powerful artifacts that might be valuable to the lords of Hell. The dark magic infused in their frames allows them to release spikes of shadow matter at those who touch them, making close combat a dangerous proposition.

The Flayers are the high torturers of Hell. They specialize in prolonged, agonizing torture of the captured heroes who fought against hell's legions. A single swipe of their claws can cause agonizing wounds across the body, after which they use hellfire to cauterize the wounds and deal greater pain. An order of 66 flayers has waited for centuries, perfecting their technique, awaiting the Doom Slayer to be brought before them so they can cause the ultimate agony upon him.

Scourge

Level 19 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 188	Healing Threshold: 9	Damage Threshold: 33
Defense: 36	Toughness: 34	Resolve: 36
Speed: 9	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 23		

-**Demonic Claws** 1d20+15 accuracy, 36 damage, +3 strikes maximum; *Special Traits:* Penetration 15, Rending 10, Bleed 5

-**Tail Strike** 1d20+15 accuracy, 38 piercing damage, 1 strike maximum; *Special Traits:* Piercing, Rending 10, Bleed 5

-**Argent Blast** 1d20+16 accuracy, 39 damage, 1 strikes maximum, medium range; *Special Traits:* Penetration 23, Energy Damage

Skills: Acrobatics 9, Athletics 9, Defensive Training 9, Durability 9, Endurance 9, Melee 9, Mental Training 9, Perception 9, Ranged 9, Stealth 9, Survival 9, Tactics 6

Talents: Awesome Abilities (strength agility II, fortitude), Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge, Hardened Survivalist, Penetration V, Resilience, Resistant III, Resolute, Stalker, Weapon Mastery (melee II, ranged II)

Strength: 9 **Instinct:** 7 **Agility:** 11 **Fortitude:** 8

Intelligence: 5 **Willpower:** 7

Gear: Demonic Claw, Argent Blasts, Thick Demonic Hide

Special Ability (Vicious Barbed Skeleton): The scourge's demonic claw and tail strike gain +10 rending and deal Bleeding (5) whenever they do hit point damage to a biological creature.

Special Ability (Tail Strike): Once per round, after making a claw attack, the scourge can attack an adjacent target with its tail by using a minor action. This attack deals 3xstrength damage + ferocity bonus, with +0 accuracy bonus, and ignores damage resistance. It does not count as a natural weapon and does not benefit from talent bonuses. It does not gain attack overages.

Special Ability (Shadowy Spikes): Scourge retaliate against their attacks by releasing shadowy spikes when harmed. When the scourge takes damage from a melee attack, they deal piercing damage to their attack equal to 1/3 the damage they took. This damage cannot deal crippling wounds.

Special Ability (Lunge): As a full-round action, the scourge can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Crawler): The scourge can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, scourge deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Flayer

Level 27 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 245	Healing Threshold: 9	Damage Threshold: 36
Defense: 46	Toughness: 41	Resolve: 43
Speed: 10	Shift Speed: 3	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +11
Damage Resistance: 16		

-**Demonic Claws** 1d20+20 accuracy, 41 damage, +5 strikes maximum; *Special Traits:* Penetration 18, Rending 20, Bleed 10

-**Tail Strike** 1d20+20 accuracy, 48 piercing damage, 1 strike maximum; *Special Traits:* Piercing, Rending 20, Bleed 10

-**Hellfire Wave** 1d20+22 accuracy, 55 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 26, Line 10, Energy Damage

Skills: Acrobatics 11, Athletics 11, Defensive Training 11, Durability 11, Endurance 11, Lore 6, Medicine 8, Melee 11, Mental Training 11, Perception 11, Ranged 11, Stealth 11, Survival 11, Tactics 11

Talents: Awesome Abilities (strength, agility, fortitude), Brutality III, Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge, Hardened Survivalist, Penetration V, Resistant V, Resilience, Resolute, Sneak Attack IV, Stalker, Weapon Mastery (melee II, ranged II)

Strength: 11 **Instinct:** 8 **Agility:** 12 **Fortitude:** 9

Intelligence: 6 **Willpower:** 8

Gear: Demonic Claw, Hellfire Wave, Demonic Hide

Special Ability (Flayed to the Bone): The flayer's demonic claw and tail strike gain +15 rending and deal Bleeding (10) whenever they do hit point damage to a biological creature. If the flayer would deal a crippling wound with a claw or tail attack, after resilience and devastating cripple are applied, instead of determining crippling wounds normally, roll 3 wound locations, rerolling the same location if it comes up multiple times. The target suffers 1 crippling wound to each location rolled.

Special Ability (Tail Strike): Once per round, after making a claw attack, the flayer can attack an adjacent target with its tail by using a minor action. This attack deals 3xstrength damage + ferocity bonus, with +0 accuracy bonus, and ignores damage resistance. It does not count as a natural weapon and does not benefit from talent bonuses. It does not gain attack overages.

Special Ability (Greater Lunge): As a full-round action, the flayer can perform a lunge action. They move up between 2-8 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +20 damage and the target does not gain the agility bonus to defense.

Special Ability (Cauterize Wounds): When the flayer hits a bleeding target with their hellfire wave attack, they remove the bleed condition, but not before causing the target to take instant piercing damage equal to their bleed value. This damage cannot cause crippling wounds. Afterwards, the target loses 1 healing threshold for every 10 points of bleed they had.

Special Ability (Crawler): The flayer can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, flayer deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Chapter 5: Enemies Beyond Hell

This chapter includes other enemies that can be confronted in the Doom universe that do not fall under the forces of Hell. The most noticeable example includes the Maky, the angels of deceit whose selfishness caused many of the events of the Doom games. Other enemies include robots and other alien creatures.



Makyr Angel Description

Makyr angels are high ranking members of makyr society. These angels do most of the ruling for the makyrs, controlling the different systems of Udrak, Makyr society, and dealing with the mortal races. Before the war and betrayal, angels advised and uplifted Argenta society. Now they rule it completely, acting as capricious deities controlling every aspect of the life of their followers. To those that know and understand them, makyr angels are deceptive, fake, and self-righteous. Crossing them is dangerous, however, because they are also very powerful.

Tactics

Makyr angels are powerful combatants but rely heavily on their energy shields to stay alive. In battle, they tend to wear down their foes with makyr spear attacks and light blast strikes, usually performing focused bursts, to deal damage. Their shields deplete as they use these attacks, in addition to the shield loss from incoming fire. Once their shields get low, they will drop their shields entirely to perform one of two attacks. The cruciform surge is a powerful attack that hits three targets with high accuracy and damage while also dealing slowed and tormented. Otherwise, they will use the spear strike ability, making three spear attacks at different targets, dealing heavy damage and creating areas of piercing damage that also do slowed and tormented. The next round after using these abilities, their shields fully recharge. They will usually use spear strike first, setting up their debilitating areas, then follow with cruciform blasts next time their shields need recharge.

Makyr's possess powerful tekekinetic abilities, which they usually use each round instead of combat behaviors. They use push or pull to separate foes and set up for more powerful attacks, or throw to crash enemies into each other and keep foes off balance. Meanwhile, if an angel has a large number of makyr drones under their control, they will use Angelic Command to give their drones attacks instead of attacking themselves, especially if doing so would be stronger than using a non-shield drop attack themselves.

Makyr Angel

Level 24 Large-sized Heroic Makyr, High Threat

Hit Points: 342	Healing Threshold: 12	Damage Threshold: 44 (38 critical)
Defense: 38	Toughness: 44	Resolve: 35
Speed: 15 fly	Shift Speed: 3	Morale Bonus: +10
Space: 2 by 2 squares	Reach: 3 squares	Initiative: +10
Damage Resistance: 43/19	Energy Shield: 400 (30 shield armor)	

-**Makyr Spear** 1d20+26 accuracy, 70 damage, +5 strike maximum; *Special Traits:* Penetration 20, Reach +1, Blasted by Light (target is slowed and tormented on hitting defense and toughness)

-**Light Blast** 1d20+23 accuracy, 54 damage, +4 strikes maximum, long range; *Special Traits:* Penetration 25, Energy Damage, Automatic

-**Cruciform Surge** 1d20+21 accuracy, 64 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 25, Energy Damage, Blasted by Light (target is slowed and tormented on hitting defense and toughness), Scatter (1 primary target +2 secondary targets within 3 squares of primary target)

-**Telekinesis** 1d20+33 accuracy, 1d20+28 accuracy with Throw

Skills: Acrobatics 10, Athletics 10, Computers 10, Defensive Training 10, Durability 10, Endurance 8, Influence 8, Leadership 8, Lore 10, Medicine 8, Melee 10, Mental Training 10, Perception 10, Pilot 8, Ranged 10, Science 10, Tactics 8

Talents: Awesome Abilities (strength, instinct, intelligence II, willpower), Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge II, Master Tactician, Penetration V, Power Strike, Resilience, Resolute, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 12 **Instinct:** 10 **Agility:** 10 **Fortitude:** 14

Intelligence: 12 **Willpower:** 11

Gear: Light Blasts, Large-sized Makyr Spear, Cruciform Surge, Makyr Shell

Special Ability (Spear Strike): While their energy shield is down, the makyr angel can perform a spear strike attack as a full-round action. Upon doing so, they designate three targets within their line of sight. They throw their spear at each target, recalling it instantly back to their hand upon doing so, and then throw it at the next target. They make a single strike makyr spear attack against each target, and then create a Burst 2 zone of searing light centered on each target. Any non-makyr who starts their turn within the zone suffers 40 piercing damage and gains the slowed and tormented conditions. These areas of searing light last for 5 rounds.

Special Ability (Telekinesis): As a minor action, a makyr angel can lift and move objects with the power of their mind. A makyr angel can affect three targets up to huge-sized or smaller. Each target can receive a different usage of telekinesis. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-Push: Target is pushed 5 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: Target is pulled 5 squares directly toward the makyr, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-Throw: Makyr lifts target off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, the makyr makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Shield of Urdak): The makyr angel is protected by an immensely powerful, golden energy shield. This shield has a shield pool of 400 and 30 shield armor. While the shield is up, the angel cannot perform Cruciform Surge or spear strike attacks. While they can use light blast of makyr spear attacks while shielded, they lose 50 shield points upon doing so. To perform all their attacks and return shield points to shield pool, the angel must decide at the start of their turn to drop their shield. This makes the angel vulnerable to attacks, but it allows them to use all their attacks. At the start of their next turn, their shield reactivates with full shield pool.

Special Ability (Angelic Command): The makyr angel can spend a standard action to direct three makyr drones within medium range into action. Each drone can make an instant shift and standard action without using a reaction. The shift can be before or after the standard action.

Special Ability (Makyr Defenses): The makyr has a protective shell covering most of their form, but have softer armor on their head. As such, their critical location has the lesser of two damage resistance listed above. Their critical location also has a lower damage threshold. If the makyr suffers a crippling wound to the critical, they drop 2 makyr scrap. If the makyr is killed by a critical wound, they drop 10 makyr scrap.

Special Ability (Makyr Traits): Makyr's begin encounters with 5 positive morale. They gain a morale whenever they hit an enemy with an attack that did not require spending a morale. They gain +5 to combat influence checks and can target three enemies at once with combat influence. Makyr's possess a natural ability to fly.



Makyr Angel Viceroy Description

Makyr angel viceroys are the makyr angels assigned to rule over the territories of slave races. After the betrayal and the rise of the Order of the Deag, viceroys ruled over Argenta society, controlling every aspect of life along with the hell priests. While they appear very similar to a makyr angel, viceroys possess even more power and arrogance.

Tactics

Makyr viceroys combine many of the features of both a makyr angel and a makyr seraph, while being stronger than both. The viceroy possesses a powerful energy shield with an incredible shield pool, that automatically recovers upon the viceroy not being attacked or them taking large amounts of hit point damage quickly. Meanwhile, the energy shields of a viceroy do not prevent them from using powerful attacks. They also possess the Heavenly Energies ability of a makyr seraph, including the ability to lay down *Annihilation Fields* that make the environment very hazardous. Unlike seraphs, they can use their energy to summon minions to serve them. They usually spend their first turn in an encounter using their energies to create an *Annihilation Field*, summon two makyr drones, and then either move or attack. They will try to work up their energies to summon more makyr allies, either angels or drones.

Meanwhile viceroys will use their telekinesis abilities to throw foes into the *Annihilation Fields*, while bombarding foes with cruciform surges and focused burst light blast attacks. Their priority is to summon as many followers as they can, while bolstering their minions with the Viceroy's Edict ability.

Makyr Angel Viceroy

Level 30 Large-sized Heroic Makyr, Extreme Threat

Hit Points: 420	Healing Threshold: 13	Damage Threshold: 48 (38 critical)
Defense: 45	Toughness: 51	Resolve: 36
Speed: 16 fly	Shift Speed: 3	Morale Bonus: +13
Space: 2 by 2 squares	Reach: 3 squares	Initiative: +12
Damage Resistance: 56/26	Energy Shield: 1,000 (30 shield armor)	

-Makyr Spear 1d20+30 accuracy, 74 damage, +6 strike maximum; *Special Traits:* Penetration 20, Reach +1, Blasted by Light (target is slowed and tormented on hitting defense and toughness)

-Light Blast 1d20+31 accuracy, 56 damage, +5 strikes maximum, long range; *Special Traits:* Penetration 25, Energy Damage, Automatic

-Cruciform Surge 1d20+29 accuracy, 77 damage, +3 strikes maximum, medium range; *Special Traits:* Penetration 25, Energy Damage, Blasted by Light (target is slowed and tormented on hitting defense and toughness), Scatter (1 primary target +2 secondary targets within 3 squares of primary target)

-Telekinesis 1d20+40 accuracy, 1d20+35 accuracy with Throw

Skills: Acrobatics 12, Athletics 12, Computers 12, Defensive Training 12, Durability 12, Endurance 12, Influence 12, Leadership 12, Lore 12, Medicine 12, Melee 12, Mental Training 12, Perception 12, Pilot 12, Ranged 12, Science 12, Tactics 12

Talents: Awesome Abilities (strength, agility, instinct, fortitude, intelligence II, willpower II), Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Dodge II, Master Tactician, Penetration V, Power Strike II, Resilience II, Resistant V, Resolute II, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee III, ranged III)

Strength: 15 **Instinct:** 12 **Agility:** 12 **Fortitude:** 16

Intelligence: 14 **Willpower:** 14

Gear: Large-sized Light Blasts, Large-sized Makyr Spear, Large-sized Cruciform Surge, Makyr Shell

Special Ability (Heavenly Energies): The makyr viceroy has the ability to command the energies of Urdak. They have a reservoir of energy that they can utilize to fuel supernatural effects. The viceroy has a base 75 energy. They regain 20 energy at the start of every round. In addition, the viceroy gains 5 energy for every target they damage with a weapon attack.

The viceroy can use their energy to replicate a variety of spells:

-Annihilation Field: The viceroy can spend 25 energy as a minor action on its turn to create a field of energy in an area that disintegrates all matter caught within. This is a burst 3 area that deals 50 piercing damage (rending 10) to everyone that starts or enters the area on their turn. The annihilation field lasts 5 turn, and at the start of each turn, the viceroy can move the annihilation field 5 squares in any direction, harming anyone it moves through. The seraph can have multiple annihilation fields active at once.

-Makyr Attendants: The viceroy can spend 50 energy as a standard action to summon a makyr angel within medium range. This makyr angel rolls initiative and acts on its own turn. They viceroy can only have two active makyr angels from this power.

-Servant of the Viceroy: The viceroy can spend 20 energy as a move action to summon two makyr drones within short range. This makyr drone roll initiative and acts on its own turn. They viceroy can only have four active makyr drones from this power.

-Teleport: The viceroy can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

Special Ability (Telekinesis): As a minor action, a makyr viceroy can lift and move objects with the power of their mind. A makyr viceroy can affect three targets up to huge-sized or smaller. Each target can receive a different usage of telekinesis. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-Push: Target is pushed 5 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: Target is pulled 5 squares directly toward the makyr, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-Throw: Makyr lifts target off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, the makyr makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Greater Shield of Urdak): The makyr viceroy is protected by a very powerful golden energy shield, giving them 1,000 shield pool with 30 shield armor. If they go 2 rounds without being hit by an attack, their shields fully recharge. Meanwhile, if their shields are reduced to 0 and they begin to take hit point damage, they instantly regain all their shields when they are dealt a crippling wound or have suffered 100 damage since their last turn.

Special Ability (Viceroy's Edict): All makyr angels, drones, and seraphs who start their turn within 12 squares of the viceroy gain 20 protection points.

Special Ability (Makyr Defenses): The makyr has a protective shell covering most of their form, but have softer armor on their head. As such, their critical location has the lesser of two damage resistance listed above. Their critical location also has a lower damage threshold. If the makyr suffers a crippling wound to the critical, they drop 2 makyr scrap. If the makyr is killed by a critical wound, they drop 10 makyr scrap.

Special Ability (Makyr Traits): Makyr's begin encounters with 5 positive morale. They gain a morale whenever they hit an enemy with an attack that did not require spending a morale. They gain +5 to combat influence checks and can target three enemies at once with combat influence. Makyr's possess a natural ability to fly.



Makyr Drone Description

Makyr drones are the weakest and most numerous of the makyr angels. They are a race of servants that possess individual identity, but not free will. They are bound to the will of higher ranked makyrs. Their forms are wrapped in a cybernetic shell, concealing their entire bodies, making them seem like automatons. While they are lesser makyrs, they are still very powerful, with tough shells and powerful attacks made of divine light.

Tactics

Makyr drones primarily stay away from their foes, circling from short range while bombarding their foes with light blast attacks. They used focused burst attacks, unless they have trouble hitting. Like all makyrs, they are capable of telekinesis, which they usually use to push enemies away from them or throw them into each other. If they are attacked in melee, they will use Combat Weave to make a light lash attack and move away. Their light wave attack can be quite potent, due to high damage and the ability to strike multiple foes.

Makyr Drone

Level 24 Medium-sized Non-heroic Makyr, Medium Threat

Hit Points: 168	Healing Threshold: 9	Damage Threshold: 32 (26 critical)
Defense: 36	Toughness: 38	Resolve: 35
Speed: 10 fly	Shift Speed: 2	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 40/16		

-**Light Lash** 1d20+28 accuracy, 54 damage, +1 strike maximum; *Special Traits:* Penetration 20, all adjacent targets, Blasted by Light (target is slowed and tormented on hitting defense and toughness)

-**Light Blast** 1d20+23 accuracy, 46 damage, +3 strikes maximum, long range; *Special Traits:* Penetration 20, Energy Damage, Automatic

-**Telekinesis** 1d20+27 accuracy, 1d20+22 accuracy with Throw

Skills: Acrobatics 10, Athletics 10, Computers 10, Defensive Training 8, Durability 8, Endurance 8, Lore 10, Medicine 8, Melee 10, Mental Training 10, Perception 10, Pilot 8, Ranged 10, Science 10, Tactics 8

Talents: Awesome Abilities (strength, instinct, intelligence II, willpower), Bulwark, Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge, Resilience, Resolute II, Swift Strikes I, Weapon Mastery (melee II, ranged II)

Strength: 8 **Instinct:** 8 **Agility:** 8 **Fortitude:** 8

Intelligence: 9 **Willpower:** 8

Gear: Light Blasts, Light Lashes, Makyr Shell

Special Ability (Combat Weave): When the makyr drone is hit by a melee attack, it can spend a reaction to make a light lash attack against all adjacent targets and then shift.

Special Ability (Telekinesis): As a minor action, a makyr drone can lift and move objects with the power of their mind. A makyr drone can affect a single target up to large-sized or smaller. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-**Push:** Target is pushed 4 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-**Pull:** Target is pulled 4 squares directly toward the makyr, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-**Throw:** Makyr lifts target off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, the makyr makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Slaved Drone): The makyr drone is a slave to the will of higher beings. It cannot use combat influence or leadership combat augmentations. It cannot be affected by the demand surrender or terrorize combat influence actions but can be effected by others as normal.

Special Ability (Makyr Defenses): The makyr has a protective shell covering most of their form, but have softer armor on their head. As such, their critical location has the lesser of two damage resistance listed above. Their critical location also has a lower damage threshold. If the makyr suffers a crippling wound to the critical, they drop 2 makyr scrap. If the makyr is killed by a critical wound, they drop 10 makyr scrap.

Special Ability (Makyr Traits): Makyrs begin encounters with 5 positive morale. They gain a morale whenever they hit an enemy with an attack that did not require spending a morale. Makyrs possess a natural ability to fly.



Makyr Seraphim Description

Makyr seraphim are a special caste of makyr angels that serve the divine Father, rather than the Khan Makyr. Forced into service in atonement for past mistakes, the seraphim maintain the Luminarium, a facility with mystical engines capable of manipulating reality, creating dimensions, or controlling life and death. They serve the Luminarium, following a series of ancient laws on who they allow within and who they will serve. Their most important duty is using the Luminarium to resurrect divine beings whose essence is stored within life sphere. While the Luminarium is where the seraphim are usually found, they will occasionally join other makyrs in certain operations that involve Urdak's safety.

Tactics

The primary purpose of a seraphim in battle is not to fight, but to support other Makyr. Makyr seraphim are physically weak compared to angels but possess powerful spellcasting abilities. They start battles with 100 energy, and gain energy any time a friend or foe is defeated or anytime they suffer damage. They usually start encounters by using *Invisibility Field* to gain cloaking, and then set up an *Annihilation Field* to start wearing down their enemies. Afterwards, they keep their distance from foes, while trying to maintain *Invisibility Field* or *Divine Barrier* on themselves, while using *Annihilation Field*, *Mind Control*, and makyr telekinesis to leave their foes off balance. If they are not taking incoming damage and are protected by a *Divine Barrier*, they might use *Cruciform Surge* to deal reliable damage while letting their energy rebuild. Meanwhile, seraphim will always prioritize healing themselves and other makyrs with *Rejuvenating Energies* above all other actions.

Makyr Seraphim

Level 25 Medium-sized Heroic Makyr, High Threat

Hit Points: 235	Healing Threshold: 10	Damage Threshold: 37 (31 critical)
Defense: 41	Toughness: 37	Resolve: 45
Speed: 14 fly	Shift Speed: 3	Morale Bonus: +11
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 45/20		

-**Light Lash** 1d20+29 accuracy, 54 damage, +2 strike maximum; *Special Traits:* Penetration 23, all adjacent targets, Blasted by Light (target is slowed and tormented on hitting defense and toughness)

-**Cruciform Surge** 1d20+22 accuracy, 64 damage, +2 strikes maximum, medium range; *Special Traits:* Penetration 23, Energy Damage, Blasted by Light (target is slowed and tormented on hitting defense and toughness), Scatter (1 primary target +2 secondary targets within 3 squares of primary target)

-**Telekinesis** 1d20+37 accuracy, 1d20+32 accuracy with Throw

Skills: Acrobatics 10, Athletics 10, Computers 11, Defensive Training 11, Durability 11, Endurance 8, Influence 10, Leadership 8, Lore 11, Medicine 11, Melee 11, Mental Training 11, Perception 11, Pilot 10, Ranged 11, Science 11, Tactics 8

Talents: Awesome Abilities (strength, instinct, intelligence II, willpower), Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee, ranged), Dodge II, Penetration III, Resilience, Resistant III, Resolute II, Sabotage III, Survival Instincts, Swift Strikes II, Universal Knowledge, Weapon Mastery (melee II, ranged II)

Strength: 8 **Instinct:** 10 **Agility:** 10 **Fortitude:** 10

Intelligence: 14 **Willpower:** 12

Gear: Cruciform Surge, Light Lashes, Makyr Shell

Special Ability (Heavenly Energies): The makyr seraph has a unique ability to command the energies of Urdak. They have a reservoir of energy that they can utilize to fuel supernatural effects. The seraph has a base 100 energy. They regain 20 energy at the start of every round. In addition, every character or creature that dies or is reduced to 0 hit points within long range of them allows them to recover 10 more energy. Furthermore, the seraph gains 5 energy whenever it is damaged by an attack and 20 energy whenever it suffers a crippling wound.

The seraph can use their energy to replicate a variety of spells:

-**Annihilation Field:** The seraph can spend 25 energy as a minor action on its turn to create a field of energy in an area that disintegrates all matter caught within. This is a burst 3 area that deals 50 piercing damage (rending 10) to everyone that starts or enters the area on their turn. The annihilation field lasts 5 turn, and at the start of each turn, the seraph can move the annihilation field 5 squares in any direction, harming anyone it moves through. The seraph can have multiple annihilation fields active at once.

-**Divine Barrier:** The seraph can spend 40 energy as a move action to gain an energy shield with a shield pool of 300 and 30 shield armor. If they use this ability while a shield is already active, it replenishes the shield but does not exceed 300 shield points.

-Invisibility Field: The seraph can spend 30 energy as a move action to give either itself or one ally within 30 square the Cloaked condition for 2 rounds. If the seraph uses invisibility field on themselves or another seraph, after the Cloaked effect ends, then they gain the Hidden condition until they attack, move at full speed, or are revealed. Their heavenly energies powers do not break the hidden condition.

-Mind Control: The seraph can spend 30 energy as a standard action to mind control an enemy within medium range. They make a +35 attack against the target's resolve. If they hit, the seraph controls all the target's actions for 3 rounds. The mind control lasts until either the seraph or mind-controlled victim suffer a crippling wound to their critical location, or either one is reduced to 0 hit points. After the mind control breaks, the target is reduced to negative 5 morale. The seraph can only have one character mind controlled at the time.

-Rejuvenating Energies: The seraph can spend 30 energy as a standard action to heal themselves and all allies within 15 squares. All healed characters can spend a healing threshold to recover 100 hit points.

-Teleport: The seraph can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

Special Ability (Telekinesis): As a minor action, a makyr seraph can lift and move objects with the power of their mind. A makyr seraph can affect three targets up to large-sized or smaller. Each target can receive a different usage of telekinesis. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-Push: Target is pushed 6 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: Target is pulled 6 squares directly toward the makyr, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-Throw: Makyr lifts target off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, the makyr makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Makyr Defenses): The makyr has a protective shell covering most of their form, but have softer armor on their head. As such, their critical location has the lesser of two damage resistance listed above. Their critical location also has a lower damage threshold. If the makyr suffers a crippling wound to the critical, they drop 2 makyr scrap. If the makyr is killed by a critical wound, they drop 10 makyr scrap.

Special Ability (Makyr Traits): Makyr's begin encounters with 5 positive morale. They gain a morale whenever they hit an enemy with an attack that did not require spending a morale. Makyr's possess a natural ability to fly.



Argent D’Nur Dragon Description

Argent D’Nur has a population of dragon-like creatures that were used as war beasts by the night sentinels. These creatures are proud, intelligent, and loyal, but very vicious nonetheless. These dragons were used as mounts and battle companions, including in the siege on Immora. Immora, however, has its own breed of dragon, acquired from the night sentinels that followed the Hell Priests, and now bred as guard dogs for the people of Immora. This statistic block can be used for either the dragons loyal to either faction.

Tactics

Dragons spend most of the time flying aloft, attacking with their claw and bite attack each round. Every few rounds, they unlock their ultimate weapon, the terrifying cosmic breath. This massive cone does an incredible amount of damage with hailfire while setting foes ablaze. Dragons go back and forth between their claws and teeth and blasting enemies with cosmic breath whenever possible. Meanwhile, they rely on their high damage resistance, huge hit point pool, and primordial revitalization to stay up in battle. Remember, due to their extrasensory perception, dragons ignore the hidden or cloaked conditions.

Argent D’Nur Dragon

Level 20 Gargantuan-sized Heroic Creature, Formidable Threat

Hit Points: 818	Healing Threshold: 18	Damage Threshold: 67
Defense: 27	Toughness: 63	Resolve: 33
Speed: 14, fly 20	Shift Speed: 2	Morale Bonus: +8
Space: 6 by 6 squares	Reach: 6 squares	Initiative: +8
Damage Resistance: 45		

-Claws 1d20+31 accuracy, 57 damage, +4 strikes maximum; *Special Traits:* Penetration 4, Rending 5, Cleaving 1

-Bite 1d20+33 accuracy, 72 damage, 1 strike maximum; *Special Traits:* Penetration 5, Rending 6, Cleaving 1

-Cosmic Breath 1d20+33, 100 damage, 1 strike maximum; *Special Traits:* Penetration 10, Hailfire 1, Cone 16, Energy Damage, Flames

Skills: Acrobatics 9, Athletics 9, Defensive Training 9, Durability 9, Endurance 9, Melee 9, Mental Training 9, Perception 9, Ranged 9, Stealth 6, Survival 9

Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Devastating Cripple (melee), Defensive Fighting II, Hardened Survivalist, Natural Health III, Penetration IV, Resilience, Unstoppable Movement, Weapon Mastery (melee II)

Strength: 22 **Instinct:** 8 **Agility:** 9 **Fortitude:** 26

Intelligence: 2 **Willpower:** 8

Gear: Gargantuan-sized Bite, Gargantuan-sized Claw, Dragon Hide (+30 damage resistance, -3 defense penalty)

Special Ability (Claw Strike): As a minor action once per round, the dragon can make a claw attack.

Special Ability (Cosmic Breath): Once per 3 rounds, the dragon can perform the Cosmic Breath attack as a standard action, breathing a cone of blue cosmic fire upon a foe. This attack uses the profile above. Any target whose defense and toughness are struck gains the Burning condition.

Special Ability (Primordial Revitalization): The dragon gains 20 protection points whenever it suffers hit point damage. It also heals 50 hit points when reducing an enemy to 0 hit points. It gains Mighty Boost (2) and Swiftess Boost (2) for each crippling wound point it is suffering from.

Special Ability (Fly): The dragon can fly at a speed of 20 squares per round. If it chooses, it can activate rapid flight to have an acceleration of 50, a combat speed of 100, and a maximum speed of 400.

Special Ability (Extrasensory Perception): The dragon automatically detects all creatures within 30 squares of it, including hidden or cloaked enemies. It suffers no penalties from attacking through concealment or while attacking hidden or cloaked targets.



Installation Turret Description

Installation turrets are small machine gun turrets that are used to guard secure complexes. They are used by military bases, corporate headquarters, and the UAC. They usually remain inactive until a security threat is triggered, where they shoot at anything not registered as a 'friendly target'.

Tactics

Installation turrets possess no real intelligence. When a threat emerges, they emerge and fire at the closest target with their heavy cannon. Afterwards, they set up target locks on the attacked target and several others nearby. This target lock allows them to counterattack or shoot at enemies who don't end their movement without cover. A network of several installation turrets can deal a surprising amount of damage to those who don't take precautions, simply because of the huge numbers of free attacks they make every turn. Meanwhile, the turrets retract into their pedestal once there is not a target within their sensors.

Installation turrets are sometimes mounted in walls or floors but are most commonly ceiling mounted. Depending on the height of the ceiling, this may prevent them from being attacked by melee weapons.

Installation Turret

Level 8 Small-sized Non-heroic Machine, Medium Threat

Hit Points: 62	Healing Threshold: NA	Damage Threshold: 25
Defense: 16	Toughness: 24	Resolve: NA
Speed: NA	Shift Speed: NA	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 18		

-Heavy Cannon 1d20+8 accuracy, 28 damage, +3 strike maximum, long range; *Special Traits:* Penetration 7, Automatic

Skills: Computers 2, Defensive Training 4, Durability 4, Perception 4, Pilot 1, Ranged 4, Science 2, Tactics 4

Talents: Ballistic Weapon Expertise, Close Combat Shot, Penetration II, Weapon Comprehension, Weapon Mastery (ranged)

Strength: 4 **Instinct:** 6 **Agility:** 6 **Fortitude:** 5

Intelligence: 1 **Willpower:** MA

Gear: Mounted Heavy Cannon, 1,200 bullets

Special Ability (Target Lock): At the end of the turret's turn, it makes a target lock at three targets within 15 squares. One of the targets must be the target the turret attacked, and the others must be within 3 squares of that target. If any of those targets makes a ranged attack back at the turret on their turn, the turret can instantly attack them back. If they end their turn without cover to the turret, it can attack them at the end of their turn. At the start of the turret's next turn, it loses all target locks. When making these attacks, it cannot use automatic fire methods, but can make its full number of strikes.

Special Ability (Stationary Turret): The turret cannot move or be moved. It gains +10 to its toughness characteristic. While not activated, it is retracted into its pedestal, where it cannot be damaged and is hidden (DC 25 perception with a spotter action to see). Once an enemy enters within 15 squares of the turret, it will emerge and begin firing. If there is not an enemy within 15 squares, it will retract. While retracted, it heals 10 hit points per round. Because it is stationary, it does not gain its skill or ability score to defense. It does, however, gain a +4 bonus to defense from protective shielding.

Special Ability (Scanning Systems): The turret performs a detector action at the start of each turn against every enemy within 15 squares.

Special Ability (Machine): The turret is a machine. It does not have a resolve score, or morale points. It cannot be affected by influence or leadership. It is subject the EMP damage but is immune to poison damage.

Heavy Turret Description

Heavy turrets, also known as point defense turrets, are large stationary turrets placed on the outside of military installations or space stations. Their purpose is long ranged aerial defense, usually firing at enemy forces approaching the installation. The Armored Response Coalition set up networks of heavy turrets on all of their bases during the battle for Earth, so their combined fire could repel vast swarms of gargoyles or cacodemons that attacked their bases.

Tactics

Heavy turrets possess one of three weapons: a chaingun, a rocket launcher, or a gauss cannon. All these weapons are upscaled for the larger size of the turret and twin-linked for improved firepower. These weapons are attached to major military bases with vast stores of ammunition and auto-loaders, so the heavy turrets do not need to worry about their ammunition supply unless they go long periods of times, days or weeks, without a break to restock.

Heavy turrets primary focus is to shoot down enemy air forces, armor, and giant monsters. They prioritize larger targets above smaller targets. Heavy turrets with chainguns will prioritize swarms, gauss cannons will prioritize the largest creatures or vehicles, and rocket turrets will prioritize the largest overall threat. These turrets are much more effective at longer ranges, where they can best use their targeting parameters. They can attack two targets between medium and distant range a turn, and gain +10 accuracy against those targets. This makes these weapons far more dangerous in their optimal range, and the best way to defeat them is getting close.

Heavy Turret

Level 12 Large-sized Non-heroic Machine, High Threat

Hit Points: 153	Healing Threshold: NA	Damage Threshold: 33
Defense: 16	Toughness: 50	Resolve: NA
Speed: NA	Shift Speed: NA	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 23		

-**Chaingun** 1d20+15 accuracy, 47 damage, fully automatic, remote range; *Special Traits:* Penetration 7, Linked Fire, Hailfire 1

-**Rocket Launcher** 1d20+14 accuracy, 63 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 15, Burst 2, Hailfire 1, Rocket, High Explosive

-**Gauss Cannon** 1d20+19 accuracy, 73 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 30, Hailfire 1, Energy Damage

Skills: Computers 2, Defensive Training 6, Durability 6, Perception 4, Pilot 1, Ranged 6, Science 4, Tactics 4

Talents: Ballistic Weapon Expertise, Close Combat Shot, Penetration V, Weapon Comprehension, Weapon Mastery (ranged)

Strength: 6 **Instinct:** 7 **Agility:** 4 **Fortitude:** 7

Intelligence: 1 **Willpower:** MA

Gear: Large-sized Twin-linked Mounted Chaingun OR Large-sized Twin-linked Mounted Rocket Launcher OR Large-sized Twin-linked Mounted Gauss Cannon, effectively infinite ammunition

Special Ability (Automated Defense System): The heavy turret has a base range of remote with all its weapons. When the heavy turret attacks, it can make its attack at two targets. The targets must be outside short range, but within distant range. Each target must be within medium range of another target. In addition, if the target of an attack is outside of short range, but within distant range, the turret gains +10 accuracy on the attack.

Special Ability (Stationary Turret): The heavy turret cannot move or be moved. It gains +20 to its toughness characteristic. Because it is stationary, it does not gain its skill or ability score to defense. It does, however, gain a +8 bonus to defense from protective shielding.

Special Ability (Scanning Systems): The heavy turret performs a detector action at the start of each turn against every enemy within 60 squares.

Special Ability (Machine): The heavy turret is a machine. It does not have a resolve score, or morale points. It cannot be affected by influence or leadership. It is subject the EMP damage but is immune to poison damage.

Patrol Bots Description

The spider-like patrol bots are used by the UAC to patrol their installations. When activated, they wander on their predetermined patrol path. If there are hostile or unknown targets before them, they will eliminate them with overwhelming precision firepower. After the demon invasion, many survivors have been saved by these little robots. People should be careful relying on them too much, however. They don't carry much ammunition and will go down quickly under concentrated fire.

Tactics

Patrol bots patrol bases with their cone of light, searching for threats. If they come across an enemy, they will eliminate them with a terrifying amount of firepower. Patrol bots almost exclusively use focused bursts with their heavy cannons. With their twin-linked trait and Precision Burst talent, they strike at a potent Hailfire 4. Using sweep and clear, they can make up to 3 attacks per turn as long as they are eliminating targets with each shot or attacking a swarm. However, their small frame can only carry so much ammunition. A mere 20 focused burst attacks will cause a patrol bot to run out of ammunition. Once it does so, it instantly deactivates and shuts down, counting as defeated.

Patrol Bot

Level 14 Small-sized Non-heroic Machine, Medium Threat

Hit Points: 106	Healing Threshold: NA	Damage Threshold: 30
Defense: 31	Toughness: 22	Resolve: NA
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 0 squares	Initiative: +7
Damage Resistance: 28		

-Heavy Cannon w/ Focused Burst 1d20+18 accuracy, 37 damage, +3 strike maximum, long range; *Special Traits:* Penetration 16, Hailfire 4

Skills: Acrobatics 7, Athletics 7, Computers 7, Defensive Training 7, Durability 7, Perception 7, Ranged 7, Tactics 7

Talents: Ballistic Weapon Expertise, Close Combat Shot, Combat Reflexes, Defensive Fighting, Penetration V, Precision Burst, Resistant IV, Tactical Training, Weapon Mastery (ranged)

Strength: 5 **Instinct:** 7 **Agility:** 7 **Fortitude:** 7

Intelligence: 2 **Willpower:** MA

Gear: Mounted Heavy Cannon with 400 uranium bullets, Flashlight, Robot Shell

Special Ability (Sweep and Clear): If the patrol bot kills an enemy with a ranged weapon attack on its turn, it can make another attack at different target within 3 squares of the first target. If it kills this target, it can make a third and final attack at another target. Otherwise, if it attacked a swarm as the first target on its turn, it can perform 3 separate attacks against the swarm instead of 1.

Special Ability (Potent Precision Firepower): The patrol bot can put out a surprising amount of firepower for such a small robot. Its heavy cannon weapon gains +3 power ratings of damage, +5 accuracy, and the twin-linked trait.

Special Ability (Scanning Systems): The patrol bot performs a detector action at the start of each turn against every enemy within 6 squares.

Special Ability (Machine): The patrol bot is a machine. It does not have a resolve score, or morale points. It cannot be affected by influence or leadership. It is subject the EMP damage but is immune to poison damage.



Chapter 6: The People of DOOM

In the DOOM RPG, monsters and the agents of hell are the primary foes that you will face in battle. However, there is more to the universe than just your characters. There are people: civilians, soldiers, survivors, scientists, and warriors fighting for their own survival in the apocalypse. While many of these individuals will not be your enemies, you might find yourselves dealing with or protecting them in dangerous situations. Meanwhile, you may come into conflict with rival groups of survivors who challenge you for your supplies and resources. Furthermore, many humans still follow and worship Hell, protecting and serving their demonic overlords in futile efforts to advance their status in the afterlife.

Human Civilians

Human civilians are non-combatants who are around for the apocalypse. You will generally not be fighting civilians, but sometimes players might need their services and you will need to know their capabilities. Other times, the players will be defending survivors in combat, and a statistic block will help you know how to play them.

Civilians are the most common NPC in cities, representing most of the residents of Earth's cities. Meanwhile, workers are the hard laborers that make human society function. Engineers, scientists, and doctors have skills that are useful for survivors and their settlements, and their knowledge is valuable outside of battle. Politicians still try to manage and control the human species, relying on their charisma and self-importance to stay alive, but their influence is failing. Meanwhile, the staff and scientists of the Armored Response Coalition have accepted the threat of the demons and steeled themselves to fight back for the future of mankind.

ARC Scientist

Level 8 Medium-sized Non-heroic Human Character Support Specialist, Low Threat

Hit Points: 59	Healing Threshold: 7	Damage Threshold: 23
Defense: 19	Toughness: 17	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 10		

-**Plasma Pistol** 1d20+5 accuracy, 18 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 4, Plasma

-**Pistol Whip** 1d20+0 accuracy, 15 damage, +1 strike maximum; *Special Traits:* NA

-**Argent Ray** 1d20+11 accuracy, 12 damage; *Special Traits:* Penetration 24, Focusing Beam (max hailfire 3)

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 3, Durability 3, Endurance 2, Influence 4, Lore 5, Medicine 5, Melee 2, Mental Training 5, Perception 3, Pilot 5, Ranged 5, Science 5, Stealth 2, Survival 2, Tactics 2

Talents: Defensive Fighting, Field Medic, Sabotage, Weapon Mastery (ranged)

Strength: 4* **Instinct:** 4 **Agility:** 4* **Fortitude:** 4

Intelligence: 6 **Willpower:** 6

Gear: Plasma Pistol with 2 magazines, 5 basic science devices, Protective Body Suit, Equipment Belt x3, Repair Kit, Medipack

Special Ability (Highly Skilled): ARC Scientists gain a +2 bonus to all skill checks.

Special Ability (Science Device): ARC Scientists can use their basic science devices as a standard action to perform either restoration drone or argent ray actions. Restoration drone heals an ally within short range for 30 hit points, while argent ray uses the profile above.

Special Ability (Rallied Against Hell): ARC Scientists do not lose extra morale from being adjacent to demons or receiving wounds from demons.

ARC Staff

Level 5 Medium-sized Non-heroic Human Character Support Specialist, Low Threat

Hit Points: 50	Healing Threshold: 7	Damage Threshold: 22
Defense: 17	Toughness: 17	Resolve: 19
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 10		

-**Plasma Pistol** 1d20+3 accuracy, 15 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 4, Plasma

-**Heavy Tool** 1d20+1 accuracy, 12 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Wrecker

Skills: Acrobatics 2, Athletics 2, Computers 2, Defensive Training 2, Durability 2, Endurance 2, Influence 1, Lore 2, Medicine 2, Melee 2, Mental Training 4, Perception 3, Pilot 3, Ranged 3, Science 3, Stealth 2, Survival 2, Tactics 2

Talents: Precision Shot, Quick Draw

Strength: 4* **Instinct:** 4 **Agility:** 4* **Fortitude:** 4

Intelligence: 5 **Willpower:** 4

Gear: Plasma Pistol with 2 magazines, Light Tool, Protective Body Suit, Equipment Belt x3, Repair Kit, Medipack, Painkiller x2, Flashlight

Special Ability (Highly Skilled): ARC Staff gain a +1 bonus to all skill checks.

Special Ability (Rallied Against Hell): ARC Staff do not lose extra morale from being adjacent to demons or receiving wounds from demons.

Civilian

Level 1 Medium-sized Non-heroic Human Character Support Specialist, Trivial Threat

Hit Points: 33	Healing Threshold: 6	Damage Threshold: 18
Defense: 13	Toughness: 13	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1		

-**Unarmed** 1d20+0 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Unarmed

Skills: Acrobatics 1, Athletics 1, Computers 2, Endurance 1, Influence 2, Lore 2, Medicine 1, Perception 2, Pilot 2, Science 1

Talents: NA

Strength: 3 **Instinct:** 3 **Agility:** 3 **Fortitude:** 2

Intelligence: 3 **Willpower:** 2

Gear: Clothing, Wallet with 10-200 credits, various miscellaneous personal possessions

Special Ability (Terrified): Civilians lose 2 morale points at the start of each round that they are within 15 squares of a demon. If they are within 3 squares of a demon, they can perform no actions on their turn but attempt to move away.

Engineer

Level 5 Medium-sized Non-heroic Human Character Support Specialist, Trivial Threat

Hit Points: 37	Healing Threshold: 6	Damage Threshold: 20
Defense: 15	Toughness: 15	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 1		

-**Light Tool** 1d20+1 accuracy, 11 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Wrecker

-**Heavy Tool** 1d20+1 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 1, Wrecker

Skills: Acrobatics 2, Athletics 2, Computers 4, Defensive Training 1, Durability 1, Endurance 2, Influence 1, Lore 3, Melee 1, Mental Training 1, Perception 1, Pilot 2, Ranged 1, Science 4, Stealth 1

Talents: Sabotage

Strength: 3 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3

Intelligence: 6 **Willpower:** 2

Gear: Padded Jacket, Wallet with 30-400 credits, Light Tool, Heavy Tool, Repair Kit x2, Plasma Torch, Datapad, Equipment Belt x2, Backpack, various miscellaneous personal possessions

Special Ability (Highly Skilled): Engineers gain a +1 bonus to all skill checks.

Special Ability (Engineer's Precision): An engineer gains advantage on checks to use the sabotage talent. They can cut through a door with a plasma torch in half the time. They heal twice as many hit points when using a science check to repair a vehicle.

Special Ability (Terrified): Engineers lose 2 morale points at the start of each round that they are within 15 squares of a demon. If they are within 3 squares of a demon, they can perform no actions on their turn but attempt to move away.

Politician

Level 5 Medium-sized Non-heroic Human Character Support Specialist, Trivial Threat

Hit Points: 26	Healing Threshold: 6	Damage Threshold: 18
Defense: 17	Toughness: 17	Resolve: 20
Speed: 5	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1		

-**Unarmed** 1d20+1 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Unarmed

Skills: Computers 1, Defensive Training 4, Influence 4, Leadership 4, Lore 4, Medicine 1, Mental Training 3, Perception 3, Pilot 2, Ranged 1

Talents: Demean, Dissuade, Distraction, Great Speaker

Strength: 2 **Instinct:** 2 **Agility:** 2 **Fortitude:** 2

Intelligence: 5 **Willpower:** 6

Gear: Fine Clothing, Wallet with 1,000-10,000 credits, Cellphone, various miscellaneous personal possessions

Special Ability (Highly Skilled): Politicians gain a +1 bonus to all skill checks.

Special Ability (Political Rally): Politicians can spend a standard action to perform a rallying speech. They target up to 6 allies within medium range and make a leadership check. If their leadership check surpasses an ally's resolve, they gain 2 morale points. If the leadership check is 10 or more points below an ally's resolve, the ally instead loses 1 morale.

Special Ability (Politically Self-Important): All human allies within 3 square of a politician count as taunting away from the politician.

Special Ability (Terrified): Politicians lose 2 morale points at the start of each round that they are within 15 squares of a demon. If they are within 3 squares of a demon, they can perform no actions on their turn but attempt to move away.

Scientists and Doctors

Level 3 Medium-sized Non-heroic Human Character Support Specialist, Trivial Threat

Hit Points: 33	Healing Threshold: 6	Damage Threshold: 18
Defense: 14	Toughness: 14	Resolve: 13
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 1		

-Unarmed 1d20+1 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Unarmed

Skills: Acrobatics 1, Athletics 1, Computers 3, Endurance 1, Influence 2, Lore 3, Medicine 3, Perception 3, Pilot 2, Science 3, Survival 1

Talents: NA

Strength: 2 **Instinct:** 3 **Agility:** 3 **Fortitude:** 2

Intelligence: 5 **Willpower:** 2

Gear: Lab Coat, Wallet with 30-400 credits, Equipment Belt, Medipack, Painkillers, various miscellaneous personal possessions

Special Ability (Highly Skilled): Scientists and doctors gain a +1 bonus to all skill checks.

Special Ability (Terrified): Scientists and doctors lose 2 morale points at the start of each round that they are within 15 squares of a demon. If they are within 3 squares of a demon, they can perform no actions on their turn but attempt to move away.

Scientist Special Ability (Weak Point): A scientist can spell a full-round action trying to spot an enemy's weak point. They pick an enemy within medium range and make a lore check versus the target's damage resistance. If they succeed, all allies that aim at the target over the next round gain +3 penetration and accuracy with their attacks. An enemy can only be effected by this effect once per round.

Doctor Special Ability (Extra Healing): When the doctor performs first aid, they heal twice as many hit points as normal. They can perform first aid as a move action instead of a standard action.

Lead Scientists and Senior Doctors

Level 7 Medium-sized Non-heroic Human Character Support Specialist, Trivial Threat

Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 17	Toughness: 16	Resolve: 19
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 1		

-Unarmed 1d20+0 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Unarmed

Skills: Acrobatics 1, Athletics 1, Computers 5, Defensive Training 2, Durability 2, Endurance 2, Influence 3, Leadership 3, Lore 5, Medicine 5, Mental Training 3, Perception 4, Pilot 3, Science 5, Survival 1

Talents: Smart Shot, Structural Weakness, Surgical Precision

Strength: 2 **Instinct:** 4 **Agility:** 3 **Fortitude:** 2

Intelligence: 6 **Willpower:** 4

Gear: Lab Coat, Wallet with 50-1,000 credits, Equipment Belt, Medipack x2, Painkillers x3, Binoculars, various miscellaneous personal possessions

Special Ability (Highly Skilled): Lead Scientists and senior doctors gain a +2 bonus to all skill checks.

Special Ability (Guidance): Lead Scientists and doctors can spend reactions to assist allies within short range with failed actions. When an ally fails a skill check or an attack roll, the scientist or doctor can make a lore check versus the DC of the check that failed. If they succeed, then their ally can retry the check with advantage.

Lead Scientist Special Ability (Improved Weak Point): A lead scientist can spell a standard action trying to spot an enemy's weak point. They pick an enemy within medium range and make a lore check versus the target's damage resistance. If they succeed, all allies that aim at the target over the next round gain +5 penetration and accuracy with their attacks. An enemy can only be effected by this effect once per round.

Senior Doctor Special Ability (Superior Healing): When the senior doctor performs first aid, they heal twice as many hit points as normal and the target removes 1 crippling wound. They gain +10 to surgery checks or checks to cure crippling wounds. They can perform first aid as a move action instead of a standard action.

Worker

Level 1 Medium-sized Non-heroic Human Character Support Specialist, Trivial Threat

Hit Points: 37	Healing Threshold: 6	Damage Threshold: 19
Defense: 13	Toughness: 14	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 1		

-**Light Tool** 1d20+1 accuracy, 12 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Wrecker

Skills: Acrobatics 1, Athletics 3, Endurance 2, Influence 2, Medicine 1, Melee 2, Pilot 2, Science 1, Survival 1

Talents: NA

Strength: 4 **Instinct:** 2 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 2

Gear: Clothing, Wallet with 5-100 credits, Light Tool, Equipment Belt, Flashlight, various miscellaneous personal possessions

Special Ability (Berserk Panic): Workers lose 2 morale points at the start of each round that they are within 15 squares of a demon. If they are within 3 squares of a demon, they can perform no actions other than moving up to it, using a heavy strike combat behavior, and attacking the demon.



Human Soldiers

The demonic invasions of Earth and Mars mobilized all of the fighting forces humanity had available to shield themselves. While these defenses were wholesale slaughters, the demons striking with little warning, different military groups were forced to scatter to fight prolonged battles for humanity's survival. While players are one element of survivors fighting to live on Earth, they might come across other soldiers trying to fight back against the demons and protect civilians.

Many bases and laboratories have large teams of security personnel defending them. Security guards make the bulk of these forces, lead by security chiefs, while enforcers act as riot control and moving shield walls for their allies. Security personnel also double well as Earth police authorities. Meanwhile, much of the early fighting against Hell was done by the soldiers of the different Earth nations. These tough and coordinated soldiers fought hard with a great number of weapons and tanks against the demon hordes, but were largely overwhelmed and turned into zombie soldiers. After the government of Earth fell, they were replaced by the Armored Response Coalition, or ARC, which organized with new technology and organization. These soldiers are survivors of the demon invasion who had adapted to the new reality and were ready to fight back. Finally, the elite guard were the best corporate security that the UAC had in its employment. Many of them were slaughtered trying to protect Earth and Mars facilities from demons, while others were corrupted and turned into Hell cultists.

ARC Officer

Level 16 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 220	Healing Threshold: 9	Damage Threshold: 37
Defense: 30	Toughness: 35	Resolve: 29
Speed: 7	Shift Speed: 2	Morale Bonus: +12
Space: 1 square	Reach: 1 square	Initiative: +13
Damage Resistance: 34		

-Gauss Cannon 1d20+18 accuracy, 70 damage, 1 strike maximum, 200 shots at distant range; *Special Traits:* Penetration 30, Energy Damage, Inefficient Ammo (20)

-Gauss Cannon w/ Siege Mode 1d20+38 accuracy, 100 damage, 1 strike maximum, 200 shots at distant range; *Special Traits:* Penetration 50, Unstoppable, Energy Damage, Inefficient Ammo (50)

-Sword 1d20+14 accuracy, 34 damage, +2 strike maximum; *Special Traits:* Penetration 8

Skills: Acrobatics 7, Athletics 7, Computers 7, Defensive Training 8, Durability 8, Endurance 7, Influence 6, Lore 6, Medicine 6, Melee 8, Mental Training 8, Perception 6, Pilot 6, Ranged 8, Science 6, Stealth 6, Survival 6, Tactics 8

Talents: Bulwark, Close Combat Shot, Defensive Fighting II, Demon Slaying III, Far Shot, Hardened Survivalist, Penetration V, Resistant V, Swift Strikes, Weapon Comprehension, Weapon Mastery (melee II, ranged II)

Strength: 8* **Instinct:** 8* **Agility:** 7* **Fortitude:** 8

Intelligence: 6 **Willpower:** 6

Gear: Gauss Cannon with Siege Mode mod and 4 magazines, Sword with Murderous Efficiency and Monomolecular Blade, ARC Trooper Armor, Equipment Belt x2, Backpack, Repair Kit, Radio, Medipack, Painkiller x2

Special Ability (Demon Combat Specialization): ARC officers are specially trained in fighting demons. They gain double the normal benefits of the Demon Slaying talent (+6 accuracy, damage, and penetration). They also gain advantage on attacks versus demons and combat augmentation lore checks against demons.

Special Ability (Armored Response Coalition Officer): The ARC officer can make a rally check as a move action. If they succeed, they generate twice as much morale as normal, but can only give their morale points to other ARC organization members. In addition, their personnel gain extra usages of morale points on their turn.

-Tactical Shift: When a demon moves up to an ARC ally, they can spend a morale and an action to shift away from them and make a standard action attack.

-Inspired Comeback: An ARC ally can spend a minor action on their turn to cause an inspired comeback with their allies. The triggering character and all willing ARC allies within 3 squares of them spend a healing threshold and a morale. All allies who spent a morale regain 10 hit points for every character that spent a morale as part of the action.

-Synergy Attack: When an ARC soldier attacks a demon within 6 squares, all ARC allies within 6 squares of them can spend a morale and reaction to also attack the targeted demon with a standard action attack.

Special Ability (Rallied Against Hell): ARC Officers do not lose extra morale from being adjacent to demons or receiving wounds from demons.

ARC Pilot

Level 9 Medium-sized Non-heroic Human Character Combat Specialist, Low Threat

Hit Points: 92	Healing Threshold: 7	Damage Threshold: 24
Defense: 24	Toughness: 22	Resolve: 24
Speed: 7	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 12		

-**Plasma Pistol** 1d20+8 accuracy, 21 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 9, Plasma

-**Pistol Whip** 1d20+5 accuracy, 18 damage, +1 strike maximum; *Special Traits:* Penetration 5

Skills: Acrobatics 5, Athletics 5, Computers 5, Defensive Training 5, Durability 3, Influence 2, Lore 2, Medicine 2, Melee 4, Mental Training 5, Perception 5, Pilot 5, Ranged 5, Science 5, Stealth 2, Survival 2, Tactics 2

Talents: Defensive Fighting, Far Shot, Fast Reload, Penetration V, Quick Draw, Weapon Mastery (ranged)

Strength: 4* **Instinct:** 6 **Agility:** 7* **Fortitude:** 5

Intelligence: 4 **Willpower:** 6

Gear: Plasma Pistol with 2 magazines, Protective Body Suit, Equipment Belt x3, Backpack, Repair Kit x2, Flashlight, Plasma Torch, Medipack, Air Tank

Special Ability (Combat Pilot Specialist): Pilots are trained to control military vehicles in battle. While driving or acting as a gunner in a vehicle, the pilot gives the vehicle +10 damage threshold, +5 damage resistance, +2 weapon accuracy, and +2 power ratings of damage.

Special Ability (Rallied Against Hell): ARC Soldiers do not lose extra morale from being adjacent to demons or receiving wounds from demons.

ARC Soldier

Level 8 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 127	Healing Threshold: 8	Damage Threshold: 32
Defense: 20	Toughness: 23	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 22		

-**Plasma Gun** 1d20+7 accuracy, 24 damage, +2 strikes maximum, medium range, 200 shots at medium range; *Special Traits:* Penetration 12, Plasma, Automatic

-**Plasma Gun w/ Heat Blast** 1d20+11 accuracy, 50 damage; *Special Traits:* Penetration 15, Energy Damage, Close Burst (3)

-**Rifle Butt** 1d20+5 accuracy, 25 damage, 1 strike maximum; *Special Traits:* Penetration 3

Skills: Acrobatics 4, Athletics 4, Computers 3, Defensive Training 5, Durability 5, Endurance 4, Influence 3, Lore 4, Medicine 4, Melee 5, Mental Training 5, Perception 4, Pilot 4, Ranged 5, Science 4, Stealth 4, Survival 4, Tactics 4

Talents: Close Combat Shot, Defensive Fighting, Demon Slaying II, Far Shot, Hardened Survivalist, Penetration III, Resistant III, Weapon Comprehension, Weapon Mastery (melee, ranged)

Strength: 6* **Instinct:** 5* **Agility:** 5* **Fortitude:** 6

Intelligence: 4 **Willpower:** 4

Gear: Plasma Gun with 3 magazines of hyper efficient plasma cells and a Heat Blast Mod, ARC Trooper Armor, Equipment Belt x2, Repair Kit, Medipack, Painkiller x2

Special Ability (Demon Combat Specialization): ARC soldiers are specially trained in fighting demons. They gain double the normal benefits of the Demon Slaying talent (+4 accuracy, damage, and penetration). They also gain advantage on attacks versus demons and combat augmentation lore checks against demons.

Special Ability (Rallied Against Hell): ARC Soldiers do not lose extra morale from being adjacent to demons or receiving wounds from demons.

Earth Soldier

Level 6 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 93	Healing Threshold: 7	Damage Threshold: 28
Defense: 18	Toughness: 21	Resolve: 20
Speed: 6	Shift Speed: 1	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 15		

-**Assault Rifle** 1d20+7 accuracy, 22 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 4, Fast Reload, Scope, Automatic

-**Shotgun** 1d20+7 accuracy, 21 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 2, Spread, Close Quarters

-**Rocket Launcher** 1d20+6 accuracy, 50 damage, 1 strike maximum, 20 shots at long range; *Special Traits:* Penetration 12, Burst 2, Rocket, High Explosive

-**Fragmentation Grenade** 1d20+4 accuracy, 55 damage, 1 strike maximum, short range; *Special Traits:* Penetration 7, Burst 2, Grenade, Delay

-**Plasma Pistol** 1d20+6 accuracy, 21 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 6, Plasma

-**Combat Knife** 1d20+7 accuracy, 19 damage, +2 strikes maximum; *Special Traits:* Penetration 2

-**Unarmed** 1d20+6 accuracy, 16 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Unarmed

Skills: Acrobatics 2, Athletics 4, Defensive Training 4, Durability 4, Endurance 4, Medicine 2, Melee 4, Mental Training 4, Perception 2, Pilot 4, Ranged 4, Stealth 2, Survival 2, Tactics 4

Talents: Close Combat Shot, Defensive Fighting, Far Shot, Fast Reload, Military Unarmed Training, Penetration II, Power Strike, Quick Draw, Weapon Mastery (melee, ranged), Wrestling Combatant

Strength: 5 **Instinct:** 6 **Agility:** 4 **Fortitude:** 5

Intelligence: 2 **Willpower:** 4

Gear: Shotgun OR Assault Rifle OR Rocket Launcher with 2 magazine, Plasma Pistol with 2 magazines, Combat Knife, Fragmentation Grenade x2, Tactical Combat Armor, Equipment Belt x3, Backpack, Medipack, Painkiller x2, Trauma Kit, Explosives x2, Rations x2

Special Ability (Shock Attack): After the soldier attacks with a rifle or heavy weapon attack as a standard action, they can spend a minor action to make an attack with a grenade, pistol, combat knife, or unarmed attack. For the purposes of this attack, they draw, use, and stow the weapon as part of this action while functioning as if they had a hand free. This action counts as a combat behavior and cannot use a combat behavior in the same turn they perform a Shock Attack.

Earth Soldier Officer

Level 10 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 153	Healing Threshold: 7	Damage Threshold: 30
Defense: 21	Toughness: 25	Resolve: 25
Speed: 6	Shift Speed: 2	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 19		

-**Assault Rifle** 1d20+10 accuracy, 22 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 7, Fast Reload, Scope, Automatic

-**Plasma Pistol** 1d20+9 accuracy, 21 damage, +2 strikes maximum, 50 shots medium range; *Special Traits:* Penetration 9, Plasma

-**Combat Knife** 1d20+10 accuracy, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Rending 2

-**Unarmed** 1d20+9 accuracy, 18 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Rending 2, Unarmed

Skills: Acrobatics 5, Athletics 5, Defensive Training 6, Durability 6, Endurance 6, Influence 2, Leadership 6, Lore 2, Medicine 4, Melee 6, Mental Training 6, Perception 5, Pilot 5, Ranged 6, Stealth 4, Survival 4, Tactics 6

Talents: Close Combat Shot, Defensive Fighting, Far Shot, Fast Reload, Hardened Survivalist, Inspiring Presence, Military Unarmed Training II, Penetration V, Power Strike, Precision Burst, Quick Draw, Resistant II, Weapon Mastery (melee, ranged), Will to Survive, Wrestling Combatant

Strength: 6 **Instinct:** 6 **Agility:** 5 **Fortitude:** 5

Intelligence: 4 **Willpower:** 6

Gear: Assault Rifle with Improved Potency and 3 magazines, Plasma Pistol with 2 magazines, Combat Knife, Tactical Combat Armor, Equipment Belt x3, Backpack, Medipack x2, Painkiller x2, Trauma Kit, Radio, Remote Detonator, Rations x2

Special Ability (Shock Attack): After the soldier officer attacks with a rifle or heavy weapon attack as a standard action, they can spend a minor action to make an attack with a grenade, pistol, combat knife, or unarmed attack. For the purposes of this attack, they draw, use, and stow the weapon as part of this action while functioning as if they had a hand free. This action counts as a combat behavior and cannot use a combat behavior in the same turn they perform a Shock Attack.

Special Ability (Squad Leader): The soldier officer can make a rally check as a move action. If they succeed, they generate twice as much morale as normal, but can only give their morale points to other earth soldiers. In addition, their soldier gain extra usages of morale points on their turn.

-Tense Up: As a move action, a soldier can use a morale point to restore hit points and gain protection points equal to the officer's morale bonus (+9).

-Blitz: When a soldier uses the Shock Attack ability, they can spend a morale to gain +2 accuracy with both Shock Attack attacks. In addition, either before or after attacking with their second weapon, they can shift 2 squares.

-Defensive Formation: When a soldier takes damage, they can spend a morale point to split the damage with another soldier within 3 squares. The damage is reduced by the initial target's damage resistance, and then half of the damage is passed to another willing target, who cannot apply their damage resistance further against this source of damage. Afterwards, their ally also loses a morale point.

Earth Soldier Veteran

Level 12 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 167	Healing Threshold: 8	Damage Threshold: 32
Defense: 23	Toughness: 26	Resolve: 26
Speed: 6	Shift Speed: 2	Morale Bonus: +10
Space: 1 square	Reach: 1 square	Initiative: +13
Damage Resistance: 24		

-Assault Rifle 1d20+11 accuracy, 25 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 6, Fast Reload, Scope, Automatic

-Shotgun 1d20+11 accuracy, 24 damage, +1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 4, Spread, Close Quarters

-Rocket Launcher 1d20+10 accuracy, 55 damage, 1 strike maximum, 20 shots at long range; *Special Traits:* Penetration 14, Burst 2, Rocket, High Explosive

-Fragmentation Grenade 1d20+8 accuracy, 55 damage, 1 strike maximum, short range; *Special Traits:* Penetration 9, Burst 2, Grenade, Delay

-Plasma Pistol 1d20+10 accuracy, 24 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 8, Plasma

-Combat Knife 1d20+11 accuracy, 24 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 2

-Unarmed 1d20+10 accuracy, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 2, Unarmed

Skills: Acrobatics 6, Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Lore 4, Medicine 4, Melee 6, Mental Training 6, Perception 4, Pilot 6, Ranged 6, Stealth 6, Survival 6, Tactics 6

Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Far Shot, Fast Reload, Hardened Survivalist, Military Unarmed Training II, Penetration IV, Power Strike, Precision Burst, Quick Draw, Resistant II, Survival Instincts, Weapon Comprehension, Weapon Mastery (melee, ranged), Wrestling Combatant

Strength: 6 **Instinct:** 7 **Agility:** 5 **Fortitude:** 7

Intelligence: 3 **Willpower:** 6

Gear: Shotgun OR Assault Rifle OR Rocket Launcher with Improved Potency and 3 magazines, Plasma Pistol with Improved Potency and 2 magazines, Combat Knife with Improved Potency, Fragmentation Grenade x2, Tactical Combat Armor with Extra Reinforcement, Equipment Belt x3, Backpack, Medipack x2, Binoculars, Painkiller x2, Trauma Kit, Explosives x2, Rations x2

Special Ability (Shock Attack): After the soldier veteran attacks with a rifle or heavy weapon attack as a standard action, they can spend a minor action to make an attack with a grenade, pistol, combat knife, or unarmed attack. For the purposes of this attack, they draw, use, and stow the weapon as part of this action while functioning as if they had a hand free. This action counts as a combat behavior and cannot use a combat behavior in the same turn they perform a Shock Attack.

Special Ability (Teamwork): Teams of veterans work well together. When a veteran makes a ranged attack against an enemy, after the attack is resolved, one other veteran within 6 squares of them can spend a reaction to make a standard action attack against the same target. They cannot use this in the same turn they perform a Shock Attack.

Elite Guard

Level 12 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 167	Healing Threshold: 8	Damage Threshold: 34
Defense: 22	Toughness: 28	Resolve: 27
Speed: 7	Shift Speed: 2	Morale Bonus: +10
Space: 1 square	Reach: 1 square	Initiative: +11
Damage Resistance: 32		

-**Plasma Gun** 1d20+10 accuracy, 27 damage, +3 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 12, Plasma, Automatic

-**Fragmentation Grenade** 1d20+8 accuracy, 55 damage, 1 strike maximum, short range; *Special Traits:* Penetration 8, Burst 2, Grenade, Delay

-**Rifle Bayonet** 1d20+10 accuracy, 34 damage, 1 strike maximum; *Special Traits:* Penetration 6

Skills: Acrobatics 6, Athletics 6, Computers 2, Defensive Training 6, Durability 6, Endurance 4, Influence 2, Lore 2, Medicine 4, Melee 6, Mental Training 6, Perception 4, Pilot 6, Ranged 6, Science 4, Stealth 4, Survival 4, Tactics 6

Talents: Close Combat Shot, Defensive Fighting, Far Shot, Good Shot II, Hardened Survivalist, Jaded, Mountain Strike, Penetration III, Precision Burst, Quick Draw, Resistant III, Weapon Comprehension, Weapon Mastery (melee, ranged)

Strength: 8* **Instinct:** 7* **Agility:** 6 **Fortitude:** 7

Intelligence: 5 **Willpower:** 7

Gear: Plasma Gun with Improved Potency and Rifle Bayonet with 4 magazines of Hyper Efficient Plasma Cells, Fragmentation Grenade x3, Elite Guard Armor, Equipment Belt x2, Medipack x2, Painkillers x4

Special Ability (Push Forward): As a full-round action, the elite guard can mark an enemy. They make an instant plasma gun attack against the enemy, shift 2 squares towards them, and then make either a second plasma gun attack or a fragmentation grenade attack at their target. All of these attacks gain advantage on the attack roll.

Special Ability (Armor System Mastery): Whenever the elite guard takes more than 20 hit point damage from an attack, they gain protection points equal to half the damage they suffered.

Special Ability (Emergency Revitalization): When the elite guard is reduced to 0 hit points for the first time in an encounter, they instantly spend 3 healing thresholds to regain 100 hit points. They suffer disadvantage on all attacks and skill checks for the remainder of the encounter, however.



Security Enforcer

Level 8 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 117	Healing Threshold: 8	Damage Threshold: 30
Defense: 16 (2/26 front)	Toughness: 23	Resolve: 21
Speed: 5	Shift Speed: 1	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 23		

-**Shotgun** 1d20+8 accuracy, 21 damage, 1 strike maximum, 10 shots at short range; *Special Traits:* Penetration 2, Spread, Close Quarters

-**Fragmentation Grenade** 1d20+5 accuracy, 50 damage, 1 strike maximum, short range; *Special Traits:* Penetration 7, Burst 2, Grenade, Delay

-**Rifle Bayonet** 1d20+6 accuracy, 31 damage, 1 strike maximum; *Special Traits:* Penetration 4

Skills: Athletics 5, Defensive Training 5, Durability 5, Influence 1, Medicine 1, Melee 4, Mental Training 5, Perception 1, Pilot 4, Ranged 5, Tactics 5

Talents: Defensive Fighting, Penetration II, Quick Draw, Resistant II, Shield Focus, Weapon Mastery (ranged), Wrestling Combatant

Strength: 6 **Instinct:** 3 **Agility:** 2 **Fortitude:** 6

Intelligence: 2 **Willpower:** 4

Gear: Shotgun with Rifle Bayonet and 3 magazines, Riot Shield, Reinforced Combat Armor, Equipment Belt x3, Flashlight, Fragmentation Grenade x2, Medipack

Special Ability (Riot Shield): The security enforcer uses a riot shield in one hand, that gives them improved cover (+10 defense) against attacks in their front arc, or regular cover (+5 defense) in a turn that they fired or reloaded their shotgun. Because they have cover, area attacks originating from within this arc do not deal half damage on a missed attack.

Special Ability (Intercept Attack): When an ally within 2 squares is hit by an attack, the security enforcer can intercept the attack as a reaction. If they are not adjacent to the ally, they shift to move adjacent. They take the damage of the attack, reduced by their own damage resistance with 0 attack overages applied, and then, as long as their riot shield is up, halve the final damage from the attack. Afterwards, the security enforcer and their riot shield are facing whoever made the attack against the ally. Security enforcers can only intercept single target attacks, not area attacks.

Special Ability (Beat Into Submission): The security enforcer is trained to pacify their foes. When they reduce an enemy to 0 hit points with a melee attack, they can automatically deal the 'Winded' disfigurement to the targeted limb.

Security Guard

Level 2 Medium-sized Non-heroic Human Character Combat Specialist, Low Threat

Hit Points: 56	Healing Threshold: 7	Damage Threshold: 25
Defense: 12	Toughness: 15	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 12		

-**Ballistic Pistol** 1d20+3 accuracy, 16 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits:* Fast Reload

-**Shotgun** 1d20+3 accuracy, 15 damage, 1 strike maximum, 10 shots at short range; *Special Traits:* Spread, Close Quarters

-**Unarmed** 1d20+1 accuracy, 8 damage, +2 strikes maximum; *Special Traits:* Unarmed

Skills: Athletics 2, Computers 1, Defensive Training 2, Durability 2, Influence 1, Medicine 1, Melee 1, Mental Training 2, Perception 1, Pilot 2, Ranged 2, Tactics 1

Talents: Quick Draw

Strength: 3 **Instinct:** 3 **Agility:** 3 **Fortitude:** 4

Intelligence: 2 **Willpower:** 3

Gear: Ballistic Pistol with 2 magazines, Shotgun with 2 magazine, Armored Vestment, Equipment Belt, Flashlight, Medipack

Special Ability (Protect the Staff): When an adjacent ally is hit by an attack, the security guard can intercept the attack. They take the full damage of the attack as if it had 0 attack overages. The attack is applied against their own damage resistance. If they try to shield an ally from an attack that they also took damage from, such as a burst attack, then they take the damage twice.

Security Chief

Level 10 Medium-sized Non-heroic Human Character Combat Specialist, Low Threat

Hit Points: 134	Healing Threshold: 8	Damage Threshold: 31
Defense: 21	Toughness: 23	Resolve: 25
Speed: 6	Shift Speed: 1	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 19		

-**Assault Rifle** 1d20+10 accuracy, 22 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 7, Fast Reload, Scope, Automatic

-**Plasma Pistol** 1d20+9 accuracy, 21 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 9, Plasma

-**Combat Knife** 1d20+9 accuracy, 21 damage, +2 strikes maximum; *Special Traits:* Penetration 2

Skills: Athletics 5, Acrobatics 5, Computers 4, Defensive Training 6, Durability 6, Endurance 4, Influence 3, Leadership 4, Lore 2, Medicine 3, Melee 5, Mental Training 6, Perception 5, Pilot 5, Ranged 6, Stealth 4, Tactics 4

Talents: Close Combat Shot, Combat Reflexes, Defense of Will, Defensive Fighting, Far Shot, Grand Leader, Penetration II, Quick Draw, Resistant II, Weapon Mastery (melee, ranged), Wrestling Combatant

Strength: 4 **Instinct:** 6 **Agility:** 4 **Fortitude:** 6

Intelligence: 5 **Willpower:** 6

Gear: Assault Rifle with 2 magazines of uranium rounds, Plasma Pistol with 2 magazines of hyper efficient plasma cells, Armored Vestment, Combat Knife with Improved Potency, Equipment Belt, Flashlight, Medipack x2, Datapad

Special Ability (Protect the Staff): When an adjacent ally is hit by an attack, the security chief can intercept the attack. They take the full damage of the attack as if it had 0 attack overages. The attack is applied against their own damage resistance. If they try to shield an ally from an attack that they also took damage from, such as a burst attack, then they take the damage twice.

Special Ability (Organize and Control): The security chief can make a rally check as a move action. If they succeed, they generate twice as much morale as normal, but can only give their morale points to Security Guards, Security Enforcers, Elite Guards, and the civilians they are meant to guard. In addition, their allies gain a special usages of morale points.

-**Security Guards and Security Enforcers:** When using Protect the Staff or Intercept Attack, the NPCs can spend a morale point to gain protection points equal to hit point damage suffered.

-**Protected Personnel:** When protected personnel takes damage, they can spend a morale point to split the damage with another ally within 3 squares. The damage is reduced by the initial target's damage resistance, and then half of the damage is passed to another willing target, who cannot apply their damage resistance further against this source of damage.



Cultists

Hell invasions are initiated by weak willed souls who are so desperate to power that they sell their souls to demons. For Earth, it was the UAC science organization, who discovered the Hell dimension, that paved the way for the demons. The corruption was started by their lead scientist, Olivia Pierce, who was eventually sacrificed to summon the *Arenae Imperatrix*. After her death, the work continued on Earth, as UAC cultists worked with ancient Argenta Hell priests to begin the invasion of Earth. As the invasion grew, mad and desperate souls flocked to the cult with promise of salvation from Hell's legions. Their numbers grew, and now continue to operate throughout the globe.

The base cultist is a simple soul who was lured by Hell's promises out of desperation or fear. They are limited threat, being mere civilians willing to throw away their lives for immortality. Cultist acolytes and warriors are more successful cultists, acolytes being devoted followers who aid in summoning rituals while warriors are soldiers filled with bloodlust. Cultist mad scientists are former UAC scientists who have worked hard to ensure the invasion, while designing cybernetic augments for the demons. Commandos are the UAC elite guard who decided to join the cults rather than fight against the demon. Cult leaders organize cultist operations, while performing offerings of followers for demonic possessions. The most devote cultists become cult priests, where they are given the power to manipulate Hell's very energies. These sorcerers have divine status amongst other cultists.

The Hell Priests are the Argenta of the Order Daeg who betrayed their own species at the behest of the Khan Makyr, to ensure the deals between Urdak and Hell were uninterrupted. In return, they were given immortality and unlimited power. While these ancient priests are physically frail and weak, they have great control over Hell's energies, and are the most powerful mortal spellcasters.

The immoran troopers are the soldiers of Immora, the capital city of Hell. Charged with life essence to prevent devolving into demons, immoran troopers have maintained a human-like form. These immorans have been tasked with defending the city by the Dark Lord himself, and they are deployed in vast throngs when the city is threatened.

Cultist

Level 1 Medium-sized Non-heroic Human Character Combat Specialist, Low Threat

Hit Points: 48	Healing Threshold: 6	Damage Threshold: 21
Defense: 15	Toughness: 15	Resolve: 11
Speed: 5	Shift Speed: 1	Morale Bonus: +0
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1		

-Ballistic Pistol 1d20+3 accuracy, 16 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits:* Fast Reload

-Cultist Knife 1d20+5 accuracy, 12 damage, +2 strikes maximum; *Special Traits:* Penetration 2, Rending 2

Skills: Athletics 2, Computers 1, Defensive Training 2, Durability 2, Endurance 3, Lore 1, Melee 3, Pilot 1, Ranged 2, Stealth 2

Talents: NA

Strength: 3 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 1

Gear: Cultist Knife, Ballistic Pistol, Clothing, Equipment Belt, various miscellaneous personal possessions

Special Ability (Offer of Flesh): When a cultist is slain, roll a d20. On a 15+, they are removed and replaced with a Zombie Cultist NPC, which immediately rolls initiative.

Cultist Swarm Traits

Many types of cultists can form vast swarms in battle. They gain some traits to help them fight in this way.

-Cultist: When a cultist swarm is destroyed, they roll for their Offer of Flesh as normal. On a 15+, they are replaced with a swarm of Zombie Cultists of the same tier.

-Cultist Acolyte: The Sacrifice ability occurs each time the swarm takes 100 or more damage from an attack. In addition, the detonation option gains normal swarm bonuses to accuracy and damage. Expend life also restores 30 hit points to the swarm that took damage, if it is still alive.

-Cultist Commando: Unholy strength occurs when the swarm reaches 0 hit points as normal. The damage the swarm suffers every round is multiplied by the swarm hit point modifier. Unholy explosion scales based on normal swarm damage scaling.

-Cultist Warrior: The cultist warrior's hit point benefits from blood rage is 10 in groups, 20 in hordes, and 50 in legions.

-Immoran Trooper: The Immoran Trooper's Defiance in Death occurs the first time they take damage in a round. Warriors of Death instead make the trooper swarm take half damage from all non-area of effect attacks.

Cultist Acolyte

Level 3 Medium-sized Non-heroic Human Character Combat Specialist, Low Threat

Hit Points: 68	Healing Threshold: 7	Damage Threshold: 23
Defense: 18	Toughness: 18	Resolve: 14
Speed: 6	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 4		

-Cultist Knife 1d20+5 accuracy, 13 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Rending 2

Skills: Athletics 2, Computers 1, Defensive Training 3, Durability 3, Endurance 3, Lore 2, Melee 3, Mental Training 2, Pilot 1, Ranged 2, Stealth 2, Survival 2, Tactics 1

Talents: Penetration II, Power Strike, Resistant II

Strength: 4 **Instinct:** 3 **Agility:** 4 **Fortitude:** 4

Intelligence: 2 **Willpower:** 1

Gear: Cultist Knife, Robe, Equipment Belt

Special Ability (Sacrifice): When a cult acolyte dies, they give up their life force in a final act. One of the following effects occurs:

-Detonation: The cultist explodes, making a +10 attack against all adjacent characters. On a hit, the attack deals 30 damage, or half damage on a missed attack.

-Offer Soul: The cultist gives their soul to a nearby demon. The demon gains the Hell Power Surge buff on their next turn.

-Expend Life: The cultist turns their life force into a wave of restorative energy for other cultists. All other cultists within 6 squares of the acolyte recover 10 spent hit points.

Cultist Commando

Level 10 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 133	Healing Threshold: 8	Damage Threshold: 32
Defense: 19	Toughness: 26	Resolve: 22
Speed: 6	Shift Speed: 1	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 30		

-Heavy Cannon 1d20+10 accuracy, 25 damage, +2 strikes maximum, 100 shots at long range; *Special Traits:* Penetration 11, Automatic, Recoil, Scope

-Paingiver Rocket Launcher 1d20+8 accuracy, 70 damage; *Special Traits:* Penetration 15, Burst 2, Volatile Burst, Rocket, High Explosive, Delay

-Rifle Butt 1d20+6 accuracy, 29 damage, 1 strike maximum; *Special Traits:* Penetration 5

-Unholy Explosion 1d20+15 accuracy, 50 damage; *Special Traits:* All adjacent targets

Skills: Acrobatics 5, Athletics 5, Computers 2, Defensive Training 5, Durability 5, Endurance 5, Medicine 4, Melee 5, Mental Training 5, Perception 4, Pilot 4, Ranged 5, Science 3, Stealth 4, Survival 5, Tactics 5

Talents: Balanced Shot, Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Penetration V, Resistant V, Weapon Mastery (melee, ranged)

Strength: 8* **Instinct:** 5* **Agility:** 5 **Fortitude:** 6

Intelligence: 4 **Willpower:** 4

Gear: Heavy Cannon with 3 magazines of uranium rounds, 'Paingiver' Rocket Launcher with 1 magazine of ammunition, Elite Guard Armor, Equipment Belt x2, Repair Kit, Medipack, Painkiller x2

Special Ability (Unholy Strength): Cultist commandos gain unholy strength once they would normally perish in battle. Once they are reduced to 0 hit points, cultist commandos instantly return to having 120 hit points. At this point, they gain an additional standard action each turn, but lose 40 hit points at the end of each turn. Once they reach 0 hit points again, they explode. Use the Unholy Explosion profile above against all targets adjacent to the commando. Afterwards, the commando and all their equipment are destroyed.

Cultist Executioner

Level 14 Medium-sized Non-heroic Human Character Combat Specialist, High Threat

Hit Points: 188	Healing Threshold: 8	Damage Threshold: 35
Defense: 24	Toughness: 34	Resolve: 28
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +11
Damage Resistance: 34	Energy Shield: 250 (10 shield armor)	

-**Sentinel Sword** 1d20+15 accuracy, 49 damage, +2 strikes maximum; *Special Traits:* Penetration 17, Rending 7

-**Sentinel Sword w/ Heavy Strike** 1d20+15 accuracy, 62 damage, 1 strikes maximum; *Special Traits:* Penetration 17, Rending 7

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 7, Endurance 7, Lore 7, Melee 7, Mental Training 7, Perception 7, Ranged 7, Stealth 7, Survival 7, Tactics 7

Talents: Brutality, Bulwark, Combat Reflexes, Cynic, Defensive Fighting, Emotionless, Glory Kill, Hardened Survivalist, Jaded, Leap, Mighty Blow II, Penetration V, Power Strike II, Quick Draw, Resistant V, Survival Instincts, Swift Strikes, War Scars, Weapon Mastery (melee, ranged), Wrestling Combatant

Strength: 9* **Instinct:** 6* **Agility:** 7 **Fortitude:** 7

Intelligence: 3 **Willpower:** 7

Gear: Sentinel Sword (Level 4, *Great Sword, Executing, Argent Energy*), Elite Guard Armor, Equipment Belt

Special Ability (Life Drain): Whenever the cultist executioner deals damage with their sword, they regain hit points and energy shields equal to the damage they dealt.

Special Ability (Unholy Shield): The cultist executioner has an energy shield crafted of unholy magic. This shield has a shield pool of 250 and 10 shield armor.

Special Ability (Demon Blade): The cultist executioner is equipped with a demonic sword, created by a hell priest, that functions like an ancient night sentinel blade. This blade is bound to the soul of the executioner, and manifest on his consciousness. It cannot be taken from him, and if he is killed, the blade dissipates.

Cultist Mad Scientist

Level 8 Medium-sized Non-heroic Human Character Support Specialist, Medium Threat

Hit Points: 61	Healing Threshold: 6	Damage Threshold: 23
Defense: 22	Toughness: 21	Resolve: 20
Speed: 6	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 9		

-**Plasma Pistol** 1d20+7 accuracy, 15 damage, +2 strikes maximum, 50 shots at medium range; *Special Traits:* Penetration 4, Plasma

-**Pistol Whip** 1d20+2 accuracy, 15 damage, +1 strike maximum; *Special Traits:* NA

-**Siphon Ray** 1d20+13 accuracy, 40 damage; *Special Traits:* Penetration 20

Skills: Athletics 2, Computers 3, Defensive Training 4, Durability 4, Endurance 2, Lore 5, Medicine 5, Melee 2, Mental Training 5, Pilot 2, Ranged 5, Science 5, Stealth 2, Survival 2

Talents: Defensive Fighting, Field Medic, Sabotage

Strength: 5* **Instinct:** 4 **Agility:** 5* **Fortitude:** 3

Intelligence: 6 **Willpower:** 3

Gear: Plasma Pistol with 2 magazines, 5 basic science devices, Protective Body Suit, Equipment Belt x3

Special Ability (Highly Skilled): Mad Scientists gain a +2 bonus to all skill checks.

Special Ability (Science Device): A cultist mad scientist can use their science devices to perform one of the following effects:

-**Siphon Ray:** Makes a beam attack using the profile in the weapon entry. If the attack hits, the mad scientist and all of their allies within 6 squares regain 30 hit points.

-**Deflection Shield:** As a standard action, gives the mad scientist a 300 point energy shield with 5 shield armor that lasts 1 minute.

-**Furnace Bomb:** Throws a bomb that lights target on fire. Effects a Burst (2) area at short range. Make a +13 attack versus defense and toughness of all targets in the area. On hitting both values, targets gain the Burning condition.

Cultist Priest

Level 12 Medium-sized Heroic Human Character Support Specialist, High Threat

Hit Points: 124	Healing Threshold: 8	Damage Threshold: 28
Defense: 21	Toughness: 20	Resolve: 27
Speed: 6	Shift Speed: 1	Morale Bonus: +10
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 6		

-Argent Blast 1d20+15 accuracy, 32 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 10, Energy Damage

-Cultist Knife 1d20+9 accuracy, 12 damage, +3 strikes maximum; *Special Traits:* Penetration 2, Rending 2

Skills: Computers 3, Defensive Training 3, Durability 6, Endurance 6, Influence 6, Leadership 6, Lore 6, Medicine 3, Melee 3, Mental Training 6, Perception 6, Pilot 2, Ranged 6, Science 4, Stealth 6

Talents: Close Combat Shot, Jaded, Swift Strikes, Weapon Mastery (ranged)

Strength: 3 **Instinct:** 5 **Agility:** 4 **Fortitude:** 6

Intelligence: 3 **Willpower:** 7

Gear: Cultist Knife, Large-sized Argent Blast, Cultist Robe (Padded Jacket)

Special Ability (Dark Magic): The cultist priest has access to the dark magics of Hell. They can use this energy to cast powerful spells. They have a reservoir of energy that they can utilize to fuel supernatural effects. The cultist priest has a base 50 energy. They gain energy from the following sources:

-20 energy at the start of every round.

-10 energy anytime a friend or foe is reduced to 0 hit points within long range of the cultist priest.

-5 energy any time the cultist priest is damaged, or 20 energy when suffering a crippling wound.

The cultist priest can use their energy to replicate a variety of spells:

-Flame Wave: As a standard action, the cultist priest can fire a wave of flame that incinerates an area. This power is a Line (10) that is 2 squares wide instead of 1 square. The flame wave makes a +15 attack against all in the area. On a hit against defense, it deals 50 damage, or half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-Mark of Torment: As a move action, the cultist priest can mark all enemies within a Burst (2) area with a mark of torment, dealing them great pain. They make a +15 attack against the resolve of those enemies. Struck enemies gain the Blind and Tormented conditions. These conditions last until the cultist priest is dead, or an effected character shakes off the effect. Shaking off the effect requires a DC 25 endurance check made as a standard action.

-Teleport: The cultist priest can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

-Summon Demon: The cultist priest can spend 30 energy as a full-round action to summon demons to their side. These demons appear within short range of them and act on their own initiative. They can either summon a group of imps or a hell knight. They can only have one of each of these summonses active at once.

-Demon Sacrifice: When the cultist priest suffers damage from an attack, they can spend 5 energy as a reaction to place the damage they would have suffered on a demon within 6 squares. The demon suffers a hit of piercing damage equal to the total damage the cultist priest would have received.

Special Ability (Infernal Power): The cultist priest gains the Large-sized Argent Blast natural weapon, representing their ability to channel unholy energy.

Special Ability (Highly Skilled): Cultist priests gain a +4 bonus to all skill checks.

Cultist Warrior

Level 4 Medium-sized Non-heroic Human Character Combat Specialist, Medium Threat

Hit Points: 87	Healing Threshold: 7	Damage Threshold: 28
Defense: 16	Toughness: 19	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 13		

-**Shotgun** 1d20+5 accuracy, 15 damage, +1 strike maximum, 20 shots at short range; *Special Traits:* Penetration 2, Spread, Close Quarters

-**Fragmentation Grenade** 1d20+2 accuracy, 40 damage, 1 strike maximum, short range; *Special Traits:* Penetration 7, Burst 2, Grenade, Delay

-**Hatchet** 1d20+5 accuracy, 23 damage, 1 strike maximum; *Special Traits:* Penetration 2, Rending 4

Skills: Athletics 3, Computers 1, Defensive Training 4, Durability 4, Endurance 3, Lore 2, Melee 4, Pilot 1, Ranged 3, Stealth 2, Survival 2,

Talents: Defensive Fighting, Penetration II, Weapon Mastery (melee)

Strength: 4 **Instinct:** 3 **Agility:** 3 **Fortitude:** 5

Intelligence: 3 **Willpower:** 1

Gear: Shotgun with 2 magazines, Hatchet, Fragmentation Grenade, Armored Vestment, Equipment Belt

Special Ability (Blood Rage): When the cultist warrior suffers hit point damage from an attack, they gain 5 protection points. When the cultist warrior deals damage to an enemy, they heal 5 hit points.

Cult Leader

Level 15 Medium-sized Non-heroic Human Character Support Specialist, Medium Threat

Hit Points: 146	Healing Threshold: 8	Damage Threshold: 30
Defense: 31	Toughness: 31	Resolve: 29
Speed: 8	Shift Speed: 2	Morale Bonus: +11
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 10	Energy Shield: 200 (10 shield armor)	

-**Plasma Gun** 1d20+10 accuracy, 24 damage, +3 strikes maximum, 200 shots at long range; *Special Traits:* Penetration 11, Automatic, Plasma, Energy Damage

-**Rifle Butt** 1d20+8 accuracy, 32 damage, +1 strike maximum; *Special Traits:* Penetration 3

Skills: Acrobatics 5, Athletics 5, Computers 7, Defensive Training 7, Durability 7, Endurance 6, Leadership 7, Lore 7, Medicine 7, Melee 7, Mental Training 7, Perception 6, Pilot 4, Ranged 7, Science 7, Stealth 6, Survival 6, Tactics 7

Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Far Shot, Grand Leader, Hardened Survivalist, Penetration III, Quick Draw, Resolute, Swift Strikes, Weapon Comprehension, Weapon Mastery (melee, ranged)

Strength: 9* **Instinct:** 6 **Agility:** 8* **Fortitude:** 7

Intelligence: 7 **Willpower:** 7

Gear: Plasma Gun with Murderous Efficiency and 2 magazines of Hyper Efficient Plasma Cells, Assistive Body Suit with Extra Reinforcement, Equipment Belt x3, Medipack x2, Radio

Special Ability (Unholy Shield): The cult leader has an energy shield crafted of unholy magic. This shield has a shield pool of 200 and 10 shield armor.

Special Ability (Cult Leader): The cult leader can make a rally check as a move action. If they succeed, they generate twice as much morale as normal, but can only give their morale points to other cultists. In addition, their followers gain extra usages of morale points on their turn.

-**Transfer Life:** As a minor action, a soldier can use a morale point to trade 25 hit points for 50 protection points. This can be done once per turn.

-**Hell Power:** A cultist can use two morale to empower all their attacks that turn with holy power, giving their attacks bonus penetration equal to the cult leader's morale bonus (+11)

Special Ability (Possession): Whenever a human cultist ally dies within medium range of the cult leader, they are transformed into a zombie. Cultists of less than level 10 transform into zombie cultist. Cultists of level 10 or higher turn into zombie

commandos. This also effects cultist swarms, which turn into swarms of zombies upon death. In addition, each time the cult leaders activates this ability, they regain 50 shield pool.

Special Ability (Highly Skilled): Cult Leaders gain a +5 bonus to all skill checks.

Hell Priest

Level 20 Medium-sized Heroic Argenta Character Support Specialist, Extreme Threat

Hit Points: 225	Healing Threshold: 8	Damage Threshold: 32
Defense: 33	Toughness: 28	Resolve: 34
Speed: 6	Shift Speed: 1	Morale Bonus: +14
Space: 1 square	Reach: 1 square	Initiative: +13
Damage Resistance: 8		

-Soul Drain 1d20+21 accuracy, 16 damage, 1 strike maximum, short range; *Special Traits:* Piercing, Focusing Beam

-Staff of Psychomancy 1d20+13 accuracy, 18 damage, +1 strikes maximum; *Special Traits:* Penetration 1

Skills: Computers 3, Defensive Training 9, Durability 9, Endurance 9, Influence 9, Leadership 9, Lore 8, Medicine 6, Melee 6, Mental Training 9, Perception 9, Pilot 6, Ranged 9, Science 6, Stealth 8, Survival 6, Tactics 7

Talents: Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged), Hardened Survivalist, Jaded, Resilience, Resistant III, Swift Strikes, Weapon Mastery (ranged II)

Strength: 3 **Instinct:** 7 **Agility:** 4 **Fortitude:** 7

Intelligence: 6 **Willpower:** 9

Gear: Staff of Psychomancy, Large-sized Soul Drain, Cultist Robe (Padded Jacket with Extra Reinforcement)

Special Ability (Soulbound Demon): The hell priest is always bound to a demon. While they are bound to that demon, they are immune to all damage, effects, negative conditions, and any effect that would disable or move them. The soulbound demon must remain within remote range of the hell priest for this effect to be active. The soulbound demon must be killed or move out of range for the hell priest to be vulnerable.

Maintaining a soulbind with a demon requires 10 minutes of concentration while within short range of the demon. Thus, when the soulbound demon is killed, there is a short window before another soulbind can be made. Hell priests usually do a soulbind with the strongest demons they can find. However, they cannot do a soulbind with a Demon Titan or a swarm.

Special Ability (The Power of Hell): The hell priest has access to the dark magics of Hell. They can use this energy to cast powerful spells. They have a reservoir of energy that they can utilize to fuel supernatural effects. The cultist priest has a base 200 energy. They gain energy from the following sources:

-20 energy at the start of every round.

-10 energy anytime a friend or foe is reduced to 0 hit points within long range of the hell priest.

-5 energy any time the hell priest or their soul bound demon is damaged, or 20 energy when they or their soulbound demon suffers a crippling wound.

The hell priest can use their energy to replicate a variety of spells:

-Flame Wave: As a standard action, the hell priest can fire a wave of flame that incinerates an area. This power is a Line (20) that is 2 squares wide instead of 1 square. The flame wave makes a +25 attack against all in the area. On a hit against defense, it deals 80 damage, hailfire 1, or half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-Mark of Torment: As a move action, the hell priest can mark all enemies within a Burst (2) area with a mark of torment, dealing them great pain. They make a +25 attack against the resolve of those enemies. Struck enemies gain the Blind and Tormented conditions. These conditions last until the hell priest is dead, or an effected character shakes off the effect. Shaking off the effect requires a DC 30 endurance check made as a standard action.

-Mind Control: The hell priest can spend 30 energy as a standard action to mind control an enemy within medium range. They make a +25 attack against the target's resolve. If they hit, the hell priest controls all the target's actions for 3 rounds. The mind control lasts until either the hell priest or mind-controlled victim suffer a crippling wound to their critical location, or either one is reduced to 0 hit points. After the mind control breaks, the target is reduced to negative 5 morale. The hell priest can only have one character mind controlled at the time.

-Rejuvenating Energies: The hell priest can spend 30 energy as a standard action to heal themselves and all allies within 15 squares. All healed characters can spend a healing threshold to recover 100 hit points.

-Greater Teleport: The hell priest can spend 5 energy as a minor action to teleport to any location they know of within 120 squares. This can be done up to twice per turn.

-Souls of the Damned: By spending 50 energy as a standard action, the hell priest can summon a legion of unwilling zombies. This swarm gains the Hell Power Surge benefit. This spell can only be used once per encounter.

Special Ability (Summon): The hell priest can enact a ritual to summon a host of additional demons. This requires spending a large amount of its hell energy reservoir and requires 2 full-rounds to cast the spell. During this time, if the hell priest is staggered, stunned, or killed, the ritual is interrupted, and the demons are not summoned. This power potentially let the hell priest summons a huge number of enemies. Upon being summoned, these enemies roll their own initiative and reward experience individually (they are not part of the hell priest's experience reward).

The hell priest summons demons in groups of similar powered demons. They can summon between 1-6 groups with a single casting. When summoned, these demons appear anywhere the hell priest choses within long range. Each of the summoning groups have a selection of minions to choose from for summoning. Each group's contents can be chosen individually. However, higher tiered groups of summonses often require a number of lower tiered summons. Total up the energy cost of all summoned groups; this is the energy cost to summon all those minions, paid when the ritual is complete.

The following are the list of summoning options:

-Lesser Summons: For 15 energy, the hell priest can summon either: a group of imps or a group of gargoyles. They can include a maximum of 3 lesser summons as part of a summon.

-Greater Summons: For 20 energy, the hell priest can summon one of the following: a pinky, a cacodemon, a revenant, or a hell knight. The hell priest can include 2 greater summons equal for every lesser summons they are using as part of the ritual. They can include a maximum of 4 greater summons as part of a summon.

Special Ability (Highly Skilled): Hell priests gain a +6 bonus to all skill checks.



Immoran Trooper

Level 12 Medium-sized Non-heroic Immoran Character Combat Specialist, Medium Threat

Hit Points: 121	Healing Threshold: 7	Damage Threshold: 26
Defense: 22	Toughness: 29	Resolve: 24
Speed: 6	Shift Speed: 2	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 27		

-Reaper Gun 1d20+10 accuracy, 29 damage, +1 strike maximum, infinite shots at medium range; *Special Traits:* Penetration 10, Hailfire (1), Scatter (1 primary target +2 secondary targets within 3 squares of primary target), Plasma, Energy Damage

-Rifle Butt 1d20+8 accuracy, 26 damage, 1 strike maximum; *Special Traits:* Penetration 5

Skills: Acrobatics 5, Athletics 5, Computers 5, Defensive Training 6, Durability 5, Endurance 5, Medicine 4, Melee 6, Mental Training 6, Perception 5, Pilot 6, Ranged 6, Science 5, Stealth 4, Survival 4, Tactics 6

Talents: Close Combat Shot, Defensive Fighting, Far Shot, Jaded, Penetration V, Resistant II, Weapon Mastery (melee, ranged)

Strength: 9* **Instinct:** 6 **Agility:** 5* **Fortitude:** 5

Intelligence: 4 **Willpower:** 4

Gear: Reaper Gun, Immoran Guard Armor

Special Ability (Defiance in Death): When an immoran trooper is reduced to 0 hit points, it instantly gets to make a standard action attack at an enemy within medium range.

Special Ability (Warriors of Death): Whenever an immortal trooper dies, all immortal troopers within 6 squares of them heal 20 hit points. This is resolve after area of effect attacks are applied against all targets.



Immoran Trooper Gear

The human-like denizens of Immora have a selection of their own infernal gear they use. The reaper guns are infernal, parasitic energy cannons used as highly effective plasma guns. Meanwhile the immoran guard armor is a suit of very flexible powered armor with strong enhancements for the user. This items are generally not available to players, but they could be should the GM be willing.

Reaper Gun

Two-handed Rifle

Damage: 20 **Accuracy:** +0
RoF: Average **Range:** Medium
Shots: Infinite **Power Rating:** +3
Weight: 4 lbs.

Special Traits: Penetration (5), Burst Fire, Scatter, Plasma, Energy Damage

Immoran Guard Armor

Super Heavy Armor

Damage Resistance: 15 **Defense Penalty:** -3
Resistance Gear: +4

Mounted Gear: Radio, Gravity Boots, Equipment Belt x2, Digital Uplink

Ability Score Bonuses: Strength+4, Agility +1

Weight: 150 lbs.

Night Sentinels

The warrior caste of the Argenta people, Night Sentinels served under the warrior kings of their line, most lately King Novak. They proved their skills against the forces of Hell, even launching counter assaults against the demons into their dark dimension. Between the supernatural power of their warriors, their incredible war machines, and the might of the Slayer, the Night Sentinels stood a real chance against the demons. Unfortunately, their own people betrayed them, as their priest case and the makyr angels they served conspired with the demons to consume the souls of their people. The betrayal of commander Valen further led to the fall of their people to the demons, while the makyrs rule them in a corrupt society. Despite this, many night sentinels survive. Some continue to battle against Hell, live in warrior tribes across Argenta worlds, or reluctantly serve the makyr angels.

Night Sentinel Champion

Level 22 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 313	Healing Threshold: 11	Damage Threshold: 51
Defense: 35	Toughness: 45	Resolve: 40
Speed: 10	Shift Speed: 3	Morale Bonus: +19
Space: 1 square	Reach: 2 square	Initiative: +16
Damage Resistance: 49		

-**Sentinel Spear** 1d20+20 accuracy, 61 damage, +2 strikes maximum; *Special Traits:* Penetration 15, Rending 3, Thunderous Impact, Versatile Reach

-**Sentinel Cleaving Blade** 1d20+19 accuracy, 36 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Rending 6

-**Sentinel Ballista** 1d20+22 accuracy, 60 damage, 1 strike maximum, 250 shots at Distant range; *Special Traits:* Penetration 25, Rending 2, Hailfire 1, Energy Damage, Inefficient Ammo 25, Long Reload, Arbalest Mod

Skills: Athletics 8, Acrobatics 6, Defensive Training 10, Durability 10, Influence 8, Leadership 6, Melee 10, Mental Training 10, Ranged 10, Perception 7, Pilot 8, Science 5, Stealth 8, Survival 7, Tactics 10

Talents: Bulwark, Cleave 2, Close Combat Shot, Defensive Fighting II, Devastating Cripple (melee I), Glory Kill I, Hell Veteran III, Natural Health II, Power Attack II, Quick Draw, Resilience I, Resistant II, Resolute I, Weapon Comprehension, Weapon Mastery (melee II, ranged I)

Strength: 11* **Instinct:** 7 **Agility:** 10* **Fortitude:** 9

Intelligence: 6 **Willpower:** 8

Gear: Sentinel Spear (*Searing Blade, Thunderous Impact, Argent*), Sentinel Ballista (*Arbalest Mod*), Sentinel Armor (*Cuirass (sturdy reinforcement, physical enhancement, ancestral)*), Gauntlets (*Empowered Servos, Cleaving Blade, Ancestral*), Greaves (*Dash, Accelerated, Ancestral*), Helm (*Warrior's Eyes, Vital Sight, Ancestral*)

Special Ability (Ancestral Onslaught): Once per round, the Night Sentinel Champion can make an additional attack as a free action. They can make a bonus Cleaving Blade attack with this extra attack as well.

Special Ability (Mastered Sentinel's Reach Fighting Style): The Night Sentinel Champion gains +1 reach. They ignore all penalties for adjacent foes related to their weapons and may make attacks with both an equipped weapon and their Cleaving Blade in the same attack action with a no penalty to each instead of any normal dual wielding penalties. In addition, the Night Sentinel Champion may un-sling a weapon and sling a weapon in the same minor action.

Special Ability (Life Surge): Once per 3 rounds, the Night Sentinel Champion can spend a move action and a healing threshold to recover 75 hit points.

Special Ability (Dash): Twice per round, the Night Sentinel Champion may dash as a minor action. This dash is a horizontal shift action of 5 squares. These dashes may be chained together without falling or may be done at the height of a jump.

Alternate Equipment: The Night Sentinel Champion may also be equipped with one of the following weapons in place of their Sentinel Spear:

-**Sentinel Greatsword:** +21 accuracy, 62 damage, +2 strikes maximum; *Special Traits:* Penetration: 14, Rending 7, Slaying

-**Sentinel Shotgun:** +22 accuracy, 36 damage, +2 strikes maximum, 30 shots at short range; *Special Traits:* Penetration 6, Rending 2, Spread, Long Reload, Close Quarters

-**Sentinel Plasma Gun:** +21 accuracy, 39 damage, +4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 10, Rending 2, Plasma, Energy Damage, Inefficient Ammo 3

Night Sentinel Commander

Level 20 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 277	Healing Threshold: 11	Damage Threshold: 42
Defense: 32	Toughness: 41	Resolve: 38
Speed: 11	Shift Speed: 3	Morale Bonus: +15
Space: 1 square	Reach: 1 square	Initiative: +15
Damage Resistance: 38		

-**Sentinel Blade** 1d20+20 accuracy, 49 damage, +4 strikes maximum; *Special Traits:* Piercing, Rending 2, Defensive, Plasma, Slaying

-**Sentinel Axe** 1d20+17 accuracy, 65 damage, +2 strikes maximum; *Special Traits:* Penetration 16, Rending 3, Cleaving 1

-**Sentinel Ballista** 1d20+21 accuracy, 60 damage, 1 strike maximum, 250 shots at Distant range; *Special Traits:* Penetration 25, Haifire 1, Energy Damage, Inefficient Ammo 25, Long Reload

Skills: Athletics 8, Acrobatics 6, Defensive Training 9, Durability 9, Influence 7, Leadership 9, Melee 9, Mental Training 9, Ranged 9, Perception 7, Pilot 6, Science 5, Stealth 5, Survival 7, Tactics 9

Talents: Bravery in the Face of Death, Close Combat Shot, Defensive Fighting I, Devastating Cripple (melee I), Dual Weapon Skill II, Glory Kill, Grand Leader, Hell Veteran II, Inspirational Presence, Natural Health, Power Attack II, Quick Draw, Resilience I, Resolute, Weapon Comprehension, Weapon Mastery (melee II, ranged I)

Strength: 10* **Instinct:** 9* **Agility:** 10* **Fortitude:** 8

Intelligence: 6 **Willpower:** 8

Gear: Sentinel Sword (*Finesse, Slaying, Makyr*), Sentinel Axe (*Extended Blade, Animated, Argent*), Sentinel Armor (Cuirass (*Sturdy Reinforcement, Physical Enhancement*), Gauntlet (*Empowered Servos*), Greaves (*Boost*), Helmet (*Infravision, Enhanced Guidance*)), Sentinel Flamethrower, Sentinel Shield (*Immovable*), Ballista

Special Ability (Tactical Onslaught): Once per round, as a move action, the Night Sentinel Commander can give themselves and one ally within 15 squares an instant opportunity attack against the same target. This does not use a reaction.

Special Ability (Night Sentinel Battle Leader): The Night Sentinel Commander can make a rally check as a move action. If they succeed, they generate twice as much morale as normal, but can only give their morale points to other Night Sentinels. In addition, their warriors gain extra usages of morale points on their turn.

-**Drain Essence:** A Night Sentinel can spend a morale as a minor action once per turn to try to drain the essence of a target. They make a strength + melee skill check at an adjacent demon or zombie. The target suffers piercing damage equal to the check result, and the night sentinel recovers an equal amount of life.

-**Victory Surge:** A Night Sentinel can spend 2 morale as a full-round action to attack three times with a night sentinel melee weapon. They only gain 1 strike with each attack but gain bonus accuracy equal to their morale bonus.

-**Formation Advance:** When a Night Sentinel is adjacent to another night sentinel, they can spend a morale as part of a move action to move. If they do, they can only move at half speed, but the allied night sentinels move with them as part of the movement. Upon using this ability, the triggering night sentinel gains bonus defense for 1 turn equal to twice the number of night sentinels they moved.

Alternate Equipment: The Night Sentinel Commander may also be equipped with one of the following weapons in place of their Sentinel Blade or Sentinel Axe:

Sentinel Spear: 1d20+19 accuracy, 53 damage, +2 strikes maximum; *Special Traits:* Penetration 10, Blasting, Thunderous Impact, Elemental, Versatile Reach

Night Sentinel Guardian

Level 14 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 208	Healing Threshold: 10	Damage Threshold: 40
Defense: 31	Toughness: 35	Resolve: 31
Speed: 8	Shift Speed: 2	Morale Bonus: +12
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 32	Energy Shields: 80 (8 Shield Armor)	

-**Sentinel Blade** 1d20+16 accuracy, 37 damage, +4 strikes maximum; *Special Traits:* Penetration 8, Rending 2, Defensive

-**Sentinel Flamethrower** 1d20+13 accuracy, 41 damage, +4 strikes maximum; *Special Traits:* Penetration 2, Cone 6, Hailfire 1, Flames, High Explosive, Equipment Launcher, Scrap Armor

Skills: Athletics 7, Acrobatics 6, Defensive Training 7, Durability 7, Influence 5, Leadership 6, Melee 7, Mental Training 7, Ranged 7, Perception 7, Pilot 4, Science 4, Stealth 3, Survival 6, Tactics 7

Talents: Close Combat Shot, Defensive Fighting, Glory Kill, Hell Veteran II, Inspirational Presence, Natural Health, Power Attack II, Quick Draw, Resolute, Weapon Comprehension, Weapon Mastery (melee I)

Strength: 8* **Instinct:** 5 **Agility:** 9* **Fortitude:** 7

Intelligence: 4 **Willpower:** 6

Gear: Sentinel Sword (*Finesse, Slaying*), Sentinel Armor (Cuirass (*Ablative Plating, Physical Enhancement, Relic*), Gauntlet, Greaves, Helmet), Sentinel Flamethrower, Sentinel Shield (*Immovable*)

Special Ability (Onslaught): Thrice per encounter the Night Sentinel Guardian may make an attack as a free action.

Special Ability (Rapid Charge): Twice per encounter, the Night Sentinel Guardian may fully recharge their energy shield as a minor action.

Special Ability (Relic Guard Armor): Attacks against the Night Sentinel Guardian may only have a maximum of 20 penetration. Attacks against the Night Sentinel Guardian with the penetrating trait deal half damage. Finally, the Night Sentinel Guardian is always treated as having 3 armor shards, and thus gains 9 protection points per round from the Ablative Plating item quality.

Special Ability (Wraith Rune of the Shield): The Night Sentinel Guardian projects an aura of protective elemental energy. If the Night Sentinel Guardian is visible to an attacker, attacks against the Guardian's allies within 6 squares are made with a -5 penalty unless the target is taunting, performing living shield, or similar effect.

Alternate Equipment: The Night Sentinel Guardian may also be equipped with one of the following weapons in place of their Sentinel Blade

-**Sentinel Axe;** 1d20+13 accuracy, 44 damage, +2 strikes maximum; *Special Traits:* Penetration 12, Rending 2, Cleaving 1



Night Sentinel Hunter

Level 5 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 115

Healing Threshold: 7

Damage Threshold: 32

Defense: 19

Toughness: 22

Resolve: 17

Speed: 9

Shift Speed: 3

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +8

Damage Resistance: 16

-Sentinel Axe 1d20+5 accuracy, 35 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 2

-Combat Knife 1d20+6 accuracy, 16 damage, +3 strikes maximum; *Special Traits:* Throwing

Skills: Athletics 4, Acrobatics 4, Defensive Training 4, Durability 4, Melee 4, Mental Training 4, Ranged 3, Perception 4, Stealth 4, Tactics 3, Survival 4

Talents: Glory Kill, Hardened Survivalist, Mighty Blow, Sneak Attack, Survival Instincts, Weapon Mastery (melee I)

Strength: 7* **Instinct:** 5 **Agility:** 7* **Fortitude:** 5

Intelligence: 4 **Willpower:** 2

Gear: Sentinel Axe, Combat Knife, Sentinel Armor (Cuirass w/ *Sturdy Reinforcement*, Greaves w/ *Boost*, Gauntlets)

Special Ability (Onslaught): Once per encounter the Night Sentinel Hunter may make an attack as a free action.

Special Ability (Fringe Survivor): The Night Sentinel Hunter halves the damage of the first attack against them in a round. The Night Sentinel Hunter also ignores the first 3 squares of difficult terrain in a move or charge action.



Night Sentinel Soldier

Level 10 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 163	Healing Threshold: 8	Damage Threshold: 38
Defense: 24	Toughness: 27	Resolve: 28
Speed: 7	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 20	Energy Shields: 40 (5 Shield Armor)	

-**Sentinel Plasma Rifle** 1d20+10 accuracy, 27 damage, +3 strikes maximum; *Special Traits:* Penetration 6, Plasma, Energy Damage, Automatic

-**Sentinel Grenade Launcher** 1d20+10 accuracy, 60 damage, 1 strike maximum; *Special Traits:* Penetration 5, Burst 2, Grenade, High Explosive, Delay, Equipment Launcher

-**Cleaving Blade** 1d20+11 accuracy, 26 damage, +1 strike maximum; *Special Traits:* Penetration 4, Rending 4

Skills: Athletics 6, Acrobatics 5, Defensive Training 6, Durability 6, Melee 6, Mental Training 6, Ranged 6, Perception 5, Pilot 2, Science 3, Stealth 3, Survival 4, Tactics 6

Talents: Close Combat Shot, Defensive Fighting, Glory Kill, Precision Burst, Power Attack, Quick Draw, Resolute, Weapon Comprehension, Weapon Mastery (melee I, ranged I)

Strength: 8* **Instinct:** 7 **Agility:** 7* **Fortitude:** 7

Intelligence: 4 **Willpower:** 5

Gear: Sentinel Plasma Rifle (Upgrade 1), Sentinel Armor (Cuirass (*Sturdy Reinforcement*, *Force Field*), Gauntlet (*Empowered Servos*, *Cleaving Blade*), Greaves, Helmet), Sentinel Grenade Launcher

Special Ability (Onslaught): Twice per encounter the Night Sentinel Soldier may make an attack as a free action.

Special Ability (Rapid Charge): Once per encounter, the Night Sentinel Soldier may fully recharge their energy shield as a minor action.

Special Ability (Sentinel's Reach Fighting Style): The Night Sentinel Soldier ignores all penalties for adjacent foes related to their weapons. As a standard action, Night Sentinel soldiers, make attacks with both their rifle and their Cleaving Blade without suffering dual-wielding penalties.

Alternate Equipment: The Night Sentinel Soldier may also be equipped with one of the following weapons in place of their Sentinel Rifle:

-**Sentinel Shotgun;** 1d20+10, 24 damage, +1 strikes maximum, 30 shots at short range; *Special Traits:* Penetration (1), Spread, Long Reload, Close Quarters

-**Sentinel Sword;** 1d20+13, 29 damage, +1 strikes maximum; *Special Traits:* Penetration 5, Rending 2



Night Sentinel Veteran

Level 15 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 200	Healing Threshold: 9	Damage Threshold: 40
Defense: 28	Toughness: 32	Resolve: 27
Speed: 8	Shift Speed: 2	Morale Bonus: +10
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 32		

-Sentinel Spear 1d20+15 accuracy, 53 damage, +2 strikes maximum; *Special Traits:* Penetration 12, Rending 3, Bleed 6, Cleave 1
-Sentinel Ballista 1d20+17 accuracy, 55 damage, 1 strike maximum, 250 shots at distant range; *Special Traits:* Penetration 25, Rending 2, Hailfire 1, Bleed 3, Energy Damage, Inefficient Ammo (25), Long Reload

Skills: Athletics 7, Acrobatics 6, Defensive Training 7, Durability 7, Melee 7, Mental Training 7, Ranged 7, Perception 7, Pilot 4, Science 4, Stealth 3, Survival 6, Tactics 7

Talents: Close Combat Shot, Cleave II, Defensive Fighting, Glory Kill, Precision Shot, Power Attack II, Quick Draw, Weapon Comprehension, Weapon Mastery (melee, ranged)

Strength: 10* **Instinct:** 7 **Agility:** 8* **Fortitude:** 8
Intelligence: 5 **Willpower:** 5

Gear: Sentinel Spear (*Blasting, Fleshbane, Argent*), Sentinel Armor (Cuirass (*Sturdy Reinforcement, Physical Enhancement*), Gauntlet (*Empowered Servos*), Greaves (*Dash*), Helmet (*Warrior's Eyes, Vital Sight*)), Sentinel Ballista

Special Ability (Onslaught): Thrice per encounter the Night Sentinel Veteran may make an attack as a free action.

Special Ability (Dash): Twice per round, the Night Sentinel Veteran may dash as a minor action. This dash is a horizontal shift action of 5 squares. These dashes may be chained together without falling or may be done at the height of a jump.

Special Ability (Wraith Rune of the Hunt): The Night Sentinel Veteran deals Bleeding (+3) with all weapon attack. He projects an aura of hostile elemental energy within 5 squares. While within this aura, the bleed condition cannot be removed or reduced. In addition, the Night Sentinel Veteran gains additional penetration with all weapon attacks equal to the amount of bleed on the target.

Night Sentinel Warrior

Level 6 Medium-sized Non-heroic Night Sentinel Character Combat Specialist, High Threat

Hit Points: 123	Healing Threshold: 8	Damage Threshold: 46
Defense: 18	Toughness: 23	Resolve: 20
Speed: 6	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 19		

-Sentinel Spear 1d20+9 accuracy, 35 damage, +1 strike maximum; *Special Traits:* Penetration 5, Versatile Reach, Blasting Spear*

Skills: Athletics 4, Acrobatics 4, Defensive Training 4, Durability 4, Melee 4, Mental Training 4, Ranged 4, Perception 4, Science 3, Stealth 2, Survival 4, Tactics 4

Talents: Close Combat Shot, Glory Kill, Weapon Comprehension, Weapon Mastery (melee I, ranged I)

Strength: 7* **Instinct:** 6 **Agility:** 5* **Fortitude:** 6
Intelligence: 4 **Willpower:** 3

Gear: Sentinel Spear (*Blasting*), Sentinel Armor (Cuirass, Greaves, Gauntlets, Helm)

Special Ability (Onslaught): Once per encounter the Night Sentinel Warrior may make an attack as a free action.

Special Ability (Blasting Spear): The Night Sentinel Warrior's spear may release a blast of energy from the tip. As a full-round action, the Night Sentinel Warrior may make an attack with their Sentinel Spear as a ranged weapon attack with medium range.

Alternate Equipment: The Night Sentinel Warrior may also be equipped with one of the following weapons in place of their Sentinel Spear:

-Sentinel Plasma Rifle; 1d20+10 accuracy, 24 damage, +2 strikes maximum, 300 shots at medium range; *Special Traits:* Penetration (6), Plasma, Energy Damage, Automatic

-Sentinel Shotgun; 1d20+11 accuracy, 21 damage, +1 strikes maximum, 30 shots at short range; *Special Traits:* Penetration (1), Spread, Long Reload, Close Quarters

Chapter 7: Legendary NPCs

This final chapter details the legendary characters of the Doom setting and key parts of its lore. Powerful demons, angels, mortals, and gods, these are the ultimate threats in the Doom universe. Including in each section is a brief bit of lore on how they fit into the setting, as well as how to use them in the your Doom RPG games.

Demon Gladiator Description

The demon gladiator was a powerful beast used to fight in the arena in Sentinel Prime after the societies fall to decadence. The gladiator pit against the arena's greatest champions and most legendary prisoners, offering the arena slaves a chance for freedom if they slew the gladiator. The odds were rigged. Not only was the gladiator an immensely powerful demon, it was also immortal as long as it had its shield. The gladiator scored kills against dozens of great Argenta warriors. During the hell invasion of Earth, the hell priest Daeg Grav soulbound himself to the gladiator to prolong his life. The Doom Slayer entered the arena, slew the gladiator, and then kill Daeg Grav.

The gladiator was a specific warrior beast used in the arena of Sentinel Prime, but there could be other similar creatures to use in the Doom RPG. Perhaps the same species of creatures is a demonic spearhead to a mortal world, or is a guardian to a demonic citadel on Hell.

Demon Gladiator

Level 30 Huge-sized Heroic Demon, Formidable Threat

Hit Points: 1,326	Healing Threshold: 21	Damage Threshold: 104
Defense: 46	Toughness: 78	Resolve: 53
Speed: 18	Shift Speed: 4	Morale Bonus: +14
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +12
Damage Resistance: 37 (half damage from all attacks, see Great Warrior Demon)		

-Hellforged Scepter 1d20+51 accuracy, 122 damage, +6 strikes maximum; *Special Traits:* Penetration 25, Rending 6, Cleaving 1, Flames

-Hellforged Scepter w/ Power Strike 1d20+45 accuracy, 146 damage, +6 strikes maximum; *Special Traits:* Penetration 25, Rending 6, Cleaving 1, Flames

-Flail Strike 1d20+51 accuracy, 122 damage, +6 strikes maximum; *Special Traits:* Penetration 25, Rending 6, Cleaving 3, Reach 10, Flames

-Rush 1d20+38 accuracy, 150 damage

-Wrath Wave 1d20+51 accuracy, 100 damage, 1 strike maximum; *Special Traits:* Penetration 32, Energy Damage, Hailfire 2, Cone 15

Skills: Acrobatics 12, Athletics 12, Defensive Training 12, Durability 12, Endurance 12, Melee 12, Mental Training 12, Perception 12, Ranged 12, Stealth 6, Survival 12, Tactics 12

Talents: Awesome Abilities (strength III, agility III, instinct III, fortitude III, willpower III), Bulwark, Brutality III, Cleave II, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II), Dual-Weapon Skill II, Hardened Survivalist, Leap, Mighty Blow V, Natural Health III, Penetration V, Power Strike II, Resilience II, Resistant V, Resolute II, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 26 **Instinct:** 12 **Agility:** 16 **Fortitude:** 26

Intelligence: 5 **Willpower:** 16

Gear: Huge-sized Hellforged Scepter x2, Demon Soul Shield, Thick Demon Hide

Special Ability (Twin Fighting Style): The demon gladiator has two fighting styles. They begin combat with one hellforged scepter and their demon soul shield. Once their shield is destroyed, they draw their second hellforged scepter and fight with both scepters. Their attacks vary based their weapon loadout.

In **Shield Phase**, they can perform the following attacks:

- An attack with their scepter
- Perform a Flail Strike attack. This is identical to a single strike scepter attack, but gains Reach (10), Cleaving (2), and requires a full-round action attack
- The Upheaval action
- A Rush attack
- A Spectral Shield attack
- They also gain Extra Defense: Shield Wall

In the **Dual-Wield Phase**, they can perform the following attacks:

- An attack with both hellforged scepters
- Perform a Flail Strike attack with both weapons. This is identical to a single strike, dual-wielding, scepter attack, but each attack gains Reach (10), Cleaving (2). This attack requires a full-round action
- The Upheaval action
- A Rush attack
- A Wrath Wave attack
- They also gain Extra Defense: Reflect

Special Ability (Spectral Shield): While in Shield Phase, the gladiator can project a spectral image of their shield and launch it forward. This effects a Line (20) area that is 3 squares wide. All within the area suffer an automatic hit of 100 energy damage, with the Plasma and Penetration (10) trait. While it hits automatically, the attack can be evaded with a DC 35 acrobatics check by a character with the Dodge talent. This attack is a move action.

Special Ability (Rush): The gladiator can, in either phase, rush forward and try to overpower every target in front of them as a full-round action. They instantly move 30 squares forward, pushing through the square of any target within their path that is large-sized or smaller. Everyone whose square it moves through suffers a +38 attack versus their defense and toughness. If their defense is hit, they suffer 150 damage. If their defense and toughness are hit, they are also knocked prone and staggered for 1 round. The gladiator's movement ends if they run into terrain or are stopped by a creature or object of huge-sized or larger.

Special Ability (Upheaval): As a move action once per 6 rounds, the gladiator can cause 10 squares of terrain within 30 squares of them to become 6 squares higher. They use this to separate allies and create choke points where enemies cannot escape. Upheaval effects last 3 rounds before reverting.

Special Ability (Wrath Wave): As a full-round action while equipped with two scepters, the demon gladiator can make a wrath wave attack. This uses a special profile in the statistics above.

Special Ability (Extra Defense): The gladiator gains an extra layer of defense, depending on whether they are dual-wielding or using a shield. With a shield, they gain the **Shield Wall** trait. With two weapons, they gain the **Reflect** trait.

-Shield Wall: The gladiator's shield makes them hard to land a hit on. Any time the gladiator is attacked, it can make a d20 check. On a 10 or higher, the attack is absorbed by the shield, doing no damage, even if it was an area attack. If the gladiator is flat-footed against an attack, he suffers a -4 to the check to activate his shield. If the attacker aimed at the gladiator, he gains -2 to activate his shield.

-Reflect: The gladiator can spin both their weapons to reflect ranged shots against them and turn it into energy. Any time the gladiator is attacked with a ranged weapon, including area of effect attacks, it can make a d20 check. On a 17 or higher, the attack is completely negated, doing no damage, even if it was an area attack. Afterwards, the gladiator makes a +30 attack against the attacker. On a hit, they deal 60 energy damage, penetration (20), and hailfire (2).

Special Ability (Demon Soul Shield): The gladiator cannot be slain or suffer crippling wounds while the demon soul shield is intact. When reduced to 0 hit points, it is instead stunned for 3 rounds. While it is stunned, the shield can be attacked. The shield has 40 damage resistance, defenses of 15, and 300 hit points. If the shield is reduced to 0 hit points, it is destroyed. If the shield is not destroyed in the 3 rounds the demon is stunned, both the gladiator and the shield return to full hit points. The gladiator demon must be reduced to 0 hit points again, causing it to be stunned, after which gives a window to destroy the shield again. The shield's suffered damage does NOT carry over between the times the demon is stunned.

Once the shield is destroyed, the gladiator's stunned condition instantly ends and they draw their second weapon without requiring an action. Once the shield is destroyed, the gladiator can suffer crippling wounds or be killed by reducing it to 0 hit points.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, the demon gladiator deals 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Great Warrior Demon): The demon gladiator gains +30 damage threshold, +20 melee accuracy, +10 power ratings of damage with all weapons, +500 maximum hit points, suffer half damage from all attacks after hailfire and damage resistance are applied (this includes piercing damage), and make their full number of strikes on opportunity attacks.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



The Doom Slayer Description

The Doom Slayer is the ultimate warrior and the main protagonist of the Doom setting (aside from your players, of course!). An ordinary man forced to fight demons for survival, he was trapped in Hell before arriving at the Night Sentinel home world in an alternative multiverse. He proved himself as one of their number and was empowered with supernatural strength by the Divinity Machine. Even after Argent D’Nur fell, he continued to rampage across Hell, slaughtering as he went. Eventually trapped and imprisoned, he was released by Samuel Hayden after Mars fell to the demons. Released, he seeks to eliminate all the forces of Hell, including the Dark Lord himself, as he rampages across Mars, Earth, Hell, and beyond.

The Doom Slayer is not just a great mortal warrior; with the power of the divinity machine, blessed with the power of Argent Energy and a trace of the Dark Lord himself, the Doom Slayer is a god himself. He possesses supernatural strength, speed, and endurance and the ability to absorb the life force of those he slays to sustain himself. He has eons of combat training, and enough technical skill and intelligence to maintain, upgrade, and perfect his own armory. He doesn’t speak, but instead moves as an inevitable force of vengeance against all who unleash supernatural threats on mankind. His mere presence is terrifying; even as a protector of mankind, his presence terrifies others into fleeing from him. To them, he is not a man or a god, but just the Slayer. He is feared almost as much as the demons themselves.

The Doom Slayer may show up in your Doom RPG campaigns but should be interested extremely carefully. The Doom Slayer is incredibly powerful; even a large party of maximum level characters will probably stand no chance against him. Fortunately, he is an ally of mankind, and as long as your party are fighting demons, he will 'probably' be on their side. While his imposing presence causes people to stay out of his way or let him take things from them, he does not attack or hurt humans unless they try to harm or impede him. Players might be helped by the Doom Slayer in battle, but this might make your players feel powerless. A more interesting plot is players running a similar objective parallel to the slayer, such as trying to search a cultist base for information while the Slayer is destroying the facility. This turns the Doom Slayer’s power into an indirect obstacle, rather than being a threat or overshadowing the players.

Doom Slayer

Level 30 Medium-sized Heroic Human Demigod, Legendary Threat

Hit Points: 1,200	Healing Threshold: NA	Damage Threshold: 572
Defense: 55	Toughness: 83	Resolve: NA
Speed: 17	Shift Speed: 5	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +42/22/2
Damage Resistance: 62		

-Rip and Tear 1d20+50 accuracy, 120 damage, +10 strikes maximum; *Special Traits:* Penetration 20, Rending 20, Unarmed, +2 hailfire against staggered or stunned

-Sentinel Grenade Launcher 1d20+53 accuracy, 150 damage, 1 strike maximum, long range; *Special Traits:* Penetration 13, Burst 4, Grenade, High Explosive, Delay, fired as a minor action once per 5 rounds

-Sentinel Flamethrower 1d20+51 accuracy, 109 damage, +8 strikes maximum, special range; *Special Traits:* Penetration 7, Cone 12, Hailfire 1, Flames, High Explosive, fired as a minor action once per 5 rounds

Skills: Acrobatics 20, Athletics 20, Computers 12, Defensive Training 20, Durability 20, Endurance 20, Influence 15, Leadership 12, Lore 20, Medicine 20, Melee 30, Mental Training 40, Perception 20, Pilot 12, Ranged 30, Science 12, Stealth 5, Survival 30, Tactics 20

Talents: Ain’t Got Time to Bleed, Air of Authority, Auto Barrage, Balanced Shot, Ballistic Weapon Expertise, Brutality III, Brawling Gunner, Bulwark, Chainsaw Execution, Chainsaw Precision, Cleave II, Close Combat Shot, Combat Reflexes, Counterattack, Cynic, Dazing Blow, Deadly Strikes, Defense of Will, Defensive Fighting III, Defensive Motion, Deft Charge, Demon Slaying V, Devastating Cripple (melee II, ranged II), Dissuade, Dodge II, Drilling Volley, Dual Weapon Skill II, Duck and Cover, Emotionless, Explosives Expert, Far Shot, Fast on their Feet, Fast Reload, Field Medic, Giant’s Throw, Glory Kill III, Glory Surge, Good Shot V, Guided Step, Hardened Survivalist, Hardy, Heat Resistance IV, Heavy Weapon Wielder III, Hell Veteran III, Heroic Revival, Hunter Killer III, Immune to Pain, Intimidating Presence II, Iron Body, Juggernaut, Knife Master II, Leap, Martial Arts Unarmed Training II, Masterful Parry, Master Tactician, Mighty Blow V, Military Unarmed Training II, Mobile Attacker III, Mountain Strike II, Natural Health III, Penetration V, Perfect Shot, Pistol Finesse, Power Strike II, Precision Blasting, Precision Burst, Precision Shot, Quick Draw, Quick Shot, Rain of Firepower, Rapid Recovery, Resilience II, Resistant V, Resolute II, Scrounger III, See the Unseen, Self-Doctoring, Shot on the Runner, Shrug it Off, Skirmisher Step, Sneak Attack V, Strong Backbone, Steady Under Pressure, Structural Weakness V, Surgical Precision V, Survival Instincts, Swift Strikes III, Tactical Training, Threatening Shot III, Tracking Hidden Targets, Two-Handed Expertise, Unstoppable Movement, War Scars, Weapon Comprehension, Weapon Focus (all), Master Mastery (ranged III, melee III), Will to Survive V, Wrestling Combatant, Zombie Hunter III

Strength: 45* **Instinct:** 22* **Agility:** 22* **Fortitude:** 30
Intelligence: 12 **Willpower:** 30
Gear: Slayer's Praetor Armor, Rip and Tear, Huge Array of Weapons

Special Ability (Warrior King): The Doom Slayer is a prodigious warrior that fights with unparalleled skill and ferocity. He acts three times every round, rolling initiative three times. The first initiative is rolled at +42, the second at +22, and the third at +2. He gains a full-round action on each round. In addition, the Doom Slayer gains +20 accuracy and +10 power ratings of damage with all weapons.

Special Ability (Rip and Tear): The Doom Slayer has a special melee attack known as Rip and Tear. This replaces his rifle butt, unarmed, slayer blade, and Glory talent into one package. It represents his ability to literally rip foes apart limb by limb. He can make a rip and tear attack as a standard action, or in place of an opportunity attack. He can make his full number of strikes with a Rip and Tear attack as an opportunity attack. Rip and Tear gains +2 hailfire against targets that are staggered or stunned. If reducing an enemy to 0 hit points with Rip and Tear, they are permanently killed, as if they received maximum crippling wounds to all body locations. Furthermore, when killing an enemy with Rip and Tear, the Doom Slayer receives protection points equal to the target's remaining hit points before the attack (to their normal maximum or 200).

Special Ability (Primed for Execution): If any of the Doom Slayer's weapon attacks, with the exclusion of Rip and Tear, have a chance of stunning a target. If an attack brings a target to have either one-half their maximum hit points remaining or 100 hit points remaining, whichever is lower, then the target is stunned for 3 rounds.

Special Ability (Immortal Slayer): The Doom Slayer gains several traits that contributes to their immense stamina and immortality.

- Counts as large-sized for hit points and toughness
- Does not have healing thresholds and can be healed any number of times
- Gains +500 damage threshold
- Gains protection points from many sources. They are cumulative but cannot exceed 200. They last until used or the end of the encounter.
- When killing an enemy within 15 squares, the Doom Slayer regains hit points equal 1/3 the target's maximum life
- When killing an enemy with the Rip and Tear attack, they also gain protection points equal to the target's remaining hit points before the attack
- When dealing damage to an enemy within 6 squares that has the Burning conditions, gains 30 protection point
- Immune to any effect that targets resolve; all attacks against resolve automatically miss

Special Ability (Dash): As a minor action that can be done twice per round, the Doom Slayer can 'dash' a horizontal distance in a direction of their choice, helping them bypass gaps more easily. Dashing shifts the Doom Slayer 5 squares in a direction of their choosing.

Special Ability (Meat Hook): As a standard action that counts as an attack, the Doom Slayer can use the meat hook on their super shotgun to pull themselves towards a target. This requires a +50 attack roll against the defense and toughness of a target within medium range. On a hit against defense, the meat hook grabs onto the target and pulls the Doom Slayer adjacent to them, without provoking opportunity attacks. Afterwards, the Doom Slayer can make an instant super shotgun attack against the target. If the meat hook attack also hits toughness, then target gains the Burning condition as well. The burning condition is applied before the super shotgun attack.

Special Ability (Quick Swap): The Doom Slayer carries dozens of weapons on his person, in addition to his armor mounted slayer blade and equipment launchers. The Doom Slayer can switch his weapons instantly, even when it is not his turn. For any purpose, the Slayer is equipped with whatever weapon he chooses to be equipped with at any one time. Furthermore, on any of his turns, after the Doom Slayer performs a standard action weapon attack, if he has any minor actions remaining, he can spend them to make additional attacks with the same or different weapons. For example, if the Doom Slayer spends his turn to make a move action, then a standard action attack, he can spend his minor action to attack with the same or different weapon. He always must make a standard action attack on a turn before he can spend minor actions to attack.

Special Ability (Core Weapons): The Doom Slayer is considered to have unlimited ammunition with his super shotgun and chainsaw and does not need to spend actions to reload those weapons.

Slayer Weapons

The Doom Slayer carries an uncanny number of large weapons on his person. He can quickly switch between and attack with these weapons using the Quick Swap trait and reload the weapons using the Chainsaw for Ammunition trait. Each of these weapons is listed below, along with the upgrades, mods, and specialty ammunition the Doom Slayer himself installed on his gear.

Chaingun

Murderous Efficiency Upgrade, Precision Balance Upgrade, Mobile Turret Mod, Ultimate Cooling Mod Research, Uranium Rounds Ammo
-Chaingun w/ Area Burst 1d20+54 accuracy, 89 damage, full auto, 300 shots at distant range; *Special Traits*: Penetration 16, Hailfire 2, Burst 4, Heavy, 20 bullets per shot
-Chaingun w/ Mobile Turret Area Burst 1d20+54 accuracy, 89 damage, full auto, 300 shots at distant range; *Special Traits*: Penetration 16, Hailfire 5, Burst 4, Heavy, 80 bullets per shot

Chainsaw

-Chainsaw 1d20+52 accuracy, 65 damage, 1 strike maximum, unlimited ammunition; *Special Traits*: Penetration 12, Rending 6, Hailfire 2, Chainsaw, Chainsaw for Ammunition (see below)

Heavy Cannon

Murderous Efficiency Upgrade, Precision Balance Upgrade, Micro Missile Mod, Bottomless Missiles Mod Research, Uranium Rounds Ammo
-Heavy Cannon w/ Focused Burst 1d20+55 accuracy, 67 damage, 1 strike maximum, 100 shots at long range; *Special Traits*: Penetration 16, Hailfire 3, Automatic, Scope, 10 bullets per shot
-Heavy Cannon w/ Micro-Missiles and Focused Burst 1d20+55 accuracy, 77 damage, 1 strike maximum, 100 shots at long range; *Special Traits*: Penetration 18, Hailfire 4, Burst 2, Rocket, 60 bullets per shot

Plasma Gun

Murderous Efficiency Upgrade, Precision Balance Upgrade, Microwave Beam Mod, Faster Beam Recharge Mod Research, Argent Cells Ammo
-Plasma Gun w/ Focused Burst 1d20+51 accuracy, 69 damage, 1 strike maximum, 200 shots at medium range; *Special Traits*: Penetration 19, Hailfire 3, Plasma, 10 cells per shot
-Plasma Gun w/ Microwave Beam 1d20+53 accuracy, 66 damage, +10 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 23, Plasma, Focusing Beam (max hailfire 6 with 12 overages), Target whose defense and toughness is hit are staggered and tormented, 40 cells per shot

Rocket Launcher 'Paingiver'

Murderous Efficiency Upgrade, Precision Balance Upgrade, Lock-On Mod, Fast Reset Mod Research, High-Explosive Rocket Ammunition
-Paingiver Rocket Launcher 1d20+53 accuracy, 180 damage, 10 shots at long range; *Special Traits*: Penetration 16, Burst 5, Volatile Burst, Rocket, High Explosive, Delay
-Paingiver Rocket Launcher w/ Lock on Burst 1d20+58 accuracy, 180 damage, 10 shots at long range; *Special Traits*: Penetration 16, Burst 5, Hailfire 2, Volatile Burst, Rocket, High Explosive, Delay, Ignores Concealment, Must make a target lock as a move action first, uses 3 rockets per attack

Shotgun

Murderous Efficiency Upgrade, Precision Balance Upgrade, Sticky Grenade Mod, Five Spot Mod Research, Ripper Shells Ammo
-Shotgun 1d20+52 accuracy, 60 damage, +5 strikes maximum, 20 shots at short range; *Special Traits*: Penetration 11, Rending 3, Spread with +1 hailfire, Close Quarters
-Shotgun w/ Sticky Grenade Launcher 1d20+52 accuracy, 150 damage, +7 strikes maximum, 20 shots at long range; *Special Traits*: Penetration 14, Rending 3, Burst 2, High Explosive, Grenade Delay, On getting 5 attack overages against the primary target, attack gains Hailfire (+1) and Rending (+1), uses 7 shells per attack

Super Shotgun

Murderous Efficiency Upgrade, Precision Balance Upgrade, Sticky Grenade Mod, Excessive Force Weapon Research, Ripper Shells Ammo
-Super Shotgun 1d20+51 accuracy, 84 damage, 1 strike maximum, unlimited shots at short range; *Special Traits*: Penetration 15, Rending 3, Spread with +2 hailfire, Close Quarters, on hitting defense and toughness target is staggered for 1 round.

Ballista

Murderous Efficiency Upgrade, Destroyer Blade Mod, *Unstoppable* Upgrade, *Decimation* Upgrade
-Ballista 1d20+56 accuracy, 140 damage, 1 strike maximum, 250 shots at distant range; *Special Traits*: Penetration 47, Hailfire 1, Energy Damage, Inefficient Ammo 25
-Ballista w/ Destroyer Blade 1d20+56 accuracy, 140 damage, 1 strike maximum, 250 shots at distant range; *Special Traits*: Penetration 50, Hailfire 1, Effects a 30 square line that is 3 squares wide, Energy Damage, Inefficient Ammo 50, ignores concealment, hidden, and condition as well as energy shields, half damage on a missed attack, full-round action

Special Ability (Chainsaw for Ammunition): The Doom Slayer does not carry ammunition for any weapon other than his super shotgun. If any of his other weapons run out of ammunition, he cannot use them. However, if the Doom Slayer slays an enemy with his chainsaw, he, quite remarkably, returns all of his weapons to maximum ammunition capacity.

Special Ability (Imposing Presence): Any human character that wishes to fight, block, confront, or otherwise impede the Doom Slayer must succeed a DC 35 willpower check. Otherwise, they can do nothing but tremble in fear. They do not have to make this check if they or their allies are harmed by the Doom Slayer. However, even in combat, they must spend 2 morale points to even attack the Doom Slayer. Emotionless characters ignore this trait.

Special Ability (Extra Life): If the Doom Slayer is reduced to 0 hit points in an encounter, they automatically revive with full hit points and 0 crippling wounds. They can only do this once per 24 hours.

Special Ability (Praetor Armor): The Doom Slayer is equipped with a special Praetor Armor suit designed by him and for him. It can only be used by the Doom Slayer. The armor provides 40 damage resistance, counts as super heavy armor, comes with Elemental Protection, Radiation Shielding, Oxygen Supply, and Digital Uplink. It also has the Sentinel Grenade Launcher and Sentinel Flamethrower equipment launcher upgrades, per the Night Sentinel customization, allows perfect sight within 15 squares, including seeing cloaked targets, has the Cleaving Blade gauntlet upgrade (known as the slayer blade), and possesses the Dash greaves upgrade. Finally, it provides numerous ability score boosts: +5 strength, +2 instinct, and +2 agility.

Legendary Slayer Weapons

The Doom Slayer is known to carry some legendary weapons with him as he fights Hell. At different parts of his journey, he might have some of these weapons on his person. These weapons are more powerful, but generally limited use of ammunition. They are not reloaded with the Chainsaw for Ammunition trait.

BFG-9000

The Doom Slayer uses a BFG-9000 for the later parts of the Mars Invasion, most of the Earth Invasion, and for all of the Ancient Gods plotline. He carries 3 pure argent cell ammunition most of the time.

-BFG-9000 1d20+62 accuracy, 380 piercing damage, 1 strike maximum, 3 shots at distant range; *Special Traits:* Piercing, Burst 5, Hailfire 2, Half damage to those between burst 6-7, quarter damage to those between 8-11, 60 piercing to everyone within 4 squares of the line between attacker and target

Unmakyr

The Doom Slayer uses the Unmakyr for the later parts of the Earth Invasion and for all of the Ancient Gods plotline. The same three pure argent cells used for the BFG-9000 are also shared with the Unmakyr. Because of the Unmakyr's nature, each argent cell gives it two focused burst attacks.

-Unmakyr w/ Focused Burst 1d20+60 accuracy, 180 damage, 1 strike, 60 shots at medium range; *Special Traits:* Penetration 45, Hailfire 5, Energy Damage, Scatter (hits two secondary targets, each within 3 squares of primary target), 30 cells per shot, each pure argent cell gives 2 attacks

Crucible

The Doom Slayer carries the Crucible for the later parts of the Earth Invasion. He sacrifices it to permanently slay the Icon of Sin. He does not have it for the Ancient Gods plotline.

-Crucible 1d20+58 accuracy, 620 piercing damage, 1 strike maximum, 15 shots; *Special Traits:* Piercing, Rending 20

Hellbreaker Hammer

The Doom Slayer carries the Hellbreaker hammer in the second half of the Ancient Gods plotline, after he returns to Argent D'Nur to prepare to fight the Dark Lord.

-Hellbreaker 1d20+70 accuracy, 450 damage, 1 strike maximum, 15 shots; *Special Traits:* Penetration 45, Cleaving 2, +2 hailfire versus swarms, stuns if hitting target's defense and toughness, already stunned targets are stunned 2 more rounds



The Icon of Sin Description

The Icon of Sin is an apocalyptically powerful demonic titan forged from the heart of the son night sentinel general, Valen's, son. To spare his son suffering in the Hell, Valen betrayed his brethren in the siege on Nekrovol to end the war against Hell. Valen was deceived, and his son's heart was turned into the beating heart of the Icon of Sin. The Khan Makyr uplifted the Icon of Sin and used it to destroy Earth after her hell priests were slain. However, the Doom Slayer destroyed the heart of the icon, while the demon titan rested within the Makyr realm, Urdak. This caused the walls of reality to break around Urdak, allowing the demons to invade and corrupt the realm. Meanwhile, the Icon of Sin invaded Earth. It was slain by the Doom Slayer in a legendary battle.

The Icon of Sin was a very specific creation, that there is unlikely to be more than one of. There are still possibilities it can be used in your campaigns. Perhaps your players fought the Icon of Sin before the arrival of the slayer, or ancient night sentinel warriors battled the Icon in Hell in ages past. Maybe the crucible blade was removed from the Icon on Earth, causing it to reawaken.

The Icon of Sin

Level 30 Massive-sized Heroic Demon, Legendary Threat

Hit Points: 3,646	Healing Threshold: 53	Damage Threshold: 940
Defense: 36	Toughness: 200	Resolve: 60
Speed: 200	Shift Speed: 50	Morale Bonus: NA
Space: 50 by 50 squares	Reach: 50 square	Initiative: +12
Damage Resistance: 69	Regeneration: 100	

-Demonic Titan Claw 1d20+82 accuracy, 287 damage, +3 strike maximum; *Special Traits:* Penetration 37, Rending 16, Cleaving 5, Titanic Weapon

-Swipe 1d20+41 accuracy, 143 damage, +3 strike maximum; *Special Traits:* Penetration 37, Rending 16, Cleaving 30

-Overhead Slam 1d20+27 accuracy, 1,148 damage, 1 strike maximum; *Special Traits:* Penetration 57, Rending 16, Titanic Weapon

-Flames of Purgatory 1d20+40 accuracy, 100 damage, 1 strike maximum, special range; *Special Traits:* Penetration 10, Cone 50, Flames, Hailfire 3, Energy Damage, Close Quarters

-Inferno Barrage 1d20+50 accuracy, 120 damage, 1 strike maximum, strategic range; *Special Traits:* Penetration 30, Burst (6), Hailfire 2, Flames, Energy Damage

-Unmaking 1d20+20 accuracy, 200 piercing damage, 1 strike maximum, orbital range; *Special Traits:* Piercing, Plasma, Focusing Beam

-Cataclysm 1d20+60 accuracy, 200 damage, 1 strike maximum, special range; *Special Traits:* Penetration 30, Hailfire 3, Flames, Energy Damage, all targets within 500 squares

Skills: Acrobatics 12, Athletics 12, Endurance 12, Defensive Training 12, Durability 12, Lore 12, Melee 12, Mental Training 12, Perception 12, Survival 12, Tactics 12

Talents: Awesome Abilities (strength III, agility III, fortitude III, instinct III, intelligence III, willpower III), Bulwark, Brutality III, Cleave II, Cynic, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II), Dual-Weapon Skill II, Hardened Survivalist, Jaded, Leap, Mighty Blow V, Natural Health III, Penetration V, Power Strike II, Resilience II, Resistant V, Resolute II, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 100 **Instinct:** 12 **Agility:** 12 **Fortitude:** 90

Intelligence: 12 **Willpower:** 16

Gear: Icon of Sin Claw, Thick Demon Hide

Special Ability (Growing Power): While within an encounter, the Icon of Sin grows in power while it unmakes the walls of reality around it. This growing power functions in 12 round cycles, where it builds in power, summoning demons and unlocking charges of attacks, until it unleashes a cataclysm. Afterwards, the cycle resets to 0 and begins to build again the next round. Once the cycle ends, it loses all built up charges of powers that it has stored, and any demons that it had summoned are instantly affected by Sacrifice.

-Round 1: The Icon of Sin summons a group of cacodemons and 2 cyber mancusbus anywhere within line of sight and remote range.

-Round 2: The Icon of Sin gains a charge of hellfire, which can be used as a standard action on its turn to use either the Inferno Barrage or Flames of Purgatory attacks. It cannot make these attacks without a charge of hellfire.

-Round 3: The Icon of Sin gains nothing new on this round.

-Round 4: The Icon of Sin summons 4 dread knights and a group of whiplashes anywhere within line of sight and remote range.

-Round 5: The Icon of Sin gains a charge of hellfire, which can be used as a standard action on its turn to use either the Inferno Barrage or Flames of Purgatory attacks. It cannot make these attacks without a charge of hellfire.

-Round 6: The Icon of Sin gains a charge of Unmaking, which can be used as a standard action on its turn to use the Unmaking attack. It cannot make these attacks without a charge of Unmaking.

-Round 7: The Icon of Sin gains nothing new on this round.

-Round 8: The Icon of Sin summons 6 pinky demons and 2 legions of imps anywhere within line of sight and remote range.

-Round 9: The Icon of Sin gains a charge of hellfire, which can be used as a standard action on its turn to use either the Inferno Barrage or Flames of Purgatory attacks. It cannot make these attacks without a charge of hellfire.

-Round 10: The Icon of Sin summons 2 groups of cacodemons anywhere within line of sight and remote range.

-Round 11: The Icon of Sin gains a charge of Unmaking, which can be used as a standard action on its turn to use the Unmaking attack. It cannot make these attacks without a charge of Unmaking.

-Round 12: The Icon of Sin uses Sacrifice on all summoned demons still alive in the encounter. Afterwards, it can either activate the Cataclysm attack, or use any other attack or power it has charges for. After its turn, the Growing Power round tracker resets to 0.

Special Ability (Hellfire and Unmaking Charges): The Icon of Sin gains two types of attack charges as it cycles through rounds as part of its Growing Power ability. The first is Hellfire charges, which it can use as a standard action on its turn to perform either a Flames of Purgatory or Inferno Barrage attack. The charge is expended when either ability is used. The Icon of Sin gains Hellfire charges on rounds 2, 5, and 9. The Icon of Sin gains Unmaking charges as well, which can be used for a powerful Unmaking focused beam attack. The Icon of Sin gains Unmaking charges on rounds 6 and 11. When the Icon of Sin's growing power counter is reset to 0, it loses all stored Hellfire and Unmaking charges it had stored and must wait for more rounds to pass to regain those charges. The effects of these attacks is listed in the Icon of Sin's attacks profiles.

Special Ability (Special Melee Attacks): The Icon of Sin can perform two special attack actions, a swipe and a head butt. Both attacks modify their base attack profile in different ways. The swipe increases their melee attack to Cleaving (30) but reduces the accuracy and damage of the attack by half and removes the Titanic Weapon trait. The overhead slam reduces the accuracy of the attack to 1/3 its normal value, turns the attack into a single strike, and removes the cleaving trait but quadruples the damage and gives +20 penetration. After using a special attack, the Icon of Sin must wait 3 turns until they can use one again.

Special Ability (Titanic Movements): The Icon of Sin can perform bob and weave, heavy strike, and aim actions as normal, but the combat behaviors have vastly improved effects.

-Bob and Weave: Bob and weave gives a +20 bonus to the titan's defense

-Heavy Strike: Heavy strike gives the titan's melee attack +10 accuracy and +100 damage

-Aim: Aim gives the titan's ranged attacks +10 accuracy and +1 hailfire that round

Special Ability (Sacrifice): When the Icon of Sin reaches round 12 on the Growing power tracker, it sacrifices all summoned demons that are still alive in the encounter. When it does, each of those demons explodes, dealing piercing damage to all enemies within their reach equal to 1/10 of their remaining hit points. This does not require an attack roll. Afterwards, the Icon of Sin recovers hit points equal to 25x the number of demons or demons swarms sacrificed.

Special Ability (Cataclysm): When the Icon of Sin reaches round 12 on the Growing power tracker, It can spend a full-round action to unleash a cataclysm, causing a rain of hellfire meteors to bombard the area. Use the Cataclysm attack profile in the Icon of Sin's attack entries. This affects all targets within 500 squares of the Icon of Sin, including allied demons, but not effecting the Icon itself. Because this attack comes from above, it can be avoided by having a solid roof over your head, such as a stone, metal, or concrete ceiling. The Icon of Sin can choose not to use Cataclysm on their turn, if they prefer. However, even if they do not use Cataclysm, their Growing Power tracker still resets at the end of their turn. Thus, they will need to wait 12 rounds again to use cataclysm.

Special Ability (Avatar of Suffering): The Icon of Sin is a titan powered by the suffering of mortals and is near impossible to kill. Its damage threshold is x5 the normal value. It regenerates 100 hit points at the start of each turn. It cannot lose limbs or be killed from crippling wounds and heals 1 crippling wound point to all locations every 10 minutes. If it is reduced to 0 hit points, the Icon of Sin collapses for 1 hour. During this time, it cannot suffer any damage or be harmed further. After 1 hour, it stands back up with full hit points and no crippling wounds. The only way to permanently kill the Icon of Sin is to reduce it to 0 hit points and stab it with a crucible blade or an atlan spear before it gets back up. As long as the weapon remains within the Icon of Sin, it remains dead. This means the weapon must be sacrificed to keep the titan slain. If the weapon is removed, then it will rise after an hour as normal.

Special Ability (Icon of the Apocalypse): Any mortals within line of sight of the Icon of Sin lose 2 morale per turn. Any time a mortal would gain a morale within line of sight of the Icon of Sin, they must make a DC 30 willpower check to gain that morale. All demons in the same encounter as the Icon of Sin gains 1 morale per turn.

Icon of Sin's Makyr Plating

The Icon of Sin can also be encountered with the full suit of Makyr armor it wears when first released on Earth. This armor essentially gives it an extra layer of hit points in battle, that must be expended before the Icon can suffer hit point damage. This makyr plating has 2,500 hit points with 90 damage resistance. It cannot suffer crippling wounds while the armor is intact. Once the armor is reduced to 0 hit points, the Icon of Sin can suffer hit point damage.



Khan Makyr Description

Khan Makyr was the latest of her line to rule over Urdak. She is as much the queen of Urdak as the heart of their hive intelligence. Khan Makyr led the makyr's into uplifting the Argenta and becoming their divine guides. She was also the leader of Urdak when their god, the Father, went missing. His absence prevented the Makyr's from being immortal. Once the war between Argent D'Nur and Hell began, she manipulated the Argenta priests, the Order Daeg, into making a deal with the demons to siphon souls from Hell to sustain the makyr population. This betrayal brought a schism in the Argenta, where their warrior caste rose against their priest caste. Through treachery, the priest caste loyal to the Khan Makyr won, and now they rule over their fragmented society. Now, the hell priests of the Order Daeg initiate invasions of other worlds, including Earth, so the souls continue flowing into Hell, so they can be siphoned to sustain the Makyr's immortality.

Khan Makyr is a powerful being, the greatest of her kind. She is most likely to be encountered by night sentinel characters, especially for campaigns that involve the civil war between the priests and warriors. In that conflict, or the intervening years, night sentinel heroes might try to find a way to storm Urdak and get revenge on the makyr's and their divine ruler.

Khan Makyr

Level 30 Huge-sized Heroic Makyr, Epic Threat

Hit Points: 850	Healing Threshold: 17	Damage Threshold: 164 (158 critical)
Defense: 50	Toughness: 87	Resolve: 57
Speed: 18 fly	Shift Speed: 4	Morale Bonus: +15
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +16
Damage Resistance: 70/30 (half damage from all attacks)		Energy Shield: 2,000 (50 shield armor)

-**Light Lash** 1d20+49 accuracy, 93 damage, +4 strikes maximum; *Special Traits:* Penetration 25, all adjacent targets, Blasted by Light (target is slowed and tormented on hitting defense and toughness)

-**Light Blast w/ Focused Burst** 1d20+46 accuracy, 77 damage, +5 strikes maximum, long range; *Special Traits:* Penetration 25, Energy Damage, Automatic

-**Cruciform Surge** 1d20+44 accuracy, 102 damage, +4 strikes maximum, medium range; *Special Traits:* Penetration 25, Energy Damage, Blasted by Light (target is slowed and tormented on hitting defense and toughness), Scatter (1 primary target +2 secondary targets within 3 squares of primary target)

-**Telekinesis** 1d20+47 accuracy, 1d20+42 accuracy with Throw

Skills: Acrobatics 15, Athletics 15, Computers 15, Defensive Training 15, Durability 15, Endurance 15, Influence 15, Leadership 15, Lore 15, Medicine 15, Melee 15, Mental Training 15, Perception 15, Pilot 15, Ranged 15, Science 15, Stealth 15, Tactics 15

Talents: Awesome Abilities (strength III, agility III, instinct III, fortitude III, intelligence III, willpower III), Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Dodge II, Grand Leader, Master Tactician, Penetration V, Precision Burst, Power Strike II, Resilience II, Resistant V, Resolute II, Swift Strikes III, Unstoppable Movement, Weapon Mastery (melee III, ranged III)

Strength: 24 **Instinct:** 16 **Agility:** 16 **Fortitude:** 25

Intelligence: 16 **Willpower:** 16

Gear: Gargantuan-sized Light Blasts, Gargantuan-sized Cruciform Surge, Gargantuan-sized Light Lash, Makyr Shell

Special Ability (Heavenly Energies): The Khan Makyr can command the energies of Urdak. She has a reservoir of energy that she can utilize to fuel supernatural effects. Khan Makyr has a base 300 energy. She regains 30 energy at the start of every round. In addition, every character or creature that dies or is reduced to 0 hit points within long range of her allows her to recover 10 more energy. Furthermore, she gains 20 energy whenever she takes hit point damage from an attack and 20 energy whenever she suffers a crippling wound.

Khan Makyr can use her energy to replicate a variety of spells:

-**Alacrity:** Khan Makyr can spend 10 energy on her turn to gain a bonus standard action. This is a free action that can be done up to twice per turn.

-**Annihilation Field:** Khan Makyr can spend 25 energy as a minor action on its turn to create a field of energy in an area that disintegrates all matter caught within. This is a Burst (5) area that deals 60 piercing damage (rending 10) to everyone that starts or enters the area on their turn. The annihilation field lasts 5 rounds. Khan Makyr can have multiple annihilation fields active at once.

-**Cosmic Blast:** The viceroy can spend 50 energy as a standard action to cause a massive blast of cosmic to strike an area. This effects a Burst (3) area that is 100 squares high. She makes a +35 attack against everyone in the area, dealing 60 energy

damage, penetration 30, and gaining +1 hailfire for every 2 overages the attack gains against a target. Unlike a focusing beam, this scaling hailfire is against all targets in an area and does not cap at Hailfire 5.

-Makyr Attendants: Khan Makyr can spend 100 energy as a standard action to summon a makyr angel and four makyr drones within medium range. This makyr angels rolls initiative and acts on its own turn. They viceroy can only have two angels and eight drones active at once.

-Mind Control: Khan Makyr can spend 60 energy as a standard action to mind control an enemy within medium range. They make a +40 attack against the target's resolve. If they hit, the seraph controls all the target's actions for 10 rounds. The mind control lasts until either Khan Makyr or mind-controlled victim suffer a crippling wound to their critical location, or either one is reduced to 0 hit points. After the mind control breaks, the target is reduced to negative 5 morale. The Khan Makyr can only have one character mind controlled at the time.

-Teleport: Khan Makyr can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

Special Ability (Telekinesis): As a minor action, a makyr viceroy can lift and move objects with the power of their mind. A makyr viceroy can affect five targets up to gargantuan-sized or smaller. Each target can receive a different usage of telekinesis. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-Push: Target is pushed 5 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: Target is pulled 5 squares directly toward the makyr, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-Throw: Makyr lifts target off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, the makyr makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Divine Shield of Urdak): Khan Makyr is protected by a very powerful golden energy shield, giving her 2,000 shield pool with 50 shield armor. If she goes 2 rounds without being hit by an attack, hershields fully recharge. Meanwhile, if her shields are reduced to 0, she instantly regains all of her shield pool after taking damage from an enemy attack.

Special Ability (Khan's Rulership): All makyr angels, viceroys, drones, seraphs who start their turn within 30 squares of the Khan Makyr gains advantage on attacks and skill checks. They also gain 2 morale at the start of each turn.

Special Ability (Divine Ruler of Udrak): Khan Makyr is the preordained ruler of Urdak and the Makyr. She gains +100 damage threshold, +20 toughness, reduces all damage suffered by half (after damage resistance and hailfire), and has higher than normal maximum skill values.

Special Ability (Makyr Defenses): The makyr has a protective shell covering most of their form, but have softer armor on their head. As such, their critical location has the lesser of two damage resistance listed above. Their critical location also has a lower damage threshold. If the makyr suffers a crippling wound to the critical, they drop 2 makyr scrap. If the makyr is killed by a critical wound, they drop 10 makyr scrap.

Special Ability (Makyr Traits): Makyr's begin encounters with 5 positive morale. They gain a morale whenever they hit an enemy with an attack that did not require spending a morale. They gain +5 to combat influence checks and can target three enemies at once with combat influence. Makyr's possess a natural ability to fly.





Samuel Hayden Description

Samuel Hayden was the leader of the UAC and headed the work on extracting argent energy from Hell. Once a wealthy and brilliant man suffering from a brain tumor, he transferred his brain and consciousness into a large, powerful, metallic shell. Samuel Hayden led the operations on Mars until Olivia Pierce unleashed Hell on the facility. Hayden set loose the Doom Slayer to stop her, then stole the demonic crucible from the Slayer once the invasion was stopped. Afterwards, Hayden return to Earth while the home world was invaded by demons. Using the demonic crucible as a power source, and his ingenuity to create weapons of war to fight the demons, Hayden became the leader of the Armored Response Coalition to fight back against demons. He was defeated when trying to make a counterattack against the demons, and his shattered remains were recovered by the Doom Slayer while awaiting repairs. His consciousness was loaded in the Fortress of Doom.

It was later revealed that Samuel Hayden was not a man at all, but the legendary makyr angel, Samur Makyr, or the seraphim; the same being that gave the Doom Slayer power from the divinity machine. After stealing the divine being known as the Father from Urdak, he had mingled amongst the humans for years, preparing for the demon invasion against them.

These statistics represent Samuel Hayden as the leader of the ARC but could also be used as him leading the UAC on Mars. He is the easiest character to incorporate into a DOOM RPG campaigns, because he could be a quest giver, leader, or benefactor for both ARC and UAC members, or a guiding figure to anyone surviving a Doom invasion. While a less-than-heroic individual in truth, many people hold Samuel Hayden as a mythic hero of legendary standing.

Samuel Hayden, Leader of the ARC

Level 30 Large-sized Heroic Unique, Extreme Threat

Hit Points: 576	Healing Threshold: NA	Damage Threshold: 52
Defense: 42	Toughness: 56	Resolve: 64
Speed: 11	Shift Speed: 3	Morale Bonus: +14
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +16
Damage Resistance: 71	Energy Shield: 500 (50 shield armor)	

-Crucible 1d20+30 accuracy, 350 piercing damage, 1 strike maximum, unlimited shots; *Special Traits:* Piercing, Rending 12

-Metal Fist 1d20+22 accuracy, 50 damage, +5 strikes maximum; *Special Traits:* Penetration 11, Unarmed

-Telekinesis 1d20+44 accuracy, 1d20+39 accuracy with Throw

Skills: Acrobatics 12, Athletics 12, Computers 12, Defensive Training 12, Durability 12, Endurance 12, Influence 12, Leadership 12, Lore 12, Medicine 12, Melee 12, Mental Training 12, Perception 12, Pilot 12, Ranged 12, Science 12, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (strength III, fortitude III, instinct III, intelligence III, willpower III), Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Field Medic, Jaded, Dodge II, Penetration V, Resilience II, Resistant V, Resolute II, Sabotage III, Structural Weakness V, Survival Instincts, Surgical Precision V, Universal Knowledge, Weapon Mastery (melee III, ranged III)

Strength: 20 **Instinct:** 16 **Agility:** 12 **Fortitude:** 20

Intelligence: 16 **Willpower:** 16

Gear: Crucible, Large-sized Metal Fist, Telekinesis Field Generators, Personal Deflection Shield, Prototype Science Devices, Alien Robotic Shell

Special Ability (Telekinetic Field Generators): As a minor action, Samuel Hayden can lift and move objects with an arm mounted telekinetic field generator. Hayden can affect three targets up to large-sized or smaller. Each target can receive a different usage of telekinesis. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-Push: Target is pushed 6 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: Target is pulled 6 squares directly toward Hayden, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-Throw: Hayden lifts target off the ground and throw them at another target within 6 squares. Upon hitting terrain, the target suffers 60 damage and is prone. If they throw the target at another enemy, Hayden makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 60 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Prototyped Science Device): As a minor action once per 3 rounds, Samuel Hayden can create a prototype science device. Hayden can use this device to replicate the effect of any basic, advanced, or master science device. He counts

his intelligence as 20 for the effects of his science devices and has a +42 accuracy with all of his science device. Only Hayden can use his own science devices, and he can only have 3 active at once.

Special Ability (Personal Deflection Shield): Samuel Hayden has a personal deflection shield built into his body, which gives him a very potent energy shield. This shield has 800 shield pool and 50 shield armor. Once the shield is drained, it automatically restores when 10 rounds have passed, or Samuel Hayden suffers 120 damage since the last time his shields were active.

Special Ability (Leader of the ARC): Despite being the leader of the fallen UAC, Samuel Hayden has placed himself as the heroic leader of the Armored Response Coalition. As such, he provides various leadership effects to all ARC NPCs.

- As a minor action, he can give all ARC NPCs within medium range and line of sight 2 morale
- All ARC personnel within 12 squares gain +6 to all attacks and checks
- All ARC personnel within 12 squares can use Samuel Hayden's morale bonus instead of their own.

Special Ability (Demonic Crucible): Samuel Hayden is equipped with the demonic crucible, a powerful weapon that is identical to the crucible found in the Core Doom Rulebook. However, Samuel Hayden has connected the crucible to his own celestial energy sources and does not have limited ammunition with the crucible.

Special Ability (Alien Robot Body): Samuel Hayden is in a robotic body that gives him numerous traits and a base damage resistance of 60. However, he counts as a construct and cannot be healed or have his wounds restored by medicine. Furthermore, his alien body is so advanced and complex that it cannot be repaired by anyone other than himself, someone he is assisting on a repair check, or a makyr.



Spider Mastermind Description

The spider mastermind was a name given by the UAC to a powerful overlord demon that plotted with the UAC to take over Mars. To the demons, the creature was known as the Aranea Imperatrix. At the end of the battle over Mars, the imperatrix possessed the cult leader, Olivia Pierce, and used her to manifest its demonic form. It was slain by the Doom Slayer, putting an end to the demonic invasion, at least for a little while.

For the Doom RPG, it could be inferred that the Aranea Imperatrix was not a single individual but a species. The specimen killed as part of the Mars invasion could have just been a member of a rare and powerful species. You might find a way to incorporate more spider masterminds into your RPG games as late campaign bosses.

Spider Mastermind

Level 30 Colossal-sized Heroic Demon, Epic Threat

Hit Points: 3,046	Healing Threshold: 33	Damage Threshold: 137
Defense: 33	Toughness: 106	Resolve: 64
Speed: 16	Shift Speed: 2	Morale Bonus: +14
Space: 12 by 12 squares	Reach: 12 squares	Initiative: +16
Damage Resistance: 59 (see Indomitable)		Regeneration: 100

-**Demonic Claws** 1d20+54 accuracy, 90 damage, +3 strikes maximum; *Special Traits:* Penetration 19, Rending 6, Cleaving 6

-**Hell Destroyer Cannon** 1d20+46 accuracy, 167 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 56, Unstoppable, Energy Damage

-**Plasma Gun w/ Focused Burst** 1d20+54 accuracy, 71 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 27, Hailfire 3

-**Cluster Bombardment** 1d20+30 accuracy, 72 damage, 1 strike maximum, long range; *Special Traits:* Penetration 22, Burst 1, High Explosive, Grenade, Delay

-**Telekinesis** 1d20+44 accuracy, 1d20+44 accuracy with Throw

Skills: Acrobatics 12, Athletics 12, Defensive Training 12, Durability 12, Endurance 12, Influence 12, Leadership 12, Lore 12, Melee 12, Mental Training 12, Perception 12, Ranged 12, Stealth 12, Survival 12, Tactics 12

Talents: Awesome Abilities (strength III, agility III, instinct III, fortitude III, intelligence III, willpower III), Bulwark, Brutality III, Cleave II, Close Combat Shot, Combat Reflexes, Defensive Fighting III, Devastating Cripple (melee II, ranged II), Far Shot, Hardened Survivalist, Mighty Blow V, Natural Health III, Penetration V, Precision Burst, Power Strike II, Resilience II, Resistant V, Resolute II, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant

Strength: 50 **Instinct:** 16 **Agility:** 8 **Fortitude:** 50

Intelligence: 16 **Willpower:** 16

Gear: Colossal-sized Demonic Claw, Colossal-sized Plasma Gun with Argent Cells, Large-sized Hell Destroyer Cannon, Thick Demon Hide



Special Ability (Weapons Array): The spider mastermind has a wide variety of attacks they can perform in a turn. They have two types of attacks: one that can be performed as a standard action, and one that can be performed once per round as a minor action.

As a **Standard Action**, the spider mastermind can perform one of the following attacks:

- A demonic claw attack
- A hell destroyer cannon attack
- Its Laser Field special ability

As a **Minor Action** once per turn, the spider mastermind can perform one of the following attacks:

- A plasma gun attack
- Its Cluster Bombardment special ability
- Its Telekinesis special ability
- The Ground Corruption special ability, once per 3 rounds.

Special Ability (Laser Field): The spider mastermind releases a field of rotating areas that scans over an area around it. When performing this attack, the spider mastermind makes a +40 attack against everyone within 30 squares of it. On a hit, targets suffer 40 piercing damage. The attack gains Hailfire (+1) for every 5 points the attack surpasses a target's defense. Alternatively, this attack can be dodged with a DC 40 acrobatics test to evade as long as a character has the Dodge II talent.

Special Ability (Cluster Bombardment): The spider mastermind can, as a minor action, fire its cluster bombardment. By doing so, they pick ten Burst (1) locations. Each location must be at least 3 squares from the center of another burst. After choosing the locations, the spider mastermind makes its cluster grenade attack against every target in all ten burst areas. These can be evaded as normal. The cluster bombardment gains a large bonus to accuracy (+8) and the High Explosive trait.

Special Ability (Telekinesis): The spider mastermind can lift and move objects with the power of their mind. The spider mastermind can affect five targets up to huge-sized or smaller. Each target can receive a different usage of telekinesis. If they hit a target with a telekinesis attack, they can utilize one of the following three effects.

-Push: Target is pushed 6 squares away, +1 per 5 points of overage. The target suffers 10x number of squares they moved damage.

-Pull: Target is pulled 6 squares directly toward the spider mastermind, +1 per 5 points of overage. Pulled creatures are slowed for 2 turns afterwards.

-Throw: The spider mastermind lifts target off the ground and throw them at another target within 12 squares. Upon hitting terrain, the target suffers 100 damage and is prone. If they throw the target at another enemy, the spider mastermind makes another telekinesis attack roll against the second target's defense. On a hit, both targets suffer 100 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Ground Corruption): The spider mastermind corrupts the ground with destructive hell energies. Everyone within contact of the same floor the mastermind is on and within 30 squares of the spider mastermind suffers 20 piercing damage and must a DC 40 endurance check. If they fail, they are Slowed and Tormented for 1 round. If they fail by 5 or more, they are also Immobilized for 1 round. If they fail by 10 or more, they are also staggered for 1 round. Meanwhile, the ground becomes difficult terrain until the start of the mastermind's next turn, all acrobatics and athletics checks suffer disadvantage on the ground, and anyone ending their turn on the ground suffer 20 piercing damage. This action can only be performed once per 3 turns.

Special Ability (Improved Attacks): The spider mastermind gains Cleaving (+3) with its demonic claw attack. It gains the Unstoppable trait with its Hell Destroyer Cannon. Its plasma gun counts as colossal-sized with infinite argent cell ammunition.

Special Ability (Indomitable): The spider mastermind suffers half damage from all attacks, after damage resistance and hailfire are applied. This includes attacks that deal piercing damage. However, the spider mastermind takes full damage at attacks applied to its critical location.

Special Ability (Crawler): The spider mastermind can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Demonic Regeneration): The spider mastermind heals 100 hit points at the start of each round. It heals an additional 50 hit points whenever a mortal is defeated within medium range of it.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, the spider mastermind deals 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demonic Nobility): The spider mastermind gains +30 damage threshold, +10 damage resistance, +100 maximum hit points, an extra reaction per turn, and make their full number of strikes on opportunity attacks.

Special Ability (Ultimate Cybernetic Grafts): The spider mastermind is fitted with the greatest cybernetics available to hell or the UAC. These cybernetic grafts give it +1,000 maximum hit points, +10 damage resistance, +20 damage threshold, and reduces all crippling wound points suffered by 1.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).



The Dark Lord Description

The Dark Lord is the leader of Hell and its demons. The history of the Dark Lord is shrouded in secrets, lies, and misinformation, but it is known he is the godlike creator of Hell, and he was betrayed by the Father, the ruler of the Makyr. After being defeated and reduced to a trapped life sphere, his whispers manipulated events from afar, as he manipulated the creation of the Doom Slayer to destroy the Makyr that betrayed him. While the Doom Slayer sought to destroy Makyr to protect Earth, his true enemy was the Dark Lord and his demons. He stole the Dark Lord's life sphere to bring him back to life, so to kill him and end the demon threat once and for all. However, not all is what it seems, and more secrets and truths remained hidden about the true nature of the Dark Lord.

The Dark Lord could be considered the true enemy of the Doom RPG, but he is a divine being best fought against by other divine beings. If you place the Dark Lord in your RPG campaign somehow, you should make it clear this is a foe beyond your player character, regardless of their level or numbers. This is a fight for the Doom Slayer, and him alone.

Davoth, The Dark Lord

Level 30 Huge-sized Heroic Demon Supreme Being, Legendary Threat

Hit Points: 2,800	Healing Threshold: NA	Damage Threshold: NA
Defense: 46	Toughness: 92	Resolve: NA
Speed: 18	Shift Speed: 4	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +32/12/-2
Damage Resistance: 83		

-Dark Lord's Crucible 1d20+58 accuracy with advantage, 640 piercing damage, +8 strikes maximum, unlimited shots; *Special Traits:* Piercing, Rending 20, heals half damage dealt on hit, struck targets must make DC 22 willpower check or die

-Mech Grenade Launcher 1d20+57 accuracy with advantage, 125 damage, +6 strikes maximum, long range; *Special Traits:* Penetration 40, Burst 2, Grenade, High Explosive, Delay, fired as a minor action once per round

-Mech Plasma Gun w/ Focused Burst 1d20+58 accuracy with advantage, 69 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 40, Hailfire 3, Plasma, Energy Damage

Skills: Acrobatics 30, Athletics 30, Computers 20, Defensive Training 20, Durability 30, Endurance 20, Influence 20, Leadership 20, Lore 40, Medicine 20, Melee 30, Mental Training 40, Perception 30, Pilot 20, Ranged 30, Science 40, Stealth 20, Survival 20, Tactics 30

Talents: Ain't Got Time to Bleed, Air of Authority, Auto Barrage, Balanced Shot, Ballistic Weapon Expertise, Brutality III, Brawling Gunner, Bulwark, Chainsaw Execution, Chainsaw Precision, Cleave II, Close Combat Shot, Combat Reflexes, Counterattack, Cynic, Dazing Blow, Deadly Strikes, Defense of Will, Defensive Fighting III, Defensive Motion, Deft Charge, Demon Slaying V, Devastating Cripple (melee II, ranged II), Dissuade, Dodge II, Drilling Volley, Dual Weapon Skill II, Duck and Cover, Emotionless, Explosives Expert, Far Shot, Fast on their Feet, Fast Reload, Field Medic, Giant's Throw, Glory Kill III, Glory Surge, Good Shot V, Guided Step, Hardened Survivalist, Hardy, Heat Resistance IV, Heavy Weapon Wielder III, Hell Veteran III, Heroic Revival, Hunter Killer III, Immune to Pain, Intimidating Presence II, Iron Body, Juggernaut, Knife Master II, Leap, Martial Arts Unarmed Training II, Masterful Parry, Master Tactician, Mighty Blow V, Military Unarmed Training II, Mobile Attacker III, Mountain Strike II, Natural Health III, Penetration V, Perfect Shot, Pistol Finesse, Power Strike II, Precision Blasting, Precision Burst, Precision Shot, Quick Draw, Quick Shot, Rain of Firepower, Rapid Recovery, Resilience II, Resistant V, Resolute II, Scrounger III, See the Unseen, Self-Doctoring, Shot on the Runner, Shrug it Off, Skirmisher Step, Sneak Attack V, Strong Backbone, Steady Under Pressure, Structural Weakness V, Surgical Precision V, Survival Instincts, Swift Strikes III, Tactical Training, Threatening Shot III, Tracking Hidden Targets, Two-Handed Expertise, Unstoppable Movement, War Scars, Weapon Comprehension, Weapon Focus (all), Master Mastery (ranged III, melee III), Wrestling Combatant

Strength: 50 **Instinct:** 20 **Agility:** 20 **Fortitude:** 50

Intelligence: 25 **Willpower:** 30

Gear: Dark Lord's Mech, Dark Lord's Crucible

Special Ability (The First Warrior): Davoth was the creator of the universe and the original father of creation. He is a supremely powerful and knowledgeable being. He acts three times every round, rolling initiative three times. The first initiative is rolled at +32, the second at +12, and the third at -8. He gains a full-round action on each round. In addition, the Davoth gains +20 accuracy and +10 power ratings of damage with all weapons. He gains advantage on all attacks and skill checks.

Special Ability (Dark Lord's Crucible): Davoth has a crucible blade that has an unlimited number of shots available while wielded by him. He heals 50% of the damage he deals with the blade. In addition, any target that takes damage from his crucible must make a DC 22 willpower check. If they fail, they are instantly killed and transformed into a possessed. Only creatures with a base threat of epic or legendary are immune to this instant kill effect.

Special Ability (Shield Rush): As a full-round action, Davoth can lower his shield and rush towards a target. He can move up to 20 squares in this way. The target is automatically hit, unless they have the Dodge talent and can succeed a DC 50 acrobatics check to evade. On an impact, Davoth moves adjacent to the target, moving through all intervening creatures and obstacles (including terrain), deals 200 piercing damage to the target, and heals that many hit points. If the target evaded so that they were no longer adjacent to the square he rushed, he still rushes to the same square, but they suffer no damage and he does not heal.

Special Ability (Summon Hellhounds): Davoth can summon two hellhounds as a minor action. These hell hounds appear in unoccupied adjacent squares to the Dark Lord and acts at the end of his turn. The hellhound uses the statistics in the Marauder demon's entry. Davoth can only have two hellhounds out at once. If he uses this power again, he summons two new hellhounds and his current hellhounds disappear. The hellhound disappears after 10 rounds have passed.

Special Ability (Dark Lord's Shield): Davoth can generate a shield or pure argent energy that stops attacks against him. It makes him exceptionally difficult to harm. Any time Davoth is attacked, he can make a d20 check. On an 8 or higher, the attack is absorbed by the shield, doing no damage, even if it was an area attack. If Davoth is flat-footed against an attack, he suffers a -4 to the check to activate his shield. If the attacker aimed at the Davoth, he gains -2 to activate his shield.

Special Ability (Summon Spectral Demons): Davoth can summon a host of spectral demons to his side as a standard action. This can only be done once per 8 rounds. Upon using this power, he summons the following demons: 1 tyrant, 1 pain elemental, 1 legion of imps, 2 groups of prowlers. All these demons are created within distant range and must be adjacent to another summoned demon. As spectral demons, they are only semi-real, and have half the hit points of normal demons. The last for 1 hour. Multiple spectral demon summonings are cumulative.

Special Ability (Supreme Being): Davoth is a supreme being and is almost impossible to destroy. He gains the following traits that relates to his immortality.

- Does not have healing thresholds and can be healed any number of times
- Does not have a damage threshold and cannot receive crippling wounds.
- Immune to any effect that targets resolve; all attacks against resolve automatically miss
- Davoth automatically detects cloaked and hidden enemies within 120 squares.
- Davoth can make his full number of strikes on an opportunity attack
- All mortal enemies within medium range and line of sight of Davoth loses 3 morale per turn.

Special Ability (Dark Lord's Mech): Davoth always wears a powered, immoran mechanized suit of powered armor that can only be utilized by him. This armor provides him with 50 damage resistance and comes equipped with a Huge-sized Plasma Gun and Huge-sized Grenade Launcher. Both weapons can be fired separately as a minor action and gain +30 penetration. They have infinite ammunition.



