

DAE

Legends

Of Blood and Magic

Daemon Companion



A Fantasy Supplement

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AZAMEL

TV: 20+
LV: 10
HF: 20
CL: Daemon
ENV: any
INI: +6
SIZE: H
MOVE: 6 (x3), fly 36

AR: 7 (+3 heavy armor)
HP: 240
PP: 76

STR: 15 (+10), **AGI:** 11 (+6), **END:** 15 (+10), **PRE:** 11 (+6)
KNO: 11 (+6), **INT:** 11 (+6), **WIL:** 11 (+6), **CHA:** 11 (+6)

ATTACK: claw (+16, 1d12 +10) or +3 gauntlets (+19, 1d12 +13, + wounding 1 hp for 1d10 rounds)

DEFENSE: dodge (+16), parry (+16)

RESISTANCE: +16, DR 10 paragon, immune to fire, poison and mind influencing effects

FORTITUDE: +20

SPECIAL: multi-attack (2 attacks per round), regeneration 1d6/round

SKILLS: Arcana (+16), Athletics (+20), Bluff (+16), Channeling (+16), Diplomacy (+16), History (+16), Insight (+16), Intimidate (+16), Lore (+16), Perception (+16), Religion (+16), Stealth (+16)

LANGUAGES: Daemonic, + five of choice

COMBAT SKILLS: Claws (+16), Dodge (+16), Weapon (+16)

ABILITIES: flight 36, DR 10 paragon, immune to fire and poison, darkvision, change form (humanoid), regeneration 1d6 per round, Fate Points (3)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

SPELLS/POWERS: All Priest blessings at rank 5

EQUIPMENT: Magic armor, weapons, items and valuables all likely

DESCRIPTION: Azamel is the greatest of the 6 known Daemon Princes. He keeps the other Daemon Princes in line through fear and manipulation. He is the mastermind behind the Daemon Wars of the second age and is rumored to be the first Daemon. He is hate and evil personified. His superior intellect and cunning mind have made him one of the most dangerous adversaries of all.



DAEMON
PRINCE HP
BASE = x10

BALAR, THE DESTROYER

BALAR

TV: 20+
LV: 10
HF: 20
CL: Daemon
ENV: any
INI: +6
SIZE: G
MOVE: 6 (x5)

AR: 5 (natural + heavy armor)
HP: 240
PP: NA

STR: 15 (+10), **AGI:** 7 (+2), **END:** 15 (+10), **PRE:** 7 (+2)
KNO: 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

ATTACK: claw/fist (+12, 2d8 +10)
DEFENSE: dodge (+12), parry (+12)
RESISTANCE: +12, DR 10 paragon, immune to fire, poison and mind influencing effects
FORTITUDE: +20
SPECIAL: multi-attack (2 attacks per round), regeneration 1d6/round

SKILLS: Athletics (+20), Bluff (+12), Intimidate (+13), Perception (+12), Stealth (+12)
LANGUAGES: Daemonic, + five of choice

COMBAT SKILLS: Claws (+12), Dodge (+12), Weapon (+12)

ABILITIES: DR 10 paragon, immune to fire and poison, darkvision, change form (humanoid), regeneration 1d6 per round, Fate Points (2), rage (1/2 HP or more +2 STR and END)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

SPELLS/POWERS: NA

EQUIPMENT: Magic armor, weapons, items and valuables all likely

DESCRIPTION: Balar is said to be an ancient titan that fell from grace and was twisted and mutilated to return as a Daemon prince. He is rage and destruction personified and does not comprehend fear. Balar seeks only to destroy and to taste blood, the more pure the blood the more satisfied he is. Balar appears as a gargantuan daemon primate and his rage makes him stronger than any foe he may face.



DAGON

TV: 20+
LV: 10
HF: 20
CL: Daemon
ENV: any
INI: +6
SIZE: M
MOVE: 6

AR: 5 (+3 light armor)
HP: 164
PP: 76/40 crystal

STR: 11 (+6), **AGI:** 11 (+6), **END:** 11 (+6), **PRE:** 11 (+6)
KNO: 11 (+6), **INT:** 11 (+6), **WIL:** 11 (+6), **CHA:** 11 (+6)

ATTACK: claws (+16, 1d8 +6) or +3 weapon (+19, 1d6-1d10 +9, transforms to any weapon type)

DEFENSE: dodge (+16), parry (+19)

RESISTANCE: +16, DR 10 paragon, immune to fire and poison and mind influencing effects

FORTITUDE: +16

SPECIAL: multi-attack (2 attacks per round)

SKILLS: Acrobatics (+16), Arcana (+16), Athletics (+16), Bluff (+16), Diplomacy (+16), Focusing (+16), History (+16), Intimidate (+16), Lore (+16), Perception (+16), Stealth (+16), Thievery (+16)

LANGUAGES: Daemonic, + five of choice

COMBAT SKILLS: Dodge (+16), Weapon (+16)

ABILITIES: DR 10 paragon, immune to fire and poison, immune to mind influencing effects, darkvision, change form (perfect, any humanoid or animal form from S to L size), mimic (any sound or voice), regeneration 1d6/round, mystic powers, Fate Points (2)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane)

SPELLS/POWERS: All Mystic powers at rank 5

EQUIPMENT: Magic armor, weapons, items and valuables all likely, greater power crystal

DESCRIPTION: Dagon is the lord of changelings and is called the vile due to his fondness for cruelty, usually in the form of mental torture and manipulation. He is fond of testing mortals to see where their physical or emotional breaking point is. Dagon is rumored to have stolen a powerful artifact from the first age that lets him pass between realms and has dwelled on the mortal plane for ages.



GRAZA' FEL

TV: 20+
LV: 10
HF: 20
CL: Daemon
ENV: any
INI: +4
SIZE: M
MOVE: 6

AR: 6 (+3 medium armor)
HP: 126
PP: 120/40 crystal

STR: 9 (+4), **AGI:** 9 (+4), **END:** 9 (+4), **PRE:** 9 (+4)
KNO: 15 (+10), **INT:** 15 (+10), **WIL:** 15 (+10), **CHA:** 9 (+4)

ATTACK: +3 staff (+17, 1d6 +7, globe of protection 100hp once a day, nothing in or out)
DEFENSE: dodge (+14), parry (+17)
RESISTANCE: +20, DR 10 paragon, immune to fire and poison, immune to mind influencing effects
FORTITUDE: +14
SPECIAL: multi-attack (2 attack/spells per round)

SKILLS: Arcana (+20), Athletics (+14), Bluff (+14), Casting (+20), Diplomacy (+14), History (+20), Insight (+20), Intimidate (+14), Lore (+20), Perception (+20), Religion (+20), Stealth (+14)
LANGUAGES: Daemonic, + five of choice

COMBAT SKILLS: Dodge (+14), Weapon (+14)

ABILITIES: DR 10 paragon, immune to fire and poison, immune to mind influencing effects, darkvision, regeneration 1d6/round, Magi spells, Fate Points (2)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: All Magi spells at rank 5

EQUIPMENT: Magic armor, weapons, items and valuables all likely, greater power crystal

DESCRIPTION: Graza' Fel is the newest Daemon Prince, defeating his rival and gaining power enough to seize the title. He was said to once be a mortal man who made a pact for power with the Dark One and quickly rose through the ranks. He is highly intelligent and cunning and has a mastery over arcane magic and power. He is said to be the mastermind for finding ways to move the Daemon through the planes of existence and has an unbridled passion for powerful magic artifacts.



SANGUINE

TV: 20+
LV: 10
HF: 20
CL: Daemon
ENV: any
INI: +5
SIZE: M
MOVE: 6

AR: 5 (+3 light armor)
HP: 145 (155)
PP: 65/40 crystal

STR: 10 (+5), **AGI:** 10 (+5), **END:** 10 (+5), **PRE:** 15 (+10)
KNO: 10 (+5), **INT:** 10 (+5), **WIL:** 10 (+5), **CHA:** 15 (+10)

ATTACK: claws/bite (+15, 1d6 +5, drain 1d6 END) or +3 dagger (+18, 1d6 +5, +1d6 cold, ignores AR)

DEFENSE: dodge (+15), parry (+18)

RESISTANCE: +15, DR 10 paragon, immune to cold and poison, undead traits, see below

FORTITUDE: +15

SPECIAL: multi-attack (2 attacks per round)

SKILLS: Acrobatics (+15), Arcana (+15), Athletics (+15), Bluff (+20), Channeling (+15), Diplomacy (+20), History (+15), Insight (+20), Intimidate (+20), Lore (+15), Perception (+15), Religion (+15), Stealth (+15)

LANGUAGES: Daemonic, + five of choice

COMBAT SKILLS: Dodge (+15), Weapon (+15)

ABILITIES: DR 10 paragon, immune to cold and poison, immune to mind influencing effects, no need to eat, breathe or sleep, immune to sickness/disease, immune to critical hits, immortal (regenerate past pod), transform (drained target to vampyr), darkvision, change form (wolf, bat), regeneration 1d6/round, Fate Points (2)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), -1/-2 sunlight

SPELLS/POWERS: All Priest blessings at rank 5

EQUIPMENT: Magic armor, weapons, items and valuables all likely, greater power crystal

DESCRIPTION: Sanguine was the first undead, making a pact with the Dark One to avenge her own mortal death. She is the queen of the undead. Sanguine is among the most connected to the mortal realm of the entire Daemon race and often denies that she is actually one at all, though her pact is undeniable. Sanguine is a temptress and manipulator, she prefers others to fight her b



VEYRA, QUEEN OF THE DAEMON

VEYRA

TV: 20+
LV: 10
HF: 20
CL: Daemon
ENV: any
INI: +7
SIZE: M
MOVE: 6

AR: 6 (+3 medium armor)
HP: 145
PP: 69/40 crystal

STR: 10 (+5), **AGI:** 12 (+7), **END:** 10 (+5), **PRE:** 12 (+7)
KNO: 12 (+7), **INT:** 12 (+7), **WIL:** 12 (+7), **CHA:** 12 (+7)

ATTACK: +3 sword (+20, 1d8 +8, ignores AR) and +3 sword (+20, 1d8 +8, wounding 1hp for 1d10 rnds)
DEFENSE: dodge (+17), parry (+20)
RESISTANCE: +17, DR 10 paragon, immune to fire and poison
FORTITUDE: +15
SPECIAL: multi-attack (2 attacks per round)

SKILLS: Acrobatics (+17), Arcana (+17), Athletics (+15), Bluff (+17), Channeling (+17), Diplomacy (+17), History (+17), Insight (+17), Intimidate (+17), Lore (+17), Perception (+17), Religion (+17), Stealth (+17)
LANGUAGES: Daemonic, + five of choice

COMBAT SKILLS: Dodge (+17), Weapon (+17)

ABILITIES: DR 10 paragon, immune to fire and poison, darkvision, regeneration 1d6/round, Fate Points (2), darkness 30' radius at will

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), sunlight -1/-2

SPELLS/POWERS: All Priest blessings at rank 5

EQUIPMENT: Magic armor, weapons, items and valuables all likely, greater power crystal

DESCRIPTION: Veyra is said to have been a powerful sylvan before she was cast out with her people deep under the earth. She was the first to become Veyrn as she made a pact with the Dark One to survive the darkness and isolation of the underdark. She is not only a Daemon Queen but also a Queen to the Veyrn. She became Daemon to seek revenge on the Sylvan and the surface world and seeks to unite all of her lost children in this endeavor.



THE DAEMON PRINCES

AZAMEL

Azamel is said to possess many magical artifacts including his Daemon Armor forged by a bound Titan in the fires of Hel. The Gauntlets of Torm the Mighty are also his, gained when defeating the old god in single combat. He is also said to possess the Orb of Storms, a powerful artifact from the 1st age that can control weather on a massive scale.

Azamel controls the traditional daemon forces. His army is very large and undeniably the most dangerous army, including all types and manner of daemon and in vast quantities.

BALAR

Balar possesses very few magical artifacts, he relies more on his size and strength to defeat his enemies. It is said he possesses a belt of trophies that he won from enemies which contains many minor magical weapons and trinkets.

Balar's army consists of giants, orks and ogres. His army is larger than Azamel's in terms of size and is often the vanguard of war.

DAGON

Dagon uses a +3 artifact weapon that can become any weapon he desires, including creating ammunition for ranged weapons, he calls Morph. He also has a powerful set of armor and is a fan of magical and natural poisons and drugs he uses to influence others.

Dagon is in charge of the armies of men, which he recruits and manipulates into service. His responsibility is turning men against each other and using the darkness found within men to fight for the Daemon, often for promise of power or wealth.

GRAZA' FEL

Graza' Fel has a powerful +3 artifact staff called Aegis and armor crafted by a forgotten race of builders from the first age. He is most commonly associated with the Draconic Scrolls, however. Each is said to have the power to summon and control a specific dragon. It is unclear how many of these exist but he is famous for having spent his mortal life chasing and collecting them.

Graza' Fel controls a small army of warlocks and witches that have gained power much in the same way as he did many ages ago. He also uses small numbers of golems and other magical constructs including gargoyles, automatons and living statues. Finally he is known for his dragon army, using the Draconic Scrolls to bring hordes of the beasts out of slumber and into his control.

DAEMON PRINCES

SANGUINE

Sanguine uses a +3 dagger called Frostbite that is both a cold weapon and keen. She also has a powerful suit of light armor and is rumored to have a powerful magical artifact that resembles a small carving of an elaborate palace. When activated this artifact is said to grow into an actual palace including furniture, supplies and even servants.

Sanguine controls armies of the undead; her army is the largest of all the Daemon armies and arguably the most devastating. More powerful undead like vampyr are used as generals on down to skeleton and zombie foot soldiers.

VEYRA

Veyra possesses a pair of powerful artifact swords called Harrow and Sliver. Harrow is a wounding weapon and Sliver is keen. She also has a powerful set of armor and an enchanted hand crossbow that never runs out of ammunition. She often coats the bolts in powerful poisons.

Veyra controls armies of the Forsaken, also called the Velyn. She also uses many creatures from the underdark as her shock troops.

HEIRARCHY

6 Daemon Princes

There can only be 6 Daemon Princes



6 Daemon Knights

Each Daemon Prince has a single Champion or Daemon Knight



12 Daemon Lords

Each Daemon Prince has 2 Daemon Lords as his generals



12 Daemon Warlords

Each Daemon Lord has 2 Daemon Warlords as captains or commanders



Special Troops

These are powerful or unique creatures used as shock troops or spies



Airborne Troops

These are the valued hordes of flying soldiers



Foot soldiers

Finally there are the ground troops

DAEMON KNIGHT

TV: 18
LV: 9
HF: 16
CL: Daemon
ENV: any
INI: +4
SIZE: L
MOVE: 6 (x2)

AR: 5 (+1 heavy armor)
HP: 59
PP: 50

STR: 9 (+4), **AGI:** 9 (+4), **END:** 9 (+4), **PRE:** 9 (+4)
KNO: 9 (+4), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 9 (+4)

ATTACK: +1 weapon (+14, 1d8 +5, wounding 1hp for 1d10 rounds)
DEFENSE: dodge (+13), shield +1: parry (+16), parry riposte (16)
RESISTANCE: +13, DR 5 magic, immune to fire and poison
FORTITUDE: +13
SPECIAL: multi-attack (weapon & shield bash 1d6 +5)

SKILLS: Arcana (+13), Athletics (+13), Channeling (+13), History (+13), Insight (+13), Intimidate (+13), Lore (+13), Perception (+13), Religion (+13), Stealth (+13)

LANGUAGES: Daemonic, common, +4 of choice

COMBAT SKILLS: Dodge (+13), weapon (+13)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: select 2d6 Priest blessings at rank 4

EQUIPMENT: Magical armor, weapons and equipment likely

DESCRIPTION: The Daemon Knight is one of the most valued warriors of the six princes; each has one champion that serves him or her with absolute devotion. While the Daemon Lords are commanding troops in battle, the Daemon Knight is often used for smaller more important missions. They are often seen riding nightmare high over the battlefield with a small group of powerful allies or even alone.



DAEMON WARLORD

TV: 16
LV: 8
HF: 16
CL: Daemon
ENV: any
INI: +2
SIZE: L
MOVE: 6 (x2)

AR: 4 (heavy armor)
HP: 55
PP: 28

STR: 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 7 (+2)
KNO: 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

ATTACK: +1 weapon (+11, 1d10 +4, wounding 1 HP for 1d10 rounds)
DEFENSE: dodge (+10)
RESISTANCE: +9, DR 5 magic, immune to fire and poison
FORTITUDE: +11
SPECIAL: see below

SKILLS: Athletics (+12), History (+10), Insight (+10), Intimidate (+10), Lore (+10), Perception (+10), Religion (+10), Stealth (+10)

LANGUAGES: Daemonic, common, +4 of choice

COMBAT SKILLS: Dodge (+10), weapon (+10)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: select 2d6 Priest blessings at rank 4

EQUIPMENT: Magical armor, weapons and equipment likely

DESCRIPTION: Daemon Warlords serve their Daemon Lords as captains or commanders of vast armies of various lesser Daemon. They are equal to the Daemon Knight in rank but the Knights serve the princes directly, lending their word more weight. There is a intense rivalry between these two servants of fire. Daemon Warlords are intelligent and cruel with a strong knowledge of battle tactics and strategy.



DAEMON WITCH

TV: 16
LV: 8
HF: 16
CL: Daemon
ENV: any
INI: +2
SIZE: M
MOVE: 6



AR: 4 (spell armor)
HP: 28
PP: 46/40 (greater power crystal)

STR: 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 7 (+2)
KNO: 9 (+4), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 7 (+2)

ATTACK: fire gaze (+10, 1d8 +4, at will), spells
DEFENSE: dodge (+10)
RESISTANCE: +11, DR 5 magic, immune to fire and poison
FORTITUDE: +9
SPECIAL: see below

SKILLS: Athletics (+10), Casting (+12), Dracora (+12), History (+12), Insight (+12), Intimidate (+12), Lore (+12), Perception (+12), Religion (+2), Stealth (+10)

LANGUAGES: Daemonic, common, +4 of choice

COMBAT SKILLS: Dodge (+10)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: select any Magi or Sorcerer (fire based) spells at rank 4

EQUIPMENT: Magical armor, weapons and equipment likely

DESCRIPTION: The Daemon Witch is an unpredictable and dangerous servant of the Daemon Princes, they are difficult to control and often make decisions contrary to their prince's wishes. This causes much consternation between the two, however their powerful magic keep them in reluctant service of the various Daemon Princes. These creatures are cruel and lustful, power-hungry and lazy. They are best described as unpredictable and this perhaps makes them among the most dangerous of all the Daemon.

FIRE DAEMON

TV: 8
LV: 4
HF: 12
CL: Daemon
ENV: any
INI: +2
SIZE: M
MOVE: 6

AR: 3
HP: 20
PP: 9

STR: 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 4 (-1)
KNO: 3 (-2), **INT:** 7 (+2), **WIL:** 3 (-2), **CHA:** 4 (-1)

ATTACK: claw (+6, 1d6 +2, + 1d6 fire)
DEFENSE: dodge (+6)
RESISTANCE: +1, DR 5 magic, immune to fire and poison
FORTITUDE: +5
SPECIAL: see below

SKILLS: Athletics (+6), Intimidate (+3), Perception (+6), Stealth (+6)

LANGUAGES: Daemonic

COMBAT SKILLS: Dodge (+6)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, flame aura (sets ablaze anything in same square as the daemon, +1d6 damage touching the daemon or through his attack)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: NA

EQUIPMENT: None

DESCRIPTION: The Fire Daemon are powerful shock troops often used in the vanguard to clear a path or open a gap in the enemy's defenses. They are also used for pure destruction, burning villages and towns in the wake of their passing. There are said to be relatively vast numbers of these creatures at the princes call and they are among the favorite intimidation troops they have at their command.



HEL CAT

TV: 14
LV: 7
HF: 16
CL: Daemon
ENV: any
INI: +3
SIZE: H
MOVE: 6 (x3)

AR: 3 (natural)
HP: 80
PP: NA

STR: 11 (+6), **AGI:** 8 (+3), **END:** 11 (+6), **PRE:** 7 (+2)
KNO: 3 (-2), **INT:** 11 (+6), **WIL:** 7 (+2), **CHA:** 7 (+2)

ATTACK: claw (+10, 1d10 +6), bite (+10, 1d12 +6)
DEFENSE: dodge (+10)
RESISTANCE: +9, DR 5 magic, immune to fire and poison
FORTITUDE: +13
SPECIAL: flame breath (once/3 rounds), internal temperature

SKILLS: Athletics (+13), Nature (+13), Perception (+13), Stealth (+10)
LANGUAGES: Daemonic, common

COMBAT SKILLS: Dodge (+10)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, movement (unhindered in snow or icy conditions), flame breath (1/3 rounds, 2d8 dmg, 30' cone), internal temp (piercing or slashing weapons must save TN 16 on a hit or be damaged/melted, masterwork +4 to save, enchanted +8)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: NA

EQUIPMENT: NA

DESCRIPTION: The Helcat is a powerful combatant and natural predator. The internal temperature of this creature is so hot that it melts anything that might pierce it, it also produces a radius of warmth around it, making it an ideal member of any force fighting in extreme cold temperatures. The Helcat are more intelligent than an animal and understand Daemonic and common languages, however they are almost purely instinctual creatures and understand only the hunt and the kill.



ICE DAEMON

TV: 12
LV: 6
HF: 14
CL: Daemon
ENV: any
INI: +2
SIZE: L
MOVE: 6 (x2)

AR: 4 (ice-like hide)
HP: 47
PP: NA

STR: 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 5 (0)
KNO: 5 (0), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 5 (0)

ATTACK: weapon (+8, 1d10 +4)
DEFENSE: dodge (+8), parry (+8)
RESISTANCE: +8, DR 5 magic, immune to cold and poison
FORTITUDE: +10
SPECIAL: see below

SKILLS: Athletics (+10), Nature (+8), Perception (+8), Stealth (+8)
LANGUAGES: Daemonic, common

COMBAT SKILLS: Dodge (+8), Weapon (+8)

ABILITIES: DR 5 magic, immune to cold and poison, darkvision, movement (unhindered in snow or icy conditions)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 fire

SPELLS/POWERS: NA

EQUIPMENT: Standard arms and armor

DESCRIPTION: Ice Daemon are specialty troops used when fighting in cold environments. They are skilled warriors and survivalists. They are bred in one of the most remote of the lowest planes and summoned forth when needed. It is thought that they were created following the first Daemon War when Azamel realized his weakness when fighting in the north.



PRIMAL DAEMON

TV: 10
LV: 5
HF: 14
CL: Daemon
ENV: any
INI: +3
SIZE: L
MOVE: 6 (x2)

AR: 3 (armor)
HP: 36
PP: 14

STR: 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 6 (+1)
KNO: 5 (0), **INT:** 8 (+3), **WIL:** 5 (0), **CHA:** 5 (0)

ATTACK: claw (+8, 1d6 +3), weapon (+8, 1d8 +3)
DEFENSE: dodge (+8), parry (+8)
RESISTANCE: +4, DR 5 magic, immune to poison
FORTITUDE: +7
SPECIAL: multi-attack (2 attacks/rnd)

SKILLS: Acrobatics (+8), Athletics (+8), Nature (+8), Perception (+8), Stealth (+8)
LANGUAGES: Daemonic, sylvan, common

COMBAT SKILLS: Dodge (+8), Weapon (+8)

ABILITIES: DR 5 magic, immune to poison, darkvision, functional feet (primal daemon have primate-like feet that they can use as hands), movement (tree swinging and leaping)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane)

SPELLS/POWERS: NA

EQUIPMENT: Standard arms and armor

DESCRIPTION: Primal Daemon are hunters and soldiers specializing in the woodland realms. They are often used to infiltrate the Sylvan homelands and combat the woodland protectors. They are vicious killers but also possess the patience of hunters and make good spies and scouts. They are rumored to have been created from some unholy union of man and primate beast, a hybrid creature capable of keeping up with the Sylvan in their own realm.



THE BOUND

TV: 2

LV: 1

HF: NA

CL: Humanoid

ENV: any

INI: +0

SIZE: M

MOVE: 6

AR: 0 (or by armor type)

HP: 14

PP: 10

STR: 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 5 (0)

KNO: 5 (0), **INT:** 5 (0), **WIL:** 5 (0), **CHA:** 5 (0)

ATTACK: fist (+3, 1d6 +2), or weapon (+3, 1d8 +2)

DEFENSE: dodge (+3), parry (+3)

RESISTANCE: +0, DR 5 magic, immune to fire and poison

FORTITUDE: +0

SPECIAL: see below

SKILLS: Athletics (+3), Animal Handling (+1), Craft (+1), Nature (+1), Perception (+1), Religion (+1), Stealth (+3), Vocation (+1)

LANGUAGES: Common

COMBAT SKILLS: Dodge (+3), Weapon (+3)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: possible by type

EQUIPMENT: possible by type

DESCRIPTION: The Bound are the product of a pact made with a Daemon Prince, although they often do not know who exactly they are making the pact with. They are required to serve one time when called on in return for healing a sick relative, killing a dangerous enemy, and so on. During their time of service, one week and a day, they are given Daemon powers including +2 to physical attributes, otherwise they are simply themselves and vary widely from mostly commoners to skilled warriors or even mages. The example here is a relatively young, unskilled commoner.



SLASHER DAEMON

TV: 4
LV: 2
HF: NA
CL: Daemon
ENV: any
INI: +4
SIZE: M
MOVE: 8

AR: 2 (natural)
HP: 16
PP: 16

STR: 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 6 (+1)
KNO: 6 (+1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 6 (+1)

ATTACK: claw (+4, 1d8 +2) x 2
DEFENSE: dodge (+4)
RESISTANCE: +3, DR 5 magic, immune to fire and poison
FORTITUDE: +3
SPECIAL: multi-attack (2 attacks/rnd)

SKILLS: Acrobatics (+4), Athletics (+4), Perception (+4), Stealth (+4)
LANGUAGES: Daemonic, common

COMBAT SKILLS: Dodge (+4), Weapon (+4)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, leaping (x2 normal distance), bonus move/quickness,

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: NA

EQUIPMENT: Standard equipment

DESCRIPTION: Slasher Daemon are deadly combatants being quick and agile with razor sharp claws on four arms. They are often used to demoralize enemy troops or hunt and kill the archers and mages that hide behind the front lines. Slasher Daemon are always female in appearance and are usually encountered in large groups, though not as numerous as the foot soldiers of the Daemon armies.



SUCCUBUS

TV: 12
LV: 6
HF: NA
CL: Daemon
ENV: any
INI: +2
SIZE: M
MOVE: 6

AR: 2 (natural)
HP: 24
PP: 24

STR: 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 12 (+7)
KNO: 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 12 (+7)

ATTACK: claw (+8, 1d6 +2), weapon (+8, 1d8 +2)

DEFENSE: dodge (+8), parry (+8)

RESISTANCE: +7, DR 5 magic, immune to fire and poison, immune to mind influencing effects

FORTITUDE: +7

SPECIAL: see below

SKILLS: Acrobatics (+8), Arcana (+8), Athletics (+8), Communication (+13), Focusing (+8), History (+8), Lore (+8), Perception (+8), Perform (+13), Stealth (+8)

LANGUAGES: Daemonic, +6 of choice

COMBAT SKILLS: Dodge (+8), Weapon (+8)

ABILITIES: DR 5 magic, flight, immune to fire and poison, immune to mind influencing effects, darkvision, change form (attractive female of any humanoid race with PRE 12), death kiss (deals 1d8 damage, heals succubus same amount dealt in both health and power points and causes pleasure instead of pain, must grapple and then touch attack if unwilling target)

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: Any mystic power at rank 3

EQUIPMENT: Standard arms and armor

DESCRIPTION: Succubus are said to stem from a cursed or fallen angel that was lustful and deceitful. They are not exactly a part of the Daemon race but have long been allies and servants of the Daemon with which they found themselves exiled. They are not warriors or combatants unless cornered and most times they will simply attempt to flee. They are lustful creatures that enjoy tormenting the human race through deceit and manipulation.



WINGED DAEMON

TV: 6
LV: 3
HF: 12
CL: Daemon
ENV: any
INI: +2
SIZE: M
MOVE: 6, fly 12

AR: 3 (natural)
HP: 18
PP: NA

STR: 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 3 (-2)
KNO: 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 3 (-2)

ATTACK: claw (+5, 1d6 +2), stinger (+5, 1d8 +2)
DEFENSE: dodge (+5)
RESISTANCE: +5, DR 5 magic, immune to fire and poison
FORTITUDE: +5
SPECIAL: multi-attack (2 attacks per round, 1 claw, 1 stinger)

SKILLS: Athletics (+5), Perception (+5), Stealth (+5)
LANGUAGES: Daemonic, common

COMBAT SKILLS: Dodge (+5)

ABILITIES: DR 5 magic, immune to fire and poison, darkvision, fly 12

LIMITATIONS: Affected by holy items and spells, planar link (of another plane), x2 cold

SPELLS/POWERS: NA

EQUIPMENT: NA

DESCRIPTION: The Winged Daemon are the airborne troops of choice for Daemon Lords in battle, they are single minded and deadly. They are sometimes used as scouts or for reconnaissance but this is not their specialty. They are bred for battle and to kill. Their natural quickness and lack of self preservation make them a formidable enemy and extremely dangerous in packs.





Heroes come and go...
but **Legends** live forever!

