

## THE DAEMON LORDS

Worship of the Daemon Lords and other cults are traditionally limited to NPC's, however if your GM allows you to select one of these powerful beings as a patron there are brief listings here to help you during character creation. Some of these beings can be accurately described as gods while others may be just shy of that classification. Daemon Lords are not gods, for example, but hold vast power and almost universally desire to become gods and ascend from their cursed realms below. All followers of Daemon Lords are required to take a Pact stricture; in most cases this represents obedience in return for power.

### AZAMEL, Lord of the Daemon

Azamel is said to be the most powerful of the Daemon Lords. He is depicted as a huge monstrous humanoid with deep red skin, horns, bat-like wings and a tail. Like many of his kind, it is said he can take on a human guise as well. Followers of Azamel are required to perform blood sacrifices to appease his insatiable lust. *Devotional Ability: Daemon Claws (priest can activate powerful magical claws +1 die to unarmed combat (i.e. 1d6 to 1d8), 1 PP per round.*

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### BALAR, the Destroyer

Balar is an ancient Daemon Lord some claim was a powerful titan lord that fell from grace. He is depicted as a gigantic disfigured humanoid wielding a great two-handed bloodstone axe. He is associated with war and battle and is called the destroyer of lives. Followers of Balar rank among giants and men and they are all expected to seek glory in the defeat of their enemies. *Devotional Ability: Combat Style (priest gains +1 to damage when using a two-handed weapon of any kind)*

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### VEYRA, the Daemon Queen

Veyra is called the Daemon Queen and is the patron of the forsaken. She is associated with darkness, betrayal and envy. It is said it is only through her divine influence that the cast out sylvan managed to survive the harsh realm of the underdark. She is depicted as a beautiful ivory skinned sylvan woman with dark hair and pale amber colored eyes. Veyra requires daily prayer from her followers. *Devotional Ability: Blood Debt (priest gains a +1 to hit and damage against all fey races)*

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### SANGUINE, Blood Matron

Sanguine is called the Blood Matron and is said to be the mother of the Vampyr race. It is said she was once only a succubus but through her devious machinations she was able to seduce and corrupt a powerful mortal during the first age and using blood magic, created the first Vampyr. Since this time she has risen to great power. She is depicted as a pale skinned woman of exquisite beauty with dark hair and red eyes. *Devotional Ability: Blessing of Sanguine (Priests of Sanguine do not suffer blood loss after a wound, in effect their wounds regenerating. Only purposefully dealing over 2xHP will kill them.)*

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### DAGON, the Vile

Dagon is the Daemon Lord of deception, plots and murder. He is the patron of changelings and it is said that no living being has even seen his true form. Dagon is thought to possess a powerful artifact from the first age that allows him to freely travel to the mortal realms and he has been hiding among men for ages, though there is no proof to substantiate these claims. *Devotional Ability: Clear Mind (priest gains +4 to resist any form of mental attack or influence)*

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### GRAZA' FEL, Warlock Lord

Graza' Fel is the Daemon Lord of Knowledge and Dark Magic. He is the patron of Warlocks and Witches. Graza' Fel is thought to be one of the most dangerous of the Daemon Lords as he is said to possess great intelligence and resourcefulness. It is also said that the other Daemon Lords often seek counsel from him, thereby giving him influence over all of them. Graza' Fel is most often depicted as a relatively small daemon man with subtle daemonic features. Priests of this daemon lord are expected to recruit warlocks and witches whenever possible and entice them with the promise of great power through a simple pact made with the Warlock Lord. *Devotional Ability: Magic Ability (priest can learn one Magi spell per character level)*