

Grumoz

Level: 2
Hits: 110
Size: Large
Movement: 80
Initiative: +10
Defensive Bonus: 30 (+10 Stats; +20 Tough Hide (Minor))
Attacks: 65 Large Bash; 65 Large Club
Encounter: 1-8
Outlook: Aggressive / Cruel
Lifestyle: Unknown

Special Abilities: Survival Instinct, Natural Weapon (fist), Darkvision (Demonic), Tough Hide (Minor), Enhanced Senses
Stats: St 75 (10), Co 75 (10), Ag 75(5), Qu 75 (5), Sd 75(5), Re75 (5), In 75(5), Pr75(5) PP 5
RR: Stamina RR 25; Will RR 20; Magic RR 20
Treasure: - P -
Culture: -
Important Skills: Perception (9) 55

Grumoz are class I demons and are apelike in appearance and huge. They are almost never encountered alone. They sometimes use simple weapons like clubs, but prefer to use their muscular arms to bash their foes into greasy pulps. They are very often the servants of more powerful demons.

Combat

Grumoz demons prefer to attack in groups, often running in an almost frenzied state at their foes beating them into a pulp. Once an opponent is dead, it will keep bashing it until nothing remains, even going to the extent of smashing bones into pieces. Their bash attacks attack on the Martial Arts Strike Table.

Myths and Misconceptions

Almost indistinguishable from normal apes except for their huge size, some mistake them for giant Apes. Grumoz are not frenzied attackers, as the few who have seen these demons in action would suggest. They seem to

enjoy slaughter and bloodshed. Before combat they seem to work themselves into a frenzy-like state by beating their chests and screaming at their foes uncontrollably. It is said that the smell of the blood and flesh of the enemy drives them. Naturally inquisitive, they will move toward a foe or food source before wild lust takes over and they destroy it, eating whatever remains.

Treasures

Grumoz do not bother with treasure, although a piece of a fallen foe may lie around from a previous battle.

Encounters

Those mages experimenting with summoning rituals frequently touch the demonic plane edges, where these creatures seem to inhabit. Unprepared mages frequently release these creatures into the world in this manner. Lone mages tend not to survive encounters against these demons.