

The Demonologist Playtest Version

FOR 13TH AGE MONTHLY 2 SUBSCRIBERS



PLAYTEST NOTE

Welcome to the first playtest of the new demonologist class! As promised, *13th Age Monthly* subscribers are the first to see this class, as a thank you for your support.

This version of the demonologist is a playtest class rather than a finished class. This version has nearly all of its adventurer- and champion-tier talents, powers, and spells. However, many feats, and a few of the epic-tier spells, won't be added until we're sure that the class is fun and that we can get its balance closer to working.

You can help with that by adding a demonologist character to your games, playing it, and writing up your playtest notes. Heck, maybe people can even play a few at Gen Con!

Speaking of which, I won't be at Gen Con this year to talk about the class, but you can send your playtest notes to 13thAgePlaytest@gmail.com. Our goal is to deliver the class to layout early in September to get it into Gareth Ryder-Hanrahan's wonderful *Book of Demons*. Ideally, this means if you're interested in helping, you'll add a demonologist to your game very soon, and get your comments to me as soon as you possibly can. I'll take playtest feedback on the demonologist up until the end of August.

Origins & credits: We may do a full write-up of the process when this thing is truly done. For now, I'll just say that this class is by me, Paul Fanning, and Gareth Ryder-Hanrahan, with a small amount of editing from Cal Moore. Paul came aboard after doing exemplary development work on *13th Age in Glorantha* and I expect he'll be working with me on channeling playtest feedback.

Balance & fun: If something looks unbalanced to you, play it and see if that's true, strong or weak! If there's a piece of the class that's no fun for you, or for the rest of the players at the table, tell us. We're less interested in statements like "I *think* this isn't going to be fun," because there are a few kind-of-wacky

pieces of the class that we know are challenging—and the only way we're going to figure them out is by playing them.

And I haven't played with the class yet either! I'll be running several demonologist-centered games in August, and your feedback will probably give me new twists to wrangle every game.

Scrappiness: There are bits here with lines through them, because I intend to delete them but am tracking that they existed. There are playtest questions highlighted in blue. There are many @@ marks in spots where I expect we'll be adding content. (If you think of something great as you play, well, that's how I come up with a lot of the feats that go into the final versions, so of course we'll be happy to hear them!) The class hasn't had a full editing pass yet, and there are several spells that will be reformatted if they survive the playtest.

Thank you for your help. Even if you don't have time to play and comment now, I'll still be happy to hear from you at some future point about the impact of this class on your games. Being too late to help with this particular class playtest doesn't mean that thoughtful game feedback can't provide food for thought on future classes.

All the best,
Rob Heinsoo
July 30, 2017

Demonologist

There's a new type of magician surfacing in the Dragon Empire who might do something about the Empire's demon problem.

It may not be something good.

OVERVIEW

Fighters, wizards, clerics, and rogues are part of the ongoing story of the world. It's pretty clear that heroes with something like the powers

portrayed in many of our player character classes took part in the major events of many past ages.

The demonologists we're presenting in this book are a different story. You are welcome to disagree, especially as part of what makes one of your campaigns unique, but we're presenting the demonologist class as something extremely new in the world, something that hasn't had time to become a well-understood part of the Dragon Empire.

A three-part-collision: The simplest explanation for the sudden emergence of the demonologist in the 13th Age is that the three-part war being fought by the Crusader, Diabolist, and Great Gold Wyrms is tearing usable holes in the unwholesome fabric of demonkind. Look closely at the three paths currently accessible to the demonologist and you'll see connections to the three icons. They're not necessarily connections that indicate approval or respect. . . .

The Crusader doesn't trust anyone but himself to 'handle' demons, so if you're any type of demonologist, even a demonologist on the path of slaughter, and are not in his positive graces, he probably wants you dead.

The Diabolist was never a demonologist and she may resent other (?) mortals carving a slice of her power . . . but then again, maybe she suspects that any demonologist is a corruptible hero, and isn't that obviously true for demonologists devoted the path of corruption?

You'd think that the Great Gold Wyrms would be the worst-disposed to demonologists, but he's been fighting in the Abyss a long time. Maybe his paladins are more stuck up about who they'll consider as allies than he is? Maybe demonologists on the path of flame are helping him, somehow, whether they know it or not?

Play style: Your experience as a demonologist depends on which path you've chosen. As a devotee of the path of corruption or the path of flame, you'll function somewhat like other spellcasters, preferring to keep allies, or your summoned demon, between you and the

enemy. If you've focused on the path of slaughter, you're more likely to carry a serious melee weapon and welcome enemies who seek to engage you as unwilling sacrifices!

Like the druid from *13 True Ways*, this class can be fun for players who like to figure out interesting combos from disparate approaches.

Ability Scores: Most demonologists rely on Charisma for serious spellcasting, backed up by Constitution. Exceptions include tiefling demonologists (see the That's Intelligent class feature on page XX) and slaughter path devotees, who use Strength for some of their basic melee attacks when they're too staggered to use Charisma.

Demonologists gain a +2 class bonus to Charisma or Constitution, as long as it isn't the same ability you increase with your racial bonus.

Races: Humans are the most common demonologists, either for the lure of power, the thirst for knowledge, or to use the mysteries of demons against the forces of the Abyss—and there's definitely nothing that can go wrong with motivations like that. Other demonologist stereotypes include half-elves who feel like outsiders, unbalanced gnomes who think demonic magic is funny, and half-orcs and dragonics who embrace the path of slaughter as a way of surprising musclebound rivals.

Of course we have saved the best for last. Some people call tieflings 'the demontouched,' and there's no denying that the race has a natural affinity for all three paths.

Backgrounds: Possible demonologist backgrounds are those that explain how you were driven to learn about demons, or those that aid and conceal your activities, such as: escaped sacrifice, child of cultists, survivor of a demon attack, survivor of a Crusader attack, born of a hellhole, former clergy for the gods of light, once-promising student at a Horizon college, decorated soldier, Axis firefighter, respected doctor at an Imperial hospital, resurrected ancient hero, demon-child.

Icons: See the discussion above.

Gear

At 1st level, demonologists from different walks of life might start with an incredibly diverse set of possessions. Use ideas from all our other write-ups as you like!

Armor

Corruption and flame path demonologists wear light armor made of padding and leather, if they wear armor at all. Slaughter path demonologist wear heavier armor, often at least partially made of demonic carapaces or other shells. Slaughter path armor modifiers appear in the Path of Slaughter section on page XX.

Demonologist Armor and AC

Type	Base AC	Attack
None	10	

Demonologist Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 (–2 atk) club, staff
Light or Simple	1d6 mace, axe, wavy dagger	1d8 (–2 atk) spear
Heavy or Martial	1d8 (–2 atk) longsword, flail	1d10 (–3 atk) greataxe, greatsword

Demonologist Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 (–2 atk) hand crossbow	—
Light or Simple	1d6 (–2 atk) javelin, axe	1d6 (–2 atk) light crossbow	1d6 (–2 atk)
Heavy or Martial	—	1d8 (–3 atk) heavy crossbow	1d8 (–3 atk) longbow

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Ranged Attack

At-Will

Light	11	
Heavy	14	–5
Shield	+1	–2

Weapons

Corruption path and flame path demonologists aren't melee warriors. They're better off skulking in the back with a sacrificial dagger or a rune staff. Slaughter path demonologists are more often built for melee, and their weapons show that.

The information in this section applies to most demonologists oriented toward the corruption and flame paths. But slaughter path devotees handle melee much differently; see their feature and talent section for modifications to the stats below.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Demonologist Level Progression

Unlike most other classes, demonologist spells and powers depend on which path the chosen talents belong to. Each path has its own level progression chart detailing the number of spells you'll choose to know each day.

Note: Although not listed on the table, this class gets three talents. It does not gain more talents at higher levels.

Demonologist Level	Total Hit Points*	Total Feats	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	<i>Not affected</i>	ability modifier
Level 1	(6 + CON mod) x 3	1 adventurer		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	+1 to 3 abilities	3 x ability modifier

Demonologist Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus	+2 Constitution or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 (4 at 5 th level; 5 at 8 th level)
Talents	3
Feats	1 per Level

Class Features

In addition to the class features all demonologists have in common, each of the three devotee paths has its own features for initiates and devotees. You'll find the additional corruption path features on page XX, flame path features on page XX, and slaughter path features on page XX.

Features in common for all demonologists follow.

That's Intelligent

Tieflings can use their Intelligence ability score in place of all references to Charisma in demonologist class features, powers, feats, spells,, and itemized deductions.

You might think that truly intelligent members of other races know better than to be demonologists, but for tieflings it's a logical development. If they handle it right, they can even give the Diabolist a black eye while messing with powers she'd rather have for herself.

Initiate or Devotee?

Like many other classes, you have three talents to choose as a demonologist. Unlike other classes, your talents are grouped within three paths: the path of corruption, path of flame, and path of slaughter. If you choose a single talent

from a path, you are an initiate of that path. If you choose two or more talents from a path, you are a devotee of that path.

The druid in *13 True Ways* has a somewhat similar class structure. But it's only similar, not the same. If the demonologist worked like the druid, you would invest one or two talents in each path. Instead, you're choosing specific varied talents that are part of an overarching path.

For example, if you take the Contagion and Inimical talents from the corruption path and the Demonic Reinforcements talent from the slaughter path, you are a devotee of corruption and an initiate of slaughter. If you switched one of your corruption path talents out for Flickering from the path of flame, you'd be an initiate of all three paths. (We're not saying it's a great idea to play a three-way initiate, but it might work out with some clever choices.)

Initiates gain access to a certain number of powers and spells. They also gain access to the path's demon summoning spell as a dicey spell (see below).

Devotees gain more access to powers and abilities from their path and have the path's bonus demon summoning spell as a recharge 16+ spell, which is much better than the dicey version initiates have. As you'll see, there are

also many spells and feats that include devotee bonuses.

You can focus all three talents in one path if you like. You get an extra spell from your path each day, which is probably not as much spellcasting as you'd gain by being an initiate in a different path, but synergies and character concept may mean it's a great choice.

Curse Spells

Some of the demonologist's spells create curses that wait to be triggered by an enemy. The corruption path is full of such spells, but the fire and slaughter paths have a few as well (@update all this curse text when spell lists are final). The different demonologist paths tend to have different approaches to curse spells and abilities.

Most curse spells trigger off enemies' natural attack rolls. A few trigger off enemies' saves. Some curse spells give you the option of triggering the curse or waiting until a better target later. A few curses apply to the next enemy or a number of enemies that trigger the curse.

One curse per roll: The major limitation on curse effects is that a specific d20 roll can trigger only one curse spell. For example, if you have cast both *curse of the odd* and *whipping tongues of fire*, you'll choose one of the two to trigger the next time an enemy has a natural odd attack roll. (Ordinarily you wouldn't be forced to trigger *curse of the odd*, but the curse created by *whipping tongues of fire* triggers on the next odd attack roll, so if you don't trigger *curse of the odd*, you'll trigger *whipping tongues of fire* instead.)

This rule also applies if there are two or more demonologists in a group. If the players of the demonologists disagree about who gets to trigger a curse from a particular roll, each rolls a d20 and the high roll chooses.

@@playtest: staying open to whether a summoned imp's curse aura is something else or should also not be able to trigger along with another curse!

Dicey Spells

Dicey spells are a new usage type. Dicey spells tend to be bonus spells (not one of the spells you choose at the beginning of the day) that are only available to you half as often as daily spells.

When you have a dicey spell, roll a normal save (11+) at the start of each day. If the save succeeds, you have that spell as a daily spell that day.

If the save fails, you don't have access to the spell that day. It's not considered expended, it's just not available to you in any way.

The demon summoning spells that correspond to each path are dicey spells for initiates of the paths.. [[Playtest note: At the moment, haven't added other dicey spells to the paths, because it's not a usage pattern I want to enforce as standard. If it was going to be included, they would be bonus dicey spells attached to a talent, or something like that.]]

Demon Summoner

If you have played other summoning characters, the mechanics of demonologist summoning are more like the druid and necromancer summoning in *13 True Ways* than the wizard summoning in the *Summoning Spells* issue of *13th Age Monthly* or and the earth priestess and hell mother summoning in *13th Age in Glorantha*. Most significantly, as a demonologist, you get superior summoned creatures that don't require you to spend actions to control them. That means we can skip all the rules that apply to creatures that have to be controlled by their summoner's actions.

That's the good news. The bad news is that your summoned demon has a half-life, because every demon summoned by a demonologist takes special ongoing damage called degradation that can't be saved against or stopped!

Degradation: Each of the demonologist's summoned demons has its own degradation statistic, usually expressed as something like this: "At the end of each of its turns, the summoned [demon] loses 2d6 damage." If you and your GM want to cut down on die rolls, use

the average result . . . but rolling at the end of each of your demons' turns is more in the spirit of the class.

Effects that end conditions can't affect degradation. Nor can effects that move conditions around between creatures. Your summoned demon is stuck taking its degradation damage until it drops to 0 hit points, and will continue to take that damage if you lose control of it.

Loss of control: Remember how we said you don't have to use actions to control your demon, the way wizards and earth priestesses do? The bad news is that when your summoned demons drop to 0 hit points, there's a chance they're actually breaking free of your control and are about to become fanatic enemies.

Roll an easy save whenever one of your summoned demons drops to 0 hit points. If the save succeeds, no problem, the demon is dead and banished. If the save fails, the demon gains hit points equal to its staggered value plus its level. It's no longer in your control and is now an enemy! By preference it attacks its former summoner, but it may fight somewhat intelligently to do as much sadistic harm as possible to the summoner and their allies.

The degradation damage the demon has been suffering from in the battle continues. When the out of control demon finally drops to 0 hit points *again*, it's eliminated.

Enemies, allies, and out of control demons: Out of control demons usually aren't allies of the player characters' other enemies, but an out of control demon isn't interested in helping its summoner by fighting their enemies. Creatures that aren't smart or evil enough to notice and take advantage of that may still target the out of control demon, but the demon will focus on its true enemies.

No healing: Unlike other summoned creatures, demons summoned by demonologists can't heal.

Adventurer Feat: You have a +1 bonus to the save to avoid losing control of your summoned demons when they drop to 0 hit points.

Champion Feat: Subtract your level from the degradation damage dealt to your summoned demons.

Epic Feat: You have a +5 attack bonus against demons you summoned that are now out of control. Congratulations on cleaning up your own messes.

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Initiates, Devotees, and Summoning

There isn't necessarily one correct choice for maximizing your demon summoning powers. If you spread your talents out among all three paths, you'll end up with between 0 and 3 summoning spells each day. An average of 1.5 means you're mostly likely to have one or two. Spending your talents to become a devotee in one path and an initiate in another means you'll have at least one summoned demon each day, with a 50/50 shot at another. That looks a bit like the average of 1.5 demon summoning spells if you're an initiate in all three paths, but the advantage of being a devotee is that your demon summoning spell becomes a recharge 16+ spell.

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Summoning Rules

[In the final book, this may go in as an appendix, but for now, here's a slimmed down version of the summoning rules that apply to you as a demonologist.]

Note that these new summoning rules are not meant to be used with the druid and necromancer class from *13 True Ways*.

Standard action spells: Casting a summoning spell generally requires a standard action. The creature(s) you summon appears next to you, though feats or powers might enable you to summon it nearby instead.

Four types (CHANGED): There are four types of summoned creature, but the demons you summon are all superior. *Superior* creatures take their turns like any other creature.

Duration & death damage (CHANGED): A summoned creature fights for you until the end of the battle, until it is dismissed, or until it

drops to 0 hit points. Other classes suffer damage when their summoned creatures drop to 0 hp, but we've already gone into your control problems above!

Action economy: The turn you summon it, your demon takes its turn immediately after your turn in initiative order. The summoned creature continues to take its turn immediately after you (even if your initiative order changes) until the end of the battle.

Simpler timing (NEW): Having summoned creatures take their turn immediately after their summoner is the mechanically correct way to handle the timing. But in practice, we notice that hardly anyone wants to play that way. Most players want to mix their summoned creature's actions in during their character's turn. If you want to fudge the timing and allow this, it's almost always fine. So our simpler rule is that you can mix the actions together if you want, but if the GM decides it's confusing or the rules are starting to have conflicts, the GM can enforce the 'proper' turn order.

Superior creatures' actions: During its turn, a superior creature can act like any other creature, taking a standard, move, and quick action.

Dismissal: Other summoners can dismiss their creatures. You can't! You want your demon gone? End the battle, or drop it to 0 hit points and see if it will go out of control!

Hit points: Each summoned creature stat block indicates its base hit points. Starting hit points for summoned creatures are nearly always lower than hit points for non-summoned versions of the same creature. Some class feats might increase the hit points of summoned creatures.

Attack bonuses (CHANGED RECENTLY): Summoned creatures use the default bonuses of their summoner's magic weapon or implement, if any. In other words, if you have an attack and damage bonus from a magic weapon or implement, so do any creatures you summon.

Defense bonuses (CHANGED RECENTLY): Similarly, summoned creatures use the default bonuses of their summoner's armor, cloak, and

and head items, if any. In other words, default bonuses to AC, PD, and MD from magic items also apply to your summoned creatures.

As with the attack bonuses covered above, this only applies to default bonuses. Bonuses and abilities that come along with an item that are not default bonuses only apply to summoned creatures if they specify that. At present, not many do.

Escalation die (CHANGED RECENTLY): Summoned creatures use the escalation die. There are creatures summoned by the druid and necromancer that don't, but your demons do.

Allies? (CHANGED after the Summoning Spells article): Summoned creatures generally count as your allies, but you can choose to treat them as non-allies when that's better for you. For example, when a monster's attack is against one of its random enemies, it's good for you to have your summoned creature count as an ally of yours and an enemy of the monster. But take the case of the bard's 3rd level spell, *wild heal*. Odds are the bard PC in your group doesn't want to have to include your summoned creature as one of the random allies that might get to heal, so they can choose to ignore your summoned creature as an ally.

A corollary to this is that if PCs have spells or effects that count the *number* of allies, count all creatures summoned by a single PC as a single additional ally. This isn't a hugely important rule, but if it comes up in some weird corner cases, it's sitting here in case the GM wants to prevent tacky abuses.

No nastier specials: If a creature you're summoning sometimes has nastier specials when it appears as a monster, that's not the version of the creature you're summoning ... unless you create a story with the GM explaining why this *one* time you have managed to summon the powerful version of the creature that has the nastier special.

Spell or creature?: When a summoning spell is cast, it's definitely a spell. After casting the spell, a summoned creature is a creature, though if the GM is feeling puckish they might allow effects that generally only interact with spells to

interact with a summoned creature. That seems dicey, but it's possible.

Harsh Ally

There are many demonologists with friends, people who count on them, and adventuring companions who still possess all their limbs.

That said, there are disadvantages to hanging around with a demonologist. The Harsh Ally effect is the most obvious: when you, the demonologist, roll a natural 13 with an attack, you create a stinky piece of bad karma that attaches itself to a staggered but conscious nearby ally who doesn't already have a Harsh Ally effect attached to them, or any nearby ally of your choice if none of your allies fit the first criteria.

Your ally chooses one of the following: EITHER the next time they are hit by an enemy attack this battle, they take 1d6 additional damage from the hovering bad luck and the Harsh Ally effect ends; OR they suffer a bit of misfortune sometime soon after the battle, like an icon relationship disadvantage but more minor, and probably connected to some element of their entanglement with you, dear demonologist. The Harsh Ally effect ends after the misfortune. . . .

Note that if you're an ally who has been harshed on, choosing the first option works great if you don't get hit again this battle, the curse dissipates, no problem.

The damage increases as you become a more puissant demonologist, but not by much. (It's perfectly reasonable to avoid taking the time to roll the die, in which case you should use the high average that's listed in parentheses.)

3 rd level demonologist	1d8 damage (5).
5 th level demonologist	1d10 damage (6).
7 th level demonologist	1d12 damage (7).
9 th level demonologist	1d20 damage (11).

@Harsh Ally playtest: Is this flavor worth the effort? Or should I stick to the drawbacks that are sprinkled through the class?

Ritual Magic

Your rituals are nearly always scarier than other magicians' rituals. That could be for dramatic effect, or it could be an important element of your seriously twisted magic.

Demonologist Talents

Most of your talents belong to one of three demonic paths: the path of corruption, the path of fire, or the path of slaughter.

Choosing a single talent from a path unlocks spells and powers that are not available to characters who are not initiated onto that path. Demonologists who choose a second talent from a path gain additional benefits and powers as a devotee in that path.

Instead of presenting all the demonologist talents in alphabetic order, followed by spells, we're presenting the three demonologist paths as separate micro-classes, similar to our handling of the druid.

We'll start with the talents, bonus summoning spell, and full spell list for the path of corruption. The path of flame comes next on page XX, followed by the path of slaughter. In practice, you'll need to look through at least the talents for each of the paths before designing your first demonologist.

PATH OF CORRUPTION

Poison, plague, contagion, weakness, confusion, and madness: these are a few of your favorite things.

Demonologists invested in the path of corruption gain access to corruption path spells and a few special powers.

If you've chosen one corruption talent, you're an initiate in the path and can choose from the path's spell list, as well as gaining corruption path abilities at the initiate level.

If you've chosen two or more corruption talents, you're a devotee. You'll have better corruption path powers than an initiate and will cast more (and sometimes more powerful) corruption path spells.

Resist poison power

Corruption **initiates** gain *resist poison* 12+, taking half damage from poison attacks unless the attack's natural attack roll is 12+

For corruption path **devotees**, the power increases to *resist poison* 16+.

Bonus summoning spell

Corruption **initiates** gain *summon corruption demon* as a dicey spell (as explained in the class features above).

Corruption path **devotees** instead have *summon corruption demon* as a recharge 16+ spell.

@duplicating information for clarity, but final version may be streamlined with better structure for the info

Corruption Path Talents

Contagion

You can use this power a number of times per day equal to your Constitution modifier.

When an enemy suffering from a condition caused by one of your demonologist spells that has a save ends effect drops to 0 hit points, transfer that save ends spell effect to a different nearby enemy as an interrupt action.

The save required for the new enemy to end the effect decreases; a hard save becomes a normal save, a normal save becomes an easy save, and an easy save stays as an easy save.

Adventurer Feat: Once per battle, if you are conscious when the escalation die reaches 5+, gain another use of the Contagion power that day.

Champion Feat: Saves required against spell effects that you have moved using this talent no longer decrease; a hard save stays hard, a normal save stays normal.

Epic Feat: Moving a condition with the Contagion power is a free action for you rather than an interrupt action, so you're not limited to using it once per round.

Corrupt Beyond Degradation

You gain a +2 bonus to MD and *resist* 16+ *psychic damage*.

Adventurer Feat: If you have at least one relationship point with the Diabolist, you roll saves against conditions caused by attacks against MD at the start of your turn instead of the end of your turn.

Champion Feat: When an enemy rolls a natural odd attack roll against your MD, they take psychic damage equal to the attack roll. Increase this damage to double the attack roll at 8th level.

Epic Feat: You gain a +2 bonus to death saves.

Inimical (Corruption)

Enemy saves against effects created by spells you cast are more difficult. Easy saves require a 7+, normal saves require a 12+, and hard saves require a 17+.

Adventurer Feat: If you are a corruption path devotee, twice per day as a free action, you can choose a condition created by an ally's spell to gain the increase in saving throw difficulty you'd get from Inimical.

Champion Feat: You're even more inimical than most. Your spells' easy saves require an 8+, your normal saves require a 13+, and your hard saves still require a 17+ (that's hard enough).

Epic Feat: @@.

Impish Familiar (Corruption)

You have an infernal familiar, much like a wizard's familiar (core 13th Age rulebook p. 150). Infernal familiars are usually imps of some description, but might also take the form of toads, bats, insects, talking skulls, living flames, sinister oil paintings, or your own eerie shadow.

Impish familiars are always Talkative and possess one other power of your choice from those available to familiars. Usually Flight . . .

Use the wizard's familiar rules on page 149-150 of the core rulebook for now. @It's possible this could become more linked with the corruption theme; blight jet addition or Diabolist boost

Misery

When a nearby non-mook enemy fails a save, deal psychic damage equal to your Constitution modifier to a different nearby enemy.

At 5th level, the damage increases to double your Constitution modifier. At 8th level, triple your Con mod.

Adventurer Feat: The enemy that takes the psychic damage can now be far away instead of nearby.

Champion Feat: One battle per day, you also deal damage to an enemy whenever one of your allies fails a save.

Epic Feat: The Misery power now also applies whenever an ally fails a save, not just one battle per day.

Corruption Path Initiate Level Progression

Demonologist Level	Corruption Spells	Spell Level
Level 1 Multiclass	1	1 st level
Level 1	1	1 st level
Level 2	1	1 st level
Level 3	2	3 rd level
Level 4	2	3 rd level
Level 5	2	5 th level
Level 6	3	5 th level
Level 7	3	7 th level
Level 8	3	7 th level
Level 9	3	9 th level
Level 10	3	9 th level

Corruption Path Devotee Level Progression

If you've invested all three of your talents in the corruption path, add 1 to the number of spells you choose each day.

Demonologist Level	Corruption Spells	Spell Level
Level 1 Multiclass	1	1 st level

Level 1	2	1 st level
Level 2	3	1 st level
Level 3	3	3 rd level
Level 4	4	3 rd level
Level 5	5	5 th level
Level 6	5	5 th level
Level 7	6	7 th level
Level 8	6	7 th level
Level 9	7	9 th level
Level 10	7	9 th level

Corruption Bonus Spell

Corruption **initiates** gain *summon corruption demon* as a dicey spell (as explained in the class features above).

Corruption path **devotees** instead have *summon corruption demon* as a recharge 16+ spell.

For both initiates and devotees, this bonus spell is not counted against the spells you choose from according to your level progression.

Summon Corruption Demon

Ranged Spell

Usage explained above

Effect: You summon a demon to fight for you until the end of the battle as a superior (but degrading!) summoned creature. The demon summoned is determined by the level you cast the spell at, as follows:

1 st level spell	summon demon toad
3 rd level spell	summon hopping imp
5 th level spell	summon vulture demon
7 th level spell	summon hezrou
9 th level spell	summon boar demon

Summoned Demon Toad

1st level spoiler [DEMON]

Initiative: +3

Pathetic bite +6 vs. AC—2 damage

C: Foul belch +6 vs. PD (1d3 nearby enemies)—

2 poison damage, and target is dazed until the end of its next turn.

Natural 1-5: Reroll the attack against a nearby ally of the demon toad.

Limited use: 1d3 times per battle.

Dissssgusting: Attackers that roll a natural odd melee attack roll against the demon toad take 1d6 poison damage.

Degradation: At the end of each of its turns, the summoned demon toad suffers 1d10 damage.

AC 15
PD 14 HP 36
MD 11

Summoned Hopping Imp

3rd level spoiler [DEMON]

Initiative: +7

Festering claws +7 vs. AC—7 damage, and 3 ongoing damage

R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends)

First natural 16+ each turn: The imp can choose one: the target is weakened instead of dazed; OR the imp can make a *blight jet* attack against a different target as a free action.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d8 psychic damage.

Degradation: At the end of each of its turns, the summoned hopping imp suffers 2d6 damage.

AC 19
PD 13 HP 40

MD 15

<<insert monster tile: vrock2.psd>>

Summoned Vulture Demon

5th level spoiler [DEMON]

Initiative: +8

Filth-covered claws +10 vs. AC (2 attacks)—7 damage, and 5 ongoing poison damage

Natural even hit: The vrock can make a *demonic screech* attack as a free action.

[Special trigger] **C: Demonic screech +10 vs. MD (1d3 nearby enemies)**, 3 psychic damage, and the target is vulnerable (*attacks vs. it have crit range expanded by 2*) until the end of the battle
Limited use: 1d3 times per battle, or any number of times if the vulture demon is out of the demonologist's control.

Degradation: At the end of each of its turns, the summoned vulture demon suffers 4d6 damage.

AC 19
PD 16 HP 82
MD 16

<<insert monster tile: hezrou2.psd>>

Summoned Hezrou

Large 7th level troop [DEMON]

Initiative: +10

Meaty, clawed hands +12 vs. AC (2 attacks)—15 damage

Demonic stench: While engaged with this creature, non-demon enemies with 84 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

Degradation: At the end of each of its turns, the summoned hezrou suffers 4d12 damage.

AC 21

PD 15 HP 150

MD 19

<<insert monster tile: nalfeshnee3.psd>>

Summoned Boar Demon

Large 9th level caster [DEMON]

Initiative: +12

Musky claw or slimy hoof +14 vs. AC—34 damage

Miss: The nalfeshnee gains a +4 attack bonus until it hits. Unlike most effects, let it stack.

R: Accursed burst +14 vs. PD (1d3 nearby enemies)—34 cold/fire/lightning/negative energy damage (your choice), and the boar demon can make an *abyssal curse* attack as a free action

[*Special trigger*] **Abyssal curse +14 vs. MD (each creature hit by accursed burst)—the target is weakened until the end of its next turn**

Limited use: 1d3 times per battle, or any number of times if the summoned boar demon is out of the demonologist's control.

Flight: Boar demons are clumsy but powerful fliers with strangely small wings.

Degradation: At the end of each of its turns, the summoned boar demon suffers 4d12 damage.

AC 23

PD 18 HP 220

MD 22

CORRUPTION SPELLS

1st Level Corruption Spells

Curse of the Odd

Ranged curse spell

Once per battle, or at-will for corruption devotees

Special: This spell creates a curse that's waiting to be triggered by a nearby enemy's natural odd attack roll. Only the first attack roll of a creature on its turn, or the first attack roll in a round by a particular mob of mooks can trigger the curse. When an enemy triggers the curse (and remember, only one curse can be triggered per attack roll), make the following attack as an interrupt action.

Target: Enemy that triggered the curse.

Attack: Charisma + Level vs. MD

Hit: 20 psychic damage.

Miss: —

3rd level spell 30 damage

5th level spell 50 damage

7th level spell 80 damage

9th level spell 120 damage

Adventurer Feat: @@.

Champion Feat: @@

Epic Feat: @@.

@Playtest: There's no damage roll because it's already very random. Have to see how it feels; pretty sure it means everyone will be paying close attention to the first roll a monster makes on its turn, and that's mostly OK.

Stab in the Soul

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 2d8 + Charisma negative energy damage.

Miss: You take damage equal to the target's level.

3rd level spell 4d8 damage

5th level spell 6d8 damage

7th level spell 9d8 damage

9th level spell 9d12 damage

Adventurer Feat: Add this trigger effect to the attack: *Natural even hit:* As above, and negative energy damage equal to your Constitution modifier (5th level: double your Constitution mod; 8th level: triple) when target misses with an attack (save ends).

Champion Feat: @@

Epic Feat: @@.

Diseased Blood

Close-quarters curse spell

Daily, or recharge 16+ after the battle for corruption devotees

Free action, when a melee attack hits you.

Target: The enemy that hit you (unlike a curse, this does not interrupt their attack, you're attacking after taking the damage).

Attack: Charisma + Level vs. PD

Hit: 4d12 + Charisma poison damage.

Miss: Half damage.

3rd level spell 6d12 damage.

5th level spell 6d20 damage.

7th level spell 9d20 damage.

9th level spell 4d8 x 10 damage.

Rabble Babble

Close spell

Daily, or recharge 16+ after the battle for corruption devotees

Target: One nearby creature, or any number of mooks in a mob with printed hit points of 30 or less (in other words, ignore damage, this only works against targets that start with low hit points)

Attack: Charisma + Level vs. MD

Hit: The target is confused (save ends).

Miss: The target is confused until the end of its next turn.

3rd level spell 45 hit point threshold

5th level spell 76 hit point threshold

7th level spell 140 hit point threshold

9th level spell 240 hit point threshold

Adventurer Feat: If a creature confused by this spell drops an enemy to 0 hit points, the confusion effect on it continues an additional turn after it would normally end.

Champion Feat: On an even hit, the save to end the confusion is hard (16+).

Epic Feat: Add 60 to the hit point threshold.

Spreading the Rot

Ranged spell

Daily, or recharge 16+ after the battle for corruption devotees

Special: This spell can't be affected by the Contagion talent; it has its contagion-style effect built in.

Target: One nearby enemy.

Attack: Charisma + Level vs. PD

Hit: 10 poison damage, and target takes 5 ongoing poison damage; when the target saves against the ongoing damage or drops to 0 hit points, increase the amount of ongoing poison damage to 10 and move the effect to a nearby enemy as a free action. The spell's effect doesn't go beyond this second creature.

Miss: Regain the use of this spell.

3rd level spell 20 damage from the initial hit

5th level spell 30 damage from the initial hit, 10 ongoing that increases to 15 ongoing

7th level spell 40 damage from the initial hit, 20 ongoing that increases to 30 ongoing

9th level spell 70 damage from the initial hit, 30 ongoing that increases to 50 ongoing

Adventurer Feat: Add the current escalation die to the ongoing damage.

Champion Feat: @@

Epic Feat: @@.

3rd Level Corruption Spells

Carrion Screech (Corruption)

Close-quarters spell

Daily

Targets: 1d3 nearby enemies

Attack: Charisma + Level vs. MD

Hit: 6d6 + Charisma psychic damage, and the target is vulnerable (save ends)

Miss: Half damage, and the target is vulnerable until the start of your next turn.

5th level spell 10d6 damage

7th level spell 9d10 damage

9th level spell 2d8 x 10 damage

Adventurer Feat: If you are a corruption devotee, this is now a recharge 16+ spell.

Champion Feat: The first time each target that is vulnerable (save ends) thanks to this spell is hit by an attack against AC, add ongoing poison damage equal to that attack's natural d20 roll to the save ends effects from the spell.

Epic Feat: One battle per day, the ongoing poison damage created by the champion feat is accompanied by a hampered effect.

Even Worse Curse

Ranged curse spell

At-Will

Special: This spell creates a curse that's waiting to be triggered by a nearby enemy's natural odd attack roll. Only the first attack roll of a creature on its turn, or the first attack roll in a round by a particular mob of mooks can trigger the curse. When an enemy triggers the curse (and remember, only one curse can be triggered per attack roll), make the following attack, interrupting their attack.

Target: Enemy that triggered the curse.

Attack: Charisma + Level vs. PD

Hit: 30 negative energy damage.

Miss: 3d6 damage

5th level spell 50 damage, 5d6 on a miss

7th level spell 80 damage, 6d8 on a miss

9th level spell 120 damage, 9d8 on a miss

Adventurer Feat: @@.

Champion Feat: @@

Misfortune

Ranged spell

Recharge 6+ after battle

Quick action to cast

Target: One nearby enemy with 70 or less hit points

Attack: Charisma + Level vs. MD

Hit: The target suffers a misfortune (hard save ends, 16+): When the target hits with an odd attack roll, it is a miss instead, and the target gains a +5 bonus (cumulative) to the save against this *misfortune* effect.

Adventurer Feat: On a miss, you regain the use of this spell, though you can't cast it again until a subsequent turn.

Champion Feat: When target misses with a natural odd attack roll, the attack instead targets and hits an ally of theirs engaged with the target, if any, for half damage (no new attack roll, it's an automatic hit). If an enemy is damaged in this fashion, the target gains a +5 bonus (cumulative) to the save against this *misfortune* effect.

Epic Feat: @@.

5th Level Corruption Spells

Killing Doubt

Ranged spell

Daily, or recharge 16+ after the battle for corruption devotees

Interrupt action to cast, when an enemy does something besides move normally or make a basic attack.

Target: One enemy with 160 hp or less

Attack: Charisma + Level vs. MD

Hit: The target loses whatever attack or power triggered this spell (hard save ends).

Miss: The target is dazed until the end of your next turn.

7th level spell 266 HP

9th level spell 400 HP

Epic Feat: A hit also cancels the use of the attack or power that triggered this spell, unless that makes NO sense!

Melting Flesh

Ranged Spell

Daily

Target: A number of nearby enemies with a total of 160 hp or less, targeting enemies with the fewest hit points first.

Attack: Charisma + Level vs. PD

Hit: 5d8 + Charisma poison damage and the target takes ongoing poison damage equal to triple your Constitution modifier and is stuck and hampered (save ends all)

Miss: Half damage.

7th level spell 250 hit point total, 7d8 damage, ongoing damage equal to quadruple your Constitution modifier

9th level spell 500 hit point total, 10d8 damage, ongoing damage equal to five times your Constitution modifier

Adventurer Feat: @@.

Champion Feat: If you're a devotee, @@@.

Epic Feat: @@.

7th Level Corruption Spells

Abyssal Bargain

Ranged Spell

Once per level

Special: You can only cast this spell once on each of your player character allies

Target: One ally that has died since your last turn.

Attack: Charisma + Level vs. MD, or automatic hit against a willing target

Hit: Instead of dying, the target spends a recovery and loses an icon relationship that's important to them.

The character then gains an ambiguous relationship with an icon of the GM's choice (if they were unwilling), or perhaps a positive one (if they were willing). This can exceed the

normal relationship maximums. This isn't necessarily with the Diabolist, but it's probably with the Diabolist, Great Gold Wyrms, or Crusader, whatever will disappoint the newly risen hero the most. And last and most complicated: advantages used with this icon always have complications!

Miss: You regain this spell after your next full heal-up.

9th Level Corruption Spells

Apocalypse Plague

Close-quarters spell

Daily

Effect: Until the end of the battle, or until unconscious, you and each nearby ally take 20 ongoing poison damage (but no save!). Also, if one of these allies fails to make an attack on their turn they are confused until the end of their next turn.

When one of the targets of this spell hits an enemy with less than 250 HP with an attack, or when such an enemy makes an odd attack roll against an affected ally they are engaged with, that enemy is infected (hard save ends 16+). An infected enemy takes 20 ongoing poison damage and is confused. When one of the targets hits one of their allies with less than 250 HP with an attack, that creature also becomes infected (hard save ends 16+).

Epic Feat: Choose one nearby ally (but not yourself) that is not affected by the spell. You are subject to the confusion effect of this spell.

@@Playtest note: this is a crazy spell that is not really working yet; will need some sorting out!

PATH OF FLAME

@@ittasteslikeburning

Demonologists invested in the path of fire gain access to fire path spells and a few special abilities. Fire path devotees that have chosen two or more talents from the path gain more spells and greater talents.

Resist fire power

Flame path **initiates** gain *resist fire 12+*, taking half damage from poison attacks unless the attack's natural attack roll is 12+

For flame path **devotees**, the power increases to *resist fire 16+*.

Summon corruption demon spell

Corruption **initiates** gain *summon corruption demon* as a dicey spell (as explained in the class features above).

Corruption path **devotees** instead have *summon corruption demon* as a recharge 16+ spell. (The spell appears on page XX.)

Flame Path Talents

Breath of Fire (Flame Talent)

You have a breath weapon attack. Maybe it seems draconic, maybe it's more demonic.

Flame Breath

Close-quarters attack

Daily, or Recharge 16+ for a flame path devotee

Target: 1d3 nearby enemies in a group; *breath weapon*

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma fire damage.

Miss: Half damage.

3 rd level spell	5d6 damage.
5 th level spell	4d10 damage.
7 th level spell	6d12 damage.
9 th level spell	10d12 damage.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *flame breath* that turn if you wish.

Adventurer Feat: If you have a positive or conflicted relationship with the Great Gold Wyrms, natural even *flame breath* attack rolls against demons deal maximum damage.

Champion Feat: If you have a positive or conflicted relationship with the Great Gold Wyrms, you gain a +1 bonus to *flame breath* re-use rolls during the battle and *flame breath* recharge rolls after the battle.

Epic Feat: @@.

Flickering (Flame)

Twice per day, before rolling initiative, you can decide to use flickering power in an upcoming battle. If you opt out of the decision, reconsider your talent choices!

If your natural initiative roll in a battle is odd, you take a -1 penalty to all defenses. If your natural initiative roll is even, you gain a +2 bonus to all defenses.

Each time you are hit by an attack, your situation flips after the attack: the -1 penalty becomes a +2 bonus, or the +2 bonus becomes a -1 penalty.

Adventurer Feat: Flickering power is now always on. You don't get to choose not to use it.

Champion Feat: The defense penalty is now -2. The defense bonus is now +3.

Epic Feat: @@.

Dance in Flames (Flame)

Once per battle when an enemy moves to engage you, you can roll a normal save (11+) as an interrupt action. If the save succeeds, deal 5 ongoing fire damage to that enemy (5th level: 10 ongoing fire damage; 8th level: 15 ongoing fire damage).

Adventurer Feat: If you are a flame path devotee, you can use the dance in flames save twice per battle.

Champion Feat: If you are a flame path devotee, you can use the dance in flames save at-will.

Epic Feat: @@.

Flare-Up

You can use this power a number of times each day equal to your Constitution modifier.

As a free action when an enemy saves with a natural odd roll against an effect you caused with a demonologist spell or power, move the spell effect off the creature that just saved to a nearby enemy.

Adventurer Feat: Once per battle, if you are conscious when the escalation die reaches 5+, gain another use of the flare-up power that day.

Champion Feat: You can now use the power even if the target fails the save. As before, the effect moves off the target onto a new creature of your choice.

Epic Feat: Saves against spell effects and ongoing damage you have moved using this talent are 2 points harder. (Easy: 8+, etc.)

Master of Flames

You gain the wizard cantrips *light* and *spark* (13th Age core rulebook, page 147), and can cast them at-will as a quick action.

When you choose spells during a full heal-up, you can replace one demonologist flame path spell you would choose with another spell that does fire damage from a different class. You cast this spell at your demonologist level, replacing the ability score for attack and damage with Charisma, and any other ability score mentioned with Constitution.

Flame Path Initiate Level Progression

Demonologist Level	Flame Spells	Spell Level
Level 1 Multiclass	1	1 st level
Level 1	1	1 st level
Level 2	1	1 st level
Level 3	2	3 rd level
Level 4	2	3 rd level
Level 5	2	5 th level
Level 6	3	5 th level
Level 7	3	7 th level
Level 8	3	7 th level
Level 9	3	9 th level

Level 10	3	9 th level
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Flame Path Devotee Level Progression

If you've invested all three of your talents in the flame path, add 1 to the number of spells you choose each day.

Demonologist Level	Flame Spells	Spell Level
Level 1 Multiclass	1	1 st level
Level 1	2	1 st level
Level 2	3	1 st level
Level 3	3	3 rd level
Level 4	4	3 rd level
Level 5	5	5 th level
Level 6	5	5 th level
Level 7	6	7 th level
Level 8	6	7 th level
Level 9	7	9 th level
Level 10	7	9 th level

Flame Bonus Spell

Flame **initiates** gain *summon flame demon* as a dicey spell (as explained in the class features above).

Flame path **devotees** instead have *summon flame demon* as a recharge 16+ spell.

Summon Flame Demon

Ranged Spell

Usage explained above

Special: @@

Effect: You summon a demon to fight for you until the end of the battle as a superior (but degrading!) summoned creature. The demon summoned is determined by the level you cast the spell at, as follows:

1 st level spell	summon burner
3 rd level spell	summon hellhound
5 th level spell	summon fire-imp
7 th level spell	summon glabrezu
9 th level spell	summon balor

Summoned Burner

1st level archer [DEMON]

Initiative: +7

Flickers of flame +7 vs. AC—3 fire damage

R: Flickers of flame +7 vs. AC—5 fire damage

Miss: Deal 3 fire damage to a random nearby creature (yes, could be enemy or ally!).

Quick flicking fire: The summoned burner adds escalation die to its disengage checks.

Flight: Bobs along low to the ground, if it gets higher than 6' it drops, as if tethered to the earth.

Degradation: At the end of each of its turns, the summoned burner suffers 1d6 damage.

AC 17

PD 15 HP 24

MD 13

<<insert monster tile: hellhound3.psd>>

Summoned Hellhound

3rd level wrecker [DEMON]

Initiative: +5

Savage bite +9 vs. AC—6 damage

Natural even hit or miss: The hellhound can make a *fiery breath* attack as a free action.

[*Special trigger*] **C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group)—8 fire damage**

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Degradation: At the end of each of its turns, the summoned hellhound suffers 3d6 damage.

AC 17

PD 15 HP 58

MD 11

<<insert blue sidebar>>

Demon Beast

The hellhound from the core rulebook is a BEAST and so are most other hellhounds in the world. But not the ones you summon!

<<end sidebar>>

Summoned Big Burner

5th level archer [DEMON]

Initiative: +11

Flickers of flame +11 vs. AC—10 fire damage

R: Flickers of flame +11 vs. AC—18 fire damage

Miss: Deal 10 fire damage to a random nearby creature (yes, could be enemy or ally!).

Quick flicking fire: Adds the escalation die to its disengage checks.

Flight: Bobs along low to the ground, if it gets higher than 6' it drops, as if tethered to the earth.

Degradation: At the end of each of its turns, the summoned big burner suffers 3d6 damage.

AC 21

PD 19 HP 66

MD 17

<<insert monster tile: glabrezou3.psd>>

Summoned Pincer Demon

Large 7th level caster [DEMON]

Initiative: +14

Pincer +12 vs. AC—20 damage

Natural even hit: 10 ongoing damage

R: Painbolt +12 vs. MD (one nearby or far away creature)—35 psychic damage

C: Hellfire + 12 vs. PD (1d3 nearby enemies in a group and any glabrezou allies engaged with those enemies)—25 fire damage

Degradation: At the end of each of its turns, the summoned pincer demon suffers 4d12 damage.

AC 20

PD 20 HP 170

MD 16

<<insert monster tile: balor3.psd>>

Summoned Lesser Balor

Large 9th level wrecker [DEMON]

Initiative: +13

Abyssal blade +14 vs. AC—50 damage

Natural even hit: The balor deals +1d8 lightning damage to the target and to one other nearby enemy of balor's choice. Then repeat that damage roll against the targets once for each point on the escalation die (so if it's 4, that's four more d8 rolls)

Natural even miss: 25 damage.

C: Flaming whip +14 vs. PD (one nearby enemy)—15 fire damage, and the target is pulled to the balor, who engages it.

Natural even miss: 7 fire damage.

Limited use: 1/round, as a quick action.

Desperate escalator: While staggered, the balor adds the escalation die to its attack rolls.

Flight: Giant bat wings are good for something besides looking tough.

Shadow and flame: When out of control, but not before, the summoned lesser balor gains a +5 bonus to all defenses against attacks by far away enemies.

Degradation: At the end of each of its turns, the summoned lesser balor suffers 1d10 x 10 damage.

AC 24

PD 22 HP 340

MD 18

1st Level Fire Spells

Burn It Off

Ranged spell

Special: You take damage equal to the target's level on the second and subsequent castings of this spell each battle.

Once per battle, or at-will for flame path devotee (but see special!)

Target: Nearby enemy

Attack: Charisma + Level vs. PD

Hit: 2d6 + Charisma fire energy damage.

Natural even hit: Subtract 2 from the target's AC until the end of the battle (not cumulative).

Miss: —

3rd level spell 4d6 damage

5th level spell 6d6 damage

7th level spell 9d6 damage

9th level spell 8d12 damage

Feed the Flame Demons (Flame)

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 2d8 + Charisma modifier fire damage, and 5 ongoing fire damage.

Miss: Deal 5 ongoing fire damage to a random nearby ally.

3rd level spell 4d8 damage and 10 ongoing damage
 5th level spell 6d8 damage and 15 ongoing damage
 7th level spell 8d8 damage and 20 ongoing damage
 9th level spell 12d8 damage and 30 ongoing damage

Everburn (Flame)

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma fire damage, and the target takes 5 ongoing fire damage and is vulnerable (hard save ends both, 16+).

Miss: Half damage, and the target takes 5 ongoing fire damage and is vulnerable (save ends).

3rd level spell 3d8 damage, 15 ongoing damage and in addition to being vulnerable, the target can't turn invisible or hide from you or your allies (save ends all).
 5th level spell 5d8 damage, 25 ongoing damage and the target also can't teleport (save ends all).
 7th level spell 7d8 damage and 35 ongoing damage.
 9th level spell 10d8 damage and 50 ongoing damage

Flame Shroud

Close-quarters spell

At-Will

Target: 1 enemy you are engaged with

Attack: Charisma + Level vs. PD

Natural even hit: 9 damage, and you can pop free of target.

Natural odd hit: 7 damage

Miss: Damage equal to your level, and you cannot target this enemy with *flame shroud* again this battle.

3rd level spell Even 16 damage, odd 11 damage
 5th level spell Even 25 damage, odd 19 damage
 7th level spell Even 36 damage, odd 28 damage
 9th level spell Even 62 damage, odd 47 damage

@@Playtest: the intent of *whipping tongues of fire* is that an enemy that makes multiple natural odd attack rolls in the same turn would be affected multiple times, at least until you run out of curses

Whipping Tongues of Fire (Flame)

Close-quarters curse spell

Recharge 16+ after battle

Quick action to cast

Curse Effect: Deal 15 ongoing fire damage to the next few nearby enemies that attack with a natural odd attack roll; the effect lasts until you've distributed a number of curses equal to your Constitution modifier.

5th level spell 20 ongoing fire damage
 7th level spell 35 ongoing fire damage
 9th level spell 50 ongoing fire damage

3rd Level Fire Spells

@@Playtest: this occupies a bit of the same turf as the *Flare Up* talent, but seems compatible rather than annoying

Keep Burning Please (Fire)

Close-quarters spell

Recharge 11+ after battle

Interrupt action

Target: A nearby enemy that just saved against ongoing fire damage

Attack: Charisma + Level vs PD.

Hit: The target fails the saving throw instead, and increase the ongoing fire damage by 2d6.

Miss: Regain the use of this spell.

5th level spell Damage increases by 4d6

7th level spell Damage increases by 3d12

9th level spell Damage increases by 5d12

Champion Feat: If you keep the enemy burning, the save against the ongoing damage is now a hard save (16+), if it wasn't already.

Epic Feat: When you keep the enemy burning, it takes the new amount of ongoing fire damage immediately.

Flaming Teleport

Close-quarters spell

Move action to cast

Recharge 6+ after battle

Target: One nearby creature taking ongoing fire damage

Effect: Teleport next to that creature. You can choose whether to be engaged with that creature (or next to them if they're an ally) or extremely close to the creature but not engaged.

5th level spell *Flaming teleport* now only requires a quick action to cast.

7th level spell target can now be far away

9th level spell *Flaming teleport* can now also be used to teleport away from engagement with an enemy that is taking ongoing fire damage.

Adventurer Feat: If you are a flame path devotee, deal the ongoing fire damage the target is taking to the target if you teleport into engagement with it.

Champion Feat: Spell is now once per battle instead of recharge 6+.

Epic Feat: @@.

Swarming Flame Demons

Close-quarters spell

Recharge 11+ after battle

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 20 fire damage.

Miss: Damage equal to twice your level

Effect: Regardless of the attack rolls, the next time an enemy rolls a natural 1 or 2 with an attack this battle, deal 3d6 fire damage to that creature and each enemy nearby them as the flame demons swarm (only deal this damage once to each mob of mooks).

5th level spell 30 fire damage on a hit,, 5d6 effect damage

7th level spell 50 fire damage on a hit, 8d6 effect damage

9th level spell 80 fire damage on a hit, 8d10 effect damage

5th Level Fire Spells

Golden Claw (Flame)

Close-quarters spell

Daily

Effect: You conjure a great flaming claw that you can ride around the battle. You gain flight, but cannot fly above head height. You also gain a +2 bonus to all defenses. When you would be hit by a melee attack, you can choose to respond with the claw's attack as an interrupt action, possibly canceling the attack if you eliminate the attacker (and/or losing the claw, as you'll see below!). The claw lasts until the end of the battle, or until you've lost it.

The Golden Claw's Attack

Target: Enemy that hit you with an attack

Attack: Charisma + Level vs. AC

Hit: 6d10 damage

Natural 19-20: 15 ongoing fire damage to the target OR a different nearby enemy, and the golden claw spell ends, taking you to the ground before disappearing.

Miss: 5 damage.

Champion Feat: If you have at least one relationship point with the Great Gold Wyrms, you can use the golden claw's attack

as a quick action 1d3 times each battle you cast the spell. 1/round only!

Epic Feat: If you are a flame path devotee, *golden claw* is now a recharge 16+ spell.

@Playtest note: Earlier versions of the spell below were at-will, but a spell that's linked with a summoned creature should not be at-will, or most of the time it gets used it won't be living up to its reason-to-be.

Kindling

Ranged Spell

Recharge 16+

Special: If the target is engaged with one of your summoned demons double the ongoing damage if you hit.

Target: One nearby enemy

Attack: Charisma + Level vs PD

Hit: 6d10 + Charisma fire damage, and if the target is engaged with one of your summoned demons, it also takes 15 ongoing fire damage; while the target is taking this ongoing fire damage, your allies and summoned creatures have a +2 attack bonus against the target.

Miss: Half damage.

7th level spell 9d10 damage, and 20 ongoing fire damage

9th level spell 3d10 x 10 damage, and 40 ongoing fire damage

Champion Feat: Can now be used against a far away target, and add 10 to ongoing damage.

Epic Feat: Attack bonus for allies and summoned creatures increases to +4.

7th Level Fire Spells

Pyres (Flame)

Ranged spell

Daily

Target: 1d3 + 1 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 8d10 + Charisma modifier fire damage, and 25 ongoing fire damage. Increase this ongoing damage by 1d10 each time an enemy drops to 0 hit points!

Miss: 25 ongoing fire damage.

9th level spell 2d8 x 10 fire damage, 40 ongoing fire damage, and increase by 2d10 each time an enemy drops to 0 hit points

9th Level Fire Spells

Gorogan's Breath (Fire)

Close-quarters spell

Daily

Special: This spell cannot be used in the overworld.

Also see the spell effect for its repeated impact on the battle.

Target: 1d3 groups of 1d3 nearby non-flying enemies. Each enemy can only be targeted once.

Attack: Charisma + Level vs. PD

Hit: 10d6 + Charisma fire damage.

Miss: Half damage. Allies (including you) engaged with the target you missed take one-quarter damage.

Effect: You can repeat the attack 1/round as a quick action on your next turn, and on each of your subsequent turns this battle, until you fail to use the attack on your turn. Each use of the spell after the first deals damage to you equal to 1d10 per point on the escalation die.

Epic Feat: Increase the damage to 10d10 + Charisma fire damage.

SLAUGHTER PATH

Slaughter path devotees fight in melee, mostly. At present they don't get more hit points to support their more dangerous play style, but they have some advantages.

Armored Destroyer

Your AC in light armor is 13.

If you are a slaughter path devotee, you lose the attack penalty for wearing heavy armor and using shields.

Adventurer Feat: @@.

Champion Feat: @@@.

Epic Feat: @@.

Demonic Warrior

This feature only applies to slaughter path devotees. Initiates get nothing out of this.

You lose the attack penalty for using heavy or martial melee weapons: you're happy swinging warhammers, flails, swords, and other nasty and spiky serious weapons.

In addition, your basic melee attacks deal damage equal to your level on a miss.

In addition, and perhaps most significantly, your basic melee attacks use your Charisma as their attack and damage ability score while you are not staggered.

When you are staggered, your basic melee attacks revert to using your Strength, as normal.

(See the Ravager talent below for another melee ability connected to not being staggered.)

Resist melee damage

Slaughter path **initiates** gain *resist melee damage* 10+, taking half damage from poison attacks unless the attack's natural attack roll is 10+

For slaughter path **devotees**, the power increases to *resist melee damage* 14+.

Adventurer Feat: Your recovery dice are d8s instead of d6s.

Champion Feat: @@@.

Epic Feat: @@.

Slaughter Path Talents

Blood & Slaughter (Slaughter)

You have a bonus daily use of the *summon slaughter* demon spell at your normal highest level.

This bonus casting of the spell functions exactly like your usual casting of the spell, but with the following complication: when the

demon summoned by the spell is hit by an attack with a natural odd attack roll, you take damage equal to half the damage that the summoned demon takes.

<<insert blue sidebar>>

The Math of It

Note that you're not taking the damage instead of the demon—your demon takes the damage normally, then you take half that damage. On average, you'll take ¼ of the damage that enemies deal to the demon you'll summon using this bonus spell. You don't take anything from the degradation damage, and you stop taking damage from the complication if the demon drops to 0 hit points and goes out of your control.

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Demonic Form

Special: You cannot take this talent if you have the Tactics of Slaughter talent, and probably not if you have a positive or conflicted relationship with the Crusader!

When you move to engage an enemy you were not engaged with at the start of the turn, deal damage to that enemy equal to your Constitution modifier (5th level: double your Con mod; 8th level: triple your Con mod).

Drawback: One ally engaged with that enemy must roll an easy save (6+) or take half the damage.

Adventurer Feat: Eliminate the drawback.

Champion Feat: If you eliminate a non-mook enemy using this power, you gain an extra standard action this turn

Epic Feat: One battle per day, sprout demonic wings and gain flight until the end of a battle. You gain +2 to all your defenses while using the power.

Tactics of Slaughter

Special: You cannot take this talent if you have the Demonic Form talent.

Use this power a number of times each day equal to your Constitution modifier.

When you move to engage an enemy you were not engaged with at the start of your turn, deal 2d6 + Charisma damage to that enemy as you engage them.

This power improves as your gain levels.

2 nd level demonologist	3d6 damage
3 rd level demonologist	4d6 damage
4 th level demonologist	5d6 damage
5 th level demonologist	6d6 damage
6 th level demonologist	7d6 damage
7 th level demonologist	8d8 damage
8 th level demonologist	10d8 damage
9 th level demonologist	10d10 damage
10 th level demonologist	10d12 damage

Adventurer Feat: If you have a positive or conflicted relationship with the Crusader, gain 1d4 additional uses of this power each day. (Yes, roll at the start of the day!)

Champion Feat: @@@.

Epic Feat: @@.

@@next two talents obviously have to balance out

Demonic Reinforcements (Slaughter)

Special: You cannot take this talent if you have the *Sacrificial Blade* talent.

Once per day when one of your demonologist attacks drops a non-mook enemy to 0 hit points, roll an easy save (6+). If the save succeeds, the enemy does not drop to 0 hit points. Instead, set its hit points equal to half its staggered value. Until the end of the battle, or until it is destroyed, the creature fights for you as if it were confused.

Story: It's not the same creature you've been fighting—it's a disembodied demon taking over the dead creature's body, which qualifies as some type of demonic necromancy unless you fight for the Crusader, in which case it's efficient use of controllable resources.

Adventurer Feat: @@.

Champion Feat: @@.

Epic Feat: @@.

Sacrificial Blade (Slaughter)

Special: You cannot take this talent if you have the *Demonic Reinforcements* talent.

The first time each turn that your attack drops a non-mook to 0 hit points, or you eliminate the last mook in a mob, roll a normal save (11+). If the save succeeds, you can take a free standard action this turn.

Adventurer Feat: If one of your summoned demons strikes the killing blow, you can take an extra standard action on your next turn.

Champion Feat: Your first Sacrificial Blade save each battle is an easy save 6+.

Epic Feat: Twice per day, succeed without rolling.

Ravager (Slaughter)

While you are not staggered, you deal half damage with your basic melee attacks that miss.

Adventurer Feat: If you are a slaughter path devotee, you can reroll a basic melee attack that misses a number of times each day equal to your Charisma modifier..

Champion Feat: If you are a slaughter path devotee, one battle per day you can use the Ravager power to deal half damage with basic melee attacks that miss even when you are staggered.

Epic Feat: @@.

Slaughter Path Initiate Level Progression

Demonologist Level	Slaughter Spells	Spell Level
Level 1 <i>Multiclass</i>	1	1 st level
Level 1	1	1 st level
Level 2	1	1 st level
Level 3	1	3 rd level
Level 4	1	3 rd level
Level 5	2	5 th level

Level 6	2	5 th level
Level 7	2	7 th level
Level 8	2	7 th level
Level 9	2	9 th level
Level 10	3	9 th level

Slaughter Path Devotee Level Progression

If you've invested all three of your talents in the slaughter path, add 1 to the number of spells you choose each day.

Demonologist Level	Slaughter Spells	Spell Level
<i>Level 1 Multiclass</i>	1	<i>1st level</i>
Level 1	2	1 st level
Level 2	3	1 st level
Level 3	3	3 rd level
Level 4	4	3 rd level
Level 5	4	5 th level
Level 6	4	5 th level
Level 7	5	7 th level
Level 8	5	7 th level
Level 9	5	9 th level
Level 10	6	9 th level

@@Playtest note: fewer spells for the slaughter path because they get more power from being devotees; balance needs to be worked out, so feedback on play experience invited!

Slaughter Bonus Spell

Slaughter **initiates** gain *summon slaughter demon* as a bonus dicey spell ("dicey" spells are explained in the class features above).

Slaughter path **devotees** instead have *summon slaughter demon* as a bonus recharge 16+ spell.

Summon Slaughter Demon

Ranged Spell

Usage explained above

Special: @@

Effect: You summon a demon to fight for you until the end of the battle as a superior (but degrading!) summoned creature. The demon summoned is determined by the level you cast the spell at, as follows:

1 st level spell	summon claw demon
3 rd level spell	summon hungry maw
5 th level spell	summon frenzy demon
7 th level spell	summon laughing demon
9 th level spell	summon marilith

Summoned Claw Demon

1st level troop [DEMON]

Initiative: +6

Hooking claws +6 vs. AC (1d3 attacks)—3 damage

Degradation: At the end of each of its turns, the summoned claw demon suffers 1d6 damage.

AC 17

PD 14

MD 11

HP 24

Summoned Hungry Maw

3rd level blocker [DEMON]

Initiative: +6

Big chomp +9 vs. AC—12 damage

Natural even hit: Target and hungry maw are both stuck until the end of the hungry maw's next turn, or until they are not engaged with each other.

Chomp and chew: If the hungry maw starts its turns stuck and engaged with a stuck enemy, it loses its standard action this turn but automatically deals 8 damage and 4 ongoing damage to that enemy.

Degradation: At the end of each of its turns, the summoned hungry maw suffers 2d6 damage.

AC 16

PD 16 **HP 48**

MD 12

Summoned Frenzy Demon

5th level wrecker [DEMON]

Initiative: +10

Claw +8 vs. AC (2 attacks)—7 damage

Raging frenzy: Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d4 damage until the end of the battle (maximum bonus +4, +4d4).

Degradation: At the end of each of its turns, the summoned frenzy demon suffers 4d6 damage.

AC 20

PD 16 **HP 70**

MD 16

Summoned Laughing Demon

7th level troop [DEMON]

Initiative: +11

Tooth & claw and stomp +12 vs. AC—22 damage
Miss: 11 damage

Won't ... stop... laughing: While one or more summoned laughing demons are in a battle deal 8 psychic damage to each enemy who fails a save.

Degradation: At the end of each of its turns, the summoned laughing demon suffers 6d6 damage.

AC 22

PD 17 **HP 124**

MD 19

<<insert monster tile: marilith3.psd>>

Summoned Marilith

Large 9th level troop [DEMON]

Initiative: +17

Three whirling swords +14 vs. AC (3 attacks)—18 damage, and the marilith can pop free from the target after the attacks

R: Beguiling gaze +14 vs. MD (one nearby or far away unengaged enemy)—As a free action, the target immediately moves toward the marilith, attempting to engage it or get as close as possible to it

Limited use: 1/round, as a quick action.

Terrible swift swords: When the escalation die is even, the summoned marilith's crit range with melee attacks expands by a number equal to the escalation die. If the summoned marilith is out of control, its crit range expands by a number equal to the escalation die whether the die is even or odd.

Degradation: At the end of each of its turns, the summoned marilith suffers 10d6 damage.

AC 24

PD 17 **HP 200**

MD 21

1st Level Slaughter Spells

Blade Polished In Blood (Slaughter)

Close-quarters spell

Once per battle

Quick action to cast

Special: You must have reduced a creature to zero hit points with a basic or at-will attack this turn.

Effect: You can spend a recovery.

Adventurer Feat: If you are a slaughter path devotee, you can cast this spell twice per battle, though only once a turn.

Champion Feat: If you are a slaughter path devotee, add double your Charisma modifier to the healing from the recovery.

Epic Feat: If you are still staggered after using the recovery, the recovery is free.

Hate (Slaughter)

Close-quarters spell

Once per battle

Quick action to cast

Target: Yourself.

Effect: If you hit with a weapon attack this turn, add 5 to the damage.

3rd level spell 8.

5th level spell 13.

7th level spell 20.

9th level spell 33.

Adventurer Feat: You can now cast hate twice per battle.

Champion Feat: The bonus damage now also applies to your miss (some caution required, given the number of your attacks that may damage you or your allies).

Epic Feat: @@.

Reckless Slaughter (Slaughter)

Close spell

Recharge 11+ after battle

Quick action to cast

Effect: Make a basic melee attack using the ability score of your choice as the attack and damage stat and using d12's for the damage die. On a miss, you inflict no damage on the target and instead hit an ally engaged with the target for one-quarter damage. If no allies are

engaged, hit an ally next to you and if no allies are next to you, hit yourself instead.

3rd level spell Add 7 to the damage if the attack hits.

5th level spell Add 13 to the damage if the attack hits.

7th level spell Add 20 to the damage if the attack hits.

9th level spell Add 25 to the damage if the attack hits.

Adventurer Feat: If you are a slaughter path devotee, *reckless slaughter* is now a recharge 6+ spell.

Champion Feat: @@.

Epic Feat: @@.

The Rending (Slaughter)

Close-quarters spell

Recharge 16+ after battle

Target: 1 nearby or far away enemy

Attack: Charisma + Level vs. PD

Hit: 3d12 + Charisma damage

Miss: Half damage, and you OR an ally engaged with the target take half *that* damage.

3rd level spell 5d12 damage

5th level spell 8d12 damage

7th level spell 2d8 x 10 damage

9th level spell 4d6 x 10 damage

3rd Level Slaughter Spells

Death Mark

Close-quarters spell

Daily, OR Recharge 16+ after battle, for a slaughter path devotee

Quick action to cast

Effect: Your summoned creatures gain a +3 attack bonus until the end of the battle against any creature you hit with an attack this battle. (This applies even if you summon the creature after the attack.)

Adventurer Feat: In addition, add your Charisma modifier to the damage dealt by hits from your summoned creatures' attacks against enemies you hit yourself (5th level: double your Charisma modifier; 8th level: triple your Charisma modifier).

Champion Feat: @@.

Epic Feat: @@.

Follow the Blood

Close-quarters spell

Cast as an interrupt action

Recharge 11+ after battle, or once per battle for slaughter devotee

Target: One nearby enemy that becomes staggered, but still has hit points greater than 0.

Effect: Teleport into engagement with the target if it is an enemy that is still in the battle or next to it if it is an ally or an enemy that has been reduced to 0 hit points.

5th level spell Spell can now also target an enemy that has been reduced to 0 hit points.

7th level spell If the spell targets a staggered enemy, that enemy is vulnerable to your attacks until the end of the battle (your slaughter path talents might also deal damage to it automatically)

9th level spell Now a recharge 6+ spell.

Implacable Destruction (Slaughter)

Close-quarters spell

Recharge 16+ after battle, or **Recharge 11+** for a slaughter path devotee

Special: So long as you are conscious, this spell ignores any effect you are under that would prevent or hinder you from casting the spell and making its associated attack (being confused or stunned, attack penalties from being dazed or weakened, etc.).

Effect: Make a basic or at-will attack.

Adventurer Feat: @@.

Champion Feat: On a hit, one effect that was suspended by the spell ends, provided the GM can see how that makes any sense.

Epic Feat: @@.

@@this spell presently has no way of getting better as it rises in levels; which is mostly OK, because it's good to start and it's good all the way up

5th Level Slaughter Spells

Altar Reversal

Close-quarters spell

Daily, OR Recharge 16+ after battle, for a slaughter path devotee

Quick action to cast

Effect: Until the end of the turn, you gain a +4 attack bonus against demons, and demons are vulnerable to your attacks. If you use this opportunity to attack a 5th or lower level slaughter demon you summoned that is still under your control, and drop the demon's hit points to 0 with the attack, you automatically succeed with the save that determines whether you lose control of the demon. Instead you roll an easy save (6+) to see if you regain the use of your summoning spell!

7th level spell Now affects any of your 7th level summoned demons

9th level spell Now affects your 9th level summoned demons, and your critical hits against demons deal triple damage until the end of the battle.

Mass Slaughter (Slaughter)

Close-quarters spell

Daily

Effect: Make a separate basic melee attack against each of 1d3+1 enemies engaged with you. For each hit, also deal half the damage to a different nearby random creature you are not engaged with. Each creature can only be damaged once with the attacks/spell.

7th level spell You can exclude one nearby ally from being a possible random target of the secondary damage.

9th level spell You can now exclude two nearby allies from being a possible random target of the secondary damage.

demonologist. But as far as we're concerned, not yet. Multi-path demonologists are bit like multi-class characters already, and we'll take a bit more time with the demonologist before we try to outline how it interacts with the multiclass rules. When we create them, they'll be available for free on the Pelgrane Press website in the 13th Age resources section. For the moment . . .

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7th Level Slaughter Spells

Death is Everywhere (Slaughter)

Close Spell

Recharge 16+

Effect: Teleport someplace nearby and make a basic or at-will attack against a single target. If that attack hits, repeat the effect.

Champion Feat: If your first attack misses, regain this spell after a short rest.

Epic Feat: If you roll an even miss with an attack made from this spell, repeat the effect.

9th Level Slaughter Spells

Blood for Blood! (Slaughter)

Close-quarters spell

Daily

Effect: You take 1d4Xd20 damage. Then, you attack and critically hit one enemy with a weapon attack (before you fall unconscious or die, if applicable).

Epic Feat: You take 1d6Xd20 damage instead and the critical hit does triple damage instead of double.

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Where's My Multiclass?

The demonologist's level progression tables include a multiclass row because theoretically it's going to be possible to create a multiclass

APPENDIX: NEW DEMONS

Most of the demons in this mini-bestiary are monster-oriented versions of the demons summoned by demonologists.

@@We might opt to duplicate stats for some of the less generic demons in the book here in the appendix, or might not.

Burner

A demonically animate fireball. Remind it that it's awful weak for a fireball.

1st level archer [DEMON]

Initiative: +7

Flickers of flame +7 vs. AC—3 fire damage

R: Flickers of flame +7 vs. AC—5 fire damage

Miss: Deal 3 fire damage to a random nearby creature (yes, could be enemy or ally!).

Quick flicking fire: Adds the escalation die to its disengage checks.

Flight: Bobs along low to the ground, if it gets higher than 6' it drops, as if tethered to the earth.

AC 18

PD 16 HP 24

MD 14

Demon Toad

"Cover your mouth when you burp," say parents near the Hell Marsh, "or the demon toads will hear and eat you." Yeah, it's dark over there.

2nd level spoiler [DEMON]

Initiative: +4

Pathetic bite +7 vs. AC—3 damage

C: Foul belch +7 vs. PD (1d3 nearby enemies)—3 poison damage, and target is dazed until the end of its next turn.

Natural 1-5: Reroll the attack against a nearby ally of the demon toad.

Limited use: 1d3 times per battle.

Dissssgusting: Attackers that roll a natural odd melee attack roll against the demon toad take 1d6 poison damage.

AC 16

PD 15 HP 45

MD 12

Claw Demon

Technically it's a claw-claw-claw-claw demon, but you don't get time to say that.

3rd level troop [DEMON]

Initiative: +8

Hooking claws +8 vs. AC (1d4 attacks)—5 damage

Nastier Specials

Finding the range: Third and fourth hooking claws attacks each turn, if any, also deal 3 ongoing damage.

AC 20

PD 17 HP 40

MD 14

Hopping Imp

When an imp is too fat to fly, it gets tougher or dies. (Well, it probably dies anyway, but noisily.)

4th level spoiler [DEMON]

Initiative: +8

Festering claws +8 vs. AC—10 damage, and 5 ongoing damage

R: Blight jet +8 vs. PD—10 damage, and the target is dazed (save ends)

First natural 16+ each turn: The imp can choose one: the target is weakened instead of dazed; OR the imp can make a *blight jet* attack against a different target as a free action.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d12 psychic damage.

AC 21

PD 15 **HP 50**

MD 17

Hungry Maw

A life support system for teeth.

4th level blocker [DEMON]

Initiative: +7

Big chomp +10 vs. AC—18 damage

Natural even hit: Target and hungry maw are both stuck until the end of the hungry maw's next turn, or until they are not engaged with each other.

Chomp and chew: If the hungry maw starts its turns stuck and engaged with a stuck enemy, it loses its standard action this turn but automatically deals 10 damage and 5 ongoing damage to that enemy.

AC 18

PD 18 **HP 52**

MD 14

Big Burner

A serious demonically animate fireball.

5th level archer [DEMON]

Initiative: +11

Flickers of flame +11 vs. AC—10 fire damage

R: Flickers of flame +11 vs. AC—18 fire damage

Miss: Deal 10 fire damage to a random nearby creature (yes, could be enemy or ally!).

Quick flicking fire: Adds the escalation die to its disengage checks.

Flight: Bobs along low to the ground, if it gets higher than 6' it drops, as if tethered to the earth.

AC 22

PD 20 **HP 66**

MD 18

Giant Demon Toad

You can see the eyes of the last person it ate in its bubules. And if you're asking what bubules are, seriously, you want to see this?

5th level spoiler [DEMON]

Initiative: +7

Pathetic bite +10 vs. AC—9 damage

C: Foul belch +10 vs. PD (1d3 nearby enemies)—8 poison damage, and target is dazed until the end of its next turn.

Natural 1-5: Reroll the attack against a nearby ally of the giant demon toad.

Limited use: 1d3 times per battle.

Dissssgusting: Attackers that roll a natural odd melee attack roll against the demon toad take 2d8 poison damage.

AC 19

PD 18 **HP 84**

MD 15

Greater Claw Demon

Worse of the same.

6th level troop [DEMON]

Initiative: +11

Hooking claws +11 vs. AC (1d4 attacks)—10
damage

Nastier Specials

Finding the range: Third and fourth hooking claws attacks each turn, if any, also deal 5 ongoing damage.

AC 23

PD 20 HP 80

MD 17

Hungrier Maw

A recruitment system for a gullet..

7th level blocker [DEMON]

Initiative: +10

Big chomp +13 vs. AC—34 damage

Natural even hit: Target and hungry maw are both stuck until the end of the hungry maw's next turn, or until they are not engaged with each other.

Chomp and chew: If the hungry maw starts its turns stuck and engaged with a stuck enemy, it loses its standard action this turn but automatically deals 20 damage and 10 ongoing damage to that enemy.

AC 21

PD 21 HP 104

MD 117

