

Terrorite Demon

Level:	32	Lifestyle:	unknown
Hits:	300	Special	
Size:	Large	Abilities:	Demonic Abilities; Tough Hide (Greater), Demonic Endurance;
Movement:	200' (fly); 17'-21' (walk)	Stats:	St 100 (20), Co 100 (20), Ag 100 (20), Qu 100 (20), Sd 100 (15), Re 100 (15), In 100 (15), Pr 100 (15) PP 91
Initiative:	+25	RR:	Stamina RR 91; Will RR 91; Magic RR 91
Defensive Bonus:	165 (+35 Stats; +60 Tough hide (Greater); +80 Survival Instinct;)	Treasure:	R P P
Attacks:	+165 Weapon; +145 Weapon; +145 Combat Style:TWC; +110 Large Grapple (RR Versus Sleep Poison (180)); +110 Medium Bite (Soul Burn (Greater)); Spells	Culture:	unknown
# Encounter:	1	Important	
Outlook:	Dominative	Skills:	Perception (21) +100; S&H (21) +100; Ambush (21) +100

These powerful Class V demons are lieutenants to the Demon Lords themselves. They have long snake bodies topped with a human upper torso. They have a long white head of hair and large black bat wings. Their scales shimmer a blue-black colour and their bright red mouths contain two slender fangs. They are 10'-15' tall and have a wingspan of the same.

Combat

The Terrorite demon hisses in combat as vampires are apt to do. Their modes of attack include a grapple attack with their tails (which secretes a magical sleep serum, effecting all who fail their RR within their coils) and then an immediate blood draining bite (which drains the person of their life force, as Soul Burn (Greater)), or two powerful melee attacks. With the weapons the terrorite wields. They usually wield bladed weapons with at least a +25 bonus, for they enjoy drawing blood. Terrorite demons usually attack from above, both physically and with spells. They only enter melee if absolutely necessary or if they are confident that they are in little danger and can enjoy carving up their foes.

Spellcasting

The spells they know are all the Necromancer base lists (C.O.M.). They can also summon other demons freely as a result of their demonic power, taking one round per Demon Class per creature, per summons.

Myths and Misconceptions

Terrorites are powerful foes by themselves, but often command powerful demons bodyguards such as Sword demons, Huntaars, Rhodintor and beasts such as demon dogs, traags, and various fell beasts.

Treasures

They use powerful weapons in combat and are very rich.

Encounters

They are only encountered individually, but a terrorite demon will have many underlings ready to slaughter those who attempt to meet one.