

Demon Scourge

Level:	30	Special	
Hits:	250	Abilities:	Demonic Abilities; Demonic Endurance; Incorporeal; Shield Training.
Size:	Large	Stats:	St 100 (20), Co 100 (20), Ag100 (20), Qu 100 (20), Sd 100 (15), Re 100 (15), In 100 (15), Pr 100 (15) PP 150
Movement:	+20'	RR:	Stamina RR 160; Will RR 160; Magic RR 160
Initiative:	+35	Treasure:	R2 R P
Def Bonus:	+250 (+35 Stats; +80 Survival Instinct; +60 Tough Hide (Greater); +75 Keron Full Plate)	Important	
Attacks:	+200 Weapon; Poison (Aren); +175 Weapon; +175 Combat Style (TWC); Spells;	Skills:	Perception (21) 100; Poisoning (21) 100; Spells (600) Universal/ Necromancer / Warrior Mage
# Encounter:	1		
Outlook:	Cruel		
Lifestyle:	unknown		

A demon scourge is a Class V Demon of Might. They are few in number, and greatly feared. Their reputation as a merciless killer precedes them, and very few demons will associate themselves with these beings if they can help it. Demon scourges often employ undead servants or henchmen for this reason. They especially enjoy the company of vicious killers like vampires or wraiths. Sometimes a demon scourge will comb the lands for the body of a slain mortal who was once a bloodthirsty murderer and then bring him back to life as an undead servant. A demon scourge will rarely be encountered without a steed of some sort. They ride demon horses, dreadwings and traags, although all of these beasts must be extra large to support these demons bulk and equipment. They have also been seen riding beast golems or constructs, or even small drakes (from which they get their poisons). They appear as huge humans wearing black plate with black (or rarely, red) cloaks, and flaming, featureless heads. Because of their demonic, incorporeal nature, extremes of temperature do not affect them, and they ignore heat, cold, electricity, nether, plasma and acid criticals (if using RM critical tables), and they do not need to breathe, sleep or eat.

Combat

They use large two-handed enchanted weapons such as two-handed swords, battle-axes and flails in one hand, with a magical bonus of no less than +25. In the other hand they use a +20 full shield (commonly made of Keron, giving a RR bonus too), or rarely another magical weapon of any type. The weapons are very

often poisoned with a reduction poison. They commonly use Laen weapons due to their ability to withstand the poisons placed on them. They commonly use dragon blood (Aren).

Spellcasting

They know any spell from Necromancer and Warrior Mage spheres and the Universal sphere.

Myths and Misconceptions

Their true names are not known but are rumoured to have a few names that each answer to. They are named Demon Scourge only by other Demons and can be called "Sir" or "My lord" when in their presence.

Treasures

Usually their weapons have extra abilities like delivering additional criticals, throw and return ability, imbedded spells and so on. They wear full plate armour that is highly enchanted (+15; usually Keron) which allows them to move freely and relatively unencumbered, although anyone else wearing it will be fully encumbered due to the lack of the demons strength, and the size of the demons armour! (Note: No item bonuses have been figured into Statistics above, unless noted.)

Encounters

They can be encountered absolutely anywhere.