

Rhodintor

Level:	25	Abilities:	Demonic Abilities (Type V - Dark Vision; Enhanced Senses; Natural Weapons (claw and Rams Head Horns); Demonic Fear; Immunity to Poisons; Regen (Major); Death's Gate (Each Rhodintor has own demonic Quasi-plane); Soul Burn); Additional Profession (Thaumaturge/Necromancer/ Cleric)
Hits:	195	Stats:	St 100 (10), Co 100 (14), Ag 100 (10), Qu 100 (12), Sd 100 (18), Re100 (18), In 100 (18), Pr 100 (18) PP 175
Size:	Medium	RR:	Stamina / Will / Magic RR 115;
Movement:	15'	Treasure:	R3 R2 R
Initiative:	+30	Important Skills:	Perception (21) 115; Attunment / Runes / Magic Ritual / PP Projection / Alchemy (21) 105;
Defensive Bonus:	165 (+30 Stats; +60 Tough Hide (Greater); +75 Survival Instinct)		
Attacks:	90 Small Claw; 90 Small Bash (Head); Demonic Fear (250' – RR Will 180); Soul Burn (RR Stamina 180); Demonic Blood (If Puncture/Slash Crit, RR Stamina (equal to Crit received) or Small Ext. Poison Crit); Spells (500 ranks total) (Thaumaturge or Necromancer or Cleric)		
# Encounter:	1-6		
Outlook:	Dominative		
Lifestyle:	Studious		
Special			

Black or red Robed Humanoids standing 5'5"-6" tall with clawed hands and ram's heads, these beings are also known as demon magi. Rhodintor (singular and plural) are very powerful, and often travel in groups. They like nothing better than to practice foul experiments in breeding and mutations, designing horrible creatures and then letting them loose upon our mortal realm.

When working together, they will usually be of different professions so that they have a variety of spells to choose from.

Combat

Rhodintor blood is acidic, causing pain to those whom it touches. If pierced or slashed in combat, a RR v's Stamina or take a Tiny External Poison Critical. Their presence causes fear, as per so many of the demonic brethren. Finally those who they touch with claws or Head Ram attacks must make a save versus Soul Burn. Should they die, they have teleport spells to go to their own Quasi-plane where they restore their health and can plan their revenge for centuries to come.

Spellcasting

Rhodintor, in their twisted laboratories, use the Necromancer and Thaumaturge spells as well with Alchemical potions to create other life

forms, which they breed and release on other planes, especially the mortal realms. They all know the Thaumaturge spells and additionally clerical or necromancer base lists. Many have spells linked to "Waiting Spell" (Thaumaturge list). They always have contingency spells cast, or even complex contingency spells in case they are badly injured, or even destroyed. Rhodintor will also have a profession in Cleric or Necromancer up to their half their level.

Myths and Misconceptions

It is said by men learned in such areas that Rhodintor are responsible for not only many of the breeds of demons but also for many of the creatures that have become so familiar on this plane (certain trolls, certain orcs, certain fell beasts, etc).

Treasures

Rhodintor often use staves made of solidified Demon fire that are +20 in melee, do additional Heat Criticals, are intelligent (Will rolls required) and will have 2-8 additional Warrior Mage spells to assist in combat).

Encounters

They enjoy the company of demon drakes, and often employ war trolls of their own breeding as guards and soldiers.