

DEMONS

Creatures of incarnate hate, demons spawn naturally in the Abyssal Wasteland. They crave violence and suffering the way other creatures need food. A demon cares only for themselves, and they torture and tear lesser demons apart for fun.

The bestial appearance of each demon is unique, composed of a chaotic arrangement of teeth, claws, and limbs meant for killing. Even demons of the same kind have unique features. One might bear an extra set of eyes or teeth, while another has a humanoid arm growing from their forehead.

◆ Demon Stat Block List ◆

Echelon	Name	Level	Organization	Role	EV
1st	Ensnarer	1	Minion	Brute	3 for four minions
1st	Frenzied	1	Minion	Harrier	3 for four minions
1st	Pitling	1	Minion	Artillery	3 for four minions
1st	Bendrak	2	Horde	Hexer	4
1st	Muceron	3	Horde	Brute	5
1st	Remasch	2	Horde	Ambusher	4
1st	Ruinant	1	Horde	Harrier	3
1st	Torlas	1	Horde	Controller	3
1st	Chorogaunt	3	Leader	—	20
2nd	Grulqin	4	Minion	Brute	6 for four minions
2nd	Orliq	4	Minion	Harrier	6 for four minions
2nd	Wobalas	4	Minion	Artillery	6 for four minions
2nd	Bale Eye	5	Horde	Hexer	7
2nd	Fangling	4	Horde	Harrier	6
2nd	Fiktin	5	Horde	Ambusher	7
2nd	Gunge	4	Horde	Controller	6
2nd	Tormenauk	6	Horde	Brute	8
2nd	Lumbering Egress	6	Leader	—	32
3rd	Soulraker Scout	7	Minion	Harrier	9 for four minions
3rd	Soulraker Soldier	7	Minion	Brute	9 for four minions
3rd	Soulraker Stinger	7	Minion	Artillery	9 for four minions
3rd	Blight Phage	7	Horde	Controller	9
3rd	Chimeron	9	Horde	Brute	11
3rd	Styrich	8	Horde	Hexer	10
3rd	Soulraker Handmaiden	8	Horde	Ambusher	10
3rd	Soulraker Praetorian	7	Horde	Harrier	9
3rd	Soulraker Hivequeen	9	Leader	—	44
4th	Optacus	10	Minion	Artillery	12 for four minions
4th	Tyburaki	10	Minion	Harrier	12 for four minions
4th	Unguloid	10	Minion	Brute	12 for four minions
4th	Izyak	10	Horde	Controller	12
4th	Vicisitator	10	Horde	Harrier	12
4th	Aurumvas	10	Leader	—	48

Mortal Alliances

Demons form temporary alliances with evil mortals in exchange for souls to consume. Such alliances create carnage with alarming efficiency, though they inevitably collapse when the demons decide to devour their foolish partners. The only creature who can truly keep a demon in line is a more powerful demon.

Soul Reavers

Demons feast not on food or liquids, but on souls. Souls fuel their anarchic powers, and while a demon is starved for souls, they can scarcely think. Whenever a demon kills a creature who has a soul, they consume that soul and keep its energy within their body. A demon can then burn that soul energy to enact their most devastating abilities.

Lethe

When a demon's soul energy begins to flag, they fall into a state known as lethe—a violent hunger wherein they can only lash out in a desperate search for sustenance. Demons who have fallen into lethe become single-minded and violent, seeking only to consume.

Demonic Hierarchy

Mortal scholars have classified demons into ten categories, each increasingly more powerful. Though demons don't use these classifications themselves, this system reflects their hierarchy, as stronger demons bully the weak into service.

Each time a demon consumes a soul, there's a chance they might evolve into a more powerful demon. The evolution from one category to the next can be instantaneous, or it can take years. This inconsistency has led to much scholarly debate on whether all souls are equal, or whether demonic evolution is aided by the consumption of souls that are especially corrupt—or heroic.

Demon Languages

Lower categories of demons speak Proto-Ctholl. As demons evolve and reach category 3 or higher, their speech turns into proper Tholl.

Demons—1st Echelon

A number of lesser demons have been identified across categories 1 to 3.

Pitlings resemble rodents or insects with gleaming green eyes and terrible body odor, and disgorge a viscous, toxic phlegm.

Ensnares are the result of pitlings getting hold of an unfortunate soul. A pitling in the process of digesting the soul of a creature has that soul physically bore through their head to become a fanged appendage. Mouths form across the creature's body, each attacking with long, barbed tongues.

Frenzieds are similar to ensnares, but their transformation into a true demon is more advanced. This results in a fast and vicious creature full of energy and hungry for more souls.

Bendraks (BEN-drax) appear as an amalgamation of flesh and the shards of broken mirrors, which they use to distract and confuse their foes. A bendrak can divert an enemy's attack to another enemy, and can hide themselves or allies behind dazzling reflections.

Mucerons (MIU-sur-onz) are the result of an ensnarer going through repeated demon evolutions to become a brutish creature. They are covered in multiple mouths that shoot out barbed tongues, tearing at enemies as they are dragged out of position.

Remasches (REE-mash-iz) have physical forms blended with the nature of the wastes where they dwell. A remasch teleports around the battlefield, inflicting chaos on their enemies directly or through the minions they control. These demons are rumored to be the initial source of the teachings of all shadows through the College of Black Ash.

Ruinants (rew-in-ANSE) are possessed of glowing eyes and tendril-ringed maws, their bodies covered in inflamed scars and their breath coming as a sickening wheeze. A ruinant can inflict fresh wounds and burns on their victims in a pattern mirroring those on the demon's own body.

Torlases (TORR-lahs-iz) are piecemeal abominations whose physical forms don't obey the mundane laws of geometry. They control the battlefield by using living flesh and whipping allies and enemies alike into advantageous position.

Chorogaunts (cor-roh-GAWNTS) are terrifying demon leaders. Each is an amalgamation of several demon bodies formed into a mobile musical instrument. Several heads are arranged into a chorus embedded in the demon's chest, and their ribs are upturned into a fleshy pipe organ. Their attacks entrance and confuse enemies, making them more vulnerable to other demons.

Demon Malice

Level 1+ Malice Features

At the start of any demon's turn, you can spend Malice to activate one of the following features.

★ Soulburn 3 Malice
Each demon acting this turn has a double edge on abilities.

◎ Abyssal Evolution 7 Malice
A demon minion of your choice transforms into a non-minion horde demon of the same level.

■ Abyssal Rift 7 Malice
Two size 2 rifts to the Abyssal Wasteland appear at locations of your choice. Any demon can use an abyssal rift as a portal to another abyssal rift in the encounter, moving into any space in one rift and appearing immediately in any unoccupied space in the other rift. A non-demon who enters a rift for the first time in a round or starts their turn there takes corruption damage equal to the level of the highest-level demon on the encounter map. An abyssal rift is an immovable object that has 25 Stamina, damage immunity 2, and holy weakness 5. The rift closes when there are no demons remaining on the encounter map. Additionally, a creature who has the Magic or Psionics skill can make a **Reason test** or **Intuition test** as a maneuver while adjacent to a rift to destabilize and close it.

11 The rift remains open and regains 5 Stamina.

12-16 The rift remains open.

17+ The rift closes.

Ensnares

Abyssal, Demon

Level 1 Minion Brute
EV 3 for four minions

1M Size	5 Speed	5 Stamina	0 Stability	2 Free Strike
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Immunity: —
Movement: —

Weakness: Holy 3
With Captain: +2 bonus to melee distance

Might +2 **Agility** 0 **Reason** -1 **Intuition** -1 **Presence** -1

☛ **Barbed Tongues** 2d10 + 2

Melee, Strike, Weapon

↳ Melee 3

≤11 2 damage; pull 1

12-16 4 damage; pull 2

17+ 5 damage; pull 3

Signature Ability

Main action

◎ One creature or object per minion

Effect: If the target is pulled adjacent to the ensnarer, the ensnarer can make a free strike against them.

★ **Soulsight**

Any creature within 2 squares of the ensnarer can't be hidden from them.

Frenzied

Abyssal, Demon

Level 1 Minion Harrier
EV 3 for four minions

1M Size	6 Speed	4 Stamina	0 Stability	1 Free Strike
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Immunity: —
Movement: —

Weakness: Holy 3

With Captain: +2 bonus to speed

Might 0 **Agility** +2 **Reason** -1 **Intuition** -1 **Presence** -1

☛ **Rip and Tear** 2d10 + 2

Charge, Melee, Strike, Weapon

↳ Melee 1

≤11 1 damage

12-16 2 damage

17+ 3 damage

Signature Ability

Main action

◎ One creature or object per minion

★ **Soulsight**

Any creature within 2 squares of the frenzied can't be hidden from them.

Pitling

Abyssal, Demon

Level 1 Minion Artillery
EV 3 for four minions

1T Size	5 Speed	3 Stamina	0 Stability	2 Free Strike
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Immunity: —
Movement: Fly

Weakness: Holy 3
With Captain: +2 bonus to speed

Might -2 **Agility** +2 **Reason** -2 **Intuition** -2 **Presence** -2

☛ **Spit** 2d10 + 2

Ranged, Strike, Weapon

↳ Ranged 10

≤11 2 poison damage

12-16 4 poison damage

17+ 5 poison damage

Signature Ability

Main action

◎ One creature per minion

★ **Horrid Stench**

Any enemy who has three or more pitlings within 2 squares of them can't regain Stamina.

★ **Soulsight**

Any creature within 2 squares of the pitling can't be hidden from them.



Bendrak
Abyssal, DemonLevel 2 Horde Hexer
EV 4

1L Size 5 Speed 15 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: Holy 3

☒ Warp Perceptions 2d10 + 2

Magic, Ranged, Strike

↳ Ranged 10

≤11 4 psychic damage

12-16 5 psychic damage; P<1 weakened (save ends)

17+ 7 psychic damage; P<2 weakened (save ends)

Signature Ability

Main action

◎ One creature

Effect: If the target makes a strike while weakened this way, the bendrak can choose a second target within distance for the strike. The first target takes half of any damage from the strike and the second target takes any remaining damage.

☒ Vanish

Magic, Ranged
↳ Ranged 10

1 Malice

Maneuver

◎ Self or one ally

Effect: The target is invisible until the start of their next turn. They can then move up to 3 squares and attempt to hide.

★ Lethe

While the bendrak is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the bendrak can't be hidden from them.

**Muceron**
Abyssal, DemonLevel 3 Horde Brute
EV 5

1M Size 5 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: Holy 3

☒ Barbed Tongues 2d10 + 2

Melee, Strike, Weapon

↳ Melee 2

≤11 5 damage; pull 2

12-16 7 damage; pull 3

17+ 8 damage; pull 4

Signature Ability

Main action

◎ One creature or object

Effect: If the target is pulled adjacent to the muceron, the muceron can either make a free strike or use the Grab maneuver against them.

☒ Tongue Pull

2 Malice

Ranged, Strike, Weapon

↳ Ranged 5

◎ Three creatures or objects

Effect: The muceron pulls each target up to 5 squares.

★ Lethé

While the muceron is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the muceron can't be hidden from them.

Remasch

Abyssal, Demon

Level 2 Horde Ambusher
EV 4

1S Size 5 Speed 20 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: Teleport

Weakness: Holy 3

☒ Abyssal Strike 2d10 + 2

Signature Ability

Main action

↳ Melee 1

≤11 5 damage; the remasch can teleport up to 2 squares

12-16 6 damage; the remasch can teleport up to 3 squares

17+ 8 damage; the remasch can teleport up to 5 squares

5 Malice: The remasch takes an adjacent creature with them when they teleport. The creature appears in an unoccupied space adjacent to the remasch's destination.

☒ Grasping Shadow

3 Malice

Magic

↳ Self

Maneuver

◎ Self

Effect: The remasch can teleport up to 2 squares and uses Abyssal Strike.

★ Lethe

While the remasch is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the remasch can't be hidden from them.

Ruinant
Abyssal, Demon

Level 1 Horde Harrier
EV 3

1M Size 6 Speed 15 Stamina 0 Stability 1 Free Strike

Immunity: —
Movement: —

Might 0 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

✗ Bloodletting Claws 2d10 + 2

Melee, Strike, Weapon



≤11 3 damage

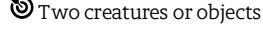
12-16 4 damage

17+ 5 damage; M<2 bleeding (save ends)

Weakness: Holy 3

Signature Ability

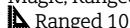
Main action



Two creatures or objects

☒ Salt Wounds 2d10 + 2

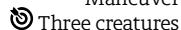
Magic, Ranged, Strike



Ranged 10

3 Malice

Maneuver



Three creatures

Special: Each target must be at less than full Stamina.

≤11 1 corruption damage

12-16 2 corruption damage

17+ 3 corruption damage

★ Lethé

While the ruinant is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the ruinant can't be hidden from them.

Torlas
Abyssal, Demon

Level 1 Horde Controller
EV 3

1S Size 5 Speed 10 Stamina 0 Stability 1 Free Strike

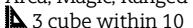
Immunity: —
Movement: —

Weakness: Holy 3

Might 0 **Agility** +1 **Reason** 0 **Intuition** 0 **Presence** +2

☒ Floor to Flesh 2d10 + 2

Area, Magic, Ranged



3 cube within 10

≤11 Slide 3

12-16 Slide 4

17+ Slide 5

Signature Ability

Main action

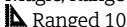


Each enemy in the area

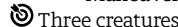
Effect: The ground in the area turns into a morass of spongy flesh before the targets are force moved. Until the start of the torlas's next turn, the area is difficult terrain, and each creature who moves in the area takes 1 damage for each square moved.

☒ Grasping Tendons

Magic, Ranged



Maneuver



Three creatures

Effect: The torlas pulls each target up to 3 squares.

★ Lethé

While the torlas is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the torlas can't be hidden from them.



**Chorogaunt**

Abyssal, Demon

Level 3 Leader

EV 20

1L	5	120	2	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** Holy 5
Movement: —

Might +2 **Agility +2** **Reason +2** **Intuition +2** **Presence +3**

(•) Agonizing Harmony 2d10 + 3 **Signature Ability**
 Area, Weapon
 Main action
 ▲ 5 burst
 ◉ Each enemy in the area
 ◊ 4 psychic damage; 1<1 slowed (save ends)
 ◊ 12-16 7 psychic damage; 1<2 slowed (save ends)
 ◊ 17+ 10 psychic damage; 1<3 slowed (save ends)
Effect: One ally within 10 squares of the chorogaunt shifts up to their speed.

(•) Chaotic Entrancing Harmony

Area **Maneuver**
 ▲ 10 burst
 ◉ Each enemy in the area

Effect: The chorogaunt slides each target up to 3 squares, ignoring stability.

(!) **I Thrive on Pain**

3 Malice
 Magic
 Triggered action
 ▲ Self

Trigger: The chorogaunt is targeted by a strike.

Effect: Any damage from the strike is halved, and the chorogaunt's abilities deal an extra 3 damage until the end of their next turn.

★ End Effect

At the end of each of their turns, the chorogaunt can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

★ Lethe

While the chorogaunt is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the chorogaunt can't be hidden from them.

(💀) Frightening Tones

Villain Action 1

Ranged
 ▲ Ranged 10
 ◉ Three enemies

Effect: Each target must choose between taking 5 psychic damage, or being frightened (save ends).

(💀) Bully the Weak

Villain Action 2

Magic, Ranged
 ▲ Ranged 10
 ◉ One ally

Effect: The chorogaunt kills the target, and each other ally in the encounter deals an extra 3 damage with strikes until the end of the round. The Director gains Malice equal to the number of heroes in the encounter.

(💀) Running Cacophony

Villain Action 3

Magic
 ▲ Self
 ◉ Self

Effect: The chorogaunt shifts up to their speed, uses Agonizing Harmony, shifts up to their speed, and then uses Agonizing Harmony again.

Demons—2nd Echelon

As demons consume more souls and their mercurial forms shift into more powerful ones, they begin to evolve more distinct personalities, desires, and intelligence—often based on the souls consumed. Across categories 4 to 6, demons develop a particular taste for certain types of souls, which eventually come to define them should they survive long enough.

Grulqins (GRUHL-kinz) consist of a bulbous head, two powerful arms, and a circular serrated blade of bone that runs down the middle of their head.

Orliq (or-LEEK) are made of shifting bone plates surrounding a swirling core of corruptive energy.

Wobalas (WOH-buh-luss) prefer to kill from afar while protected by allies, firing psychic bolts from bows shaped of their own flesh and sinew.

Bale eyes, sometimes called “flesh moons,” are colossal floating orbs of roiling, dripping flesh. A weeping seam in that flesh opens to reveal a demonic eye whose gaze turns creatures’ mental and physical faculties upside down.

Fanglings have bodies overgrown with teeth, fangs, and tusks from countless creatures. They are deadly in close quarters, to attackers and bystanders alike.

Fiktin (FIK-ten) are cunning hunters who disguise themselves as mundane objects, leaving a foul-smelling oily red residue wherever they have been. Their true form is a humanoid shape made of red oil.

Gunge (GUHNJ) demons are horrifically distended, with maws that can swallow a horse whole. A gunge vomits up bilious slime that traps and dissolves any creature unlucky enough to get caught in it.

Tourmenauks (tor-min-AUX) resemble a hulking ape with a dozen or more extra mouths distributed around their body. Though their brute force is formidable, this demon also inflicts raw psychic pain by wailing from their mouths in different voices—often the agonized voices of souls the tormenauk has devoured.

Lumbering egresses are mobile masses of warped flesh set around an enormous whirling portal to the demonic realms. Lesser demons pour out through these portals at alarming rates, letting these creatures act as devastating siege engines.

Demon Malice

Level 4+ Malice Features

At the start of any level 4 or higher demon’s turn, you can spend Malice to activate one of the following features.

★ Prior Malice Features

3–7 Malice

The demon activates a Malice feature available to demons of level 3 or lower.

● Abyssal Jaunt

3 Malice

One demon acting this turn folds space around them, temporarily slipping in and out of the Abyssal Wasteland. Until the start of the demon’s next turn, they ignore difficult terrain, can move through solid matter, and don’t provoke opportunity attacks by moving. If the demon ends their turn inside solid matter, they are shunted out into the space from which they entered it.

Grulqin

Abyssal, Demon

Level 4 Minion Brute
EV 6 for four minions

1L	8	9	1	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Weakness: Holy 5
With Captain: +2 damage bonus to strikes

Might +3 **Agility** +2 **Reason** -1 **Intuition** -1 **Presence** -1

✖ Spinning Bone Blade 2d10 + 3

Charge, Melee, Strike, Weapon



Melee 1

≤11 3 damage

12–16 5 damage

17+ 7 damage

Signature Ability

Main action

One creature or object per minion

Effect: The grulqin gains an edge on this ability if they previously moved 3 or more squares in a straight line on their turn.

★ Soulsight

Any creature within 2 squares of the grulqin can’t be hidden from them.

Orliq

Abyssal, Demon

Level 4 Minion Harrier
EV 6 for four minions

1T	6	8	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Weakness: Holy 5

Movement: Fly

With Captain: +2 bonus to speed

Might -1 **Agility** +3 **Reason** +1 **Intuition** 0 **Presence** -1

✖ Soul Prism 2d10 + 3

Magic, Melee, Strike, Weapon



Melee 1

≤11 2 corruption damage; slide 2

12–16 4 corruption damage; vertical slide 2

17+ 6 corruption damage; vertical slide 2

Signature Ability

Main action

One creature or object per minion

★ Imposing Energy

Any enemy who starts their turn with two or more orliq adjacent to them is slowed (EoT).

★ Soulsight

Any creature within 2 squares of the orliq can’t be hidden from them.

Wobalas

Abyssal, Demon

Level 4 Minion Artillery
EV 6 for four minions

1M	6	7	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Weakness: Holy 5

Movement: —

With Captain: +2 damage bonus to strikes

Might +1 **Agility** +3 **Reason** +1 **Intuition** +2 **Presence** +1

✖ Despair Bolt 2d10 + 2

Magic, Ranged, Strike, Weapon



Ranged 20

≤11 3 psychic damage

12–16 5 psychic damage

17+ 7 psychic damage

Signature Ability

Main action

One creature per minion

Effect: The target takes a bane on their next strike. If the target is winded, they have a double bane on their next strike instead.

Bale Eye
Abyssal, DemonLevel 5 Horde Hexer
EV 7

4 Size 6 Speed 30 Stamina 2 Stability 3 Free Strike

Immunity: —
Movement: Fly**Might** 0 **Agility** 0 **Reason** +3 **Intuition** +3 **Presence** +3**Wilting Visions** 2d10 + 3Magic, Ranged, Strike
Ranged 15

≤11	6 psychic damage
12-16	8 psychic damage
17+	9 psychic damage

Effect: The target has corruption weakness 5 (EoT).**2 Malice:** If the target has **A<2**, they have corruption weakness 5 (save ends).**Signature Ability**Main action
One creature**Demonwarp Tears** 2d10 + 3Area, Magic, Ranged
4 cube within 5**5 Malice**Main action
Each enemy in the area**Special:** The bale eye must create the cube beneath themself.

≤11	3 psychic damage; A<1 the target is warped (save ends)
12-16	5 psychic damage; A<2 the target is warped (save ends)
17+	6 psychic damage; A<3 the target is warped (save ends)

Effect: While warped, a creature has a double bane on power rolls using any characteristic higher than 0, and has a double edge on power rolls using any characteristic lower than 0.**★ Lethe**

While the bale eye is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 5 squares of the bale eye can't be hidden from them.

Fangling
Abyssal, DemonLevel 4 Horde Harrier
EV 6

1L Size 8 Speed 30 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: —**Weakness:** Holy 5**Might** +3 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** 0**Tooth! Tusk! Claw!** 2d10 + 3Melee, Strike, Weapon
Melee 1

≤11	5 damage
12-16	7 damage
17+	9 damage

Effect: Each enemy adjacent to the fangling takes 2 damage.**Tumbling Gore** 2d10 + 2**2 Malice**

Maneuver

8 × 3 line within 1
Each enemy in the area

≤11	2 damage; pull 1; A<1 bleeding (save ends)
12-16	3 damage; pull 1; A<2 bleeding (save ends)
17+	4 damage; pull 1; A<3 bleeding (save ends)

★ Made of Teeth

Whenever an adjacent enemy grabs the fangling or uses a melee ability against the fangling, they take 2 damage.

★ Lethic

While the fangling is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the fangling can't be hidden from them.

Fiktin

Abyssal, Demon

Level 5 Horde Ambusher

EV 7

1M Size 6 Speed 35 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —**Weakness:** Holy 5**Might** +2 **Agility** +2 **Reason** +2 **Intuition** +1 **Presence** +3**Violent Transformation** 2d10 + 3**Signature Ability**

Main action

Area, Magic
Each enemy in the area

≤11	3 corruption damage
12-16	6 corruption damage
17+	7 corruption damage; I<3 dazed (save ends)

Effect: The fiktin violently changes shape, dealing an extra 6 damage to any target they were hidden from with their Aggressive Mimicry ability.**● Aggressive Mimicry****1 Malice**

Maneuver

Self

Effect: The fiktin transforms into a mundane object of their size or smaller and is automatically hidden. They can revert to their true form as a free maneuver.**★ Lethe**

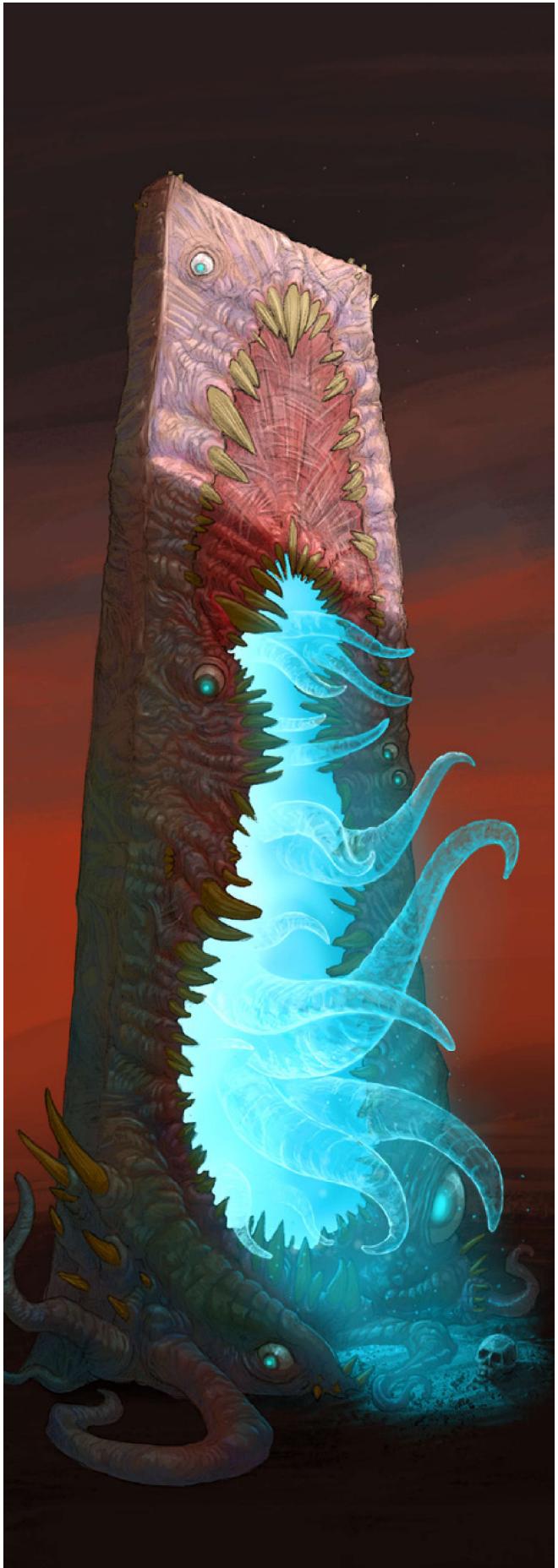
While the fiktin is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the fiktin can't be hidden from them.

Gunge Abyssal, Demon	Level 4 Horde Controller EV 6	Tormenauk Abyssal, Demon	Level 6 Horde Brute EV 8
3 Size	6 Speed	25 Stamina	0 Stability
2 Free Strike			2 Stability
			4 Free Strike
Immunity: — Movement: —	Weakness: Holy 5	Immunity: — Movement: —	Weakness: Holy 5
Might +3 Agility +2 Reason +1 Intuition +2 Presence -1		Might +3 Agility 0 Reason +2 Intuition +1 Presence +2	
Bilious Expulsion 2d10 + 3 Area, Ranged, Weapon  One creature or object in the area ≤11 5 acid damage; M<1 slowed (save ends) 12-16 7 acid damage; M<2 slowed (save ends) 17+ 9 acid damage; M<3 restrained (save ends)	Signature Ability Main action  Many Maws 2d10 + 3 Melee, Strike, Weapon  One creature or object ≤11 7 damage 12-16 9 damage 17+ 11 damage; grabbed, and the target takes a bane on the Escape Grab maneuver	Signature Ability Main action  One creature or object	
Effect: The ground and any surfaces in the area pool with slime. The slime is difficult terrain for enemies, and any enemy is bleeding while in the area.		Effect: Any target grabbed this way takes 4 psychic damage at the start of each of the tormenauk's turns.	
Spew Slide 	1 Malice Free triggered action 	Agony Wail 2d10 + 3 	5 Malice Maneuver 
Trigger: The gunge takes damage from a melee strike. Effect: The gunge vomits with great force, letting them shift up to their speed and ignore any additional effects from the strike. The space the gunge occupied before the shift is covered in slime that is difficult terrain for enemies. Additionally, any enemy is bleeding while in the slime.		Effect: The potency increases by 1 if the target is grabbed by the tormenauk.	
Letho While the gunge is winded, they gain an edge on strikes, and any strike made against them gains an edge.		Letho While the tormenauk is winded, they gain an edge on strikes, and any strike made against them gains an edge.	
Soulsight Any creature within 2 squares of the gunge can't be hidden from them.		Soulsight Any creature within 2 squares of the tormenauk can't be hidden from them.	





Lumbering Egress

Abyssal, Demon

Level 6 Leader

EV 32

3	6	180	3	7
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** Holy 5
Movement: —

Might +4 **Agility -1** **Reason +1** **Intuition +2** **Presence +2**

☒ Ensnarer Cannon 2d10 + 4

Magic, Ranged, Strike

☒ Ranged 10

Signature Ability

Main action

☒ Two creatures or objects

☒ 11 corruption damage; **A<2** restrained (save ends)

☒ 16 corruption damage; **A<3** restrained (save ends)

☒ 19 corruption damage; **A<4** restrained (save ends)

2 Malice: Two ensnarers appear in unoccupied spaces adjacent to each target. On a tier 3 outcome, four ensnarers appear.

◎ Demonic Egress

Area

☒ 3 burst

2 Malice

Maneuver

☒ Special

Effect: Four level 1 demon minions (most commonly **ensnarers**, **frenzieds**, and **pitlings**) burst forth from the egress and appear in unoccupied spaces in the area.

2 Malice: Four level 4 demon minions (most commonly **orliq grulqins**, and **wobalas**) appear instead.

☒ Abyssal Protectors

Area, Magic

☒ 5 burst

2 Malice

Triggered action

☒ Special

Trigger: The last ally minion on the encounter map dies, or the egress is reduced below 25 Stamina.

Effect: Eight ensnarers appear anywhere in the area.

★ End Effect

At the end of each of their turns, the egress can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

☒ Frenzied Deluge 2d10 + 4

Villain Action 1

Ranged

☒ Ranged 10

☒ Three enemies

☒ 7 corruption damage

☒ 12 corruption damage

☒ 15 corruption damage; two frenzieds appear in unoccupied spaces adjacent to each target

☒ Fold Space

Villain Action 2

Ranged

☒ Ranged 20

☒ Self

Effect: The egress folds into their own portal and teleports to an unoccupied space within distance. Four level 4 demon minions (most commonly **orliq grulqins**, and **wobalas**) appear in squares in the egress's former space.

☒ Blood of the Abyss 2d10 + 4

Villain Action 3

Area, Magic

☒ 10 × 3 line within 1

☒ Each enemy and object in the area

☒ 6 corruption damage; **R<2** weakened (save ends)

☒ 11 corruption damage; **R<3** weakened (save ends)

☒ 14 corruption damage; **R<4** weakened (save ends)

Effect: The egress recalls and instantly destroys any minion allies on the encounter map. A torrent of churned-up minion bodies, blood, and ichor erupts from the egress, dealing an extra 1 damage for each minion destroyed this way.

Demons—3rd Echelon

Demons of categories 7 to 9 continue to mutate in new and unpredictable ways, or are sometimes corrupted and spawned from other powerful creatures to become part of the demonic hierarchy. Additionally, in a plane of chaos, the soulraker demon is notable for fashioning a facsimile of order within themselves. These demonic wasps make up a single, chaotic hive mind. They serve a demonic hivequeen, who relies on cannibalizing her children to ingest any souls they've consumed.

Soulraker scouts are the vile progeny of a soulraker hivequeen—demonic wasps who emerge from her distended abdomen with an earsplitting buzz.

Soulraker soldiers are demonic wasps armored in dense chitin who favor driving foes before them.

Soulraker stingers are wasps covered in poisonous barbed stingers that they launch like quills, their wings atrophied and unusable.

Blight phages were once angelic creatures. Corrupted by demonic forces, each is now a cruel, distended mockery of a cherubic form, covered in pestilent boils that seep ruinous blight.

Chimerons (kai-MEHR-ons) are a horrifying amalgam of multiple demonic forms melded into a unique monstrosity, driven by an unslakable hunger for souls.

Styrichs (STEE-rix) feature lanky bodies covered with manes of long, razor-sharp hair, which they whip around the battlefield to shred their enemies.

Soulraker handmaidens are abyssal parasites implanted in victims by a soulraker hivequeen. Handmaidens gestate inside a host until they're ready to emerge from the body, then consume souls until they're strong enough to transform into a new hivequeen.

Soulraker praetorians are the elite guards of a hivequeen, dripping foul-smelling ichor and using their barbed stingers to lay waste to foes.

A **soulraker hivequeen** is a demonic wasp whose abdomen houses their own soulraker wasp hive, and whose stinging ovipositor implants victims with handmaiden parasites.

Demon Malice

Level 7+ Malice Features

At the start of any level 7 or higher demon's turn, you can spend Malice to activate one of the following features.

★ Prior Malice Features

3–7 Malice

The demon activates a Malice feature available to demons of level 6 or lower.

⌚ Seeping Blight

5 Malice

One demon acting this turn expels blight—digested soul juice—onto the ground around them in a 3 burst that lingers until the start of their next turn. Any enemy who enters the area or starts their turn there takes 6 corruption damage, and has a double bane on power rolls until the start of their next turn.

Soulraker Scout

Abyssal, Demon, Soulraker

Level 7 Minion Harrier
EV 9 for four minions

1M	7	12	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: Fly

Weakness: Holy 5
With Captain: Gain an edge on strikes

Might +2 **Agility +4** **Reason +1** **Intuition 0** **Presence -1**

✖ Soul Stinger 2d10 + 4

Melee, Strike, Weapon



Melee 1

3 poison damage

6 poison damage; the scout can shift 1 square

7 poison damage; the scout shifts up to 3 squares

Signature Ability

Main action

⌚ One creature per minion

★ Abyssal Buzzing

Any enemy who starts their turn with two or more soulraker minions adjacent to them takes 3 sonic damage.

Soulraker Soldier

Abyssal, Demon, Soulraker

Level 7 Minion Brute
EV 9 for four minions

2	6	13	2	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: —

Weakness: Holy 5
With Captain: Gain an edge on strikes

Might +4 **Agility +2** **Reason -1** **Intuition -1** **Presence -1**

✖ Chitin Bash 2d10 + 4

Melee, Strike, Weapon



Melee 1

4 damage; push 2

7 damage; push 2

8 damage; push 4

Signature Ability

Main action

⌚ One creature or object per minion

★ Abyssal Buzzing

Any enemy who starts their turn with two or more soulraker minions adjacent to them takes 3 sonic damage.

Soulraker Stinger

Abyssal, Demon, Soulraker

Level 7 Minion Artillery
EV 9 for four minions

1M	6	10	0	4
Size	Speed	Stamina	Stability	Free Strike

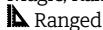
Immunity: —
Movement: Climb

Weakness: Holy 5
With Captain: Gain an edge on strikes

Might 0 **Agility -1** **Reason +4** **Intuition +4** **Presence 0**

✖ Barb Launch 2d10 + 4

Magic, Ranged, Strike, Weapon



Ranged 20

4 poison damage

7 poison damage

8 poison damage

Signature Ability

Main action

⌚ One creature per minion

Effect: All soulraker demons have concealment from the target until the start of the stinger's next turn.

★ Abyssal Buzzing

Any enemy who starts their turn with two or more soulraker minions adjacent to them takes 3 sonic damage.

Blight Phage

Abyssal, Demon

Level 7 Horde Controller

EV 9

3 Size 6 Speed 40 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: Holy 5

Might 0 **Agility** 0 **Reason** +4 **Intuition** +2 **Presence** +4

☒ **Blight Pus** 2d10 + 4

Magic, Ranged, Strike

↳ Ranged 10

≤11 7 corruption damage

12-16 10 corruption damage

17+ 11 corruption damage

Signature Ability

Main action

◎ One creature or object

Effect: A puddle of blight—digested soul juice—covers the ground in the target's square, which is affected as if by **Seeping Blight** (see the Level 7+ **Demon Malice** feature).

Blight Rain

Area, Magic

↳ 5 cube within 1

3 Malice

Maneuver

◎ Each enemy in the area

Special: The blight phage must create the cube beneath themself.

Effect: The blight phage spins and sheds corruptive blight to fill the area, which is treated as if affected by **Seeping Blight**.

2 Malice: The blight phage chooses three 2 cube areas within 10 squares of the phage. Each area is covered with blight and treated as if affected by **Seeping Blight**.

★ **Lethé**

While the blight phage is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ **Soulsight**

Any creature within 2 squares of the blight phage can't be hidden from them.

Chimeron

Abyssal, Demon

Level 9 Horde Brute

EV 11

3 Size 6 Speed 90 Stamina 2 Stability 5 Free Strike

Immunity: —
Movement: —

Weakness: Holy 5

Might +4 **Agility** 0 **Reason** +2 **Intuition** +1 **Presence** +2

☒ **Flux Gnash** 2d10 + 4

Melee, Strike, Weapon

↳ Melee 2

≤11 9 cold, fire, or sonic damage

12-16 11 cold, fire, or sonic damage

17+ 13 cold, fire, or sonic damage; **M<4** bleeding, dazed, or slowed (save ends)

Special: After making the power roll, the chimeron decides what damage type the ability deals and which condition it imposes.

☒ **Pain Absorption**

1 Malice

Triggered action

↳ Self

Trigger: The chimeron is targeted by a damage-dealing strike.

Effect: The chimeron halves the damage.

★ **Lethé**

While the chimeron is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ **Soulsight**

Any creature within 2 squares of the chimeron can't be hidden from them.



Styrich

Abyssal, Demon

Level 8 Horde Hexer
EV 10

1L Size 6 Speed 45 Stamina 1 Stability 3 Free Strike

Immunity: —
Movement: —

Might +2 **Agility +4** **Reason 0** **Intuition +2** **Presence 0**

Hair Whip 2d10 + 4

Melee, Strike, Weapon
Melee 4

≤11 7 damage; pull 1
12-16 10 damage; pull 2, grabbed
17+ 12 damage; pull 3, grabbed

Effect: Any target restrained by the styrich's Tangled Nest ability can be pulled the distance determined by the power roll.

Signature Ability

Main action

One creature or object

Tangled Nest 2d10 + 4

Area
Melee 4 burst

≤11 A<2 slowed (save ends)
12-16 Slowed (EoT) or A<3 3 damage and restrained (EoT)
17+ Restrained (EoT) or A<4 3 damage and restrained (save ends)

5 Malice

Maneuver

Each enemy in the area

★ Lethe

While the styrich is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the styrich can't be hidden from them.

Soulraker Praetorian

Abyssal, Demon, Soulraker

Level 7 Horde Harrier

EV 9

1L Size 8 Speed 45 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Might +2 **Agility +4** **Reason 0** **Intuition +2** **Presence 0**

Barbed Stinger 2d10 + 4

Melee, Strike, Weapon
Melee 2

≤11 7 poison damage; push 2
12-16 10 poison damage; push 2
17+ 11 poison damage; push 4; A<4 grabbed

Effect: The praetorian can shift into each square the target leaves.

Signature Ability

Main action

One creature

Stinging Departure

Melee Self

2 Malice

Triggered action

The triggering creature

Trigger: A creature ends the praetorian's grab.

Effect: The praetorian makes a free strike against the target, breaks off part of their stinger in the target, and shifts up to half their speed. The target is bleeding until they remove the stinger fragment as a free maneuver, taking 6 damage in the process.

★ Lethe

While the praetorian is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Praetorian Buzzing

Any creature who starts their turn with two or more praetorians adjacent to them takes 6 sonic damage.

Soulraker Handmaiden

Abyssal, Demon, Soulraker

Level 8 Horde Ambusher

EV 10

1M Size 0 Speed 50 Stamina 0 Stability 4 Free Strike

Immunity: —
Movement: —

Weakness: Holy 5

Might +3 **Agility 0** **Reason +2** **Intuition +2** **Presence +4**

★ Implanted Parasite

A host creature implanted by a soulraker hivequeen's **Stinging Ovipositor** has no physical or mental signs of the handmaiden gestating inside the host's body.

After 1d3 + 1 weeks of gestation, the handmaiden fully forms inside the host. The handmaiden always moves with and occupies the same space as the host and can't be separated from them. While totally within the creature, the handmaiden doesn't have line of effect to the host or targets outside the host and vice versa.

As a maneuver, the handmaiden can emerge from the host as a horrifying tower of flesh and bone that remains attached to the host's insides. While emerged, the handmaiden can use a move action to make the host move up to their speed and has access to the host's signature abilities, using the host's modifiers for any power rolls. The handmaiden has the same Stability as the host. If the handmaiden or host is force moved, the other moves with them. While emerged, the handmaiden can be targeted independently of the host. The handmaiden can retreat totally within the host's body as a maneuver. If the handmaiden dies, their remains separate from the host.

The [Find a Cure](#) downtime project in *Draw Steel: Heroes* can be used to find a cure that removes a handmaiden from a host. The cure kills the handmaiden when consumed.

Emergent Horrors 2d10 + 4

Melee, Strike, Weapon
Melee 2

≤11 8 corruption damage
12-16 11 corruption damage
17+ 13 corruption damage; M<4 frightened (save ends)

Effect: If the handmaiden was totally within their host's body at the start of this turn, the ability deals an extra 8 damage.

Signature Ability

Main action

One creature or object

★ Lethe

While the handmaiden is winded, they gain an edge on strikes, and any strike made against them gains an edge.



Soulraker Hivequeen

Abyssal, Demon, Soulraker

Level 9 Leader

EV 44

5	6	240	2	9
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Movement: Fly

Weakness: Holy 5

Might +5 **Agility -1** **Reason +3** **Intuition +3** **Presence +2**

✖ Stinging Ovipositor 2d10 + 5

Magic, Melee, Ranged, Strike

↳ Melee 1 or ranged 10

≤11 14 poison damage; M<3 bleeding (save ends)

12-16 19 poison damage; M<4 bleeding (save ends)

17+ 23 poison damage; M<5 the target is implanted

Effect: An implanted target has a **soulraker handmaiden** parasite gestating in them (see the handmaiden's **Implanted Parasite** trait).

Signature Ability

Main action

↳ Two creatures

⌚ Forced Gestation

3 Malice

Area

↳ 10 burst

Maneuver

↳ Each implanted handmaiden parasite in the area

Effect: The hivequeen lets loose a subsonic call to each target, forcing them to immediately emerge from their host's body as a mature **soulraker handmaiden** and make a free strike.

!] For the Queen!

2 Malice

Area

↳ 5 burst

Triggered action

↳ Special

Trigger: The hivequeen is targeted by a strike for the second time on an attacker's turn, whether by the attacker or another creature acting on the attacker's turn.

Effect: Two soulraker minions appear within distance.

2 Malice: A **soulraker praetorian** also appears within distance.

★ Cannibal Queen

At the end of their turn, the hivequeen can consume an adjacent soulraker demon to end one effect on them that can be ended by a saving throw (no action required).

★ Hive Soulsight

Any creature within 2 squares of a soulraker demon within 100 miles of the hivequeen can't be hidden from the hivequeen. The hivequeen has line of effect to such creatures.

💀 Kicking the Nest

Villain Action 1

Area

↳ 10 burst

↳ Each soulraker minion in the area

Effect: Each target can move their speed and make a free strike. If no minions are present, four soulraker minions are summoned into unoccupied spaces within distance before the hivequeen uses this villain action.

💀 Buzz Off! 2d10 + 5

Villain Action 2

Area

↳ 5 burst

↳ Each enemy in the area

≤11 Push 3; I<3 dazed (save ends)

12-16 Push 3; I<4 dazed (save ends)

17+ 11 sonic damage; push 3; I<5 dazed (save ends)

Effect: The hivequeen shifts up to her speed.

💀 Bomber Wasp Warfare 2d10 + 4

Villain Action 3

Area, Magic, Ranged

↳ Four 2 cubes within 10

↳ Each enemy in the area

≤11 7 poison damage; M<3 bleeding (save ends)

12-16 11 poison damage; M<4 bleeding (save ends)

17+ 14 poison damage; M<5 bleeding (save ends)

Demons—4th Echelon

The more souls a demon consumes, the more they evolve. The more they evolve, the more refined their tastes become, until eventually demons of category 10 can be satisfied only by consuming souls that exemplify particular qualities. Many demons of this category have their tastes honored by their titles, such as Gorgino, the Sensuous Feast; Tyx, the Obliviated Spiral; and Lorikta, the Discarded Dream.

Optacus (OHP-tih-cus) demons are abyssal eyes atop a spindly flesh stalk supported by innumerable legs. Able to affix to any surface, they shoot deadly beams of fire at distant foes.

Tyburakis (tee-berr-AH-kees) appear as a horrifying cross between a thresher shark and a terror lizard, their tails lined with tiny shark maws that allow them to bite multiple foes at once.

Unguloids (UHN-jyl-oids) have a centaur-like form, with a body and head resembling a demonic rhinoceros. They are known for their devastating charge.

Izyaks (ee-zee-YAHKS) have a mercurial form that ripples with psionic energy, making these demons appear different to all those who observe them. Their true form is a brain supported on four bone legs.

Vicisitators (vih-SIS-ih-tay-tors) are dangerous and horrifically unstable, the flesh and bone of their bodies trapped in a state of perpetual agonizing flux. Their very touch results in excruciating pain as it warps flesh, bone, and soul.

Aurumvas (or-UM-vahs) the demon king stands alone among named demons for craving not only wealth, but highly avaricious souls. A towering figure with a stack of crowns atop his ophidian head, he is a vision of opulence, excess, and absolute debasement. He lords over other powerful demons by virtue of the wealth held in his vast vaults in the Abyssal Wasteland, acquired through the slaughter of countless creatures. But even as he gazes upon his riches and supernatural treasures, Aurumvas wants for more. He draws lesser demons and wicked mortals to his service with the promise of minor treasures, knowing full well that one needs to spend wealth to make it. If left unchecked, Aurumvas's servile armies and glittering hoards might one day encompass the entire timescape.

Demon Malice

Level 10+ Malice Features

At the start of any level 10 or higher demon's turn, you can spend Malice to activate one of the following features.

★ Prior Malice Features

3–7 Malice

The demon activates a Malice feature available to demons of level 9 or lower.

● Soul Fense

7 Malice

One demon acting this turn unleashes their pent-up agony and pain on every non-demon in a 5 burst. Each target makes a **Presence test**.

- ≤11 10 corruption damage; the target is soul fensed
- 12–16 The target is soul fensed
- 17+ No effect

Effect: The demon removes all conditions and effects on themselves that can be ended by a saving throw, and transfers all those effects to each creature soul fensed this way.

Optacus

Abyssal, Demon

Level 10 Minion Artillery

EV 12 for four minions

1S	6	14	0	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Movement: Climb

Weakness: Holy 5

With Captain: +4 bonus to speed

Might +1 **Agility +3** **Reason +1** **Intuition +5** **Presence +1**

☒ Optical Flare

2d10 + 5

Magic, Ranged, Strike, Weapon

Ranged 20

≤11 5 fire damage

12–16 8 fire damage

17+ 10 fire damage; this damage ignores immunity

Signature Ability

Main action

◎ One creature or object per minion

Effect: This ability ignores concealment. A winded target takes an extra 5 damage.

Tyburaki

Abyssal, Demon

Level 10 Minion Harrier

EV 12 for four minions

2	8	15	0	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Movement: Swim

Weakness: Holy 5

With Captain: +4 damage bonus to strikes

Might +2 **Agility +5** **Reason 0** **Intuition +3** **Presence -1**

☒ Tail Bite

2d10 + 5

Melee, Strike, Weapon

Melee 3

≤11 4 damage

12–16 7 damage

17+ 9 damage

Signature Ability

Main action

◎ One creature or object per minion

Effect: The tyburaki can make a free strike against each enemy adjacent to the target.

★ Breacher

While swimming, the tyburaki can jump 5 squares as part of their movement.

★ Soulsight

Any creature within 2 squares of the tyburaki can't be hidden from them.

Unguloid

Abyssal, Demon

Level 10 Minion Brute

EV 12 for four minions

2	8	17	3	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Movement: —

Weakness: Holy 5

With Captain: Have a double edge on strikes

Might +5 **Agility +5** **Reason -1** **Intuition -1** **Presence -1**

☒ Gore Horn

2d10 + 5

Charge, Melee, Strike, Weapon

Melee 1

≤11 5 damage; push 2

12–16 8 damage; push 4

17+ 10 damage; push 6

Signature Ability

Main action

◎ One creature or object per minion

Effect: If this ability is used as part of a charge for which the unguloid moves 2 squares or more, it deals an extra 10 damage.

★ Soulsight

Any creature within 2 squares of the unguloid can't be hidden from them.

Izyak	Level 10 Horde Controller			
Abyssal, Demon	EV 12			

2 Size 6 Speed 55 Stamina 0 Stability 4 Free Strike

Immunity: —
Movement: Teleport

Might 0 **Agility** 0 **Reason** +5 **Intuition** +2 **Presence** +4

Nostalgic Wanderlust 2d10 + 5

Psionic, Ranged, Strike
Ranged 10

Signature Ability

Main action
One creature

≤11 9 psychic damage; R<3 restrained (save ends)
12-16 12 psychic damage; R<4 restrained (save ends)
17+ 14 psychic damage; R<5 restrained (save ends)

Effect: The izyak can slide any target restrained this way up to 3 squares.

3 Malice: The izyak can vertical slide any target restrained this way up to 6 squares instead. A target left in midair doesn't fall until the restrained condition ends.

Ruinous Temptation 2d10 + 5

Area, Psionic, Ranged
4 cube within 10

3 Malice

Main action
Each enemy in the area

≤11 4 psychic damage; I<3 dazed (save ends)
12-16 7 psychic damage; I<4 dazed (save ends)
17+ 9 psychic damage; I<5 dazed (save ends)

Effect: Any target dazed this way must use a move action to move their speed toward the izyak on their next turn.

2 Malice: The area increases to a 6 cube.

★ Lethe

While the izyak is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the izyak can't be hidden from them.

Vicisitator	Level 10 Horde Harrier			
Abyssal, Demon	EV 12			

1M Size 9 Speed 60 Stamina 0 Stability 4 Free Strike

Immunity: —
Movement: —

Weakness: Holy 5

Might +4 **Agility** +5 **Reason** -1 **Intuition** -2 **Presence** -3

X Warp Touch 2d10 + 5

Magic, Melee, Ranged, Strike, Weapon
Melee 1 or ranged 10

Signature Ability

Main action
One creature or object

≤11 9 damage
12-16 12 damage
17+ 14 damage; I<5 the target is slowed and weakened (save ends)

Special: The effects of being slowed and weakened this way can't be ignored.

Soul Flay 2d10 + 5

5 Malice

Area
6 × 3 line within 1

Maneuver
Each enemy in the area

≤11 4 psychic damage; P<3 bleeding (save ends)
12-16 7 psychic damage; P<4 bleeding (save ends)
17+ 9 psychic damage; P<5 bleeding (save ends)

Effect: Any creature who is bleeding from this ability loses 2d6 Stamina instead of 1d6.

★ Lethe

While the vicisitator is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsight

Any creature within 2 squares of the vicisitator can't be hidden from them.

Aurumvas
Abyssal, DemonLevel 10 Leader
EV 48

3 Size 8 Speed 260 Stamina 2 Stability 10 Free Strike

Immunity: —
Movement: Fly

Weakness: Holy 5

Might +5 Agility +2 Reason +5 Intuition +3 Presence +5

★ Absorb Soul

Whenever any demon is reduced to 0 Stamina within 10 squares of Aurumvas, the Director gains 1 Malice. Aurumvas loses this trait while he is dazed.

☛ Greedy Hands 2d10 + 5Magic, Melee, Strike
Melee 2**Signature Ability**

Main action

◎ Two creatures or objects

- ≤11 15 corruption damage; R<4 weakened (save ends)
- 12-16 20 corruption damage; R<5 weakened (save ends)
- 17+ 24 corruption damage, R<6 weakened (save ends)

2 Malice: Aurumvas regains Stamina equal to the damage dealt.

☛ Covetous Bolts 2d10 + 5Magic, Ranged, Strike
Ranged 20**3 Malice**

Main action

◎ Two creatures

- ≤11 15 psychic damage; P<4 dazed (save ends)
- 12-16 20 psychic damage; P<5 dazed (save ends)
- 17+ 24 psychic damage; P<6 dazed (save ends)

2 Malice: While dazed this way, a target can't gain Heroic Resources.

☛ Greed Is GoodRanged
Ranged 10**2 Malice**

Maneuver

◎ Special

Effect: Aurumvas chooses a supernatural treasure or an item made of gold and teleports to an unoccupied space adjacent to that object, then ends one effect on him that can be ended by a saving throw.

★ More ... More ...

While Aurumvas is winded, he has a double edge on strikes.

★ Soulsight

Any creature within 5 squares of Aurumvas can't be hidden from him.

☛ Time Is MoneyArea, Magic
Melee 20 burst**Villain Action 1**

◎ Self and each ally in the area

Effect: Aurumvas warps time with his abyssal avarice. Each target can teleport up to their speed and make a free strike.

☛ Hostile AcquisitionRanged
Ranged 10**Villain Action 2**

◎ Special

Effect: Aurumvas chooses up to three treasures within distance that he has line of effect to and that aren't artifacts. Until the end of the encounter, ethereal golden snakes swirl around the target treasures. While an affected treasure is worn or held by a hero, each time that hero gains any amount of their Heroic Resource, the Director gains 1 Malice.

☛ No Matter the Cost 2d10 + 5Area, Magic, Ranged
Melee 4 Four 3 cubes within 10**Villain Action 3**

◎ Each creature in the area

Effect: Aurumvas summons treasures from his vaults into the area, then causes them to explode.

- ≤11 10 fire damage; push 1
- 12-16 15 fire damage; push 2
- 17+ 19 fire damage; push 3

