

1. <b>Bael</b> :
- <b>Strength</b> : 8/10
- <b>Intelligence</b> : 6/10
- <b>Charisma</b> : 4/10
- <b>Special Abilities</b> :
- <b>Invisibility</b> : Bael can vanish from sight at will.
- <b>Toad Transformation</b> : Can transform into a giant toad for stealthy movement.
- <b>Cat's Cunning</b> : Possesses feline agility and intuition.
2. <b>Paimon</b> :
- <b>Strength</b> : 5/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Special Abilities</b> :
- <b>Commanding Presence</b> : Paimon's voice compels obedience.
- <b>Knowledge of Hidden Things</b> : Can reveal secrets and hidden knowledge.
- <b>Summoning Legions</b> : Can call forth 200 loyal demons.
3. <b>Asmodeus</b> :
- <b>Strength</b> : 4/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 9/10
- <b>Special Abilities</b> :
- <b>Lustful Influence</b> : Asmodeus stirs desire and passion in others.
- <b>Three-Headed Wisdom</b> : Each head possesses unique insights.
- <b>Charm and Persuasion</b> : Can manipulate emotions and sway minds.
4. <b>Belial</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 7/10
- <b>Charisma</b> : 5/10
- <b>Special Abilities</b> :

- *Multifaceted Heads*: Each head grants different abilities.
- *Infernal Leadership*: Commands legions of demons.
- *Cloak of Invisibility*: Can fade from view when needed.
5. **Marbas**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- **Special Abilities**:
- *Healing Touch*: Marbas can cure ailments and wounds.
- *Shape-Shifting*: Can transform into various animals.
- *Herbal Knowledge*: Mastery of medicinal plants.
6. **Valefor**:
- **Strength**: 5/10
- **Intelligence**: 7/10
- **Charisma**: 9/10
- **Special Abilities**:
- *Thief's Cunning*: Valefor excels at stealth and theft.
- *Illusionist*: Creates convincing illusions.
- *Persuasive Tongue*: Can manipulate others' thoughts.
7. **Amon**:
- **Strength**: 9/10
- **Intelligence**: 6/10
- **Charisma**: 5/10
- **Special Abilities**:
- *Commander of Armies*: Amon leads infernal legions.
- *Predictive Vision*: Sees glimpses of the future.
- *Warrior's Might*: Unmatched in combat.
8. **Barbatos**:

- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Animal Whisperer</b> : Barbatos communicates with animals.
- <b>Locator of Lost Things</b> : Reveals hidden treasures.
- <b>Dimensional Travel</b> : Opens gates to other realms.
9. <b>Paimon</b> (revisited):
- <b>Strength</b> : 5/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Commanding Presence</b> : Paimon's voice compels obedience.
- <b>Knowledge of Hidden Things</b> : Can reveal secrets and hidden knowledge.
- <b>Summoning Legions</b> : Can call forth 200 loyal demons.
10. <b>Buer</b> :
- <b>Strength</b> : 4/10
- <b>Intelligence</b> : 10/10
- <b>Charisma</b> : 6/10
- <b>Healer and Scholar</b> : Buer imparts medical knowledge.
- <b>Lion-Headed Sage</b> : Dispenses wisdom and counsel.
- <b>Cures Ailments</b> : Can heal physical and mental afflictions.
11. <b>Gusion</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 7/10
- <b>Special Abilities</b> :
- <b>Divinatory Insights</b> : Gusion reveals hidden truths and glimpses of the future.
- <b>Winged Agility</b> : Can fly swiftly and silently.
- <b>Swordsmanship</b> : Wields a blade with precision.

12. <b>Sitri</b> :
- <b>Strength</b> : 5/10
- <b>Intelligence</b> : 7/10
- <b>Charisma</b> : 9/10
- <b>Seducer's Charm</b> : Sitri beguiles hearts and stirs desire.
- <b>Love Potions</b> : Can brew elixirs of passion.
- <b>Shape-Shifting</b> : Takes on alluring forms.
13. <b>Beleth</b> :
- <b>Strength</b> : 7/10
- <b>Intelligence</b> : 6/10
- <b>Charisma</b> : 8/10
- <b>Nightmare Weaver</b> : Beleth sends vivid dreams and visions.
- <b>Summoner of Spirits</b> : Commands ghostly entities.
- <b>Demonic Persuasion</b> : Influences minds subtly.
14. <b>Leraje</b> :
- <b>Strength</b> : 8/10
- <b>Intelligence</b> : 5/10
- <b>Charisma</b> : 6/10
- <b>Master Archer</b> : Leraje never misses a shot.
- <b>Arrow of Poison</b> : His arrows carry deadly toxins.
- <b>Forest Guardian</b> : Controls woodland creatures.
15. <b>Eligos</b> :
- <b>Strength</b> : 7/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 6/10
- <b>Warrior's Insight</b> : Eligos predicts battle outcomes.
- <b>Sword of Flame</b> : Wields a blade wreathed in fire.
- <b>Commander of Armies</b> : Leads infernal troops.

16. **\*\*Zepar\*\***:

- **\*\*Strength\*\***: 6/10
- **\*\*Intelligence\*\***: 7/10
- **\*\*Charisma\*\***: 8/10
- **\*Cupid's Arrows\***: Zepar kindles love and desire.
- **\*Healer of Broken Hearts\***: Mends emotional wounds.
- **\*Musician's Gift\***: Plays enchanting melodies.

17. **\*\*Botis\*\***:

- **\*\*Strength\*\***: 7/10
- **\*\*Intelligence\*\***: 8/10
- **\*\*Charisma\*\***: 6/10
- **\*Truth Seeker\***: Botis reveals secrets and plots.
- **\*Clairvoyant Vision\***: Sees distant events.
- **\*Snake Whisperer\***: Communicates with serpents.

18. **\*\*Bathin\*\***:

- **\*\*Strength\*\***: 6/10
- **\*\*Intelligence\*\***: 9/10
- **\*\*Charisma\*\***: 7/10
- **\*Teleportation\***: Bathin moves instantly across vast distances.
- **\*Horse Whisperer\***: Controls steeds and mounts.
- **\*Navigator of the Abyss\***: Guides through hidden realms.

19. **\*\*Sallos\*\***:

- **\*\*Strength\*\***: 5/10
- **\*\*Intelligence\*\***: 7/10
- **\*\*Charisma\*\***: 9/10
- **\*Matchmaker's Touch\***: Sallos unites hearts.
- **\*Romantic Illusions\***: Creates dreamy scenarios.

- *Dolphin Companion*: Summons aquatic allies.
20. **Purson**:
- **Strength**: 8/10
- **Intelligence**: 6/10
- **Charisma**: 7/10
- *Oracle of Secrets*: Purson unveils hidden knowledge.
- *Steed of the Abyss*: Rides a demonic steed.
- *Guardian of Tombs*: Protects ancient crypts.
21. **Morax**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- *Earthshaper*: Morax controls soil and stone.
- *Miner's Insight*: Reveals hidden treasures underground.
- *Golem Mastery*: Animates stone constructs.
22. **Ipos**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- *Seer of the Stars*: Ipos predicts celestial events.
- *Winged Messenger*: Flies swiftly across realms.
- *Truthful Tongue*: Cannot lie when compelled.
23. **Aim**:
- **Strength**: 5/10
- **Intelligence**: 8/10
- **Charisma**: 7/10
- *Archer of the Abyss*: Aim's arrows strike true.
- *Elemental Mastery*: Controls fire and air.

- *Guardian of Crossroads*: Protects travelers.
24. **Naberius**:
- **Strength**: 6/10
- **Intelligence**: 7/10
- **Charisma**: 8/10
- *Artisan's Skill*: Naberius crafts exquisite items.
- *Persuasive Diplomat*: Negotiates with finesse.
- *Hound Companion*: Summons spectral dogs.
25. **Glasya-Labolas**:
- **Strength**: 8/10
- **Intelligence**: 6/10
- **Charisma**: 7/10
- *Hellhound Lord*: Glasya-Labolas commands infernal canines.
- *Pyromancer*: Conjures flames and heat.
- *Judge of Souls*: Decides fates in the afterlife.
26. **Bune**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- *Wealthbringer*: Bune reveals hidden riches.
- *Business Acumen*: Grants financial success.
- *Winged Serpent*: Flies silently through the night.
27. **Ronove**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- *Musical Enchanter*: Ronove's melodies captivate.

- *Book of Secrets*: Imparts forbidden knowledge.
- *Shape-Shifter*: Assumes various forms.
28. <b>**Berith**</b> :
- <b>**Strength**</b> : 8/10
- <b>**Intelligence**</b> : 6/10
- <b>**Charisma**</b> : 7/10
- *Warlord of Hell*: Berith leads demonic armies.
- *Sword of Oaths*: Wields a blade that binds contracts.
- *Metalworker*: Crafts weapons and armor.
29. <b>**Astaroth**</b> :
- <b>**Strength**</b> : 7/10
- <b>**Intelligence**</b> : 8/10
- <b>**Charisma**</b> : 6/10
- *Knowledge Seeker*: Astaroth unveils hidden truths.
- *Serpent Whisperer*: Communicates with snakes.
- *Lover of Art and Beauty*: Inspires creativity.
30. <b>**Forneus**</b> :
- <b>**Strength**</b> : 6/10
- <b>**Intelligence**</b> : 9/10
- <b>**Charisma**</b> : 7/10
- *Sea Sage*: Forneus controls ocean currents.
- *Navigator of Storms*: Guides ships through tempests.
- *Orator of the Abyss*: Persuades with eloquence.
31. <b>**Foras**</b> :
- <b>**Strength**</b> : 6/10
- <b>**Intelligence**</b> : 8/10
- <b>**Charisma**</b> : 7/10



- *Animal Whisperer*: Foras communicates with all creatures.
- *Herbalist*: Knows the properties of rare plants.
- *Shape-Shifter*: Takes on various animal forms.
32. **Asmoday**:
- **Strength**: 7/10
- **Intelligence**: 9/10
- **Charisma**: 6/10
- *Flame Conjurer*: Asmoday controls fire and heat.
- *Lustful Temptation*: Incites forbidden desires.
- *Winged Serpent*: Flies silently through the night.
33. **Gaap**:
- **Strength**: 6/10
- **Intelligence**: 8/10
- **Charisma**: 7/10
- *Dimensional Traveler*: Gaap opens portals to distant realms.
- *Navigator of the Abyss*: Guides through hidden waters.
- *Persuasive Diplomat*: Negotiates with finesse.
34. **Furfur**:
- **Strength**: 7/10
- **Intelligence**: 6/10
- **Charisma**: 8/10
- *Stormbringer*: Furfur commands lightning and thunder.
- *Winged Steed*: Rides a celestial charger.
- *Musical Enchanter*: Plays haunting melodies.
35. **Marchosias**:
- **Strength**: 8/10
- **Intelligence**: 7/10

- <b>Charisma</b> : 6/10
- <b>Hellhound Lord</b> : Marchosias leads infernal canines.
- <b>Sword of Flame</b> : Wields a blade wreathed in fire.
- <b>Judge of Souls</b> : Decides fates in the afterlife.
36. <b>Stolas</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Avian Sage</b> : Stolas converses with birds and owls.
- <b>Botanist of the Abyss</b> : Knows the secrets of plants.
- <b>Shape-Shifter</b> : Assumes various avian forms.
37. <b>Phenex</b> :
- <b>Strength</b> : 7/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 6/10
- <b>Phoenix Flames</b> : Phenex immolates enemies.
- <b>Bardic Inspiration</b> : Inspires poets and musicians.
- <b>Rebirth and Renewal</b> : Rises from ashes.
38. <b>Halphas</b> :
- <b>Strength</b> : 8/10
- <b>Intelligence</b> : 6/10
- <b>Charisma</b> : 7/10
- <b>Construct Master</b> : Halphas builds siege engines and fortifications.
- <b>Warrior's Might</b> : Unmatched in combat.
- <b>Winged Architect</b> : Designs infernal structures.
39. <b>Malphas</b> :
- <b>Strength</b> : 7/10

- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 6/10
- <b>Builder of Illusions</b> : Malphas creates deceptive images.
- <b>Raven Familiar</b> : Summons and communicates with ravens.
- <b>Architect of Shadows</b> : Constructs hidden lairs.
40. <b>Raum</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Treasure Locator</b> : Raum reveals hidden wealth.
- <b>Dimensional Travel</b> : Opens gates to distant lands.
- <b>Silent Observer</b> : Watches without being seen.
41. <b>Focalor</b> :
- <b>Strength</b> : 7/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 6/10
- <b>Stormbringer</b> : Focalor commands tempests and raging seas.
- <b>Water Manipulation</b> : Controls tides and currents.
- <b>Avian Companion</b> : Summons waterfowl.
42. <b>Vepar</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Toxin Master</b> : Vepar poisons enemies with a touch.
- <b>Aquatic Alchemist</b> : Brews elixirs from sea creatures.
- <b>Serpent Whisperer</b> : Communicates with underwater snakes.
43. <b>Sabnock</b> :

- <b>Strength</b> : 8/10
- <b>Intelligence</b> : 6/10
- <b>Charisma</b> : 7/10
- <b>Metalworker</b> : Sabnock forges weapons and armor.
- <b>Guardian of Furnaces</b> : Controls flames in forges.
- <b>Winged Guardian</b> : Protects hidden treasures.
44. <b>Shax</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 7/10
- <b>Illusionist</b> : Shax creates deceptive mirages.
- <b>Thief's Cunning</b> : Steals valuables without detection.
- <b>Winged Serpent</b> : Flies silently through the night.
45. <b>Vine</b> :
- <b>Strength</b> : 7/10
- <b>Intelligence</b> : 6/10
- <b>Charisma</b> : 8/10
- <b>Plant Manipulator</b> : Vine controls vegetation.
- <b>Nature's Whisper</b> : Communicates with trees and plants.
- <b>Shape-Shifter</b> : Assumes various plant forms.
46. <b>Bifrons</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Necromancer</b> : Bifrons raises and communicates with the dead.
- <b>Dimensional Travel</b> : Opens gates to the underworld.
- <b>Book of Shadows</b> : Imparts forbidden knowledge.

47. <b>**Uvall**</b> :
- <b>**Strength**</b> : 7/10
- <b>**Intelligence**</b> : 8/10
- <b>**Charisma**</b> : 6/10
- <b>*Pyromancer*</b> : Uvall controls flames and heat.
- <b>*Sword of Ashes*</b> : Wields a blade that burns enemies.
- <b>*Hellhound Companion*</b> : Summons fiery canines.
48. <b>**Haagenti**</b> :
- <b>**Strength**</b> : 8/10
- <b>**Intelligence**</b> : 6/10
- <b>**Charisma**</b> : 7/10
- <b>*Alchemy Master*</b> : Haagenti transmutes substances.
- <b>*Gourmet's Delight*</b> : Creates sumptuous feasts.
- <b>*Winged Chef*</b> : Cooks otherworldly dishes.
49. <b>**Crocell**</b> :
- <b>**Strength**</b> : 6/10
- <b>**Intelligence**</b> : 9/10
- <b>**Charisma**</b> : 7/10
- <b>*Water Musician*</b> : Crocell's melodies control water.
- <b>*Healer of Ailments*</b> : Cures physical and emotional wounds.
- <b>*Aquatic Familiar*</b> : Summons sea creatures.
50. <b>**Furcas**</b> :
- <b>**Strength**</b> : 7/10
- <b>**Intelligence**</b> : 8/10
- <b>**Charisma**</b> : 6/10
- <b>*Knight of Hell*</b> : Furcas teaches warfare and strategy.
- <b>*Diviner of Stars*</b> : Reads celestial signs.
- <b>*Winged Scholar*</b> : Imparts ancient wisdom.

51. **Balam**:

- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- **Beastmaster**: Balam commands wild animals.
- **Shape-Shifter**: Takes on various animal forms.
- **Night Vision**: Sees clearly in darkness.

52. **Alloes**:

- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- **Pyromancer**: Alloes controls fire and flames.
- **Sword of Ember**: Wields a blade that burns enemies.
- **Winged Scholar**: Imparts ancient knowledge.

53. **Caim**:

- **Strength**: 8/10
- **Intelligence**: 6/10
- **Charisma**: 7/10
- **Guardian of Secrets**: Caim protects hidden knowledge.
- **Winged Sentinel**: Watches over forbidden texts.
- **Dimensional Travel**: Opens gates to other realms.

54. **Murmur**:

- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- **Musician of Hell**: Murmur's melodies sway minds.
- **Orator of Spirits**: Communicates with the deceased.

- *Winged Bard*: Sings haunting ballads.
55. **Orobas**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- *Equine Sage*: Orobas converses with horses.
- *Diviner of Fate*: Reads destinies and omens.
- *Dimensional Travel*: Opens gates to distant lands.
56. **Gremory**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- *Seducer's Charm*: Gremory beguiles hearts.
- *Love Potions*: Brews elixirs of passion.
- *Winged Lover*: Inspires forbidden desires.
57. **Ose**:
- **Strength**: 8/10
- **Intelligence**: 6/10
- **Charisma**: 7/10
- *Seer of Secrets*: Ose unveils hidden truths.
- *Winged Scholar*: Imparts forbidden knowledge.
- *Dimensional Travel*: Opens gates to other planes.
58. **Amy**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- *Oracle of the Abyss*: Amy predicts future events.

- *Winged Scribe*: Records cosmic knowledge.
- *Telepathic Communication*: Speaks directly to minds.
59. **Orias**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- *Nightshade Whisperer*: Orias controls poisonous plants.
- *Shape-Shifter*: Assumes various forms.
- *Winged Herbalist*: Knows the properties of rare flora.
60. **Vapula**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- *Artificer of Hell*: Vapula crafts infernal devices.
- *Inventor's Mind*: Creates arcane inventions.
- *Winged Tinkerer*: Repairs broken machinery.
61. **Zagan**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- *Alchemy Master*: Zagan transmutes substances.
- *Winged Artificer*: Crafts magical artifacts.
- *Healer of Beasts*: Cures animal ailments.
62. **Valac**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10



- *Seer of Lost Things*: Valac reveals hidden objects.
- *Winged Oracle*: Predicts future events.
- *Nightshade Whisperer*: Controls poisonous plants.
63. **Andras**:
- **Strength**: 8/10
- **Intelligence**: 6/10
- **Charisma**: 7/10
- *Warrior of Hell*: Andras excels in combat.
- *Sword of Shadows*: Wields a blade that drains life.
- *Winged Marauder*: Raids mortal settlements.
64. **Flauros**:
- **Strength**: 7/10
- **Intelligence**: 8/10
- **Charisma**: 6/10
- *Pyromancer*: Flauros controls fire and heat.
- *Hellhound Companion*: Summons fiery canines.
- *Winged Scholar*: Imparts forbidden knowledge.
65. **Andrealphus**:
- **Strength**: 6/10
- **Intelligence**: 9/10
- **Charisma**: 7/10
- *Seducer's Charm*: Andrealphus beguiles hearts.
- *Dance of Desire*: Inspires passion through movement.
- *Winged Lover*: Ignites forbidden desires.
66. **Kimaris**:
- **Strength**: 7/10
- **Intelligence**: 8/10

- <b>Charisma</b> : 6/10
- <b>Horse Whisperer</b> : Kimaris controls steeds and mounts.
- <b>Dimensional Travel</b> : Opens gates to distant realms.
- <b>Winged Knight</b> : Protects sacred places.
67. <b>Amdusias</b> :
- <b>Strength</b> : 8/10
- <b>Intelligence</b> : 6/10
- <b>Charisma</b> : 7/10
- <b>Musician of Hell</b> : Amdusias plays haunting melodies.
- <b>Stormbringer</b> : Commands thunder and lightning.
- <b>Winged Troubadour</b> : Sings tales of ancient battles.
68. <b>Belial</b> (revisited):
- <b>Strength</b> : 7/10
- <b>Intelligence</b> : 8/10
- <b>Charisma</b> : 6/10
- <b>Head of Infernal Powers</b> : Belial leads demonic legions.
- <b>Multifaceted Heads</b> : Each head grants different abilities.
- <b>Cloak of Invisibility</b> : Can fade from view when needed.
69. <b>Decarabia</b> :
- <b>Strength</b> : 6/10
- <b>Intelligence</b> : 9/10
- <b>Charisma</b> : 7/10
- <b>Avian Sage</b> : Decarabia converses with birds.
- <b>Botanist of the Abyss</b> : Knows the secrets of plants.
- <b>Dimensional Travel</b> : Opens gates to hidden realms.
70. <b>Seere</b> :
- <b>Strength</b> : 7/10

- <b>**Intelligence**</b> : 8/10
- <b>**Charisma**</b> : 6/10
- <b>*Locator of Lost Things*</b> : Seere reveals hidden treasures.
- <b>*Winged Courier*</b> : Delivers messages across vast distances.
- <b>*Shape-Shifter*</b> : Assumes various forms.
71. <b>**Dantalion**</b> :
- <b>**Strength**</b> : 6/10
- <b>**Intelligence**</b> : 9/10
- <b>**Charisma**</b> : 7/10
- <b>*Mind Reader*</b> : Dantalion discerns thoughts and secrets.
- <b>*Winged Scholar*</b> : Imparts forbidden knowledge.
- <b>*Dimensional Travel*</b> : Opens gates to inner realms.
72. <b>**Andromalius**</b> :
- <b>**Strength**</b> : 7/10
- <b>**Intelligence**</b> : 8/10
- <b>**Charisma**</b> : 6/10
- <b>*Seeker of Justice*</b> : Andromalius punishes wrongdoers.
- <b>*Guardian of Secrets*</b> : Protects hidden knowledge.
- <b>*Winged Inquisitor*</b> : Investigates mysteries.