

Holy Lands

The Dark Ages

Devil Hunter's Manual

For the Light Edition

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"Then He called His twelve disciples together and gave them power and authority over all the demons, and to cure diseases."

Luke 9:1

With very special thanks to Kenny, Bryan, Dominic, Eli, Chris, and Nathan for their countless hours of help in getting these creepy things together.

And of course, Scribble & Scratch, the artists extraordinaire from Colorado, for bringing these terrible things to life...or death...or undeath...or whatever. Sorry for the nightmares from having to create monsters day and night!

God Bless You All For Your Efforts

This manual requires the Holy Lands Light Edition game manual for use

Cover Art: "Who's Next?!" by Gabe Hernandez

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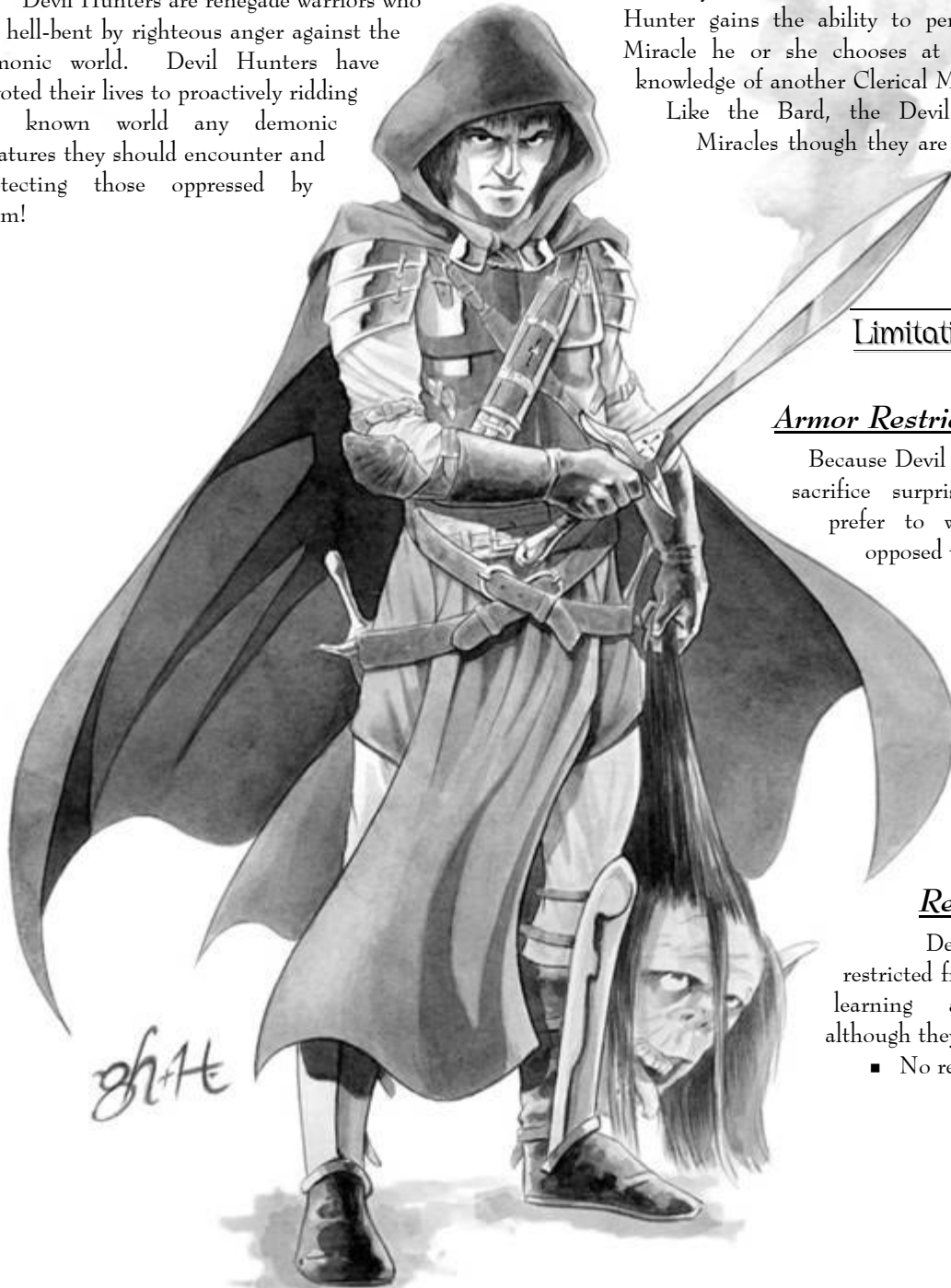
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The Devil Hunter

"I feel some sympathy, for the demon that must die by my sword today will undoubtedly try to fight."

Playing the Devil Hunter

Devil Hunters are renegade warriors who are hell-bent by righteous anger against the demonic world. Devil Hunters have devoted their lives to proactively ridding the known world any demonic creatures they should encounter and protecting those oppressed by them!



Advantages

Special Miracle Abilities

If you choose the *Miracles: Clerical Skill*, your Devil Hunter gains the ability to perform any one Clerical Miracle he or she chooses at Level 1, and add the knowledge of another Clerical Miracle at each new level. Like the Bard, the Devil Hunter can perform Miracles though they are not a Clergy Character Class.

Limitations

Armor Restrictions

Because Devil Hunters do not want to sacrifice surprising their prey, they prefer to wear lighter armor as opposed to any metal armor.

- Improved leather armor max
- No helm

Weapon Restrictions

Devil Hunters are not restricted from using and therefore learning any Weapon Skill, although they are limited at Level 1.

- No restrictions

The Devil Hunter

Creating the Devil Hunter

Attribute Requirements

Strength: 7
Wisdom: 5

Life and Faith

Life: $2d6^{(GE)} + (\textit{Strength} + \textit{Endurance} + \textit{Wisdom})$
Faith: $1d4^{(GE)} + (\textit{Patience})$

Gifts

Demonology
Nightvision
Sneak
Sorcery Studies
W.S. Combat Arms

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Camp
Empower Crucifix
Food Works
Light Sleep
Miracles: Clerical (choose only one per level)
Political Science
Preach
Profile Area
Read/Write
Sacred Studies
Signaling
Speak Ancient Languages
Track
Trap Works
Weaponry

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Hand to Hand
W.S. Missiles
W.S. Thrown

Initial Equipment

Broadsword (2d10 Damage)
Tunic (AP: Chest; DEF: +1)
Hooded Cloak
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Sleeping blanket, small pack, candle
Pouch of 2d6 Gold, 1d6 Silver
2d6 Food Rations

Progressing the Devil Hunter

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,170
3.	2,510
4.	4,190
5.	6,380
6.	9,250
7.	12,970
8.	17,710
9.	23,640
10.	30,930
11.	39,750
12.	50,270
13.	62,660
14.	77,090
15.	93,730

Life and Faith

Add the following to the Devil Hunter's *Life* and *Faith* upon reaching each new level:

Life: $+1d6^{(GE)}$
Faith (without *Miracles: Clerical Skill*): +1
Faith (possesses *Miracles: Clerical*): $+1d4^{(GE)}$

Fighting Demons

Use the following guidelines to understand the demons' behaviors, motivations, and statistics.

Life

Life is the amount of Damage the demon can sustain before being finally dead. Listed next to the *Life* is the demons' difficulty rank: Lesser, Greater, or Advanced, which help in determining their difficulty to kill. Undead demons have a weakness to Holy Weapons, which cause Double Damage to these opponents.

Weapon Skills

A demon's Weapon Skills determine which weapons the demons are using to *Attack* and therefore which Weapon Skills the characters must use to *Dodge* and *Defend* against. Demons are not limited to these Weapon Skills when dodging and defending.

Combat Bonuses

A demon's Combat Bonuses are added to each Combat action the demon performs with the exception of some Damage Rolls (see "Weapons:" for details). The demon receives these Bonuses regardless of which Weapon Skill it is using against an opponent.

Weapons

The weapons listed in this section of the demon's profile tell you which weapons the demons can use. The weapons in this listing that are already modified with a plus number to Damage (typically magic attacks) do not receive the Damage Bonus from the above Combat Bonuses section. However, those weapons that indicate "+ poison" do receive the above Damage Bonuses plus a poison Damage.

AtR

Like the characters, AtR determines how many times the demon can *Attack* in a Round, and therefore how many times a it can *Dodge* or *Defend* in a Round. See page 12 of the *Light Edition Game Manual* for details.

DEF

The demon's *Defense* indicates the number the characters must roll above in order to hit the monster. See the *Light Edition Game Manual* page 68 for details. The Rac may increase this number accordingly if he or she determines

the demon may be wearing either more armor or more improved armor.

Height and Weight

The height and weight simply indicate how tall and heavy the average demon is for that specie. However, the Rac may diversify the sizes of individual monsters.

Special Attributes

The demons' Special Attributes indicate key Attributes that the average demon of that species possesses. Typically, a demon may be low in *Intellect* and *Wisdom*, but high in *Strength* or *Agility*. Nevertheless, the Rac may modify non-Special Attributes to allow a more intelligent or a more patient type of that demon, for example.

Special Abilities

The demon's Special Abilities indicate key Abilities that the average demon of that specie possesses. Nevertheless, the Rac may modify non-Special Abilities to allow a more perceptive demon or one that is exceedingly good at searching out hidden things, for example.

Exceptional Skills

A demon can have many of the Skills that characters can have; and like characters, demons are more proficient with certain Skills (typically in the areas of the senses) and less proficient with others. In the area of senses (*HP Skills* and *Nightvision*), a demon's Bonuses typically correspond to a 10-foot area of distance per Proficiency Bonus in which the demon can use the Skill. Therefore, a demon with a HP: Scent Skill of +8, for example, would be able to detect and find a presence within about 80 feet by their sense of smell, etc.

Saving Throws

The Saving Throw listing describes the particular demon's ability to resist holy power; however, the demon may be equally resistant to other Saving Throw affects (such as magic and Death) if the Rac sees fit. Demons by nature are immune to poisons of all type, since their very blood is a foul poison, this gives all demons the *Standard* level of Saving Throws. For demons' other Saving Throw numbers, see page 7 of the *Light Edition Game Manual*.

EXP Value

The EXP Value indicates how many points of Experience characters gain for ridding the earth of the particular demon. Once the demon is killed, the characters responsible for its death receive the total EXP divided accordingly among them. The character who damaged it the most or contributed the most to the demise of the demon should receive the highest percentage of the monster's EXP value, and so on. The Rac may distribute up to half the demon's EXP value among involved characters if the demon escapes alive but the characters have successfully thwarted its evil plan.

Spoken Language

A demon having an available language to communicate does not mean that the demon is in the mood for talking, especially to humans, or that they even have any social skills. A demon's primary way of communicating is always to deliver death, but if they must speak, they will speak via their Spoken Language.

Weakness

Demons may have a weakness that causes them Double Damage when injured with the particular weapon or power, such as a Holy Weapon against an undead, or it can have one that depletes its *Life* by being exposed to it (i.e. sunlight).

For the Rac: If the scenario allows, work in a 2d6g reward for each demon slain to help fund the cause of demon slaying. You can always have the demon wearing a ring or pendant, or carrying a jewel worth 2d6g if actual gold pieces are unrealistic.

It is up to the Rac how to play some of these weaknesses, which may vary from demon to demon.

Immunity

A demon's standard Immunity is against poisons of all types. Since a demon's very blood is a foul poison, poisons cause no Damage to demons. Further, some demons have more immunities to other elements, such as fire, depending on the elements that make up the demon.

Behavior

The Behavior listing describes the demon's typical manners of conduct and may give further insight into its magic abilities and Skill-using abilities. The Rac should stick pretty close to these behaviors to keep consistency, but the characters may encounter a demon with very different mannerisms than others of its species...

Magic Abilities

This section of the demon's profile lists the demons spellcasting abilities. All magic abilities are inherent to the demon and do not require the demon to speak in order to cast the spell. However, there may be some limitations in the power of the spell depending on the difficulty level of the demon.

Random Encounters

Roll for random demons- modify the number of opponents according to the desired level of difficulty.

Lesser Demons

(Roll a d10)

1. 3d4 Imps
2. 2d6 Gremlins
3. 1d4+1 Hell's Minions
4. 1d4+2 Skeletons
5. 1d8 Kryn
6. 1d6 Shadow Devils
7. 1d4+1 Hell Hounds
8. 1d6+1 Zombies
9. 1d4 Ash Zombies
10. 1 Glass Golem per 2 characters

Greater Demons

(Roll a d12)

1. 1d4 Phantoms
2. 2 Tree Bilk
3. 1d4 Arch Weapons
4. 2 Ghouls
5. 1d4 Gargoyles
6. 2 Grimwolves
7. 2 Vampires
8. 2 Cyclops
9. 1d4 Ogres
10. 1 Manticores
11. 1d4 Minotaurs
12. 1d4 Skeletons riding Darkhorses

Advanced Demons

(Roll a d12)

1. 2 Bolo Monsters
2. 2 Wraiths
3. 1 Cave Crawler
4. 1 Death Knight
5. 2 Wyvern
6. 1 Dragon Walker
7. 1 Fiend
8. 2 Stone Golems
9. 1 Manticores
10. 1 Wraith Knight
11. 1 Dragon
12. 1 Marsh Serpent

Demonic Sorcery

Earthen Climb

This magic ability allows the monster to quickly climb up through the surface of the earth up to 6 feet per Round. This magic ability does not allow the demon to burrow downward into the earth as fast; only upward until reaching the surface.

Eye Beam

This magic ability allows the demon to shoot a damaging bolt of energy from its eyes. The eye swells with energy before releasing. It automatically hits its target within 50 feet for full Damage unless the victim rolls 18 or higher to *Dodge* (versus *W.S. Missiles*) or *Defend* (with *W.S. Shield Play* only) or Saves versus Spells, causing only half Damage.

Call Lightning

This magic ability allows the demon to control a damaging charge of electricity above the target's head, which automatically hits the victim (the victim must be within 100 feet). The lightning causes full Damage unless the victim Saves versus Spells, causing only half Damage.

Fire Breath

This magic ability allows the demon to breathe flames that sweep across an area for 1 Round. Along with the character taking Damage, all nearby opponent's Rounds are disrupted and they must protect themselves from the attack with a *Dodge* or *Defend* versus Thrown.

Fire Burst

This magic ability allows the demon to explode in smoldering fire when struck by an opponent, causing Damage to anyone within 10 feet.

Giant Leap

This magic ability allows the monster to jump and land on its feet (up to 3 times its height high and up to 5 times its height long).

Glass Shards

This magic ability allows the monster to throw two glass shards from its hands as a Thrown weapon. Both shards count as an *Attack* and therefore use 2 simultaneous *Attack* Rolls. The opponent can only make one *Dodge* Roll however, which must best both *Attacks* to avoid being hit.

Otherwise, the shards with higher *Attack* Rolls than the *Dodge* Roll hit and cause Damage.

Life Return

This magic ability allows the demon to regain Life equal to half the amount of Damage it caused its opponent with its last successful *Attack*.

See the Unseen

This magic ability allows the demon to see any person or object that is invisible or supernaturally cloaked.

Shadow Travel

This magic ability allows the demon to travel along the ground as a smoky shadow unable to be harmed or harm another by physical means. However, Miracles can harm the demon while in this state.

Shape Change

This magic ability allows the monster to take on the shape and physical attributes of a vampire bat or black cat.

Shattering Blow

This magic ability allows the monster to destroy an opponent's normal (non-holy) weapon, armor, or shield by striking it with their weapon.

Spirit Drift

This magic ability allows the monster to float just above the ground or to any height without needing to touch the ground. It also causes the floating demon to fly backward up to 5 feet whenever struck by an opponent. This ends the current Combat Round for any character using hand weapons (not missile or thrown weapons) against the demon.

Teleport

This magic ability allows the monster to immediately disappear from their current physical location and reappear 1 Round later at any other physical location within the range.

Wall Crawl

This magic ability allows the demon to crawl on all fours along walls and the ceiling without losing any speed, as if it were crawling on the ground.

Arch Weapons



Life: 43+2d8 [Greater Demon]

Weapon Skills: Combat Arms

Combat Bonuses: Advantage: +4; Attack: +4;
Dodge: +4; Defend: +4; **Damage:** +5

Weapons (Damage): Various Bladed Weapons (2d10-2d12)

AtR: 3 (for 2d10-Damage weapons) or 2 (for 2d12 weapons)

DEF: 11 (naturally)

Height: varies **Weight:** varies

Special Attributes: Agility: 9; Speed: 12

Special Abilities: Perception: 3

Exceptional Skills: Nightvision: +10

Saving Throw Bonuses: +4 versus Miracles

EXP Value: 435 Experience each

Spoken Language: Mauthren (demonic language)

Weakness: None

Immunity: Fire, Poisons, and regular (non-Holy or non-magical) weapons (all cause no Damage)

Behavior: Arch Weapons are demonically embodied weapons that greater demons typically send to destroy approaching enemies' material weapons and armor (and hopefully their enemies, too). These weapons are quick and invincible against normal weapons.

Magic Abilities: Spirit Drift, Shattering Blow; See the Unseen (all constant)

Ash Zombies



Life: 20+2d6 [Lesser Undead (note Weakness below)]

Weapon Skills: Hand to Hand (claws)

Combat Bonuses: Advantage: +5; Attack: +5;
Dodge: +5; Defend: +5; **Damage:** +7

Weapons (Damage): Claws (2d10) or Fire Burst (3d8)

AtR: 1 (+ Fire Burst)

DEF: 4 (naturally)

Height: up to 5 feet tall **Weight:** unknown

Special Attributes: Agility: 7; Speed: 9

Special Abilities: Perception: 5

Exceptional Skills: Nightvision: +3

Saving Throw Bonuses: +3 versus Miracles

EXP Value: 285 Experience each

Spoken Language: Qu'arth (primitive demonic language)

Weakness: Holy Weapons cause Double Damage

Immunity: Fire (neither natural nor supernatural fire causes any Damage) and Poisons (causes no Damage)

Behavior: Ash Zombies rise from their grave smoldering aflame and can sprint for their prey. They can rise simultaneously in a small group surrounding their victims and converge on them from multiple directions.

Magic Abilities: Earthen Climb; Fire Burst; See the Unseen (constant)

Bolo Monsters



Life: 169+2d10 [Advanced Demon]
Weapon Skills: Combat Arms; Hand to Hand; Thrown
Combat Bonuses: Advantage: +4; Attack: +4;
Dodge: +4; Defend: +4; **Damage:** +10
Weapons (Damage): Great spear (6d6), or fist (3d6)
AtR: 2
DEF: 5 (naturally)

Height: 10 feet tall **Weight:** up to 700 pounds
Special Attributes: Agility: 6; Speed: 7; Strength: 35
Special Abilities: Climb: 3; Perception: 5
Exceptional Skills: Nightvision: +8; Heightened Sight,
Scent, and Hearing: +6; Grapple: +5
Saving Throw Bonuses: +7 versus Miracles & Holy Items
EXP Value: 700 Experience each

Spoken Language: Mauthren (demonic language)

Weakness: None

Immunity: Standard

Behavior: These lumbering giants can be deceptively fast in combat and are surely powerful if they hit their target victim. They will not back down from most combat challenges but will more often than not attempt to flee if they begin to lose the upper hand in the mix.

Magic Abilities: See the Unseen (constant)

Cave Crawlers



Life: 148+2d10 [Advanced Demon]
Weapon Skills: Hand to Hand (bite and claws)
Combat Bonuses: Advantage: +3; Attack: +3;
Dodge: +3; Defend: +3; **Damage:** +7
Weapons (Damage): Slicing arms (3d8), or bite (4d8)
AtR: 2 (with slicing arms) or 1 (with bite)
DEF: 12 (naturally)

Height: 6 feet tall/10 feet long **Weight:** up to 600 pounds
Special Attributes: Agility: 8; Speed: 10; Strength: 30
Special Abilities: Perception: 3
Exceptional Skills: Nightvision: +10; Heightened Sight,
Scent, and Hearing: +9
Saving Throw Bonuses: +7 versus Miracles
EXP Value: 750 Experience each

Spoken Language: None

Weakness: None

Immunity: Standard

Behavior: As their name implies, these large monsters spend their time roaming about in the underdark in search of meat and fresh blood. They fear nothing and answer to nothing.

Magic Abilities: See the Unseen (constant)

Cyclops



Life: 83+2d8 [Greater Demon]
Weapon Skills: Combat Arms; Hand to Hand; Shield Play; Thrown
Combat Bonuses: Advantage: +6; Attack: +6; Dodge: +6; Defend: +6; **Damage:** +8
Weapons (Damage): Large Swords (2d12), fist (2d6), Eye Beam (3d6), or shield (2d6)
AtR: 2 (with Eye Beam) or 1 (weapon or fist)
DEF: 3 (naturally) or 8 (with leather armor)

Height: 7 feet tall **Weight:** up to 250 pounds
Special Attributes: Agility: 9; Speed: 10; Strength: 12
Special Abilities: Perception: 3; Jump: 3
Exceptional Skills: Nightvision: +10; Grapple: +9; HP: Scent: +8
Saving Throw Bonuses: +5 versus Miracles & Holy Items
EXP Value: 560 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: None
Immunity: Standard
Behavior: Cyclops are ruthless man hunters who are often commissioned as bounty hunters to destroy certain humans for various reasons.
Magic Abilities: Eye Beam, Shattering Blow; See the Unseen (all constant)

Darkhorses



Life: 110+2d10 [Greater Demon]
Weapon Skills: Kick Attack (front and rear hooves); Hand to Hand (head butt)
Combat Bonuses: Advantage: +7; Attack: +7; Dodge: +7; Defend: +7; **Damage:** +6
Weapons (Damage): Front hooves (2d6), rear kick (3d8), head butt (3d8), or bite (2d8 + poison), bite poison (3d8+3 at 1 point of Damage per Round or half if Saved vs. Poison)
AtR: 2 (front hooves) or 1 (rear kick, bite, and head butt)
DEF: 4 (naturally)

Height: 6 feet tall at shoulders **Weight:** up to 600 pounds
Special Attributes: Strength: 16; Speed: 16 (22 for flight); Agility: 8
Special Abilities: Perception: 3
Exceptional Skills: Nightvision: +12; Heightened Senses (all): +13
Saving Throw Bonuses: +6 versus Miracles & Holy Items
EXP Value: 660 Experience each

Spoken Language: None
Weakness: None
Immunity: Standard
Behavior: Darkhorses are typically the evil steeds that skeletons and other lighter demons use to ride into a battle. They are extremely obedient to any demonic host that commands them, finding a master with most any demon. Nevertheless, they only love to eat to humans.
Magic Abilities: See the Unseen (constant)

Death Knights



Life: 189+2d10 [Advanced Demon]
Weapon Skills: Combat Arms; Thrown; Shield Play
Combat Bonuses: Advantage: +7; Attack: +7;
Dodge: +7; Defend: +7; **Damage:** +11
Weapons (Damage): Great Flail (3d10; Range: 20 feet),
fist (3d6); shield (2d8)
AtR: 2 (+ Shield Bash)
DEF: 16 (always armored)

Height: 8 feet tall **Weight:** up to 400 pounds
Special Attributes: Strength: 20
Special Abilities: Perception (sight only): 6 (nearly deaf)
Exceptional Skills: Nightvision: +10
Saving Throw Bonuses: +8 versus Miracles & Holy Items
EXP Value: 800 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: Holy Weapons cause Double Damage
Immunity: Standard
Behavior: The Death Knight is a powerful demon in the physical embodiment of a heavily armored spirit. Without the magic armor, there is no Death Knight and vice versa. However, the pieces cannot be separated by normal means.
Magic Abilities: See the Unseen (constant); Shattering Blow

Dragons



Life: 293+2d10 [Advanced Demon]
Weapon Skills: Hand to Hand (claws and bite), Thrown
(for Fire Breath)
Combat Bonuses: Advantage: +11; Attack: +11;
Dodge: +11; Defend: +11; **Damage:** +12
Weapons (Damage): Bite (3d12), claws (3d8), Call
Lightning (4d6+10), or Fire Breath (4d8+8)
AtR: 3 (with claws), 2 (with bite), or 1 (with Fire Breath)
DEF: 12 (naturally tough skin)

Height: 15 feet tall/50 feet long **Weight:** to 1,000 pounds
Special Attributes: Strength: 30; Speed: 17 (42 for flight);
Agility: 16; Intellect: 12
Special Abilities: Perception: 2; Search: 2; Climb: 2
Exceptional Skills: Heightened Senses (all): +12;
Nightvision: +12; Grapple: +10
Saving Throw Bonus: +12 versus Miracles & Holy Items
EXP Value: 975 Experience each

Spoken Language: All languages
Weakness: None
Immunity: Standard
Behavior: Dragons stalk the mountains' underdark and lie in wait for tasty prey. They are cunning and aggressive. Their servants worship them with hoarded treasure, which dragons protect to their death. They are extremely rare.
Magic Abilities: See the Unseen (constant); Wall Crawl; Fire Breath, Call Lightning (10 charges per day)

Dragon Walkers



Life: 222+2d10 [Advanced Demon]
Weapon Skills: Hand to Hand (bite); Kick Attack (tail whip); Thrown (Fire Breath)
Combat Bonuses: Advantage: +5; Attack: +5; Dodge: +5; Defend: +5; **Damage:** +8
Weapons (Damage): Bite (4d8), Fire Breath (4d8+2), or tail whip (3d6)
AtR: 2 (with tail whip) or 1 (with bite or Fire Breath)
DEF: 12 (naturally tough scales)

Height: 5 feet tall/25 feet long **Weight:** up to 900 pounds
Special Attributes: Agility: 9; Speed: 10
Special Abilities: Perception: 3; Hide: 3; Balance: 2; Jump: 2
Exceptional Skills: Heightened Sight, Scent, and Hearing: +12; Nightvision: +11; Bounding: +8
Saving Throw Bonuses: +9 versus Miracles & Holy Items
EXP Value: 850 Experience each

Spoken Language: Qu'arth (primitive demonic language)
Weakness: None
Immunity: Standard
Behavior: Dragon Walkers muscle around dark caverns and other underground dwellings in search of anything that will make a meal, which is anything made of meat and blood. They hate everything and have no loyalties to anyone or anything. Devils often try to capture the dragon walkers to harness their deadly aggression to protect something or some location.
Magic Abilities: See the Unseen; Giant Leap; Fire Breath (Range: 30 feet);

Fiends



Life: 181+2d10 [Advanced Demon]
Weapon Skills: Hand to Hand (claws); Kick Attack (stinger); Thrown (Fire Breath)
Combat Bonuses: Advantage: +10; Attack: +10; Dodge: +10; Defend: +10; **Damage:** +10
Weapons (Damage): Claw (4d6), bite (4d8), Fire Breath (4d8+5), or stinger attack (3d6 + poison); stinger poison (3d8+6 at 1 point of Damage per Round or half if Saved against)
AtR: 3 (with claws or weapon) or 1 (with stinger attack or Fire Breath)
DEF: 10 (naturally tough skin)

Height: 15 feet tall/40 feet long **Weight:** up to 900 pounds
Special Attributes: Agility: 9; Speed: 12 (36 for flight)
Special Abilities: Perception: 3; Hide: 3; Balance: 2; Jump: 2
Exceptional Skills: Heightened Sight, Scent, and Hearing: +12; Nightvision: +11; Grapple: +10
Saving Throw Bonuses: +10 versus Miracles
EXP Value: 875 Experience each

Spoken Language: None
Weakness: None
Immunity: Standard
Behavior: These monsters are death incarnate; cunning, ruthless, and one of the most deadly of all demons.
Magic Abilities: See the Unseen; Teleport (Range: 100 feet); Fire Breath (Range: 40 feet);

Gargoules



Life: 81+2d8 [Greater Demon]
Weapon Skills: Combat Arms, Hand to Hand; Thrown
Combat Bonuses: Advantage: +4; Attack: +4;
Dodge: +4; Defend: +4; **Damage:** +5
Weapons (Damage): Stone club or other large weapon (3d8)
or claws (3d6)
AtR: 2
DEF: 6 (naturally)

Height: 7 feet tall **Weight:** up to 200 pounds
Special Attributes: Agility: 9; Speed: 9 (18 for flight)
Special Abilities: Perception: 3
Exceptional Skills: Heightened Sight, Scent, and
Hearing: +9; Nightvision: +8
Saving Throw Bonuses: +4 versus Miracles & Holy Items
EXP Value: 485 Experience each

Spoken Language: Mauthren (demonic language)

Weakness: None

Immunity: Standard

Behavior: Gargoules are vicious, cunning, and aggressive.

They fight with cunning war strategies when in groups; using frequent flight retreats to regroup and hopefully regain advantage. However, they never retreat in defeat; they will fight to the death at all costs.

Magic Abilities: See the Unseen (constant)

Ghouls



Life: 60+2d8 [Greater Undead (note Weakness below)]
Weapon Skills: Hand to Hand; Thrown
Combat Bonuses: Advantage: +7; Attack: +7;
Dodge: +7; Defend: +7; **Damage:** +5
Weapons (Damage): Claw (2d8 + poison), bite (3d6 +
poison), claw and bite poison (3d8+3 at 1 point of
Damage per Round or half if Saved vs. Poison)
AtR: 2 (claws) or 1 (bite)
DEF: 3 (with tattered robes)

Height: 6 feet tall **Weight:** up to 125 pounds
Special Attributes: Agility: 9; Speed: 8
Special Abilities: Perception: 3; Jump: 3
Exceptional Skills: Nightvision: +8; Heightened
Scent: +8

Saving Throw Bonuses: +4 versus Miracles

EXP Value: 460 Experience each

Spoken Language: Mauthren (demonic language)

Weakness: Sunlight, Holy Weapons cause Double Damage

Immunity: Standard

Behavior: Ghouls are undead fiends that feed on the corpses of dead people and animals. They wander the night sniffing out the recent dead, or will make new corpses if they have to.

Magic Abilities: See the Unseen (constant)

Glass Golems



Life: 32+2d6 [Lesser Demonic Construct]
Weapon Skills: Hand to Hand; Kick Attack; Thrown
Combat Bonuses: Advantage: +5; Attack: +5;
Dodge: +5; Defend: +5; **Damage:** +4
Weapons (Damage): Glass Shards (2 x 1d8), claw (2d6), or
kick (3d6)
AtR: 2 (shards thrown) or 1 (with kick or claw)
DEF: 5 (naturally)

Height: 4.5 feet tall **Weight:** up to 75 pounds
Special Attributes: Agility: 9; Speed: 7
Special Abilities: Perception: 3; Jump: 3
Exceptional Skills: Heightened Sight: +9;
Nightvision: +8
Saving Throw Bonuses: +3 versus Miracles & Holy Items
EXP Value: 310 Experience each

Spoken Language: None

Weakness: None

Immunity: Standard

Behavior: Glass Golems hide in open portals as stained glass windows and spring to action when approached. Though they appear to be made of natural stained glass shards, Glass Golems are supernaturally reinforced, giving them a higher Life.

Magic Abilities: Giant Leap; Glass Shards

Gremlins



Life: 4+2d4 [Lesser Demon]
Weapon Skills: Hand to Hand; Thrown
Combat Bonuses: Advantage: +2; Attack: +2;
Dodge: +2; Defend: +2; **Damage:** +1
Weapons (Damage): Claws (1d8), bite (2d6), or throwing
stone (1d8)
AtR: 1
DEF: 2 (naturally)

Height: 2 feet tall **Weight:** up to 25 pounds
Special Attributes: Agility: 8; Speed: 7
Special Abilities: Balance: 5
Exceptional Skills: Nightvision: +5; Heightened Sight,
Scent, and Hearing: +3
Saving Throw Bonuses: +2 versus Miracles
EXP Value: 110 Experience each

Spoken Language: Qu'arth (primitive demonic language)

Weakness: None

Immunity: Standard

Behavior: Gremlins are feisty, mean, and aggressive, even among their own kind. They are impulsive creatures that lack the ability to reason and act rationally.

Magic Abilities: Wall Crawl; Giant Leap; See the Unseen (all constant)

Grimwolves



Life: 95+2d10 [Greater Demon]
Weapon Skills: Hand to Hand (bite and claws)
Combat Bonuses: Advantage: +5; Attack: +5;
Dodge: +5; Defend: +5; **Damage:** +5
Weapons (Damage): Bite (3d6 + poison), claw (2d6 +
poison), poison bite and claw (3d8+3 at 1 point of
Damage per Round or half if Saved vs. Poison)
AtR: 1
DEF: 6 (naturally)

Height: 4 feet tall/7 feet long **Weight:** up to 200 pounds
Special Attributes: Agility: 10; Speed: 14
Special Abilities: Jump: 3; Perception: 4
Exceptional Skills: Nightvision: +10; Heightened Sight,
Scent, and Hearing: +9
Saving Throw Bonuses: +4 versus Miracles & Holy Items
EXP Value: 510 Experience each

Spoken Language: None (howls and growls only)
Weakness: None
Immunity: Standard
Behavior: Unlike natural wolves, a grimwolf hunts alone or
at best in a small pack spread across a wide area. They do
not get along well with others of their kind unless the
reward is plenty of fresh kill of their prey.
Magic Abilities: Giant Leap (constant); See the Unseen
(constant)

Hell Hounds



Life: 40+2d8 [Lesser Undead (note Weakness below)]
Weapon Skills: Hand to Hand (claw and bite)
Combat Bonuses: Advantage: +3; Attack: +3;
Dodge: +3; Defend: +3; **Damage:** +2
Weapons (Damage): Bite (3d6) or claw (2d6)
AtR: 1
DEF: 3 (naturally)

Height: 3 feet tall/4 feet long **Weight:** up to 95 pounds
Special Attributes: Agility: 8; Speed: 12
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Heightened Senses (all): +9;
Nightvision: +8
Saving Throw Bonuses: +3 versus Miracles & Holy Items
EXP Value: 235 Experience each

Spoken Language: none (howls and growl only)
Weakness: Holy Items cause Double Damage
Immunity: Standard
Behavior: Hell Hounds are ghostly undead hounds that
protect their master's space. Hell Hounds use their
heightened senses to track their prey according to their
master's will.
Magic Abilities: Shadow Travel (no limitations); See the
Unseen (constant); Giant Leap

Hell's Minions



Life: 9+2d8 [Lesser Demon]
Weapon Skills: Combat Arms; Hand to Hand
Combat Bonuses: Advantage: +2; Attack: +2;
Dodge: +2; Defend: +2; **Damage:** +2
Weapons (Damage): Spear (2d12) or claw (2d6)
AtR: 1
DEF: 2 (naturally)

Height: 5.5 feet tall **Weight:** up to 95 pounds
Special Attributes: Agility: 7; Speed: 6 (x 3 for flight)
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Nightvision: +8; Heightened Sight
and Hearing: +5
Saving Throw Bonuses: +2 versus Miracles
EXP Value: 135 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: None
Immunity: Standard
Behavior: Hell's Minions typically fly around places known
to be inhabited by evil creatures. They are usually on
watch unless ordered to fly out on an evil errand for their
demonic master.
Magic Abilities: See the Unseen (constant)

Imps



Life: 8+2d4 [Lesser Demon]
Weapon Skills: Hand to Hand; Thrown
Combat Bonuses: Advantage: +1; Attack: +1;
Dodge: +1; Defend: +1; **Damage:** +1
Weapons (Damage): Claws (1d6), bite (1d8), or throwing
stone (1d6)
AtR: 1
DEF: 2 (naturally)

Height: 3 feet tall **Weight:** up to 40 pounds
Special Attributes: Agility: 7; Speed: 6
Special Abilities: Balance: 5
Exceptional Skills: Nightvision: +3; Heightened Sight
and Hearing: +5
Saving Throw Bonuses: +2 versus Miracles & Holy Items
EXP Value: 85 Experience each

Spoken Language: Qu'arth (primitive demonic language)
Weakness: None
Immunity: Standard
Behavior: Imps are obnoxious, rambunctious, and
constantly active. They constantly clamor around in
groups aimlessly following each other to no sensible
destination. They seek to worship and do the bidding of
larger and more powerful demons.
Magic Abilities: Wall Crawl; Giant Leap (both constant)

Kryn



Life: 13+2d8 [Lesser Demon]
Weapon Skills: Combat Arms; Hand to Hand; Thrown
Combat Bonuses: Advantage: +3; Attack: +3;
Dodge: +3; Defend: +3; **Damage:** +3
Weapons (Damage): Broadsword (2d10) or staff (1d12);
Call Lightning (3d6+3; for Kryn mages only)
AtR: 1
DEF: 4 (with robe)

Height: 4.5 feet tall **Weight:** up to 120 pounds
Special Attributes: Agility: 7; Speed: 8
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Nightvision: +6; Heightened
Scent: +5; Heightened Sight: +4
Saving Throw Bonuses: +2 versus Miracles & Holy Items
EXP Value: 185 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: None
Immunity: Standard
Behavior: Kryn are faithful cult servants of dragons and devils. They regularly perform elaborate cultic rituals, which sometimes require killing human or animal sacrifices in honor and worship of their masters.
Magic Abilities: Call Lightning (for Kryn mage only), up to 7 charges per day at 1 per Round maximum

Manticores



Life: 107+2d6 [Greater Demon]
Weapon Skills: Hand to Hand (claws and bite); Kick
Attack (tail whip)
Combat Bonuses: Advantage: +6; Attack: +6;
Dodge: +6; Defend: +6; **Damage:** +6
Weapons (Damage): Tail whip (2d8 + poison), tail poison
(3d8+3 at 1 point of Damage per Round or half if Saved
vs. Poison), claw (3d6), or bite (3d8)
AtR: 2 (with claws or tail whip) or 1 (with bite)
DEF: 6 (naturally)

Height: 4 feet tall/12 feet long **Weight:** up to 300 pounds
Special Attributes: Strength: 15; Speed: 14; Agility: 8
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Heightened Scent, Sight, and
Hearing: +8; Nightvision: +6
Saving Throw Bonuses: +6 versus Miracles
EXP Value: 610 Experience each

Spoken Language: Qu'arth (primitive demonic language)
Weakness: None
Immunity: Standard
Behavior: Manticores are powerful demonic beasts that stalk both night and day for fresh human and animal flesh to feed. They often travel in small packs of two or three.
Magic Abilities: See the Unseen (constant)

Marsh Dragons



Life: 148+2d10 [Advanced Demon]
Weapon Skills: Hand to Hand (claws and bite); Kick Attack (tail whip)
Combat Bonuses: Advantage: +8; Attack: +8; Dodge: +8; Defend: +8; **Damage:** +7
Weapons (Damage): Claw (4d8), bite (5d8), or tail whip (3d8)
AtR: 2 (with claws and tail whip) or 1 (with bite)
DEF: 10 (naturally)

Height: 10 feet tall/30 feet long **Weight:** to 400 pounds
Special Attributes: Agility: 11; Speed: 12; Strength: 20
Special Abilities: Perception: 5; Jump: 3
Exceptional Skills: Grapple: +9; Heightened Scent, Sight, and Hearing: +8; Nightvision: +6
Saving Throw Bonuses: +8 versus Miracles & Holy Items
EXP Value: 775 Experience each

Spoken Language: None (hisses and screeches only)
Weakness: None
Immunity: Standard
Behavior: Marsh dragons are so fast in the water that they appear to skim the top. They cannot live under the water but use the environment to their advantage in combat. They typically stalk the rivers and swamps for unsuspecting prey, but live within damp caverns of mountains and foothills.
Magic Abilities: Giant Leap; See the Unseen (constant)

Minotaurs



Life: 133+2d8 [Greater Demon]
Weapon Skills: Combat Arms; Hand to Hand; Thrown
Combat Bonuses: Advantage: +4; Attack: +4; Dodge: +4; Defend: +4; **Damage:** +7
Weapons (Damage): Bolo chain whip or other great weapon (3d8), fist (2d8), or horns (3d8)
AtR: 2 (with bolo chain) or 1 (with fist or horns)
DEF: 5 (naturally)

Height: 8 feet tall **Weight:** up to 400 pounds
Special Attributes: Strength: 20; Speed: 7; Agility: 6
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Nightvision: +8; Heightened Scent and Hearing: +7
Saving Throw Bonuses: +6 versus Miracles & Holy Items
EXP Value: 635 Experience each

Spoken Language: Qu'arth (primitive demonic language)
Weakness: None
Immunity: Standard
Behavior: Minotaurs thrive on competitions of physical combat against opponents of any skill level (especially if the opponent is clearly weaker). Thus, these demon bulls never back down from a battle and always fight to the death.
Magic Abilities: See the Unseen (constant)

Ogres



Life: 124+2d10 [Greater Demon]
Weapon Skills: Combat Arms; Hand to Hand; Thrown
Combat Bonuses: Advantage: +4; Attack: +4;
Dodge: +4; Defend: +4; **Damage:** +8
Weapons (Damage): Great spiked club (3d8), or fist (2d8)
AtR: 1
DEF: 3 (naturally) or 7 (with leather armor)

Height: 9 feet tall **Weight:** up to 400 pounds
Special Attributes: Agility: 7; Strength: 20
Special Abilities: Jump: 8
Exceptional Skills: Heightened Scent and Hearing: +9;
Nightvision: +6
Saving Throw Bonuses: +5 versus Miracles
EXP Value: 585 Experience each

Spoken Language: Qu'arth (primitive demonic language)

Weakness: None

Immunity: Standard

Behavior: Although ogres sleep most of the time and are extremely lazy, they are very powerful in battle. They are easily angered, aggressive, and instinctively cruel, not to mention they fight as dirty as they can. Ogres often try to retreat from the fight when they find they are at a disadvantage. They may selfishly hoard treasure and bury it nearby. For this reason, they tend to travel alone or in pairs because they can be hot-tempered even towards other demons, including fellow ogres.

Magic Abilities: See the Unseen (constant)

Phantoms



Life: 67+2d8 [Greater Undead (note Weakness below)]
Weapon Skills: Combat Arms; Hand to Hand (claw)
Combat Bonuses: Advantage: +5; Attack: +5;
Dodge: +5; Defend: +5; **Damage:** +7
Weapons (Damage): Large Sword (2d12), Explosive
Lantern (3d8), or claw (2d8)
AtR: 1
DEF: 3 (with robe)

Height: 7.5 feet tall **Weight:** unknown
Special Attributes: Agility: 9; Speed: 10
Special Abilities: Perception: 8
Exceptional Skills: Nightvision: +12
Saving Throw Bonuses: +3 versus Miracles & Holy Items
EXP Value: 385 Experience each

Spoken Language: Mauthren (demonic language)

Weakness: Sunlight, Holy Items cause Double Damage

Immunity: Fire (neither natural nor supernatural fire causes any Damage) and Poisons (causes no Damage)

Behavior: Flames precede and follow the phantoms as they pass through earth and stone. Phantoms quickly float to their victims, begin a furious assault with their weapons, and use their lantern as a defensive device (or offensive, if they gain the upper hand). When struck, the lantern explodes and causes Damage to anyone within 10 feet.

Magic Abilities: Spirit Drift and able to pass through earth and walls

Shadow Devils



Life: 29+2d6 [Lesser Demon]
Weapon Skills: Kick Attack (tail whip); Thrown (quills)
Combat Bonuses: Advantage: +2; Attack: +2;
Dodge: +2; Defend: +2; **Damage:** +4
Weapons (Damage): Tail whip (2d8) and quill shot from tail
(2d6; Range: 100 feet, maximum 5 quills per day)
AtR: 1 (quill shot) or 2 (tail whip)
DEF: 4 (naturally)

Height: 10 feet long/wide **Weight:** up to 200 pounds
Special Attributes: Agility: 7; Speed: 20 for flight
Special Abilities: Perception: 5
Exceptional Skills: Nightvision: +8; Heightened Hearing,
Scent, and Sight: +7
Saving Throw Bonuses: +3 versus Miracles
EXP Value: 210 Experience each

Spoken Language: None (screeches and hisses only)
Weakness: Sunlight (causes death after 1 hour exposure)
Immunity: Standard
Behavior: Shadow Devils lurk in the high dark places of
caverns waiting for unsuspecting prey to eat. They can
hover so quietly that they can only be heard by someone
skilled in *HP: Hearing*.
Magic Abilities: See the Unseen (constant); Teleport
(unlimited times per day, maximum 45 feet)

Skeletons



Life: 20+2d12 [Lesser Undead (note Weakness below)]
Weapon Skills: Combat Arms; Shield Play
Combat Bonuses: Advantage: +2; Attack: +2;
Dodge: +2; Defend: +2 (+5 with Shield);
Damage: +2
Weapons (Damage): Broadsword (2d10) and large shield
(2d6)
AtR: 1 (+ shield bash)
DEF: 2 (naturally) or up to 9 (with armor and helm)

Height: 5.5 feet tall **Weight:** up to 75 pounds
Special Attributes: Agility: 7; Speed: 8
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Nightvision: +8
Saving Throw Bonuses: +2 versus Miracles & Holy Items
EXP Value: 160 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: Holy Weapons cause Double Damage
Immunity: Standard
Behavior: Skeletons normally remain inanimate until
approached by human or animal intruders. Greater
demons typically use skeletons to provide protection for
various objects, locations, and valuables.
Magic Abilities: Giant Leap

Stone Golems



Life: 269+2d12 [Advanced Demonic Construct]
Weapon Skills: Hand to Hand; Thrown
Combat Bonuses: Advantage: +4; Attack: +4;
Dodge: +4; Defend: +4; **Damage:** +9
Weapons (Damage): Fist (3d8) and thrown objects (4d8)
AtR: 2 (with fists) or 1 with thrown objects
DEF: 15

Height: 8 feet tall **Weight:** up to 900 pounds
Special Attributes: Agility: 7; Speed: 8; Strength: 30
Special Abilities: Perception: 5; Jump: 4
Exceptional Skills: Nightvision: +8; Heightened
Sight: +9
Saving Throw Bonuses: +11 versus Miracles
EXP Value: 925 Experience each

Spoken Language: None

Weakness: None

Immunity: Natural or supernatural fires and poisons (all cause no Damage)

Behavior: These powerful rock monsters are magically constructed from large boulders by greater demons. They serve as bounty hunters because they need no sleep or rest ever, so they press on to their target person or structure and annihilate it.

Magic Abilities: Giant Leap; See the Unseen

Tree Bिल्s



Life: 55+2d4 [Greater Demon]
Weapon Skills: Hand to Hand
Combat Bonuses: Advantage: +5; Attack: +5;
Dodge: +5; Defend: +5; **Damage:** +7
Weapons (Damage): Claws (2d10); Grip (2d6 per Round)
AtR: 2 (claw swipe) or 1 (Damaging Grip)
DEF: 6 (naturally)

Height: 12 feet tall **Weight:** up to 300 pounds
Special Attributes: Patience: 12; Speed: 7; Strength: 15
Special Abilities: Perception: 5; Balance: 4
Exceptional Skills: Nightvision: +8; Grapple: +5
Saving Throw Bonuses: +4 versus Miracles & Holy Items
EXP Value: 410 Experience each

Spoken Language: Qu'arth (primitive demonic language)

Weakness: Fire causes Double Damage one time as a burn

Immunity: None

Behavior: Tree Bिल्s stand in silence in forest settings waiting for unsuspecting victims to approach, at which time they grapple and squeeze their victim until it's dead. The Skill of *Grapple* or a helping fighter is required for characters to escape a Tree Bिल्'s grip.

Magic Abilities: None

Vampires



ghm

Life: 75+2d8 [Greater Undead (note Weakness below)]
Weapon Skills: Hand to Hand
Combat Bonuses: Advantage: +6; Attack: +6;
Dodge: +6; Defend: +6; **Damage:** +6
Weapons (Damage): Claws (2d8) or bite (3d8)
AtR: 2 (with claws/Grapple) or 1 (with bite)
DEF: 1 (naturally) or 3 (with tattered robes)

Height: 6 feet tall **Weight:** up to 150 pounds
Special Attributes: Agility: 9; Speed: 8
Special Abilities: Perception: 5;
Exceptional Skills: Nightvision: +11; Grapple: +9
Saving Throw Bonuses: +5 versus Miracles
EXP Value: 535 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: Sunlight, Holy Weapons cause Double Damage
Immunity: Standard
Behavior: Vampires stalk the night for fresh blood. They hide away in caves and other dark dwellings during the day and hunt at sundown. They are cunning, patient, and knowledgeable with magic abilities, making them a dangerous encounter to any victim.
Magic Abilities: Shape Change; Giant Leap; Teleport (Range: 80 feet; max 2x's per day); See the Unseen (all constant); Wall Crawl

Water Serpents



Life: 79+2d10 per head (x 3 heads) [Advanced Demon]
Weapon Skills: Hand to Hand (bite); Kick Attack (tail whip); Thrown (Fire Breath)
Combat Bonuses: Advantage: +6; Attack: +6;
Dodge: +6; Defend: +6; **Damage:** +9
Weapons (Damage): Bite (3d8), or tail whip (2d10)
AtR: 3 (1 AtR per head per Round)
DEF: 7 (naturally)

Height: 30 feet long **Weight:** up to 600 pounds
Special Attributes: Agility: 11; Speed: 20 (in water)
Special Abilities: Perception: 3
Exceptional Skills: Swimming: +20; Nightvision: +12;
Heightened Sight and Hearing: +6
Saving Throw Bonus: +10 versus Miracles & Holy Items
EXP Value: 900 Experience total

Spoken Language: None
Weakness: None
Immunity: Standard
Behavior: Water serpents are three-headed dragons that live in as little as 30 feet of water, including marshes, rivers, seas, and lakes of all sizes. Water serpents may retreat if they are losing the upper hand, but will typically fight to the death if one of its heads has already been killed.
Magic Abilities: Fire Breath (Range: 25 feet; Damage: 3d10); See the Unseen (constant)

Wraiths



Life: 137+2d12 [Advanced Undead (note Weakness below)]
Weapon Skills: Combat Arms; Hand to Hand; Kick Attack
Combat Bonuses: Advantage: +8; Attack: +8;
Dodge: +8; Defend: +8; **Damage:** +6
Weapons (Damage): Paired swords (2d10 each), fist (1d8),
or kick (2d6)
AtR: 4
DEF: 4 (naturally)

Height: 6.5 feet tall **Weight:** up to 105 pounds
Special Attributes: Agility: 11; Speed: 10
Special Abilities: Perception: 3; Balance: 5
Exceptional Skills: Nightvision: +12
Saving Throw Bonuses: +7 versus Miracles
EXP Value: 725 Experience each

Spoken Language: None
Weakness: Holy Weapons cause Double Damage
Immunity: Standard
Behavior: Wraiths haunt the underground and prey on
“visitors” to its realm. They hide in the shadows and wait
for their unsuspecting visitors to approach, usually
ensuring a surprise attack.
Magic Abilities: Life Return, See the Unseen (both
constant)

Wraith Knights



Life: 239+2d12 [Advanced Undead (note Weakness below)]
Weapon Skills: Combat Arms; Thrown; Shield Play
Combat Bonuses: Advantage: +7; Attack: +7;
Dodge: +7; Defend: +7 (+12 with shield);
Damage: +10
Weapons (Damage): Great sword (3d10), backup
sword (2d12), or shield bash (2d8)
AtR: 2 (+ shield bash)
DEF: 12 (as armored)

Height: 8.5 feet tall **Weight:** unknown
Special Attributes: Agility: 11; Speed: 15; Strength: 12
Special Abilities: Perception: 3
Exceptional Skills: Nightvision: +12; Heightened
Sight: +10
Saving Throw Bonuses: +11 versus Miracles
EXP Value: 950 Experience each

Spoken Language: Mauthren (demonic language)
Weakness: Holy Weapons cause Double Damage
Immunity: Standard
Behavior: A Wraith Knight is a fast and powerful undead
warrior. It haunts the underdark, killing everything in its
wake- even other demons (which fear and hate it).
Magic Abilities: Spirit Drift; Life Return, See the Unseen;
Shattering Blow (all constant), Teleport (Range: 100 feet)

Wyverns



Life: 208+2d12 [Advanced Demon]
Weapon Skills: Hand to Hand (bite); Kick Attack (tail whip); Thrown (Fire Breath)
Combat Bonuses: Advantage: +9; Attack: +9; Dodge: +9; Defend: +9; **Damage:** +9
Weapons (Damage): Bite (4d8), Fire Breath (4d8+9), or tail whip (3d8)
AtR: 2 (with tail whip) or 1 (with bite or Fire Breath)
DEF: 12 (naturally tough scales)

Height: 35 feet long **Weight:** up to 1,000 pounds
Special Attributes: Agility: 14; Speed: 12 (36 for flight)
Special Abilities: Perception: 3; Hide: 3
Exceptional Skills: Heightened Sight, Scent, and Hearing: +12; Nightvision: +11
Saving Throw Bonuses: +9 versus Miracles
EXP Value: 825 Experience each

Spoken Language: Qu'arth (primitive demonic language)

Weakness: None

Immunity: Standard

Behavior: Wyverns stalk the mountains and forests for live prey. They are extremely proficient hunters- cunning and smart- and are especially deadly in groups. They will readily attack a small village or traveling caravan using their element of surprise. A wyvern will rarely fight to the death unless provoked to great anger.

Magic Abilities: See the Unseen; Fire Breath (Range: 40 feet);

Zombies



Life: 34+2d10 [Lesser Undead (note Weakness below)]
Weapon Skills: Combat Arms; Hand to Hand
Combat Bonuses: Advantage: +3; Attack: +3; Dodge: +3; Defend: +3; **Damage:** +3
Weapons (Damage): Broadsword (2d10), long dagger (2d8), claw (2d6), or bite (3d6)
AtR: 1
DEF: 4 (naturally) or 6 (with tattered armor)

Height: 6 feet tall **Weight:** up to 105 pounds
Special Attributes: Agility: 7; Speed: 8
Special Abilities: Perception: 5
Exceptional Skills: Nightvision: +5
Saving Throw Bonuses: +3 versus Miracles
EXP Value: 260 Experience each

Spoken Language: Mauthren (demonic language)

Weakness: Holy Weapons cause Double Damage

Immunity: Standard

Behavior: Zombies are the animated bodies of dead heathens that are now controlled by demonic forces. Though zombies slowly lumber around in groups moaning, they can rise from the ground unnaturally fast and even run relatively fast when in pursuit of a victim.

Magic Abilities: Earthen Climb

Devils and Cults

Devils, like demons and creatures, come in all different shapes, sizes, and colors; but they all have a few things in common. First, they are ageless demons who have grown to great strength and power. Second, they are all maliciously and wickedly evil, bent on killing Christians and destroying the medieval church. Third, their power has earned them a 'god-like' status in the eyes of their following, which is typically made up of humans and other demons who do the bidding of their evil master.



Devils

Most members of the human race will go their entire life without seeing a devil, at least in its physical form. Devils take advantage of their ability to become otherworldly in spiritual presence. By doing so, they are able to take on a purely spiritual form, which is untouchable, unseen, and undetected by humans, and cannot harm or otherwise touch earthly beings. Rarely do they surface to be seen by humankind, even avoiding their own high priests. Devils are selfish, wickedly deceitful, and like their master Satan, they are unable to tell the truth about anything. They only speak to their most devoted high priests and then only to spread their deceit and corruption to their followers; ultimately in expectation of spreading it among other people.

For the Rac: The characters should never encounter Satan himself; they should know him by name only. If the characters could see Satan, there is a chance they could destroy him, which would be unbiblical. Therefore, it is better just to never encounter him. Use the following template for all devils the characters do encounter, as all other devils have similar characteristics.

The Devil Template (Advanced evil)

All types of demons can advance to a Devil status.

Life: 200 – 500 (1d4+1) x 100

Weapon Skills: all

Combat Bonuses: Advantage: +12; Attack: +12;

Dodge: +12; Defend: +12; **Damage:** +12

Weapons: devils use all weapon types; add an extra Damage die due to the increased size (**for example**, a normal broadsword causes 2d10 Damage, so a devil's broadsword causes 3d10)

AtR: at least 3; max 5

DEF: at least 6 naturally; 16 total max with armor

Height: varies (usually tall) **Weight:** varies (usually heavy)

Attributes: at least two above 16; all others around 12

Abilities: all are 1

Skills: all devils have all Skills except any *Miracles* or *Empower Crucifix* (possibly others at the Rac's discretion) at around +12 Proficiency. They use these Skills as a way to impress and gain the trust of someone while in human form.

Saving Throw Bonuses: +12 vs. Miracles and Holy Items

EXP Value: 1,500 Experience each

Spoken Languages: All/any

Weakness: None

Immunity: Standard (typically more but varies)

Magic Abilities: devils know all spells for all magic types as well as other spells (at Rac's discretion)

Cults

Cults are groups of people who gather to worship a devil. Though cult members are typically evil, including assassins, thieves, sorcerers, and witches, some cult members are deceived into believing that the devil they worship is a righteous god; deceived by the devil himself or by the high council of the cult. Most cults teach a hatred for the Christian faith and its God, but some feel that their cultic religion can live harmoniously with Christianity despite their opposing doctrines. Deceptive high councils of evil people who do not want to lose members by seeming "hostile" or "intolerant" typically lead such cults. On the other hand, some cults are strictly in it to lead people away from the Truth. If done 'properly', organizing a cult can be big business; for they require their members to contribute treasures and riches by any means necessary.

Cults are as diverse and prevalent as the cities of the known world, numbering in the hundreds of 'gods.' They are in nearly every shire and city to some capacity, from small gatherings to prominent religions to dark underworlds. Most cults have their own distinct combination of colors, which is typically dark, they use as their ritual garb, along with a distinct identifying symbol.

No one knows the total number of members of the cults, and rarely anyone except the high leaders of the cult ever see an actual devil. Furthermore, no one knows the heart of a cult member except God Himself. For these reasons and more, taking up the fight against an evil cult can be a long and sustained campaign with few fruits of notable reward. Saving people out of a cult is worth fighting for. It exposes the leaders, etc. Reward isn't just money or fame.

The following is a list of common cults found throughout the known world.

For the Rac: roll a d12 for randomness.

<u>Devil</u>	<u>Country of Origin</u>
1) Amun	Egypt
2) Anu	Assyria
3) Ashur	Assyria
4) Baal	Canaan
5) Beelzebub	Canaan
6) Dagon	Canaan
7) Hera	Greece
8) Juno	Rome
9) Marduk	Babylon
10) Mithra	Greece
11) Poseidon	Greece
12) Ra	Egypt

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