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# CRITTER·CACHE

## DAEMONS



AERYN "BLACKDIRGE" RUDEL





# CRITTER CACHE

## DAEMONS

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# HISTORY OF THE DAEMONS

In the ancient war between god and primordial, the lines of battle were clearly drawn, and the hatred one side bore the other stemmed from two utterly different views of creation. The gods sought to make order and sense of the universe, while the primordials ached to unleash the raw stuff of creation, molding the universe with pure elemental chaos. These vastly dissimilar ideologies left little common ground for god and primordial to reach an accord; however, legend holds that one god, the mighty Tartarus, saw some beauty in the roiling maelstrom of elemental chaos, and sought to harness its power for his own use.

Tartarus was an ancient deity of darkness and shadow, and as the war between god and primordial raged, he furtively began an alliance with a powerful primordial known as Gaia. Together, Gaia and Tartarus began to mingle the essence of immortal and elemental, attempting to create a new race of servants that would harness the power of both the divine and the raw strength of chaos. Before they could complete this goal, however, they were discovered, and the rage of both god and primordial rained down upon them.

In a titanic battle, the gods and the primordials besieged Tartarus and Gaia; the only instance where the two creator races were able to set aside their differences and work toward a common goal. Unable to stand against the arrayed might of both of their respective peoples, Tartarus and Gaia were slain, and their bodies, tangled together in death, were thrown into the Astral Sea. The corpses of the two divine beings plowed through the swirling mist of the ether, creating a deep pit that expanded outward in a widening arc of shadow and flame. Eventually, Gaia and Tartarus settled at the bottom of the near infinite pit their falling corpses had created, and their blood mingled and collected in a vast pool of divine ichor.

Eons passed, and the gaping pit of shadow and flame in the Astral Sea became known as the Pit of Tartarus, and was shunned by both god and primordial alike. However, something stirred in the vast emptiness of the great pit; the mingled blood of Gaia and Tartarus had produced new life, a creature born of both divine order and elemental chaos – the first daemon, Typhon.

Typhon was birthed alone in the great emptiness of the Pit of Tartarus, but he did not remain alone for long. The first daemon coaxed others like himself from the coagulate pool of his parents' mingled blood. Hideous and powerful entities pulled themselves from the fecund blood of Tartarus and Gaia, fiends with names like Agathysus, Argus, Echidna, Ixion, and Stympalia – the first masters of a new race of immortals.

Though Typhon was no longer alone, he yearned for more than the company of his brothers and sisters, who had slowly moved to the upper rings of Tartarus, shaping the budding plane to their whim and establishing their own dominions. Typhon and his siblings were the masters of an empty kingdom, and they wished to fill it with creatures that would serve them, help them grow powerful, and eventually rival the mighty demons of the Abyss and the great dukes of the Nine Hells. But though the war between gods and primordials had waned in the eons since the fall of Tartarus and Gaia, Typhon dared not expose himself, lest he risk the vengeance of his parents' slayers.

To fill the Pit of Tartarus with creatures of their own creation, Typhon and his siblings turned to the race of mortals who had recently spread across the vastness of the natural world. They snatched a small number of these weak, ephemeral beings from beneath the watchful eyes of the gods, and cast their bodies into the great pool of blood that still lingered from the ancient corpses of Tartarus and Gaia. As Typhon had hoped, the souls within these mortals acted as a catalyst, cleaving to the elemental and divine energies within the blood and twisting the mortal body into a new and more potent form. These new creatures, daemons of a lesser sort than Typhon and his ilk, soon began to fill Tartarus, and Typhon began to gather mortal souls in great quantities to fuel the population of his domain.

In time, it became too dangerous to simply abduct mortals from the mortal realm, as the risk of discovery by the gods that watched over and received worship from the mortals grew with each abduction. However, Tartarus was no longer empty; thousands upon thousands of lesser daemons now filled its soaring peaks, steaming jungles, and shadowy valleys, and Typhon was confident that he held enough power to avoid a direct confrontation with the gods should he expose himself, and on this assumption, he gambled.

Only a fool challenges the gods, and Typhon had no desire to do so. Instead, he wished to cement his and the new race of daemons' place in the eternal cycle, and in order to do this, the great daemon needed powerful allies. So Typhon turned to those who had traveled the same road he wished to travel, beings that had thrown off the shackles of their divine and primordial masters to create their own dominions in the great cosmic wheel. Typhon turned to the Abyss and the Nine Hells.

Typhon approached both the demon lords of the Abyss and the dukes of the Nine Hells simultaneously with the same offer. He would provide powerful daemoniac soldiers and servants to the Abyss and the Nine Hells; creatures that could fill roles the both demon- and devil-kind lacked, or simply strengthen demonic and diabolical armies. In exchange, Typhon would receive a portion of the souls gathered by the two races of fiends, and they would support his bid to earn legitimacy in the eyes of the gods. It was far too tempting an offer for the Abyss and the

## CRITTER CACHE: DAEMONS

Nine Hells to refuse, as a war had been steadily growing between the two races of fiends, and both hungered for additional bodies to fill their fiendish armies.

Supported by the Abyss and the Nine Hells, Typhon was able to gather thousands of souls, which he parceled out to his siblings, now known as archodaemons, to earn their continued loyalty. These souls were immediately transformed into more daemons, allowing Typhon and his siblings to strengthen their own domains, and set up further alliances with the Abyss and the Nine Hells. Eventually, this activity did gain the attention of the gods; but it was far too late for them to intervene. Typhon had entrenched the Pit of Tartarus into the cosmic cycle, and even the gods dared not stand against him and the combined might of the Abyss and the Nine Hells.

Currently, Typhon claims dominion over the Pit of Tartarus, and for the moment his siblings are content to let him rule. However, the great archodaemon is no fool, and he makes sure that the largest portion of souls gathered from the Abyss and the Nine Hells go to him; further strengthening his hold on Tartarus with a grand daemonic army under his control. In addition, Typhon is no longer completely satisfied with buying the souls of mortals from his infernal and demonic allies, and he has made strides on the mortal realm to create cults that worship he and he alone. The souls of these cultists come directly to him, and Typhon has created an elite group of devoted daemons from the souls of these worshippers.

Whether or not Typhon is making a bid to follow in his father's footsteps and become a god is not known, but his siblings keep a wary eye on the master of Tartarus, and a few have begun to emulate his designs on the mortal realm. Cults devoted to mighty daemons have begun to appear throughout the natural world, and the forces of good, as well as those established powers of wickedness, have been forced to accept the fact that the daemons' brand of evil is here to stay.





# A PRIMER TO THE PIT OF TARTARUS

The Pit of Tartarus falls away into a series of rings or tiers from the mist of the Astral Sea, descending like an open sore into the ether. It is covered in a thick shroud of gloom that obscures all but the first tier, the swampy realm of Elos. This shroud gives the Pit of Tartarus its other name – the Gloom of Tartarus. Each of the five rings of Tartarus comprises a separate domain ruled by one of the immensely powerful archdaemons, and is in reality a massive ledge, thousands of miles in width and diameter, overlooking the gloomy depths of the pit.

Traveling from one ring to another presents some complications for visitors to the Pit of Tartarus, since the edge of each tier plunges many miles to the next. Traversing the rings is best done by navigating one of the five great rivers of Tartarus, which includes the mighty Acheron that connects them all. The river Acheron flows through and over the four rivers that circumnavigate the first four rings of Tartarus, the rivers Lethe, Eridanus, Phlegethon, and Cocytus, before emptying into the great bloody sea that fills the bottom of the pit.

Most visitors to the pit arrive in the gloomy swamps of Elos, the first and largest ring of Tartarus. Here the gloom-

shrouded fens and festering bogs are filled from the river Lethe as it makes its way sluggishly through the vast ring. Dangers include poison gasses, daemoniac breeds of crocodile, various types of monstrous serpents, and the hordes of pathetic larvae and pathodaemons that are so common on this ring. In addition, the waters of Lethe are said to erase the minds of any mortal that bathes in them, reducing such a person to a mindless invalid without thought or memory. The ruler of the Elos is the gigantic, hundred-eyed archdaemon Argus, and he commands a vast army of lesser daemons that are nominally charged with the defense of Tartarus' doorstep, but in reality are hired out to the highest bidder for the profit of their commander. Argus dwells in a vast, iron castle that sits upon an isle in the middle of the river Lethe.

Access to Anapyx, the second ring of Tartarus is possible only by those that brave the great river Acheron where it crosses the river Lethe and flows down into the river Eridanus. The second ring is shadowy jungle filled with carnivorous plants, fiendish breeds of dinosaurs, and roving bands of feral cryptodaemons called the Edomai, or eaters. However, the most fearsome denizens of Anapyx are the cruciodaemons, which are more common here than any other ring. The river Eridanus runs throughout Anapyx, and its waters are treacherous, fast moving, and choked with all manner of organic debris. Eridanus is rumored to be tainted with the blood of Typhon himself, and is thought to be a deadly poison to mortals. The master of Anapyx is the insectile Ixion, who roams at will, and may be encountered by the foolhardy and unlucky in any part of the shadowy, hellish jungle that is his domain.

Those wishing to depart the jungles of Anapyx and visit the soaring, volcanic peaks of Pyragix have two options. The best and safest option is to fly from Anapyx to Pyragix, braving the hot winds that scream up from the third ring at gale-force velocities. However, for those that lack the power of flight, only the river Acheron remains, forcing travelers to navigate its treacherous waters from Anapyx to where it crosses the boiling river of Phlegethon as it flows through the volcanic valleys of Pyragix. Unfortunately, the terrain along the floor of Pyragix is a blistering, volcanic hell, deadly to all but the massive legions of ferrodaemons that are spawned there. The remaining inhabitants of Pyragix, including the ruler of the ring, the archdaemon Stymphalia, live among the towering peaks of the volcanic mountains that rise thousands of feet into the air above the furnace-like surface. Chirodaemons are the most common daemon found here, but other evil flying creatures, such as gargoyles, fell wyverns, and harpies are also common. Stymphalia rules her domain from a stony tower that rests above the caldera of the largest volcano in the ring. Only the power of the archdaemon herself keeps the massive volcano from erupting and obliterating the thousands upon thousands of chirodaemon and other winged horrors that flock to her banner.



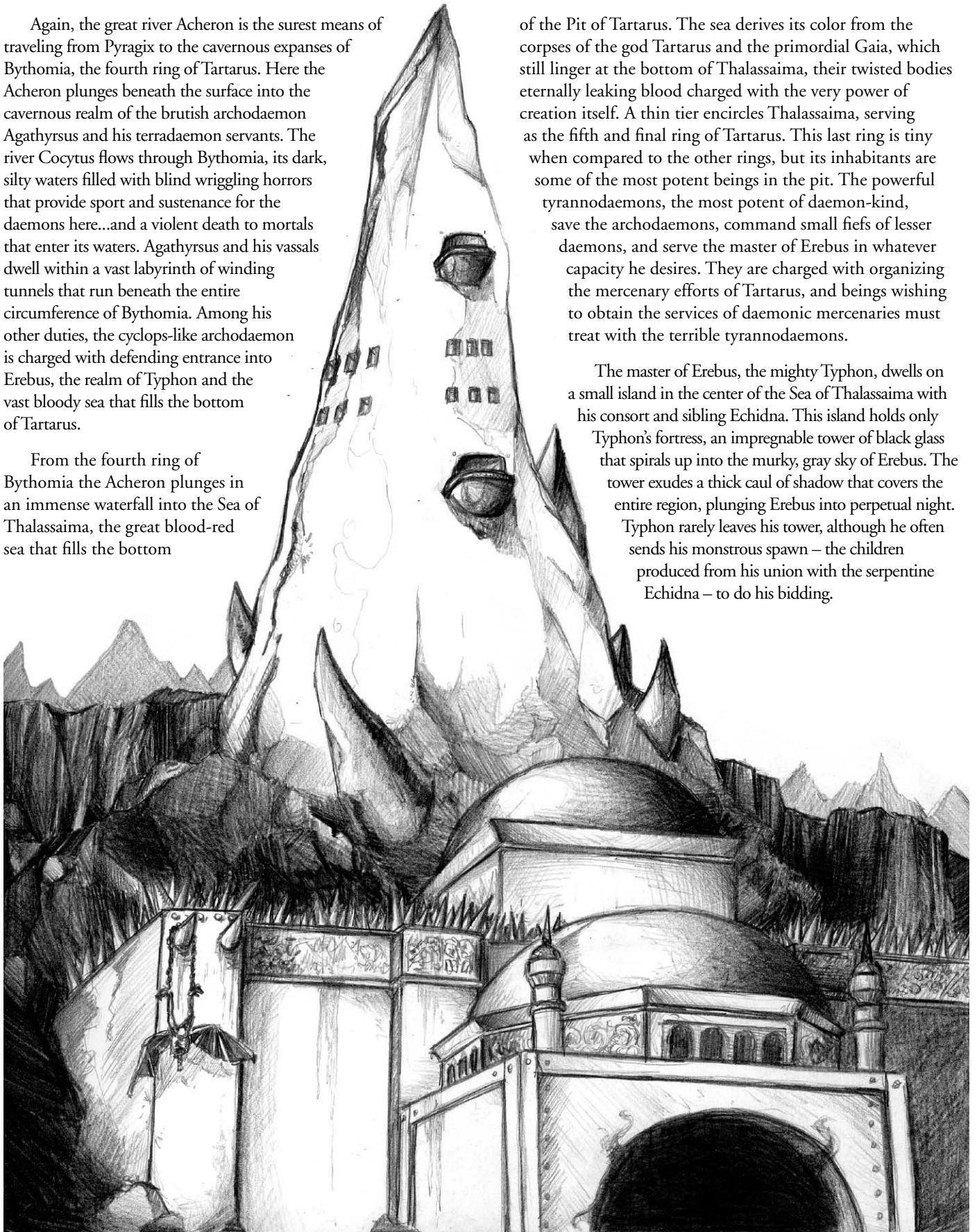
## CRITTER CACHE: DAEMONS

Again, the great river Acheron is the surest means of traveling from Pyragix to the cavernous expanses of Bythomia, the fourth ring of Tartarus. Here the Acheron plunges beneath the surface into the cavernous realm of the brutish archodaemon Agathysus and his terradaemon servants. The river Cocytus flows through Bythomia, its dark, silty waters filled with blind wriggling horrors that provide sport and sustenance for the daemons here...and a violent death to mortals that enter its waters. Agathysus and his vassals dwell within a vast labyrinth of winding tunnels that run beneath the entire circumference of Bythomia. Among his other duties, the cyclops-like archodaemon is charged with defending entrance into Erebus, the realm of Typhon and the vast bloody sea that fills the bottom of Tartarus.

From the fourth ring of Bythomia the Acheron plunges in an immense waterfall into the Sea of Thalassaima, the great blood-red sea that fills the bottom

of the Pit of Tartarus. The sea derives its color from the corpses of the god Tartarus and the primordial Gaia, which still linger at the bottom of Thalassaima, their twisted bodies eternally leaking blood charged with the very power of creation itself. A thin tier encircles Thalassaima, serving as the fifth and final ring of Tartarus. This last ring is tiny when compared to the other rings, but its inhabitants are some of the most potent beings in the pit. The powerful tyrannodaemons, the most potent of daemon-kind, save the archodaemons, command small fiefs of lesser daemons, and serve the master of Erebus in whatever capacity he desires. They are charged with organizing the mercenary efforts of Tartarus, and beings wishing to obtain the services of daemoniac mercenaries must treat with the terrible tyrannodaemons.

The master of Erebus, the mighty Typhon, dwells on a small island in the center of the Sea of Thalassaima with his consort and sibling Echidna. This island holds only Typhon's fortress, an impregnable tower of black glass that spirals up into the murky, gray sky of Erebus. The tower exudes a thick caul of shadow that covers the entire region, plunging Erebus into perpetual night. Typhon rarely leaves his tower, although he often sends his monstrous spawn – the children produced from his union with the serpentine Echidna – to do his bidding.





# DAEMON

Mercenary and devious, the immortal race of daemons dwells with the Pit of Tartarus, which festers like a cancerous sore in the ether of the Astral Sea. The daemons are ruled by a group of ultra-powerful beings known as archodaemons, which command vast armies of lesser daemons and control one of the five rings or tiers of Tartarus. The mighty Typhon and his monstrous consort Echidna rule all of demon-kind from the bottom of the Pit of Tartarus, and although the other archodaemons act with relative autonomy, they take pains to avoid offending or riling the greatest daemon.

There are many different types or castes of daemons, and most are created by harnessing the soul energy contained within the wriggling, worm-like bodies of soul larvae, the end product of souls gathered by the daemons. The lesser kinds of daemons are created directly from soul larvae, usually within one of the many spawning pits found throughout Tartarus. More powerful daemons, especially the three greater types – cacodaemons, megalodaemons, and tyrannodaemons – are instead promoted from the ranks of lesser daemons; although it still requires the soul energy of hundreds of sacrificed soul larvae to invoke such a metamorphosis.

Daemons occupy a philosophical middle ground between the other two races of fiends – the devils and demons. Although destructive, they are not nearly as chaotic as the demons of the Abyss; and although organized, they are not nearly as regimented as the devils of the Nine Hells. Instead, daemons are mercurial, adaptable, and above all, driven to gain personal power. To gain power, the race of daemons sell their services as mercenaries to any that have what they desire – the souls of mortals. Daemons can be found serving in the highly organized armies of the Nine Hells or directing a screaming horde of lesser demons in the Abyss. Whom they serve is not important, and daemons faithfully serve fiend and mortal alike, as long as they are paid the agreed upon price in soul energy.

The driving goal of collecting mortal souls is the only way in which the daemonic race can propagate itself. Lesser daemons collect soul energy for their mercenary activities, and then sell these souls to more powerful daemons, who in turn transform the souls into soul larvae, which are then sold to tyrannodaemons or archodaemons to be turned into yet more daemons. This chain of transactions ensures that lesser daemons gain more personal power by gaining the attention of more powerful daemons as able earners of soul energy, while tyrannodaemons and archodaemons create their own personal armies of lesser daemons from the soul larvae they purchase from daemons occupying the middle tier between lesser and greater daemons. However, greater daemons do hire themselves out as elite mercenaries from time to time, gathering huge amounts of soul energy without having to work within the long-established system of transactions described above.

Daemons are a fairly young race of fiends, and do not have the inroads with mortals that demons and devils do. However, the great archodaemons have begun to look towards the natural world as a more direct method of gathering soul energy than the mercenary bartering they currently use. Some archodaemons, primarily the mighty Typhon himself, have had some success in attracting mortal worshippers and establishing small cults in their names. The souls of these cultists come directly to the archodaemon they worship, and although the amount of soul energy obtained from these cultists is only a small trickle, the potential for a vast flood of mortal souls flowing into the Pit of Tartarus is too great an opportunity to ignore.



Terradaemon

## NEW MONSTER PROPERTY

**Reactive Resistance:** When a creature with reactive resistance is hit with an attack that deals acid, cold, fire, lightning, necrotic, psychic, or thunder damage, it gains the specified amount of resistance to that type of energy and retains it for the rest of the encounter. This ability is considered both an encounter power and an immediate interrupt, and therefore reduces the damage of the triggering attack by the specified amount. If a creature can use this ability more than once an encounter, it can resist only one type of damage from this ability at any one time. A creature cannot use this ability to resist a damage type to which it has vulnerability.

# CACODAEMON

Vile and cunning, the powerful cacodaemons serve the mighty tyrannodaemons and the various archodaemons as advisors, negotiators, and war captains. Cacodaemons are often summoned to the mortal realm to oversee large soul-harvesting operations, and to keep cultists and other mortal allies in line.

## CACODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 25:** Cacodaemons are one of three types of greater daemons, the other two being the gargantuan megalodaemons and the mighty tyrannodaemons. Cacodaemons occupy the bottom of this three-level hierarchy, and they constantly strive to earn power and prestige that might vault them into the next level. Cacodaemons often seek power by serving other powerful creatures, such as tyrannodaemons, or better yet, one of the great archodaemons. In Tartarus, cacodaemons tend to congregate in Erebus, the fifth and bottom-most ring of the pit.

**DC 30:** Cacodaemons are masters of a unique daemonic energy known as vitriol. This terrible power combines acid and poison, and cacodaemons can scorch enemies with a variety of blasts and bolts fueled by the tortuous substance.

## CACODAEMON TACTICS

A cacodaemon prefers to blast its enemies from afar with its array of vitriolic powers, typically opening combat with *vitriolic burst*, and then finishing off wounded foes with *vitriolic bolt*. It uses *suppressing gaze* each round to keep enemies with powerful ranged attacks from using them. When pressed by multiple opponents, a cacodaemon uses *breath of Typhon*, and attempts to focus the blast on injured foes, hoping to slay them outright and create larval minions under its control. When wounded, a cacodaemon teleports away in a burst of vitriolic energy, burning and poisoning enemies nearby. A cacodaemon abhors melee, and avoids it whenever possible, even when confronted by vastly inferior opponents. If forced into melee, it uses its scimitar, and attempts to keep enemies in the radius of its *aura of catastrophe*.

## ENCOUNTER GROUPS

Cacodaemons often serve in daemonic mercenary units as field commanders, and tend to surround themselves with powerful, brutish daemons, such as terradaemons and cruciodaemons.

### Level 21 Encounter (XP 20,050)

- 1 cacodaemon (level 21 elite artillery)
- 3 cruciodaemons (level 18 brute)
- 6 hydra larvae (level 23 minions)

**Cacodaemon** Level 21 Elite Artillery  
Large immortal humanoid (daemon) XP 6,400

**Initiative** +14      **Senses** Perception +19; darkvision, truesight 5

**Aura of Catastrophe** aura 3; enemies within the aura that roll a natural 1 or 2 on their attack rolls automatically miss their targets, but roll damage normally for the attack and suffer half the rolled damage. Enemies take only half the rolled damage from these failed attacks, and do not suffer any other effects the attack normally inflicts, including ongoing damage.

**HP** 304; **Bloodied** 152

**AC** 35; **Fortitude** 31, **Reflex** 35, **Will** 32

**Resist** 15 reactive (2/encounter)

**Saving Throws** +2

**Speed** 8

**Action Points** 1

⚔ **Scimitar** (standard; at-will) ♦ **Weapon**  
Reach 2; +24 vs. AC; 1d10+5 damage (crit 3d10+15 damage).

⚡ **Vitriolic Bolt** (standard; at-will) ♦ **Acid, Poison**  
Ranged 20; +25 vs. Reflex; 2d8+8 acid and poison damage.

👁 **Suppressing Gaze** (minor 1/round; at-will) ♦ **Gaze**  
Ranged 5; +25 vs. Will; the target can make only basic attacks until the start of the cacodaemon's next turn.

💣 **Vitriolic Burst** (standard; recharge [3]) ♦ **Acid, Poison**  
Area burst 2 within 20; +23 vs. Fortitude; 4d6+8 acid and poison damage, and ongoing 10 acid and poison damage (save ends).

⚡ **Breath of Typhon** (standard; encounter) ♦ **Acid, Poison, Polymorph**  
Close blast 5; +24 vs. Fortitude; 4d6+5 acid and poison damage. Any creatures with the natural origin killed by this power are transformed into hydra larva under the command of the cacodaemon.

🌀 **Vitriolic Retreat** (immediate reaction, when first bloodied; encounter) ♦ **Acid, Poison, Teleportation**  
The cacodaemon teleports 8 squares. All creature adjacent to the cacodaemon when it teleports suffer 15 acid and poison damage.

**Alignment** Evil      **Languages** Common, Supernal

**Skills** Arcana +23, Bluff +21, Diplomacy +21, History +23, Religion +23

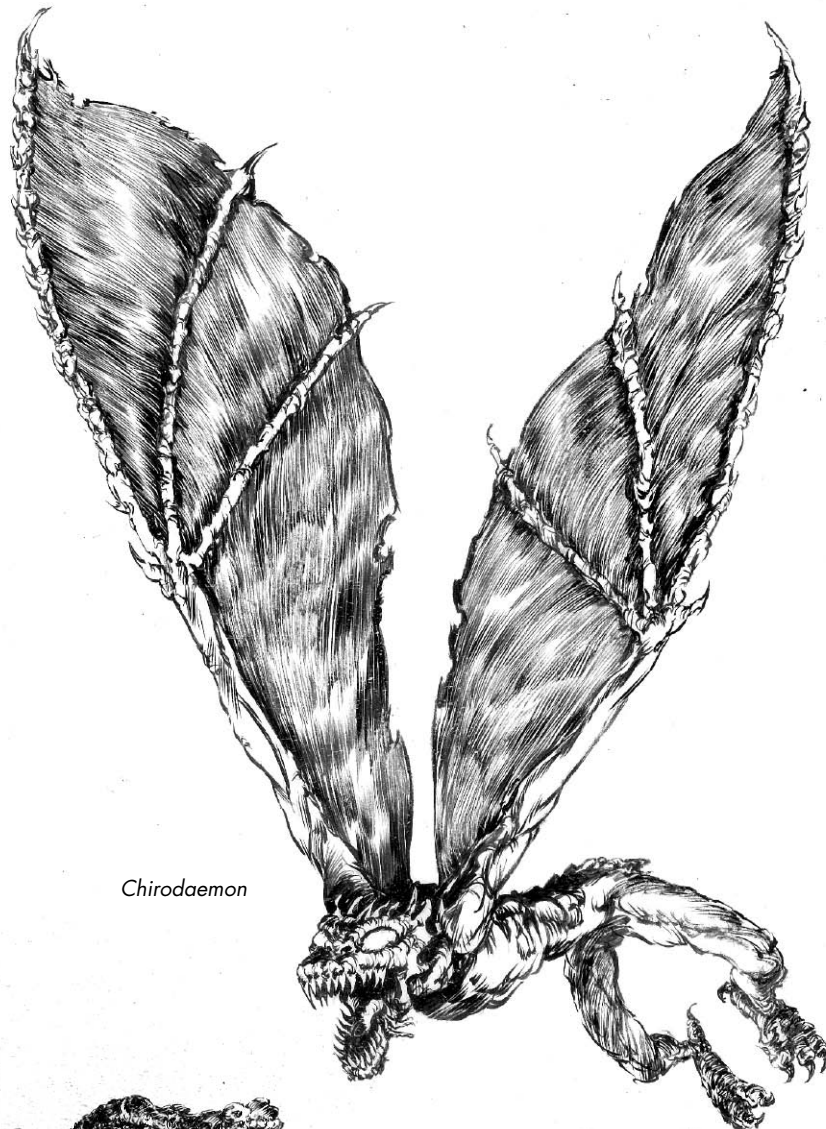
**Str** 21 (+15)      **Dex** 18 (+14)      **Wis** 18 (+14)

**Con** 20 (+15)      **Int** 26 (+18)      **Cha** 23 (+16)

**Equipment** scimitar

**Description** *This large, humanoid fiend has the head of a demonic crocodile, all scales and sharp, yellow teeth. It wears thick black robes and a bright crimson cloak, biding much of its towering body. A large, curved sword and a short, iron rod are thrust through a red sash at the scaly fiend's waist.*





*Chirodaemon*



*Cacodaemon*



*Cruciodaemon*

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# CHIRODAEMON

Chirodaemons are massive, winged fiends that resemble horrific bat/gargoyle hybrids. They are used as elite aerial troops in daemonic armies, and are infamous for their bizarre and lethal tactics against ground-based enemies – dropping out of the sky right on top of them.

**Chirodaemon** Level 14 Skirmisher  
Large immortal humanoid (air, daemon) XP 1,000

**Initiative** +14      **Senses** Perception +14; darkvision

**HP** 138; **Bloodied** 69

**AC** 28; **Fortitude** 26, **Reflex** 25, **Will** 22

**Immune** falling damage; **Resist** 10 reactive (2/encounter)

**Speed** 4, fly 10 (hover); see also *diving slash*

⚡ **Wing Slash** (standard; at-will)  
Reach 2; +19 vs. AC; 2d8+6 damage.

⚡ **Diving Slash** (standard; at-will)  
The chirodaemon flies up to 10 squares and makes one *wing slash* at any point during the movement. If the attack hits, the target takes ongoing 10 damage (save ends). The chirodaemon doesn't provoke opportunity attacks when moving away from the target of the attack.

⚡ **Plummeting Doom** (standard; recharge 3)  
While flying, the chirodaemon can move up to twice its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the chirodaemon must end its movement on the ground in an unoccupied space. When it enters an enemy's space, the chirodaemon makes a plummeting attack: +17 vs. Reflex; 4d8+6 damage, and the target is knocked prone and dazed until the start of the chirodaemon's next turn. *Miss:* If the chirodaemon misses all its targets with this attack, it is knocked prone and dazed until the start of its next turn.

↶ **Wind Blast** (standard; encounter)  
Close blast 3; +15 vs. Fortitude; 2d8+4 damage, and Medium and smaller targets are pushed 3 squares and knocked prone.

**Fiendish Agility** (immediate interrupt; the chirodaemon is hit with a ranged attack while flying; recharges when first bloodied)  
The chirodaemon rolls a saving throw. If the saving throw is successful, the ranged attack misses.

**Alignment** Evil      **Languages** Supernal  
**Str** 23 (+13)      **Dex** 21 (+12)      **Wis** 15 (+9)  
**Con** 18 (+11)      **Int** 13 (+8)      **Cha** 14 (+9)

**Description** *This winged fiend resembles a giant, humanoid bat. Huge leathery wings stretch from beneath its spindly arms, each armed with razored spurs of bone along the outside edge. The fiend's head is skeletally gaunt, horned, and equipped with a wide, gaping maw filled with needle-like teeth.*

## CHIRODAEMON TACTICS

A chirodaemon attacks from the air whenever possible, typically beginning an attack with *diving slash*, using its razor-tipped wings to open up huge, bleeding wounds on a foe as it streaks by. It uses *plummeting destruction* against targets it has previously wounded with *diving slash*, hoping to slay injured foes with the crushing weight of its own falling body. A chirodaemon saves *wind blast* if forced to the ground for any reason, hoping to momentarily disable its foes so that it can take to the air again.

## CHIRODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 20:** Chirodaemons are quite common on Pyragix, the third circle of Tartarus, which is dominated by a massive, volcanic mountain range with jagged peaks that soar thousands of feet into the air. It is on these desolate peaks that the chirodaemons make their roosts, vie for status among one another, and practice their terrible, aerial fighting style. Chirodaemons are highly sought after by the devils of the Nine Hells, who have little in the way of aerial support in their diabolical armies.

**DC 25:** Oddly, chirodaemons are immune to the bone-splintering carnage that normally accompanies organic bodies falling from great heights. This gives them a distinct advantage in combat, as they can literally fall out of the sky right on top of their enemies. Chirodaemons are so adept at this form of attack, that they can target man-sized creatures with unerring accuracy from heights of hundreds of feet.

## ENCOUNTER GROUPS

Chirodaemons are elite aerial skirmishers and often support ground troops in both daemonic and diabolical armies. When employed by devils, the winged fiends are usually paired with bearded and legion devils.

### Level 15 Encounter (XP 5,800)

- 2 chirodaemons (level 14 skirmisher)
- 3 bearded devil (level 13 soldier)
- 4 legion devil veterans (level 16 minion)



# CRUCIODAEMON

Terrifying and massive, the bizarre cruciodaemons are some of the most feared creatures in daemon mercenary units. They are physical embodiments of pain and suffering, and seek no other purpose from existence than to inflict agony on all they encounter.

<b>Cruciodaemon</b>	Level 18 Brute
Large immortal humanoid (daemon)	XP 2,000
<b>Initiative</b> +13	<b>Senses</b> Perception +15; darkvision
<b>Aura of Agony (Necrotic)</b> aura 3; any enemy within the aura that takes damage from any source must roll an immediate saving throw or be dazed until the start of its next turn.	
<b>HP</b> 215; <b>Bloodied</b> 107	
<b>AC</b> 30; <b>Fortitude</b> 30, <b>Reflex</b> 26, <b>Will</b> 28	
<b>Resist</b> 15 necrotic, 10 reactive (2/encounter)	
<b>Speed</b> 8	
⚔ <b>Tentacle Scourge</b> (standard; at-will) ⚡ <b>Necrotic</b> Reach 2; +21 vs. AC; 2d8+8 damage, and ongoing 5 necrotic damage (save ends).	
⚔ <b>Scourging Assault</b> (standard; at-will) ⚡ <b>Necrotic</b> The cruciodaemon makes two tentacle scourge attacks. If both attacks hit the same target, the target is grabbed (until escape). A cruciodaemon cannot make tentacle scourge attacks while grabbing a creature, but it can use withering kiss.	
⚔ <b>Withering Kiss</b> (standard; at-will) ⚡ <b>Healing, Necrotic</b> Grabbed target only; +19 vs. Fortitude; 3d8+7 necrotic damage, the target loses a healing surge, and the cruciodaemon regains hit points equal to the target's level.	
⚡ <b>Excruciating Burst</b> (when first bloodied) ⚡ <b>Psychic</b> Close burst 5; +17 vs. Will; 2d6+6 psychic damage, and the target is stunned (save ends).	
<b>Alignment</b> Evil	<b>Languages</b> Supernal
<b>Str</b> 26 (+17)	<b>Dex</b> 19 (+13)
<b>Con</b> 25 (+16)	<b>Int</b> 7 (+7)
	<b>Wis</b> 22 (+15)
	<b>Cha</b> 15 (+11)
<b>Description</b> <i>This towering monstrosity is roughly man-shaped, with two squat, trunk-like legs, a wide torso, and two waving appendages, each terminating in a squirming mass of barbed tentacles. The creature's head, by far its most terrible aspect, is a round, fleshy lump set upon a short neck, featuring four flaps of pink skin closing moistly over a lamprey-like mouth. A ring of small, crimson eyes circle this slimy orifice, each blazing steadily with malicious intellect.</i>	

## CRUCIODAEMON TACTICS

A cruciodaemon focuses its attacks on a single opponent. This is typically the nearest target, but these foul daemons have been known to seek out enemies wielding divine healing magic and attack them over all other foes. A cruciodaemon attacks its chosen target with *scourging assault*, and then once

it has its victim in its grasp, presses the unfortunate soul to its sucker-like mouth to administer a *withering kiss*. It continues to drain the grabbed victim until the victim dies, or the cruciodaemon is bloodied, triggering its *excruciating burst* power. In the latter situation, it drops its current victim and focuses its attacks on the creature that bloodied it.

## CRUCIODAEMON LORE

**DC 20:** Cruciodaemons are formed from soul larvae that were once exceedingly cruel and emotionless mortals. Necrodaemon soulstalkers, looking for mortal souls that could form the essential building blocks of a cruciodaemon, seek torturers, murderers, and those who take pleasure in inflicting pain. Cruciodaemons are not particularly intelligent, and are fairly single-minded engines of destruction; however, their willingness to wade into any combat to revel in the agony of battle makes them perfect shock troops.

**DC 25:** Cruciodaemons are surrounded by an aura of nearly unbearable pain that intensifies the agony caused by even the slightest wound. It is said that these foul creatures actually eat pain, and those that have seen the broken, empty husks left by the daemons' *withering kiss* power have no reason to doubt such an assertion. The archodaemon Echidna, also known as the Mother of Monsters, is said to have created the first cruciodaemons, and they are fairly common on Anapyx, the jungle-choked second circle of Tartarus.

## ENCOUNTER GROUPS

Cruciodaemons are usually found with more intelligent daemons that can direct their actions. Terradaemons and cacodaemons are the most common types of daemon found with cruciodaemons; and such daemons often lead special mercenary units called "scourges," which feature three or more cruciodaemons and a single terradaemon or cacodaemon commander. Cruciodaemons are also quite popular among demons, and many powerful demons and demon lords have been known to use the hideous daemons as bodyguards and even brutish torturers.

### Level 21 Encounter (XP 16,225)

- 1 cacodaemon (level 21 elite artillery)
- 3 cruciodaemons (level 18 brute)
- 3 hydra larvae (level 23 minion)

### Level 24 Encounter (XP 32,200)

- 2 mariliths (level 24 elite skirmisher)
- 4 cruciodaemons (level 18 brute)

# CRYPTODAEMON

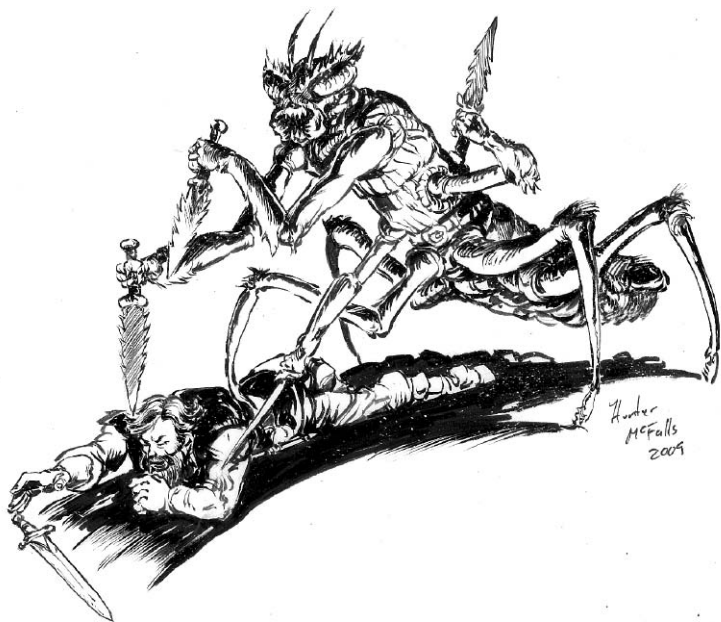
Cryptodaemons serve their daemonic masters as assassins, spies, and scouts. They are quick, agile, and ruthlessly efficient when assigned to fill any of three roles listed above. The two castes of cryptodaemon are identified by the weapons the use – skulkers carry daggers, while assassins carry katars – and the color of their chitinous armor – green for skulkers and black for assassins.

## CRYPTODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 15:** Cryptodaemons are one of the most common types of daemons, and can be found on every ring of Tartarus; however, they gather in massive cannibalistic bands on Anapyx, where their archdaemon progenitor, Ixion, rules. Cryptodaemon skulkers outnumber the more powerful assassin by a ration of ten to one, and the assassins often lead squads of skulkers when working in daemonic mercenary units.

**DC 20:** Cryptodaemons are swift and agile, and are expert at moving about the battlefield to gain combat advantage over their enemies. All cryptodaemons have a poisonous bite, and assassins can spew poisonous spittle with enough accuracy to blind opponents at ranges up to 30 feet.



### Cryptodaemon Skulker

Level 7 Lurker

Medium immortal humanoid (daemon)

XP 300

**Initiative** +11

**Senses** Perception +10; darkvision

**HP** 62; **Bloodied** 31

**AC** 21; **Fortitude** 17, **Reflex** 20, **Will** 16

**Resist** 10 poison

**Speed** 8, climb 6 (spider climb)

⬇ **Twin Dagger Strike** (standard; at-will) ⬆ **Weapon**  
+12 vs. AC; 2d4+4 damage, and the cryptodaemon skulker shifts 1 square.

⬇ **Dagger Barrage** (standard; recharge ⓂⓂⓂ) ⬆ **Weapon**  
The cryptodaemon skulker makes two *twin dagger strikes* against the same target.

⬇ **Opportunistic Bite** (minor 1/round, when flanking an opponent; at-will) ⬆ **Poison**  
+12 vs. AC; 1d4+4 damage, and the cryptodaemon skulker makes a secondary attack on the same target. *Secondary Attack:* +10 vs. Fortitude; the target is weakened until the end of the cryptodaemon skulker's next turn.

#### Combat Advantage

A cryptodaemon skulker deals an additional 1d6 damage on melee attacks against any target it has combat advantage against.

**Alignment** Evil

**Languages** Supernal

**Skills** Stealth +12, Thievery +12

**Str** 16 (+6)

**Dex** 19 (+7)

**Wis** 14 (+5)

**Con** 14 (+5)

**Int** 12 (+4)

**Cha** 10 (+3)

**Equipment** 4 daggers

**Description** *This bizarre creature appears as an insectoid centaur, with a segmented lower body and a semi-humanoid torso, all covered in a layer of horny chitin. The fiend has four multi-jointed arms and six spindly legs supporting its beetle-like abdomen. Its head is mantis-like, with huge multifaceted eyes and sharp mandibles. The beast is armed with a quartet of long, serrated daggers, one for each of its four hands.*

## CRYPTODAEMON SKULKER TACTICS

A cryptodaemon skulker avoids direct frontal assaults when it can, preferring to attack from ambush. It tries to open combat from hiding, clinging to walls and ceilings, or simply lurking in the shadows. Once combat begins, it picks out a single target and uses *dagger barrage* to make the most of its surprise attack. Once noticed, the cryptodaemon attempts to maneuver itself into a flanking position with allies to gain combat advantage and make use of *opportunistic bite*.



**Cryptodaemon Assassin** Level 11 Elite Lurker  
Medium immortal humanoid (daemon) XP 1,200

**Initiative** +15      **Senses** Perception +12; darkvision

**HP** 176; **Bloodied** 88; see also *bounding escape*

**AC** 27; **Fortitude** 23, **Reflex** 25, **Will** 20

**Resist** 10 poison, 10 reactive (1/encounter)

**Saving Throws** +2

**Speed** 10, climb 8 (spider climb)

**Action Points** 1

⚔ **Twin Katar Strike** (standard; at-will) ♦ **Weapon**  
+16 vs. AC; 2d6+6 damage (crit 2d6+18), and the cryptodaemon assassin shifts 1 square.

⚔ **Tearing Barrage** (standard; at-will) ♦ **Weapon**  
The cryptodaemon makes 2 *twin katar strikes*. If both attacks hit the same target, the target takes an additional 10 damage.

⚔ **Opportunistic Bite** (minor 1/round, when flanking an opponent; at-will) ♦ **Poison**  
+16 vs. AC; 1d4+4 damage, and the cryptodaemon makes a secondary attack on the same target. *Secondary Attack*: +14 vs. Fortitude; the target is weakened until the end of the cryptodaemon assassin's next turn.

⚔ **Blinding Spittle** (minor; recharge ☞☞) ♦ **Poison**  
Ranged 5; +14 vs. Reflex; 1d4+3 damage, and the target is blinded until the end of the cryptodaemon assassin's next turn.

**Combat Advantage**

A cryptodaemon assassin deals an additional 2d6 damage on melee attacks against any target it has combat advantage against.

**Bounding Escape** (immediate reaction; when first bloodied)  
The cryptodaemon assassin shifts 10 squares.

**Alignment** Evil      **Languages** Supernal

**Skills** Stealth +16, Thievery +16

**Str** 18 (+9)      **Dex** 23 (+11)      **Wis** 15 (+7)

**Con** 16 (+8)      **Int** 16 (+8)      **Cha** 12 (+6)

**Equipment** 4 katars

**Description** *This insectoid horror resembles a cross between a praying mantis and a centaur. Its chitinous armor is matte-black, as are the blades of the katars held in its four hands. It moves with a quick, agile grace that leaves no doubt regarding its skill with blade, stealth, and murder.*



**CRYPTODAEMON ASSASSIN TACTICS**

A cryptodaemon assassin always attempts to attack from hiding, allowing it to gain combat advantage on its enemies from the outset of combat. Once combat begins, it uses *blinding spittle* on a likely spellcaster, and then moves in to use *tearing barrage* on its blinded foe, spending an action point to make a second *tearing barrage* if it thinks it can slay its target outright. It continually shifts about the battlefield to maintain flanking position on its enemies or to avoid being flanked itself. When seriously wounded, the cryptodaemon assassin leaps away from its attacker to reconsider its options, fleeing if heavily outnumbered or outgunned.

**ENCOUNTER GROUPS**

Cryptodaemons are employed in small units as scouts, spies, and assassins. They also support soldier-type daemons, such as ferrodaemons as light skirmishers. When working in mercenary units, cryptodaemons are often paired with fiends such as bearded devils, aiding these frontline troops in much the same way they aid ferrodaemons.

**Level 8 Encounter (XP 1,800)**

- 2 ferrodaemon myrmidons (level 7 soldier)
- 2 ferrodaemon peltasts (level 7 artillery)
- 2 cryptodaemon skulkers (level 7 lurker)

**Level 14 Encounter (XP 4,800)**

- 2 cryptodaemon assassins (level 11 elite lurker)
- 3 bearded devils (level 13 soldier)

# FERRODAEMON

Ferrodaemons form the rank and file of daemonic armies, and they are the most common daemons to be sold out as mercenaries by the powerful archodaemons. A ferrodaemon squad can accomplish nearly any military task required, and each ferrodaemon is well-versed in tactics and the brutal hand-to-hand combat found on fiendish battlefields.

## FERRODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 15:** Ferrodaemons are the most common type of daemon found in daemonic armies, and are quite skilled in all matters military. There are four castes of ferrodaemon, each filling an important role in a combat. The myrmidons act as light infantry, supported by the peltasts; while the hoplite phalanxes, supported by the powerful phalangites, present a wall of spears and heavy infantry to the enemy.

**DC 20:** Although it might appear at first glance that a ferrodaemon is made entirely of metal, they are actually covered from head to toe in an intricate suit of armor. These suits of armor are fashioned by the daemonic smiths on Pyragix, the fiery, volcano-strewn 3rd circle of Tartarus. Once a suit is completed, three to five soul larvae, depending on the caste of ferrodaemon, are sealed inside the armor. Then, a terrible ritual is cast over the larvae and the armor, causing the wretched creatures to merge into a single lump of sentient flesh that adheres to the iron walls of its new home. The consciousnesses of the individual larvae also merge, creating the wicked mind of the new ferrodaemon. A ferrodaemon can never remove its armor, for the armor acts as an exoskeleton for the boneless, fleshy creature within.



### Ferrodaemon Myrmidon Level 7 Soldier Medium immortal humanoid (daemon) XP 300

**Initiative** +7      **Senses** Perception +4; darkvision  
**HP** 82; **Bloodied** 41  
**AC** 23; **Fortitude** 19, **Reflex** 17, **Will** 16  
**Resist** 10 fire, 5 against attacks that target AC  
**Speed** 7

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**  
+14 vs. AC; 1d6+4 damage.

⊕ **Shield Charge** (standard; recharge ☼☼☼) ♦ **Weapon**  
The ferrodaemon myrmidon makes a charge attack: +15 vs. AC; 1d4+4 damage, the target is knocked prone, and the ferrodaemon myrmidon makes a melee basic attack against the target as a free action.

↪ **Blade Bend** (minor; encounter)  
Ranged 10; +12 vs. Fortitude; one target holding a melee weapon makes a melee basic attack against its own AC, dealing normal damage on a hit.

⊕ **Fiendish Riposte** (immediate interrupt, the ferrodaemon is hit with a melee attack; encounter) ♦ **Weapon**  
The ferrodaemon suffers no damage from the attack, and makes a melee basic attack on its attacker as a free action. If the attack hits, the ferrodaemon gains a +2 bonus to damage rolls against the target until the end of its next turn.

**Iron Lord**  
A ferrodaemon gains a +2 bonus to attack rolls against targets in metal armor.

**Alignment** Evil      **Languages** Supernal

**Skills** Intimidate +9

**Str** 18 (+7)      **Dex** 14 (+5)      **Wis** 13 (+4)

**Con** 18 (+7)      **Int** 12 (+4)      **Cha** 12 (+3)

**Equipment** plate armor, heavy shield, short sword

**Description** *This creature resembles a living suit of stylized plate armor, although pulsing gray flesh can be seen in the empty spaces between the armor's plates. The creature's head is a conical helm, with a tiny slit from which blazes an unwholesome, crimson fire. It carries a large round shield and short stabbing sword.*



## FERRODAEMON MYRMIDON TACTICS

A ferrodaemon myrmidon focuses its attacks on enemies wearing heavy, metal armor, stabbing with its iron short sword with brutal precision. It typically begins combat with *blade bend*, and uses *shield charge* against the same target while it struggles to maintain control over its weapon. A ferrodaemon reserves *fiendish riposte* for an attack that would bloody it or reduce it to 0 hit points.

**Ferrodaemon Peltast** Level 7 Artillery  
 Medium immortal humanoid (daemon) XP 300

**Initiative** +7      **Senses** Perception +9; darkvision

**HP** 63; **Bloodied** 31

**AC** 19; **Fortitude** 17, **Reflex** 19, **Will** 16

**Resist** 10 fire, 5 against attacks that target AC

**Speed** 7

 ⚔ **Short Sword** (standard; at-will) ♦ **Weapon**  
 +10 vs. AC; 1d6+3 damage.

 ⚔ **Barbed Javelin** (standard; recharge ☉☉☉) ♦ **Weapon**  
 Ranged 10/20; +14 vs. AC; 1d6+3 damage, and ongoing 5 damage (save ends).

 ⚔ **Mobile Assault** (standard; recharge ☉☉☉) ♦ **Weapon**  
 The ferrodaemon makes a barbed javelin attack and shifts 2 squares before and after the attack. In addition, it gains a +2 bonus to AC until the end of its next turn.

 † **Wayward Missile** (immediate interrupt, the ferrodaemon is hit with a ranged weapon attack; encounter) ♦ **Weapon**  
 The ferrodaemon suffers no damage from the attack, and the attacker is forced to reroll the attack against one ally within 5 squares of the ferrodaemon peltast (ferrodaemon's choice). If the attack hits the ally, the ally suffers normal damage.

**Fiendish Aim**

The ferrodaemon peltast deals an additional 1d6 damage with ranged attacks to targets that are not adjacent to an ally.

**Iron Lord**

A ferrodaemon gains a +2 bonus to attack rolls against targets in metal armor.

**Alignment** Evil      **Languages** Supernal

**Skills** Athletics +11, Acrobatics +12

**Str** 16 (+6)      **Dex** 18 (+7)      **Wis** 13 (+4)

**Con** 15 (+5)      **Int** 12 (+4)      **Cha** 12 (+4)

**Equipment** plate armor, light shield, short sword, 10 barbed javelins

**Description** *This creature is covered from head to toe in sculpted steel plates, made to resemble a lightly armored, fiendish warrior. Its head is a snarling, demonic face crafted from yet more steel, and its weapons consist of a short stabbing sword, and a brace of barbed javelins. Despite its metallic covering, the fiend moves with liquid speed.*



## FERRODAEMON PELTAST TACTICS

A ferrodaemon peltast tries to keep its enemies within the first range category of its javelins, and tends to target creatures that have moved away from their allies to make use of *fiendish aim*. It uses *mobile assault* to gain tactical advantage over its foes, and *wayward missile* to thwart ranged attacks aimed at it.

**Ferrodaemon Hoplite** Level 10 Soldier  
Medium immortal humanoid (daemon) XP 500

**Initiative** +10      **Senses** Perception +7; darkvision

**HP** 107; **Bloodied** 53

**AC** 26; **Fortitude** 22, **Reflex** 19, **Will** 19

**Resist** 10 fire, 5 against attacks that target AC

**Speed** 6

⚔ **Barbed Spear** (standard; at-will) ♦ **Weapon**  
+17 vs. AC; 1d8+5 damage (crit 2d8+13 damage).

⚔ **Double Thrust** (standard; at-will) ♦ **Weapon**  
The ferrodaemon hoplite makes two *barbed spear* attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends).

⚔ **Piercing Riposte** (immediate interrupt, the ferrodaemon is hit with a melee attack; encounter) ♦ **Weapon**  
The ferrodaemon hoplite suffers no damage from the attack, and makes a melee basic attack against its attacker. If the attack hits, the target suffers an additional ongoing 5 damage (save ends), and the ferrodaemon commander gains a +2 bonus to damage rolls against the target until the end of its next turn.

⚔ **Blade Rebellion** (standard; encounter)  
Close burst 5; +13 vs. Fortitude; targets enemies; each target holding a melee weapon makes a melee basic attack against its own AC, dealing normal damage on a hit.

**Iron Lord**

A ferrodaemon gains a +2 bonus to attack rolls against targets in metal armor.

**Wall of Spears**

All squares within reach of the ferrodaemon hoplite are considered difficult terrain for its enemies.

**Alignment** Evil      **Languages** Supernal

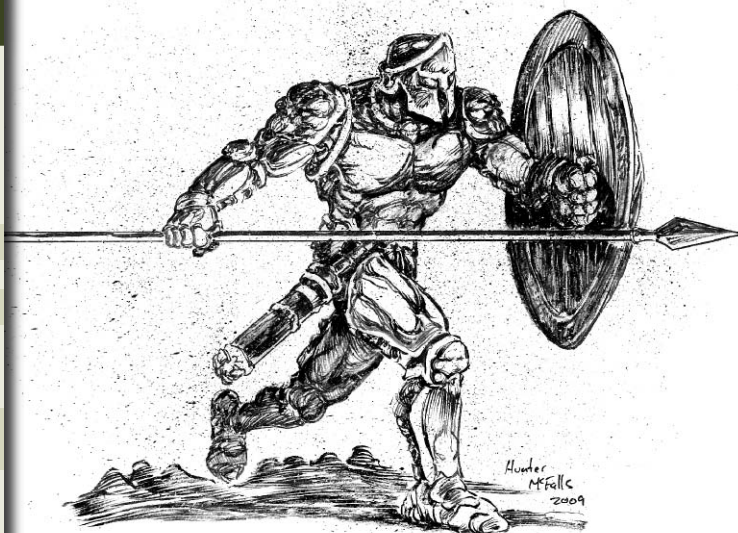
**Skills** Intimidate +13

**Str** 20 (+10)      **Dex** 16 (+8)      **Wis** 14 (+7)

**Con** 19 (+9)      **Int** 15 (+7)      **Cha** 17 (+8)

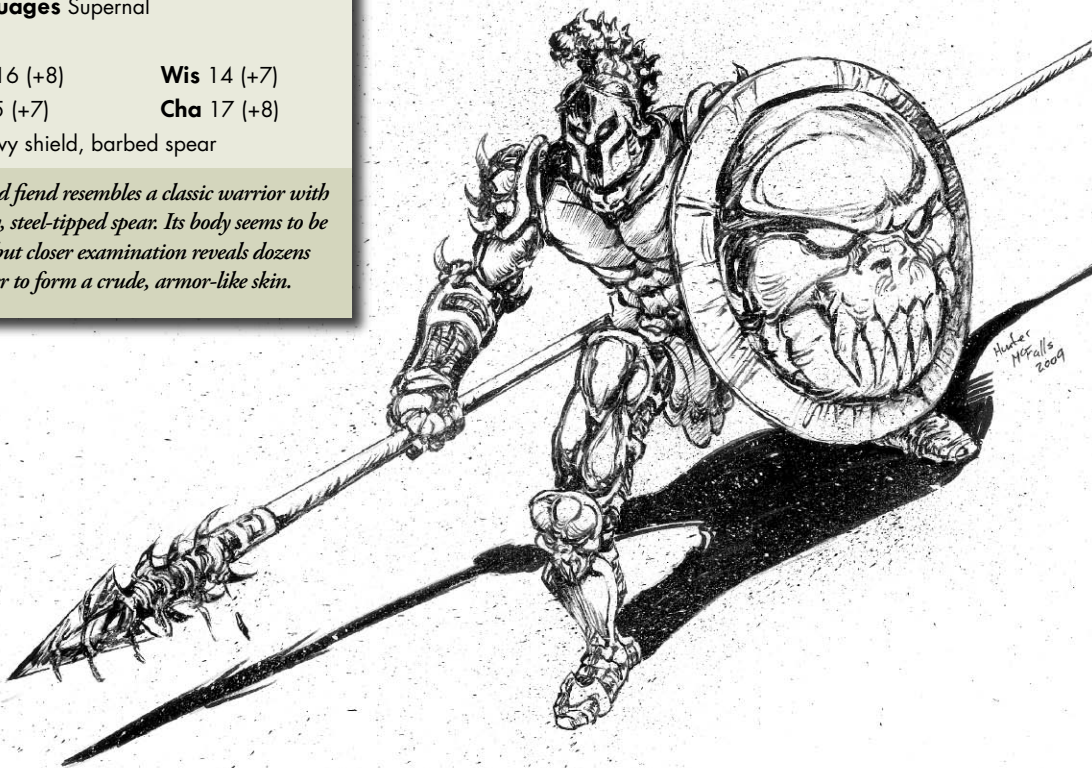
**Equipment** plate armor, heavy shield, barbed spear

**Description** *This metal-skinned fiend resembles a classic warrior with a large round shield and a heavy, steel-tipped spear. Its body seems to be a single piece of animated steel, but closer examination reveals dozens of separate pieces, riveted together to form a crude, armor-like skin.*



**FERRODAEMON HOPLITE TACTICS**

A ferrodaemon hoplite prefers to fight side by side with its fellows to make the best use of *wall of spears*. It attacks with lightning-quick thrusts of its heavy barbed spear, and uses *piercing riposte* when an attack would bloody or slay it. A ferrodaemon hoplite uses *blade rebellion* when it can catch at least two of its enemies within the burst.





**Ferrodaemon Phalangite** Level 14 Elite Soldier  
Medium immortal humanoid (daemon) XP 2,000

**Initiative** +13      **Senses** Perception +10; darkvision

**HP** 282; **Bloodied** 141

**AC** 32; **Fortitude** 28, **Reflex** 23, **Will** 26

**Resist** 10 fire, 10 reactive (1/encounter), 10 against attacks that target AC

**Saving Throws** +2

**Speed** 6

**Action Points** 1

⚔ **Vitriolic Longspear** (standard; at-will) ⚡ **Acid, Poison, Weapon**

Reach 2; +20 vs. AC; 1d10+6 damage, and ongoing 5 acid and poison damage (save ends).

⚔ **Vitriolic Assault** (standard; at-will) ⚡ **Acid, Poison, Weapon**

The ferrodaemon phalangite makes two *vitriolic longspear* attacks against the same target. If both attacks hit, all enemies adjacent to the target suffer 10 acid and poison damage.

⚔ **Spiked Defense** (immediate reaction, when the ferrodaemon is missed with a melee attack with a reach of 1; at-will) +18 vs. Reflex; 1d6+4 damage.

⚔ **Staggering Riposte** (immediate interrupt, the ferrodaemon phalangite is hit with a melee attack; recharges when first bloodied) ⚡ **Acid, Poison, Weapon**

The ferrodaemon phalangite suffers no damage from the attack, and makes a melee basic attack on its attacker as a free action. If the attack hits, the target is knocked prone, and the ferrodaemon champion gains a +2 bonus to damage rolls against the target until the end of its next turn.

✦ **Storm of Swords** (standard; encounter)

Area burst 3 within 10; +16 vs. Fortitude; each target holding a melee weapons makes a melee basic attack with a +2 bonus to the roll against its own AC, dealing normal damage on a hit.

**Iron Lord**

A ferrodaemon gains a +2 bonus to attack rolls against targets in metal armor.

**Wall of Spears**

All squares within reach of the ferrodaemon phalangite are considered difficult terrain for its enemies.

**Alignment** Evil      **Languages** Supernal

**Skills** Intimidate +17

**Str** 23 (+13)      **Dex** 19 (+11)      **Wis** 16 (+10)

**Con** 21 (+12)      **Int** 17 (+10)      **Cha** 20 (+12)

**Equipment** spiked plate armor, longspear

**Description** *This tall, iron-skinned brute carries a ten-foot spear tipped with a barbed iron head. The spear tip drips a foul greenish substance that spits and hisses when a drop strikes the ground. The creature is not truly made of metal; on closer inspection, it is clear that the fiend is covered in stylized armor that leaves one wondering what manner of monstrosity lurks beneath all that iron.*

## FERRODAEMON PHALANGITE TACTICS

A ferrodaemon phalangite typically leads ferrodaemon hoplites into battle, arranging itself and its allies in a tight phalanx so that *wall of spears* creates a wide swath of difficult terrain. It typically begins combat with *storm of swords*, targeting a clumped group of enemies in order to create chaos and discord in their ranks. When in melee, it uses *vitriolic assault* to burn and poison numerous targets, while relying on *spiked defense* and the reach of its spear to keep enemies at bay. It uses *staggering riposte* early on in the fight to gain tactical advantage, and again when first bloodied. The ferrodaemon phalangite typically reserves its action point to make a second *vitriolic assault* against a powerful foe it has wounded earlier in the combat.

## ENCOUNTER GROUPS

Ferrodaemons are deployed in small squads or massive armies depending on the needs of their demonic or diabolical clients. Often a powerful daemon such as a cacodaemon leads ferrodaemons into battle, supporting them with daemonic magic. In addition, smaller groups of ferrodaemons serve as bodyguards and elite warriors in personal armies for powerful and influential daemons.

### Level 8 Encounter (XP 1,878)

- 3 ferrodaemon myrmidons (level 7 soldier)
- 2 ferrodaemon peltasts (level 7 artillery)
- 6 common larvae (level 6 minion)

### Level 14 Encounter (XP 4,900)

- 1 ferrodaemon phalangite (level 14 elite soldier)
- 4 ferrodaemon hoplites (level 10 soldier)
- 6 howling larvae (level 11 minion)

### Level 18 Encounter (XP 10,400)

- 2 terradaemons (level 15 controller)
- 2 ferrodaemon phalangites (level 14 elite soldier)
- 8 ferrodaemon hoplites (level 10 soldier)

# MEGALODAEMON

Impossibly huge, megalodaemons are some of the most feared daemons in Tartarus, and only the mighty tyrannodaemons and the archodaemons themselves can command their loyalty. Nearly unstoppable in combat, megalodaemons can lay waste to entire armies of lesser fiends, or bring down entire cities with a few well-placed blows of their massive flails.

## Megalodaemon

Level 24 Elite Brute

Gargantuan immortal humanoid (daemon) XP 12,100

**Initiative** +14      **Senses** Perception +22; all-around vision, darkvision, truesight 10

**HP** 558; **Bloodied** 279

**AC** 38; **Fortitude** 42, **Reflex** 33, **Will** 36

**Resist** 15 reactive (2/encounter); **Vulnerable** 10 radiant

**Saving Throws** +2

**Speed** 8

**Action Points** 1

### ⚔ Chain Flail (standard; at-will) ♦ Weapon

Reach 4; +27 vs. AC; 4d6+11 damage, the megalodaemon slides the target 4 squares, and the target is knocked prone.

### ⚔ Crushing Destruction (minor 1/round; at-will)

Adjacent prone Large or smaller creature only; +25 vs. Fortitude; 4d6+11 damage, and the target takes ongoing 10 damage and is restrained (save ends both). If the megalodaemon moves from its squares, the target is no longer restrained and stops taking ongoing damage. A megalodaemon can restrain only one enemy at a time.

### ⚔ Thunderous Tread (when the megalodaemon ends its move adjacent to a Large or smaller creature, at-will)

+23 vs. Reflex, the target is knocked prone.

### Threatening Reach

The megalodaemon can make opportunity attacks against all creatures within its reach (5 squares).

### Impregnable Colossus

A megalodaemon has resist 10 against attacks with the weapon keyword originating from creatures that are size Large or smaller.

**Alignment** Evil      **Languages** Supernal, telepathy 10

**Str** 32 (+23)      **Dex** 14 (+14)      **Wis** 20 (+17)

**Con** 29 (+21)      **Int** 16 (+15)      **Cha** 14 (+14)

**Description** *This humanoid colossus towers a staggering 40 feet tall, and carries a giant length of barbed chain nearly twice that length. Its ungainly body is ebony skinned and covered with dozens upon dozens of staring, lidless eyes. Oddly, there are no eyes in the gargantuan fiend's head, just a slavering, toothed maw bisecting its skull vertically. The ground shakes as the giant daemon approaches, scattering lesser daemons in its wake.*

## MEGALODAEMON TACTICS

A megalodaemon begins combat by charging groups of smaller opponents, using *thunderous tread* to knock them to the ground. It then targets a likely spellcaster with its flail, drags the unfortunate victim close, and uses *crushing destruction* to keep it in place and out of the combat. A megalodaemon uses *threatening reach* and its ability to slide foes into advantageous positions for its allies to dictate the battle according to its terms. It relies on its massive size and powerful resistances to keep it from harm.

## MEGALODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 25:** Megalodaemons are one of the three types of greater daemons. Their power is eclipsed only by the tyrannodaemons and the great archodaemons that rule the five circles of Tartarus. Although massive and physically powerful, megalodaemons are not unthinking brutes, and often rule small fiefs of daemons on the ring of Elos. In addition, megalodaemons often hire themselves out to other types of fiends, such as devils and demons, as mobile siege engines for fiendish armies and elite guardians for demon lords and archdevils.

**DC 30:** Megalodaemons, like all greater daemons, are not created directly from soul larvae. They are instead promoted from the ranks of lesser demons that have served Tartarus, and especially Typhon himself in some grand capacity.

## ENCOUNTER GROUPS

In daemon armies, megalodaemons are paired with smaller, fast-moving troops that can provide skirmishing and missile support. Demons often hire individual megalodaemons as elite bodyguards, while devils tend to pair one or more of the massive daemons with a pit fiend to create an elite squad of shock troops.

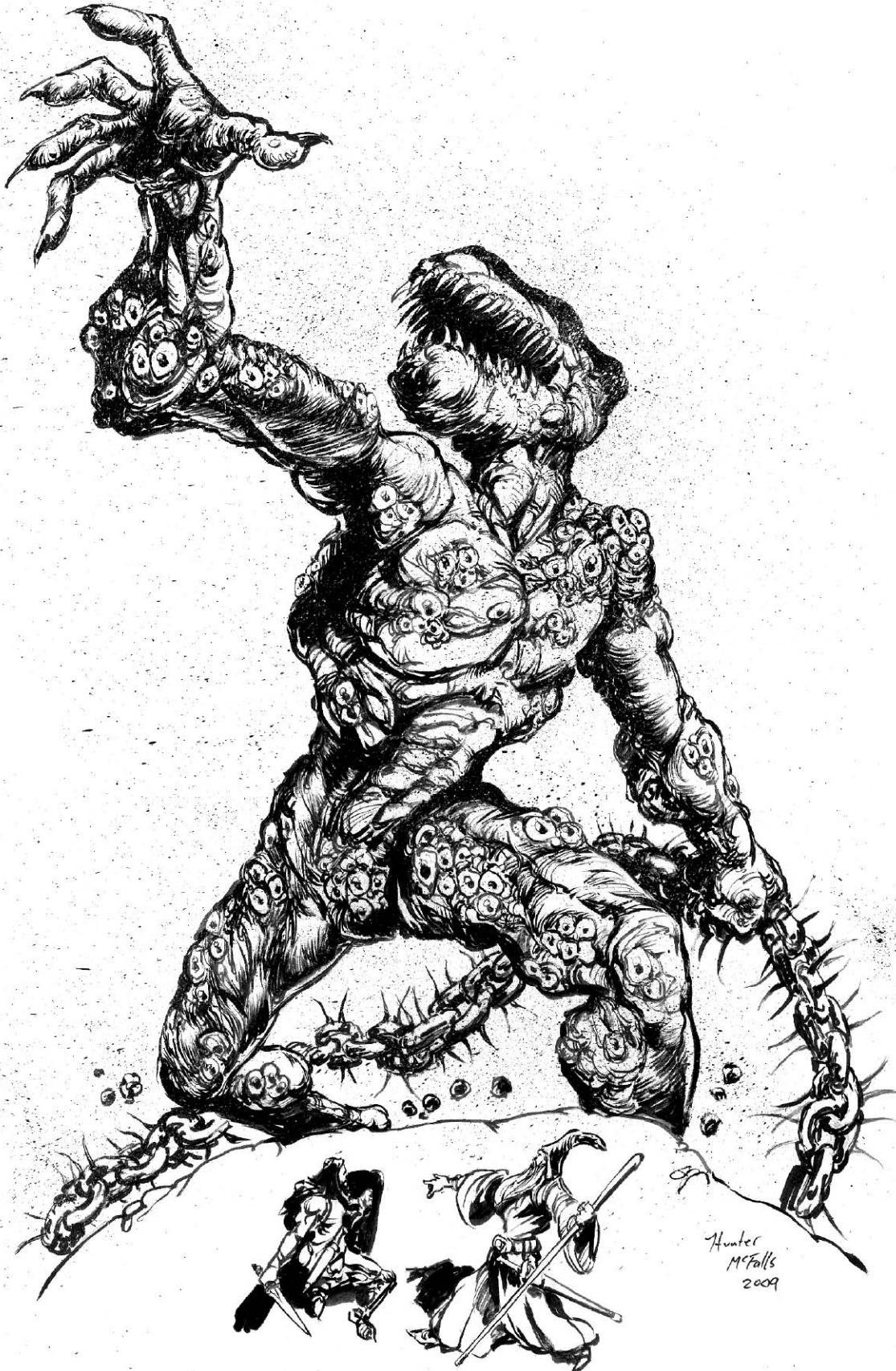
### Level 24 Encounter (XP 30,000)

- 1 megalodaemon (level 24 elite brute)
- 2 cacodaemons (level 21 elite artillery)
- 4 hydra larvae (level 23 minions)

### Level 26 Encounter (XP 48,600)

- 1 pit fiend (level 26 elite soldier)
- 2 megalodaemons (level 24 elite brute)
- 8 legion devil legionnaires (level 21 minions)





# NECRODAEMON

Necrodaemons are horrific undead daemons that gather souls for the terrible archodaemons and act as elite skirmishers in daemonic armies. The necrodaemon soulstalkers are one of the few types of daemons that can enter the mortal realm without being summoned there by a mortal spellcaster.



## NECRODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 20:** Necrodaemons are created with soul larvae that have been infused with necrotic energy. These undead larvae are then submerged in the Sea of Thalassaima, where the divine and elemental energies flowing in the bloody sea act as a catalyst, causing the larvae to undergo a swift transformation into a fledgling necrodaemon. Blind, eerie, and fueled by death, the faceless horror that emerges from the Sea of Thalassaima is one of the more potent daemons in the Pit of Tartarus. Not surprisingly, necrodaemons are very common on Erebus, the fifth ring of Tartarus and the location of the Sea of Thalassaima.

**DC 25:** Necrodaemons that please their masters may be rewarded with an infusion of soul energy that transforms them into necrodaemon soulstalkers. Soulstalkers are gifted spies and assassins, but their primary role is gathering souls for their tyrannodaemon and archodaemon masters. Necrodaemon soulstalkers can enter the mortal realm by passing through the Shadow Realm, thereby alleviating the need to be summoned into the natural world. They are the only daemons that can freely enter the mortal realm, and do so often to snatch mortal souls to be turned into soul larvae back in Tartarus.

**Necrodaemon** Level 13 Skirmisher  
Medium immortal humanoid (blind, daemon, undead) XP 800

**Initiative** +12      **Senses** Perception +14; blindsight 20

**HP** 129; **Bloodied** 78

**AC** 27; **Fortitude** 25, **Reflex** 24, **Will** 23

**Immune** gaze; **Resist** 10 necrotic, 10 reactive (1/encounter);  
**Vulnerable** 10 radiant

**Speed** 6, fly 6 (hover)

⊕ **Scythe** (standard; at-will) ⊕ **Necrotic, Weapon**  
+18 vs. AC; 2d4+5 damage, the target is marked until the end of the necrodaemon's next turn and takes ongoing 5 necrotic damage (save ends).

↓ **Reaping Strike** (standard; recharge ⓈⓈⓈ) ⊕ **Healing, Necrotic, Weapon**  
Marked target only; require scythe; +18 vs. AC; 4d4+5 necrotic damage, the target loses 1 healing surge, and the necrodaemon regains 15 hit points.

↶ **Necrotic Whirlwind** (standard; encounter) ⊕ **Necrotic, Weapon**  
Requires scythe; close burst 1; +16 vs. AC; 2d4+5 damage, and ongoing 5 necrotic damage (save ends). The necrodaemon then shifts 1 squares and makes a second burst attack; close burst 1; +16 vs. AC; 2d4+5 damage, and ongoing 5 necrotic damage (save ends).

**Lingering Touch of Death** ⊕ **Necrotic**  
A necrodaemon deals an additional 1d6 points of necrotic damage to any target suffering ongoing necrotic damage.

**Alignment** Evil      **Languages** Abyssal, Supernal, Telepathy 10

**Skills** Religion +14, Stealth +15

**Str** 20 (+11)      **Dex** 18 (+10)      **Wis** 16 (+9)

**Con** 17 (+9)      **Int** 16 (+9)      **Cha** 14 (+8)

**Description** *This horrific humanoid creature is dressed in tatters and strips of black leather that trail behind it like a nest of snakes as it floats through the air. Its flesh is bone white, and its head is nothing more than a blank oval, devoid of any features except a spidery, black rune where its face should be. The apparition grips a scythe with a blade of sharpened bone.*

## NECRODAEMON TACTICS

A necrodaemon attacks with its necrotic-charged scythe, inflicting deep rotting wounds on its foes. It begins combat with *necrotic whirlwind* to inflict ongoing necrotic damage on as many enemies as possible so that it can capitalize on follow-up attack with *lingering touch of death*. A necrodaemon saves *reaping strike* to use when it becomes bloodied or it thinks it can slay an enemy outright.



**Necrodaemon Soulstalker** Level 18 Elite Lurker

Medium immortal humanoid XP 4,000  
(blind, daemon, undead)

**Initiative** +20      **Senses** Perception +18; blindsight 20

**HP** 266; **Bloodied** 133

**AC** 34; **Fortitude** 30, **Reflex** 33, **Will** 29

**Immune** gaze; **Resist** 15 necrotic, 10 reactive (2/encounter);

**Vulnerable** 10 radiant

**Saving Throws** +2

**Speed** 8, fly 8 (hover)

**Action Points** 1

⚔ **Sickle** (standard; at-will) ⚔ **Necrotic, Weapon**  
+23 vs. AC; 1d6+7 damage, ongoing 5 necrotic damage and the target is marked (save ends both).

⚔ **Necrotic Evisceration** (standard; at-will) ⚔ **Necrotic, Weapon**  
The necrodaemon soulstalker makes two sickle attacks. If both attacks hit the same target, the target loses 1 healing surge and takes ongoing 10 necrotic damage (save ends).

⚔ **Soul Thief** (standard; recharge [3]) ⚔ **Healing, Necrotic, Weapon**  
Requires sickle; marked target only; +23 vs. AC; 4d6 + 7 necrotic damage, and the target can make only basic attacks (save ends). If this attack reduces the target to 0 hit points, the target is slain and the necrodaemon soulstalker regains 66 hit points and *soul thief* recharges. Creatures slain by this attack are difficult to return to life with the Raise Dead ritual, requiring an extra 500 gp of residuum per level of the character raised.

**Lingering Touch of Death** ⚔ **Necrotic**  
A necrodaemon deals an additional 2d6 points of necrotic damage to any target suffering ongoing necrotic damage.

**Soulstalker** (move; at-will) ⚔ **Teleportation**  
The necrodaemon soulstalker can teleport adjacent to any marked target within range of its blindsight.

**Shelter of Shadows** (immediate reaction, when the necrodaemon soulstalker is first bloodied; encounter)  
The necrodaemon soulstalker gains total concealment against all enemies until the end of its next turn.

**Alignment** Evil      **Languages** Abyssal, Common, Supernal, Telepathy 10

**Skills** Religion +19, Stealth +21

**Str** 21 (+14)      **Dex** 24 (+16)      **Wis** 18 (+13)

**Con** 19 (+13)      **Int** 20 (+14)      **Cha** 20 (+14)

**Description** *This tall, emaciated creature wears a cloak of tattered black leather, and hovers above the ground, floating silently. Its face is a blank oval devoid of features save a twisting red rune where its face should be. The fiend holds a pair of sickles, their blades glowing with a greasy black radiance.*

the necrodaemon soulstalker spends an action point and uses *soul thief* on the target, hoping to slay the target outright and steal away its soul. It uses *soulstalker* to prevent a marked target from escaping, or to put itself in a better tactical position. When bloodied, a necrodaemon soulstalker draws upon the energies of the Shadow Realm to cloak itself in darkness, making it all but invisible for a short while.

## ENCOUNTER GROUPS

Necrodaemons have an affinity with undead, and are often encountered with them. This is especially true for necrodaemon soulstalkers working their evil in the mortal realm. In Tartarus, necrodaemons often support daemon armies and mercenary units as elite skirmishers and scouts.

### Level 15 Encounter (XP 6,000)

- 1 ferrodaemon phalangite (level 14 elite soldier)
- 2 necrodaemons (level 13 skirmisher)
- 3 ferrodaemon hoplites (level 10 soldier)
- 6 howling larvae (level 11 minion)

### Level 18 Encounter (XP 10,000)

- 1 necrodaemon soulstalker (level 18 elite lurker)
- 2 slaughter wights (level 18 brute)
- 4 abyssal ghouls (level 18 minion)



## NECRODAEMON SOULSTALKER TACTICS

A necrodaemon soulstalker begins combat by choosing a single opponent and marking that opponent with its sickle. Then, on the following round, it attacks the same target with *necrotic evisceration*. If *necrotic evisceration* bloodies the target,

# PATHODAEMON

Lowly and wretched, the pathodaemon is the weakest of daemon-kind. Used strictly as cannon fodder in daemonic armies, pathodaemons are created and sold by the thousands to devilish and demonic buyers to act as a buffer between frontline troops and enemy forces.

**Pathodaemon** Level 3 Controller  
Small immortal humanoid (daemon) XP 150

**Initiative** +4      **Senses** Perception +6; darkvision

**Aura of Woe (Psychic)** aura 1; enemies within the aura suffer a -2 penalty attack rolls and all defenses.

**HP** 46; **Bloodied** 23

**AC** 17; **Fortitude** 14, **Reflex** 16, **Will** 15

**Speed** 4

⬇ **Claws** (standard; at-will)  
+8 vs. AC; 1d6+1 damage, or 1d6+5 against a dazed foe.

✂ **Hopeless Gaze** (standard; recharge ☹☹☹) ♦ **Gaze, Psychic**  
Ranged 10; +6 vs. Will; 2d6+2 psychic damage, and the target is dazed (save ends).

**Poison Mind** (immediate reaction, when targeted with an effect that targets Will defense; at-will) ♦ **Psychic**

A creature that targets a pathodaemon with an attack that targets Will defense suffers 1d6 psychic damage, whether or not that attack hits or misses.

**Alignment** Evil      **Languages** Supernal

**Str** 12 (+2)      **Dex** 16 (+4)      **Wis** 11 (+1)

**Con** 14 (+3)      **Int** 8 (+0)      **Cha** 15 (+3)

**Description** *This wretched creature resembles a misshapen humanoid with thin, gangly arms and the lower body of a great, pallid worm. Its face features two black, lidless eyes and a wide mouth that hangs open, emitting a low, keening moan. The moan intensifies as you draw near, and the creature drags itself toward you, clawing at the earth with its withered limbs.*



## PATHODAEMON TACTICS

A pathodaemon targets foes with its *hopeless gaze*, and then wriggles forward to savage the dazed foe with its claws. A pathodaemon is intelligent enough to use simple tactics, and it attempts to keep enemies within the radius of its *aura of woe* to make them easier to hit in combat.

## PATHODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 15:** Pathodaemons can be found on nearly every ring of Tartarus, but they are most common on Elos, where they wriggle through the fetid bogs and fens of the first circle in great squirming hordes. Pathodaemons are the only type of daemon that can be created from a single, common soul larva. The small amounts of soul-energy used in their creation makes pathodaemons exceedingly weak, although they can still be dangerous in large numbers. A pathodaemon that distinguishes itself somehow from the thousands upon thousands of its brethren might be noticed by more powerful daemons and promoted to the next tier of daemonic life. However, such individuals are exceedingly rare.

**DC 20:** Pathodaemons are fully aware of their terrible, wretched state, and are surrounded by a palpable aura of despair and hopelessness that can be debilitating to other creatures. Enemies meeting a pathodaemon's gaze get a glimpse into its diseased mind, a shocking and potentially lethal situation.

## ENCOUNTER GROUPS

Pathodaemons are typically encountered in large groups; and great hordes of the wretched things are sent ahead of daemonic armies to soften up the enemy. They are occasionally found assisting other minor daemons, such as cryptodaemons, but only in the most menial and debasing fashion. Human cultists that worship an archodaemon might receive a pathodaemon or two as a gift from their daemonic master.

### Level 4 Encounter (XP 825)

- 1 human mage (level 4 artillery)
- 2 human berserkers (level 4 brute)
- 2 pathodaemons (level 3 controller)

### Level 5 Encounter (XP 1,050)

- 1 cryptodaemon (level 7 lurker)
- 5 pathodaemons (level 3 controller)



# SOUL LARVA

Soul larvae are the distilled essences of mortal souls, bound in wretched, wormlike shells and used for currency among fiendish creatures such as demons, devils, and daemons. Fiends use the larvae to power rituals, to serve as the basic building blocks of fiendish life, or simply as a tasty snack. The daemons of Tartarus are the only creatures that know how to turn a mortal soul into a larva; and they guard this knowledge viciously.

## Common Larva

Level 6 Minion

Small immortal magical beast

XP 44

**Initiative** +1      **Senses** Perception +3; darkvision**HP** 1; a missed attack never damages a minion.**AC** 16; **Fortitude** 16, **Reflex** 13, **Will** 14**Speed** 4

⊕ **Bite** (standard; at-will)  
+9 vs. AC; 4 damage.

↩ **Tortuous End** (when the common larva is reduced to 0 hit points) ⊕ **Psychic**  
Close burst 1; targets creatures with an origin other than immortal or elemental; +5 vs. Will; the target is dazed (save ends).

**Alignment** Evil**Languages** Supernal**Str** 14 (+5)      **Dex** 6 (+1)      **Wis** 10 (+3)**Con** 14 (+5)      **Int** 4 (+0)      **Cha** 4 (+0)

**Description** *This small, worm-like creature appears a tubular, fleshy sack topped with a twisted humanoid head that is both sexless and feral. Its thin, greasy skin is nearly transparent, offering onlookers a nauseating glimpse at the inner workings of the pathetic little beast.*

## COMMON LARVA TACTICS

Common larvae are pathetic and weak, and are not much of a threat, even in fairly large numbers. They attack by mobbing a foe and biting with their fanged jaws. However, their most dangerous ability is the terrible, soul-searing anguish they release upon death; the last desperate cry of a tormented soul before it fades into oblivion.



## Howling Larva

Level 11 Minion

Medium immortal magical beast

XP 150

**Initiative** +3      **Senses** Perception +5; darkvision**Cacophonous Yowl (Psychic)** aura 3; enemies within the aura take a -2 penalty to attack rolls.**HP** 1; a missed attack never damages a minion.**AC** 21; **Fortitude** 20, **Reflex** 16, **Will** 17**Speed** 6

⊕ **Bite** (standard; at-will)  
+14 vs. AC; 6 damage.

↩ **Tortuous End** (when the howling larva is reduced to 0 hit points) ⊕ **Psychic**  
Close burst 3; targets creatures with an origin other than immortal or elemental; +10 vs. Will; the target is dazed (save ends).

**Alignment** Evil**Languages** Supernal**Str** 16 (+8)      **Dex** 6 (+3)      **Wis** 10 (+5)**Con** 16 (+8)      **Int** 4 (+2)      **Cha** 4 (+2)

**Description** *This fleshy serpentine creature is limbless and covered in a thin membrane of slimy gray skin. Its head is vaguely human-like, although its eyes are swollen and yellow and its mouth is a lipless cavern that dominates its hateful face. The thing howls and screams unceasingly, filling the area with a terrible, mind-wrenching cacophony.*

## HOWLING LARVA TACTICS

Howling larvae attack by biting with their fanged jaws. The constant yowling and screeching that howling larvae produce is only a minor irritation to daemons and other fiends, but it serves as a debilitating, psychic assault on other creatures. Daemons often utilize howling larvae as a type of organic trap and alarm system, setting them strategically around their lairs to alert them of intruders.

## CRITTER CACHE: DAEMONS

### Larval Behemoth

Level 17 Minion

Large immortal magical beast

XP 400

**Initiative** +7

**Senses** Perception +9; darkvision

**HP** 1; a missed attack never damages a minion.

**AC** 27; **Fortitude** 25, **Reflex** 20, **Will** 20

**Speed** 6

⬇ **Bite** (standard; at-will)  
+20 vs. AC; 7 damage.

⬅ **Tortuous End** (when the larval behemoth is reduced to 0 hit points) ⬆ **Psychic**

Close burst 5; targets creatures with an origin other than immortal or elemental; +16 vs. Will; the target is dazed and suffers a -2 penalty to attack rolls (save ends both).

**Alignment** Evil

**Languages** Supernal

**Str** 22 (+14)

**Dex** 8 (+7)

**Wis** 13 (+9)

**Con** 18 (+12)

**Int** 6 (+6)

**Cha** 4 (+5)

**Description** *This immense, bloated worm has a misshapen, humanoid head with a wretched, leering human face.*

### Hydra Larva

Level 23 Minion

Large immortal magical beast

XP 1,275

**Initiative** +10

**Senses** Perception +12; darkvision

**HP** 1; a missed attack never damages a minion.

**AC** 33; **Fortitude** 27, **Reflex** 22, **Will** 24

**Speed** 6

⬇ **Bite** (standard; at-will)  
Reach 2; +26 vs. AC; 9 damage.

⬇ **Hydra Bite** (standard; at-will)

The hydra larva makes up to 4 bite attacks. It cannot make more than 2 bite attacks on a single target.

⬅ **Tortuous End** (when the howling larva is reduced to 0 hit points) ⬆ **Psychic**

Close burst 5; targets creatures with an origin other than immortal or elemental; +22 vs. Will; the target is dazed and suffers a -2 penalty to attack rolls (save ends both).

**Alignment** Evil

**Languages** Supernal

**Str** 26 (+19)

**Dex** 8 (+10)

**Wis** 13 (+12)

**Con** 20 (+16)

**Int** 6 (+9)

**Cha** 4 (+7)

**Description** *This bulbous, worm-like creature has a short flabby trunk from which project four long necks, each ending in a small head with a snarling, human-like face.*

## LARVAL BEHEMOTH TACTICS

Larval behemoths, like other larvae, can only attack with their fanged jaws; however, daemons rarely rely on the larval behemoths physical attacks to damage enemies. Typically, daemons position larval behemoths in strategic locations, often chaining them in place upon a battlefield. Then, when foes come within range, the larval behemoths are slain with ranged attacks by their daemonic masters, catching the enemy in the radius of their *torturous end*.

## HYDRA LARVA TACTICS

Hydra larvae attack with their four, writhing heads, biting with powerful, fanged jaws. They are the only larva that are routinely sent directly against the enemy by their daemonic masters, serving as elite cannon fodder on battlefields across the Abyss, Nine Hells, and Tartarus.







## SOUL LARVAE LORE

A character knows the following information with a successful Religion check.

**DC 15:** Soul larvae are the distilled essences of mortal souls, bound into terrible, worm-like bodies. Soul larvae are used for a variety of purposes by demons, devils, and daemons. They can be used to power fiendish rituals or consumed by fiends to restore vigor and health, but their most common use is to serve as the catalyst to quicken a new daemon.

**DC 20:** Generally, a single soul larva can only create the lowliest of daemons, such as a pathodaemon; however, when numerous soul larvae are mingled together, their combined soul energy can create more powerful daemons. Soul larvae can also be used to power special rituals that transform a daemon into another type of daemon; this is usually a promotion to the next higher tier of daemon life.

**DC 25:** Soul larvae that are not used to create new daemons are sometimes tainted with fell magic, and allowed to grow into horrible new forms. The howling larvae, larval behemoth, and the terrible hydra larvae – which combines the essences of many common larvae – are three of these forms. These advanced larvae are used by daemon armies as cannon fodder, or sold to demons and devils for the same purpose. Advanced larvae cannot be used to power rituals or create new daemons.

## ENCOUNTER GROUPS

Soul larvae are often found serving as cannon fodder for daemons, and are usually the first wave of any daemon assault.

### Level 7 Encounter (XP 1,578)

- 2 ferrodaemon myrmidons (level 7 soldier)
- 2 ferrodaemon peltasts (level 7 artillery)
- 6 common larvae (level 6 minion)

### Level 13 Encounter (XP 4,400)

- 1 necrodaemon (level 13 skirmisher)
- 1 ferrodaemon phalangite (level 14 elite soldier)
- 2 ferrodaemon hoplites (level 10 soldier)
- 4 howling larvae (level 11 minion)

### Level 20 Encounter (XP 14,800)

- 1 cacodaemon (level 21 elite artillery)
- 3 cruciodaemons (level 18 brute)
- 6 larval behemoth (level 17 minions)

### Level 27 Encounter (XP 52,400)

- 1 tyrannodaemon (level 26 elite controller)
- 2 megalodaemon (level 24 elite soldier)
- 8 hydra larvae (level 23 minions)

## OTHER USES FOR SOUL LARVAE

The soul energy contained inside common soul larvae can be harnessed for a variety of purposes by fiend and mortal alike. The utility of soul larvae makes them very valuable, and thus, they are used as a form of currency among fiends. Two of the most common uses of soul larvae are described below. There are undoubtedly others known only by the mighty rulers of Tartarus.

**Rituals:** Soul larvae can be used in place of the normal components of any arcane or divine ritual. Each soul larva is worth the equivalent of 500 gp worth of component cost. So, for example, a character that wishes to cast Detect Object (component cost 1,000 gp) can use two soul larvae instead of standard reagents to power the ritual. For mortals, using larvae in this way carries significant moral ramifications, as the mortal soul inside the larva is destroyed utterly.

**Healing:** Daemons can use soul larvae to heal injuries and restore vigor, consuming them in much the same way as mortals drink potions. A single common soul larva can be consumed by an adjacent daemon as a standard action, restoring 15 hit points and ending one ongoing effect.

# TERRADAEMON

Hulking and powerful, the cyclops-like terradaemons are potent, versatile front-line fighters in the mercenary armies of Tartarus. Smart enough to lead other daemons, and more than powerful enough to hold their own against greater demons and devils, they are an expensive commodity and highly sought after by both immortal and elemental commanders.

## Terradaemon

Level 15 Controller

Large immortal humanoid (daemon, earth) XP 1,200

**Initiative** +7      **Senses** Perception +11; darkvision

**HP** 154; **Bloodied** 77

**AC** 29; **Fortitude** 30, **Reflex** 22, **Will** 24

**Resist** 10 reactive (2/encounter)

**Speed** 6

⊕ **Cold Iron Hammer** (standard; at-will) ♦ **Weapon**  
Reach 2; +20 vs. AC; 2d8+6 damage, or 2d8+10 damage against a slowed target.

⊕ **Petrifying Strike** (standard; recharge ☞☞☞) ♦ **Weapon**  
Reach 2; requires hammer; +20 vs. AC; 2d8+6 damage, and the target is slowed (save ends). *First Failed Save:* The target is immobilized (save ends). *Second Failed Save:* The target is petrified (no save).

↗ **Eye of the Morass** (minor 1/round; at-will) ♦ **Gaze**  
Ranged 10; +19 vs. Fortitude; the target is slowed (save ends).

⚡ **Destructive Resonance** (standard; encounter) ♦ **Thunder**  
The terradaemon strikes its maul against the ground, creating a burst of damaging sound waves: close blast 5; +17 vs. Fortitude; 2d6+4 thunder damage, the target is pushed 3 squares, knocked prone, and takes a -2 penalty to AC and melee and ranged attack rolls with the weapon keyword (save ends all).

**Earthen Defense** (immediate interrupt; the terradaemon is hit with an attack that targets a defense other than Fortitude; recharge ☞☞☞☞☞)  
The terradaemon can substitute its Fortitude defense for the defense its enemy is actually attacking.

**Earth Mastery**  
A terradaemon gains a +1 bonus to attack and damage rolls against targets on the ground.

**Alignment** Evil      **Languages** Supernal

**Skills** Endurance +17, Intimidate +14

**Str** 23 (+13)      **Dex** 11 (+7)      **Wis** 18 (+11)

**Con** 26 (+15)      **Int** 14 (+9)      **Cha** 14 (+9)

**Equipment** chain mail, cold iron hammer

**Description** *This massive, ponderous creature resembles a giant with pebbly, gray skin and a single massive eye, lidless and staring, in the center of its blocky, misshapen head. It grips a crudely wrought iron hammer in one meaty fist and wears a thick shirt of steel links.*

## TERRADAEMON TACTICS

A terradaemon begins combat by targeting a single foe within range with *gaze of the morass*, and then hammers away at the slowed target with its massive, cold iron hammer. It typically targets such a foe with *petrifying strike*, hoping to add a grim, life-like statue to the chaos of the battlefield. A terradaemon reserves *destructive resonance* to scatter and weaken multiple foes attempting to surround it. It relies on its thick skin, armor, and *earthen defense* to keep it from harm.

## TERRADAEMON LORE

A character knows the following information with a successful Religion check.

**DC 20:** Terradaemons are most common in the subterranean caverns and vaults that lie beneath the surface of Bythomia, the fourth ring of Tartarus ruled by the archodaemon Agathyrus. Like the master of Bythomia, the terradaemons are ponderous and slow moving, but nearly unstoppable once riled or set upon a task.

**DC 25:** Terradaemons respect strength, and are unlikely to serve masters that are physically weak or small. They disdain ranged combat, and desire to only charge straight on into their foes, hammers pounding like the pistons of some great daemon engine. However, they can and do follow orders, and if paid well, can be expected to serve as effective front-line shock troops in daemon, demonic, and diabolical armies.

## ENCOUNTER GROUPS

Mercenary daemon units containing terradaemons often feature chirodaemons as well. The two types of daemons, although radically different in outlook and temperament, complement each other's abilities perfectly.

### Level 16 Encounter (XP 7,000)

- 2 terradaemons (level 15 brute)
- 3 chirodaemons (level 14 skirmisher)
- 4 larval behemoths larvae (level 17 minion)



# TYPHON

## “THE FIRST DAEMON,” LORD OF TARTARUS

Typhon, Lord of Tartarus, is the most powerful of the archodaemons and the very first of his kind. Born of the union of god and primordial, Typhon commands the might of divine immortality and the raw power of elemental chaos. Like all of his kind, the greatest of daemons balances his evil between tyrannical ambition and chaotic mayhem, achieving a brand of evil that is cold, calculating, and utterly ruthless.

Typhon is the undisputed master of Tartarus, although he grants his siblings, the other archodaemons, much autonomy in running their own realms. Typhon dwells in Erebus the bottom most ring of Tartarus with his consort and sister, the serpentine Echidna. The two great daemons have produced many monstrous spawn, many of which have found their way to the mortal realm and propagated there.

Massive and horrible, Typhon is a towering monstrosity whose form combines terrible beauty with diabolical ugliness. From the waist up, he has a muscular humanoid torso and a handsome if cruel face. His hair and beard is a nest of small, writhing serpents, and a pair of angelic wings juts from his shoulders. Typhon's lower body is mass of hissing snakes, each thicker than a man's waist and armed with a set of venom-filled fangs. A shroud of poisonous vitriol hangs in a thick cloud over the mighty archodaemon when he wishes it, burning and envenoming any enemies that dare to approach him.

The Lord of Tartarus is armed with his father's sword, the dread *Blade of Tartarus*, once wielded by the elder god himself. The sword drains the strength and sight from any creature it touches, smiting them with a glimpse of the eldritch void in which it was forged.

## TYPHON LORE

**DC 20:** Typhon is the first daemon, the original progeny of the mingled blood of a god and a primordial. He rules the Pit of Tartarus and all the daemons within it owe him fealty to one degree or another. Typhon has a small cult in the mortal realm, and is sometimes worshipped by powerful reptilian or serpentine creatures, such as medusas, and nagas.

**DC 25:** Typhon, in many ways takes after his mother, the primordial Gaia, and has the power of creation to some limited degree. It was he that first discovered the process of turning mortal souls into soul larva, and it was he that first turned soul larvae into the myriad forms of lesser daemons

that dominate the Pit of Tartarus. In addition, Typhon is the progenitor of the unique daemon energy known as vitriol. In other ways, Typhon commands power as his father did, the great elder god of night Tartarus. He can summon up darkness and smite foes with blindness; in addition to commanding the physical might of the divine.

**DC 30:** Typhon is the ruler of the Pit of Tartarus, but he has bequeathed the top-most rings to his younger siblings, the archodaemons coaxed from the mingled ichor of the slain Gaia and Tartarus after it had given birth to Typhon himself. Typhon dwells at the bottom of Tartarus, on the fifth ring of Erebus where the mighty Acheron River has mingled with the blood of slain god and primordial to form the crimson Sea of Thalassaima. Typhon's abode is the Tower of Nix, a mammoth black spiral that stretches hundreds of feet into the air from a small island in the very center of the Sea of Thalassaima. Here Typhon and his consort Echidna rule the Pit of Tartarus and scheme to spread their particular brand of evil across the cosmos. Typhon is quite the diplomat, and often entertains powerful demon lords and mighty dukes of Hell in his tower, always eager to strengthen the alliance forged with both fiendish races eons ago.

## TYPHON'S TACTICS

Few creatures beyond the mighty lords of the Abyss and the archdukes of the Nine Hells could challenge the great Typhon with any hope of survival. For any mortal foolish enough to confront the first daemon, only painful death and transformation into a soul larva rewards such folly.

Typhon begins his first round of combat by spending two minor actions to use *gloom gaze* against a likely spellcaster and *gift if Typhon* to augment the most powerful allied daemon in range. Then he spends a standard action to strike with the *Blade of Tartarus*, or, if no enemies are within melee range, he uses *vitriolic blast* to smite foes from afar. Typhon is a shrewd tactician and prefers to let his minions engage an enemy first, supporting them with *vitriolic blast*, *gloom gaze*, or the terrible *Typhon's awful boon*. However, Typhon does not shrink from melee combat, and eagerly engages foes foolish enough to enter close combat with him. In melee, Typhon relies on the *Blade of Tartarus* to keep his foes at a constant disadvantage, and *one hundred serpents* and *vitriolic blood* to further hamper their attacks and movement. He saves *dark reaper onslaught* to use against severely wounded foes, hoping to slay them outright and gain a hydra larva ally. Typhon typically uses his action points when *gift of Typhon recharges*, further augmenting his daemon energy.

## CRITTER CACHE: DAEMONS

**Typhon** Level 34 Solo Controller (Leader)  
Huge immortal humanoid (daemon) XP 195,000

**Initiative** +25      **Senses** Perception +30; darkvision, truesight 20

**Vitriolic Aura (Acid, Poison)** aura 10; enemies in the aura are weakened, and enemies that enter or start their turns in the aura takes 15 acid and poison damage.

**HP** 1,550; **Bloodied** 775

**AC** 51; **Fortitude** 48, **Reflex** 51, **Will** 49

**Immune** acid, poison; **Resist** 20 reactive (3/encounter)

**Saving Throws** +5

**Speed** 8; fly 12 (hover)

**Action Points** 2

⚔ **Blade of Tartarus** (standard; at-will) ♦ **Weapon**

Reach 3; +39 vs. AC; 2d10+11 damage, the target is blinded (save ends) and Typhon gains concealment against all attacks until the start of his next turn.

⚔ **Dark Reaper Onslaught** (standard; recharge ⏏) ♦ **Weapon**

Typhon makes two attacks with the *Blade of Tartarus* against the same target. If both attacks hit, Typhon gains total concealment against all attacks until the start of his next turn; and if the target is reduced to 0 hit points, it rises as a hydra larva under Typhon's command at the start of his next turn.

⚔ **One Hundred Serpents** (immediate reaction, when an enemy moves or shifts into a square within 3 squares of Typhon; at-will) ♦ **Poison**

+37 vs. AC; 1d8+11 damage, and ongoing 10 poison damage (save ends).

☞ **Vitriolic Blast** (standard; at-will) ♦ **Acid, Poison**

Ranged 20; +38 vs. Reflex, 2d8 + 10 acid and poison damage, and ongoing 10 acid and poison damage (save ends).

☞ **Gloom Gaze** (minor; recharge ⏏) ♦ **Healing**

Ranged 10; +38 vs. Fortitude, the target exudes an aura of gloom (aura 2) (save ends). The aura grants any creature with the daemon keyword within it concealment and a +2 bonus to attack and damage rolls.

☞ **Typhon's Awful Boon** (standard; recharge ⏏) ♦ **Healing**

Ranged 10; +38 vs. Fortitude; wounded targets only; the target spends 2d4 healing surges. It regains hit points normally; however, if it regains more hit points than its maximum total, it suffers these excess hit points as damage. If this damage reduces the target to 0 hit points or less, it is slain instantly, exploding in a geyser of flesh and blood. The target cannot spend more healing surges than it has remaining.

☞ **Gift of Typhon** (minor; recharge ⏏) ♦ **Polymorph**

Ranged 10; one ally with the daemon keyword gains a powerful mutation chosen by Typhon from the following list that remains until the end of encounter. A target can only have one mutation at a time.

- *Unwholesome Growth*: The target gains an extra square of reach for its melee attacks and a +6 bonus on damage rolls.
- *Vigorous Speed*: The target's speed increases by 2 and it gains the ability to shift as a minor action. In addition, it can make an extra melee basic attack as a free action each turn.
- *Indestructible Integument*: The target suddenly grows iron-hard plates of bone that cover it from head to toe. It gains a +4 bonus to AC and resist 10 against attacks that target AC, but suffers a -2 penalty to speed.

☞ **Vitriolic Blood** (immediate reaction, when Typhon is hit with a melee attack; at-will) ♦ **Acid, Poison**

Close blast 2; +37 vs. Reflex; 1d10+10 acid and poison damage.

☞ **Larval Siphon** (immediate reaction; at-will) ♦ **Healing**

Whenever a soul larva is reduced to 0 hit points within 10 squares of Typhon, he regains 50 hit points, ends one ongoing effect currently affecting him, and gains a +2 bonus to all defenses until the end of his next turn.

**Alignment** Evil

**Languages** Abyssal, Common, Primordial, Supernal

**Skills** Arcana +34, Diplomacy +33, History +34, Insight +30, Intimidate +33, Nature +30

**Str** 33 (+28)

**Dex** 26 (+25)

**Wis** 26 (+25)

**Con** 30 (+27)

**Int** 35 (+29)

**Cha** 32 (+28)

**Equipment** Blade of Tartarus

**Description** *Before you towers the mighty Typhon, his weird undulating form horrible and fluid. His upper body is humanoid, resembling a comely, muscular human male, with shapely arms and large, powerful hands. Typhon's face would be handsome save for a thick beard and mane of tiny writhing serpents, and eyes that glow with a fell green radiance. Adding to the Typhon's bizarre anatomy is a pair of massive, feathered wings that jut from his back, beating softly. As strange and awful as Typhon's upper body appears, it cannot hold a candle to the deranged foulness of his lower body. Instead of legs, a writhing nest of serpents supports the archodaemon, some as thick as a man's torso. Each of these serpentine appendages ends in a hissing, fanged head, needle fangs dripping caustic venom.*







**Aspect of Typhon** Level 24 Elite Controller (Leader)

Large immortal humanoid (daemon) XP 12,100

**Initiative** +18      **Senses** Perception +22; darkvision, truesight 10

**Vitriolic Aura (Acid, Poison)** aura 5; enemies that enter or start their turns in the aura take 5 acid and poison damage.

**HP** 450; **Bloodied** 225

**AC** 40; **Fortitude** 38, **Reflex** 42, **Will** 40

**Immune** acid, poison; **Resist** 15 reactive (2/encounter)

**Saving Throws** +2

**Speed** 6; fly 10 (hover)

**Action Points** 1

⚔ **Black Blade** (standard; at-will) ♦ **Weapon**  
Reach 2; +29 vs. AC; 1d10+8 damage, and the target is blinded until the end of the aspect of Typhon's next turn.

⚔ **Black Blade Onslaught** (standard; recharge ⏏⏏) ♦ **Weapon**  
The aspect of Typhon makes two black blade attacks against the same target. If both attacks hit, the target is blinded (save ends) and the aspect of Typhon gains concealment against all attacks until the start of its next turn.

⚔ **One Hundred Serpents** (immediate reaction, when an enemy moves or shifts into a square adjacent to the aspect of Typhon; at-will) ♦ **Poison**  
+27 vs. AC; 1d6+7 damage, and ongoing 5 poison damage (save ends).

☞ **Vitriolic Blast** (standard; at-will) ♦ **Acid, Poison**  
Ranged 20; +28 vs. Reflex, 1d8 + 7 acid and poison damage, and ongoing 5 acid and poison damage (save ends).

☞ **Gloom Gaze** (minor; recharge ⏏⏏) ♦ **Acid, Poison**  
Ranged 10; +28 vs. Fortitude, the target exudes an aura of gloom (aura 1) (save ends). The aura grants the aspect of Typhon and any creature with the daemon keyword within it concealment.

⚡ **Vitriolic Blood** (immediate reaction, when the aspect of Typhon is hit with a melee attack; at-will) ♦ **Acid, Poison**  
Close blast 1; +28 vs. Reflex; 1d6+7 acid and poison damage.

**Larval Siphon** (immediate reaction; at-will) ♦ **Healing**  
Whenever a soul larva is reduced to 0 hit points within 5 squares of the aspect of Typhon, it regains hit points equal to the larva's level and ends one ongoing effect currently affecting it.

**Alignment** Evil      **Languages** Abyssal, Common, Primordial, Supernal

**Skills** Arcana +27, Diplomacy +26, History +27, Insight +22, Intimidate +26, Nature +22

**Str** 26 (+20)      **Dex** 22 (+18)      **Wis** 21 (+17)

**Con** 25 (+19)      **Int** 30 (+22)      **Cha** 28 (+21)

**Equipment** black blade

## ASPECT OF TYPHON

Cultists and other foul creatures that worship Typhon may conjure an aspect of Typhon to aid them. The ritual used to summon the aspect is known only to a few creatures in the mortal realm, and requires the expenditure of mass quantities of soul energy – in the form of sacrifices – to complete. An aspect is usually conjured to protect one of the burgeoning cults of Typhon – usually from the cultists of demon lords or archdevils intent on stamping out the competition.

Typhon has no control over or link to his aspect, and he cannot sense anything it senses. However, the aspect has all of his personality traits and behaves in a very similar manner to the mighty archodaemon. Once the aspect has completed the task required of it, it disappears.

## ASPECT OF TYPHON TACTICS

Aspects of Typhon are usually summoned to protect one of Typhon's cults from extermination. An aspect typically engages the most powerful enemy threatening the cult it was summoned to protect, using *black blade onslaught* and *vitriolic blast* to quickly slay its target. It uses *gloom gaze* to confuse and disorient foes, and relies on *one hundred serpents* and *vitriolic blood* to dissuade enemies from engaging it in melee.

## ASPECT OF TYPHON LORE

A character knows the following information with a successful Religion check.

**DC 25:** Powerful mortal servants of Typhon can summon an aspect of the archodaemon by means of an exceptionally rare ritual.

**DC 30:** Aspects of Typhon are often called upon to defend the archodaemon's cults, which are not nearly as established as those of other archfiends. An aspect is capable of independent thought and action, but it will obey the commands of its summoner within reason. However, its primary purpose is to further the goals of Typhon, and it will not follow commands that contradict the archodaemon's ambition to spread his worship in the mortal realm.



# THE SPAWN OF TYPHON

Typhon and his sister and consort Echidna have produced many monstrous progeny over the eons. Many of these spawn are simply mindless horrors that disperse throughout the various rings of Tartarus or even make their way into the mortal realm. However, two of Typhon's children stay very close to his side, the venomous Euryale and caustic Stheno, acting as elite minions and even bodyguards for their mighty father.

## SPAWN OF TYPHON LORE

A character knows the following information with a successful Religion check.

**DC 25:** The sisters, Euryale and Stheno are two of the progeny produced by the union of Typhon and his monstrous sister Echidna. A third sister, Medusa, left the Pit of Tartarus many eons ago for the mortal realm, and it is said that her own progeny have spread through the natural world.

**DC 30:** Euryale and Stheno resemble their mother in many ways, having inherited her serpentine body and venomous disposition. However, the ambition and intellect displayed by the two sisters is the legacy of their father, and Euryale and Stheno have risen to the upper tier of the daemonic hierarchy in his service. Both sisters are warriors: Euryale is a master archer and Stheno is unrivaled in her mastery of spear and shield. In addition, both sisters have a petrifying gaze; and Euryale's attacks carry deadly venom, while Stheno's are steeped in incredibly powerful acid.

## EURYALE'S TACTICS

Euryale attacks her enemies with a hail of venomous arrows, and generally avoids melee combat whenever possible. She focuses her *stonevenom gaze* on any foes that attempt to close for melee combat, and targets likely spellcaster with a *poisonous fusillade* every round. If forced into melee, Euryale uses her serpentine hair to attack foes and relies on her *venomous blood* to dissuade enemies from pressing her with melee attacks. Euryale saves her action point to use when *stonevenom gaze* recharges, combining the attack with a hail of arrows.

**Euryale** Level 28 Elite Artillery  
Large immortal humanoid (daemon) XP 38,000

**Initiative** +24      **Senses** Perception +24; darkvision

**HP** 400; **Bloodied** 200

**AC** 42; **Fortitude** 40, **Reflex** 43, **Will** 39

**Resist** 20 poison, 15 variable (2/encounter)

**Saving Throws** +2

**Speed** 8

**Action Points** 1

⚡ **Serpent Mane** (standard; at-will) ♦ **Poison**

Reach 2; +32 vs. AC; 1d8+11 damage, and the target takes ongoing 10 poison damage (save ends).

🏹 **Shortbow** (standard; at-will) ♦ **Poison**

Ranged 15/30; +35 vs. AC; 1d10+10 damage plus 1d10 poison damage.

🏹 **Poisonous Fusillade** (standard; at-will) ♦ **Poison**

Euryale makes two shortbow attacks. If both attacks hit the same target, the target takes ongoing 10 poison damage (save ends).

⚡ **Stonevenom Gaze** (standard; at-will) ♦ **Gaze, Poison**

Close blast 5; blind creatures are immune; +31 vs. Fortitude; 3d6+8 poison damage; the target is slowed (save ends). *First Failed Save:* The target is immobilized instead of slowed (save ends). *Second Failed Save:* The target is petrified (no save).

⚡ **Venomous Blood** (immediate reaction, Euryale is hit with a melee attack; at-will) ♦ **Poison**

Close blast 1; +31 vs. Reflex; 1d8+8 poison damage.

**Alignment** Evil

**Languages** Abyssal, Common, Supernal

**Skills** Arcana +23, Bluff +25, Diplomacy +25, Intimidate +25, Stealth +29

**Str** 24 (+21)      **Dex** 30 (+24)      **Wis** 20 (+19)

**Con** 26 (+22)      **Int** 18 (+18)      **Cha** 22 (+20)

**Equipment** shortbow, quiver with 40 arrows

**Description** *This horrific humanoid creature has the torso of a lovely, muscular human woman covered in fine green scales attached to the lower half of a titanic serpent. Her head is crowned with a nest of writhing serpents, and her hideous face features a fanged mouth, glowing green eyes, and a flickering snake-like tongue. She is armed with a short recurved bow, and a quiver of barbed arrows.*

**Stheno** Level 28 Elite Soldier  
Large immortal humanoid (daemon) XP 38,000

**Initiative** +23      **Senses** Perception +24; darkvision

**HP** 520; **Bloodied** 260

**AC** 46; **Fortitude** 43, **Reflex** 40, **Will** 39

**Resist** 20 acid, 15 variable (2/encounter)

**Saving Throws** +2

**Speed** 8

**Action Points** 1

⚔ **Longspear** (standard; at-will) ♦ **Acid, Weapon**  
Reach 3; +35 vs. AC; 2d6+10 damage plus 2d6 acid damage, and the target takes ongoing 10 acid damage and is weakened (save ends both). *Aftereffect:* Ongoing 5 acid damage (save ends, with a -2 penalty to the saving throw).

⚔ **Serpent Mane** (standard; at-will) ♦ **Acid**  
Reach 2; +33 vs. AC; 1d8+11 damage, and the target takes ongoing 10 acid damage (save ends).

⚡ **Doom Rattle** (minor; recharge ⓂⓂⓂⓂ) ♦ **Fear**  
Close burst 10; +31 vs. Will; targets enemies; the target takes a -4 penalty to attack rolls (save ends).

⚡ **Stoneburn Gaze** (standard; at-will) ♦ **Acid, Gaze**  
Close blast 5; blind creatures are immune; +31 vs. Fortitude; 3d6+8 acid damage; the target is slowed (save ends). *First Failed Save:* The target is immobilized instead of slowed (save ends). *Second Failed Save:* The target is petrified (no save).

⚡ **Caustic Blood** (immediate reaction, Stheno is hit with a melee attack; at-will) ♦ **Acid**  
Close blast 1; +31 vs. Reflex; 1d8+9 acid damage.

**Opportunistic Push**  
When Stheno hits an opponent with an opportunity attack with her spear, she pushes the target 2 squares.

**Threatening Reach**  
Stheno can make opportunity attacks against all enemies within reach of her longspear (3 squares).

**Alignment** Evil      **Languages** Abyssal, Common, Supernal

**Skills** Athletics +27, Bluff +25, Diplomacy +25, Intimidate +25, Stealth +24

**Str** 30 (+24)      **Dex** 24 (+21)      **Wis** 20 (+19)

**Con** 28 (+23)      **Int** 18 (+18)      **Cha** 22 (+20)

**Equipment** longspear, heavy shield

**Description** *This monstrous creature resembles a beautiful human woman with the lower body of a great serpent. Her hair is a mass of writhing serpents, and her face is a scaled mixture of serpent and comely female. The monstrosity grips a long, barbed spear in her right hand, and a massive round shield in her left. A rattle at the end of her serpentine tail shakes ominously as you approach.*

## STHENO'S TACTICS

Unlike her sister, Euryale, Stheno wades into melee with gleeful skill and unfettered aggression. She begins combat with *doom rattle* to hamper her foes attacks, and then targets the nearest enemy warriors with her spear. She keeps enemies at spear length with a combination of *threatening reach* and *opportunistic push*, ensuring that her enemies never move inside her reach. Stheno uses her *stoneburn gaze* to neutralize enemy spellcasters, and typically uses her action point as soon as the power recharges.

## ENCOUNTER GROUPS

Typhon is always encountered with a retinue of powerful daemons that usually includes his monstrous spawn Euryale and Stheno. His aspect is often encountered with his mortal cultists, or even powerful reptilian monsters living in the mortal realm.

### Level 24 Encounter (XP 30,875)

- 1 aspect of Typhon (level 24 elite controller)
- 1 dark naga (level 21 elite controller)
- 3 medusa shrouds of the snake god (level 18 skirmisher)
- 4 hydra larvae (level 23 minion)

### Level 35 Encounter (XP 247,000)

- Typhon (level 34 solo controller)
- Euryale (level 28 elite artillery)
- Stheno (level 28 elite soldier)



# TYRANNODAEMON

Next to the mighty archodaemons that rule Tartarus, the tyrannodaemons are the most powerful creatures in the Pit. Intelligent, ruthless, and physically powerful, tyrannodaemons command vast armies of lesser daemons, and act as the point of contact for those seeking to purchase the services of daemonic mercenaries.

## TYRANNODAEMON LORE

A character knows the following information with a successful Religion check.

**DC 20:** Tyrannodaemons are the lesser lords of Tartarus, ruling small kingdoms of lesser daemons from the ring of Erebus, the fifth and bottom ring of the Pit. Each tyrannodaemon serves one of the archodaemons that rule the various rings of Tartarus, typically serving their masters by gathering soul energy through the mercenary activities of the lesser daemons they control. In addition, some tyrannodaemons serve their masters as elite bodyguards, soldiers, and commanders of daemonic armies. Not surprising, each tyrannodaemon gains power in the form of soul energy from its archodaemon master, and more than a few tyrannodaemons with ambitions of becoming archodaemons themselves have been destroyed for their audacity.

Each tyrannodaemon maintains a small keep on the ring of Erebus where it maintains a small army of daemonic mercenaries. These mercenaries can be bought by those willing to pay the tyrannodaemons' price in soul energy and brave enough to treat with such a powerful force of evil. Most tyrannodaemons employ cacodaemons to run their day-to-day affairs, using the magically gifted daemons to ensure that contracts are paid and that the lesser daemons in their service are kept in line.

**DC 25:** Tyrannodaemons occasionally act as mercenaries themselves, offering their services to demons, devils, and other fiendish creatures for staggering amounts of soul energy. When serving as mercenaries, tyrannodaemons are accompanied by an elite squad of ferodaemons, cacodaemons, chirodaemons, and many, many soul larvae. However, when tyrannodaemons do see fit to serve another in battle, they are powerful enough to utterly devastate entire armies of lesser fiends. Both hound-like heads can emit magical gaze attacks, deliver mind-shredding psychic howls, or loose thunderous barks that can shatter eardrums and stun even the hardest foes. Finally, each tyrannodaemon carries a giant morningstar that it can use with horrifying skill, shattering bodies and fortifications with each mighty stroke.

**Tyrannodaemon** Level 26 Elite Controller (Leader)  
Large immortal humanoid (daemon) XP 18,000

**Initiative** +19      **Senses** Perception +25; darkvision  
**Aura of Dominance (Charm)** aura 5; enemies within the aura take a -4 penalty to Will defense.  
**HP** 488; **Bloodied** 244  
**AC** 42; **Fortitude** 42, **Reflex** 37, **Will** 39  
**Resist** 20 thunder, 15 reactive (3/encounter)  
**Saving Throws** +2  
**Speed** 8  
**Action Points** 1

⚡ **Thundering Morningstar** (standard; at-will) ⚡ **Thunder, Weapon**  
Reach 2; +31 vs. AC; 2d8+10 damage, plus 1d8 thunder damage and the target is knocked prone.

⚡ **Bite** (standard; at-will)  
Reach 2; +29 vs. AC; 1d8+10 damage.

⚡ **Double Bite** (standard; at-will)  
The tyrannodaemon makes two bite attacks. If both attacks hit the same target, the target takes an additional 1d8+10 damage and ongoing 10 damage (save ends).

👁️ **Stupefying Gaze** (minor 1/round; at-will)  
Ranged 10; +30 vs. Fortitude; the target is stunned until the start of the tyrannodaemon's next turn.

👁️ **Gaze of the Fray** (minor 1/round; at-will) ⚡ **Charm**  
Ranged 10; +30 vs. Will; the target makes a melee basic attack against an adjacent ally chosen by the tyrannodaemon.

👁️ **Howl of Dread** (standard; recharge ☠️☠️☠️) ⚡ **Fear, Psychic**  
Close burst 5; +28 vs. Will, 3d8+8 psychic damage, and the target takes a -4 penalty to attack rolls (save ends).

👁️ **Thunderous Bark** (standard; recharge ☠️☠️☠️) ⚡ **Fear, Thunder**  
Close blast 5; +28 vs. Fortitude; 4d6+9 thunder damage, and the target is dazed (save ends).

**Larval Siphon** (immediate reaction; at-will) ⚡ **Healing**  
Whenever a soul larva is reduced to 0 hit points within 10 squares of a tyrannodaemon, the tyrannodaemon regains hit points equal to the larva's level, ends one ongoing effect currently affecting it, and gains a +2 bonus to all defenses until the end of its next turn.

**Alignment** Evil      **Languages** Abyssal, Common, Primordial, Supernal

**Skills** Arcana +24, Insight +25, Intimidate +26, Religion +24

**Str** 30 (+23)      **Dex** 22 (+19)      **Wis** 24 (+20)

**Con** 28 (+22)      **Int** 23 (+19)      **Cha** 27 (+21)

**Equipment** chainmail, morningstar

**Description** *This terrible fiend has two heads, each resembling a snarling, daemonic hound. It stands nearly ten feet tall, its humanoid body powerful and muscular, and wears a suit of blackened iron chainmail. It grips a massive iron morningstar in its right hand, balancing the precarious weapon over one brawny shoulder.*

## TYRANNODAEMON TACTICS

A tyrannodaemon prefers to start combat at range, using both its gaze attacks and *thunderous bark* to set its foes at a disadvantage immediately. It then wades into melee, targeting likely spellcasters with its morningstar and ripping into martial characters with its *double bite*. A tyrannodaemon uses a gaze attacks each round or both gaze attacks if it does not take a move action on its turn. It typically uses *stupefying gaze* against spellcasters to keep them out of the fight and *gaze of*

*the fray* against potent melee enemies to sow discord in the ranks of its foes. When surrounded, a tyrannodaemon uses *howl of dread*, relying on its *aura of dominance* to make the attack particularly effective.

A tyrannodaemon usually saves its action point to finish off a wounded enemy with its morningstar or a *double bite* attack. It always enters combat with at least half a dozen larval minions, using the soul energy contained in the pathetic creatures to heal its wounds.

## ENCOUNTER GROUPS

Tyrannodaemons, when encountered on the field, usually surround themselves with other powerful daemons, primarily cacodaemons and megalodaemons. They also keep a large number of soul larvae nearby to consume in case of injury.

### Level 27 Encounter (XP 53,100)

- 1 tyrannodaemon (level 26 elite controller)
- 1 megalodaemon (level 24 elite brute)
- 2 cacodaemons (level 21 elite artillery)
- 8 hydra larvae (level 23 minion)





# MONSTERS BY LEVEL

Every monster in this book appears on this list, which is sorted alphabetically by level and monster role.



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Necrodaemon Soulstalker	18 Elite Lurker	20
Cacodaemon	21 Elite Artillery	7
Hydra Larva	23 Minion	23
Megalodaemon	24 Elite Brute	17
Aspect of Typhon	24 Elite Controller	29
Tyrannodaemon	26 Elite Controller	32
Euryale	28 Elite Artillery	30
Stheno	28 Elite Soldier	31
Typhon	34 Solo Controller	27

For use with the 4th Edition

**DUNGEONS & DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

