

# CREDITS

## DESIGN & LAYOUT

Sean vas Terra - caelreader.carrrd.co

## COVER ART

Henrik "Bag" Karppinen - bsky.app/profile/bag2d.bsky.social

## INTERIOR ART

Kim Holm - denungeherrholm.smugmug.com/  
Blake Davis - drivethrurpg.com/en/publisher/15584/artofblake  
Petr Joura - drivethrurpg.com/en/publisher/20766/tooth-and-claw  
Forrest Imel - forrestimel.com/  
Bartek Blaszczyk - fiverr.com/blaszczyk  
Brett Neufeld - brettneufeld.carbonmade.com/

Some artwork © 2023 John Latta, used with permission. All rights reserved.  
Some artwork © 2015 Patricia Smith, used with permission. All rights reserved.  
Some artwork © 2026 David Ellis, used with permission. All rights reserved.  
Some artwork © Dean Spencer, used with permission. All rights reserved.  
Some artwork © 2017 Eric Lofgren, used with permission. All rights reserved.  
Some artwork Indi Martin © 2015, used with permission. All rights reserved.

No AI tools were used in the creation of this product.

This product includes materials from the  
Daggerheart System Reference Document 1.0, ©  
Critical Role, LLC. under the terms of the  
Darrington Press Community Gaming (DPCGL)  
License. More information can be found at  
<https://www.daggerheart.com>. There are no  
previous modifications by others.

# CONTENTS

FoundryVTT Version available at <https://github.com/CaelReader/demonic-adversaries-for-daggerheart/releases/latest/download/module.json>

|                                         |           |
|-----------------------------------------|-----------|
| <b>Adversary Stat Blocks</b>            | <b>1</b>  |
| <b>Tier 1 Adversaries (Level 1)</b>     | <b>2</b>  |
| Black Goat                              | 2         |
| Cult Butcher                            | 2         |
| Cult Ritualist                          | 2         |
| Cult Infiltrator                        | 2         |
| Hell-Warped                             | 3         |
| Imp Throng                              | 3         |
| Imp                                     | 3         |
| Cult Thrall                             | 3         |
| Cult Seeker                             | 3         |
| Demonic Hound                           | 3         |
| Willing Sacrifice                       | 4         |
| Winged Fury                             | 4         |
| Jailer Imp                              | 4         |
| <b>Tier 2 Adversaries (Levels 2-4)</b>  | <b>5</b>  |
| Antipriest                              | 5         |
| Blackguard                              | 5         |
| Butcher Demon                           | 5         |
| Cloud of Hellbats                       | 5         |
| Demon Gladiator                         | 6         |
| Demon Tiger                             | 6         |
| Devil Puppetmaster                      | 6         |
| Diabolist                               | 6         |
| Dream Eater                             | 7         |
| Laughing Demon                          | 7         |
| Hell Warrior                            | 7         |
| Nightmare                               | 7         |
| Soul Candle                             | 8         |
| Oni                                     | 8         |
| Painweaver                              | 8         |
| Serpent Demon                           | 8         |
| Succubus                                | 8         |
| <b>Tier 3 Adversaries (Levels 5-7)</b>  | <b>9</b>  |
| Bloodwelder                             | 9         |
| Demon of Decay                          | 9         |
| Demon of Lies                           | 9         |
| Demon Sorcerer                          | 9         |
| Demon Warlord                           | 10        |
| Devil Torturer                          | 10        |
| Demonic Locust Swarm                    | 10        |
| Helldiver                               | 10        |
| Illrigger                               | 11        |
| Infernal Assassin                       | 11        |
| Infernal Herald                         | 11        |
| Krampus                                 | 12        |
| Paralysis Demon                         | 12        |
| Lava Slime                              | 12        |
| Rakshasa                                | 13        |
| Ravaging Maw Demon                      | 13        |
| Torment Nexus                           | 13        |
| Penitent Soul                           | 13        |
| <b>Tier 4 Adversaries (Levels 8-10)</b> | <b>14</b> |
| Army of Hell                            | 14        |
| Demon of Might                          | 14        |
| Demon Prince                            | 14        |
| Fallen Angel                            | 15        |
| Heedless Demon                          | 15        |
| Hell Cannon                             | 15        |
| Hellguard                               | 15        |
| Infernal Machine                        | 16        |
| Oracle Breaker                          | 16        |
| Queen of Pain                           | 17        |
| Wailing Demon                           | 17        |
| The Accuser                             | 17        |
| <b>Environments</b>                     | <b>18</b> |
| Cult Infiltration                       | 18        |
| Dark Carnival                           | 18        |
| Torture Pit                             | 18        |
| Blood War                               | 18        |
| <b>Encounter Compositions</b>           | <b>19</b> |

# ADVERSARY STAT BLOCKS

## Tier 1

| Adversary         | Role     | Page |
|-------------------|----------|------|
| Black Goat        | Leader   | 2    |
| Cult Butcher      | Bruiser  | 2    |
| Cult Infiltrator  | Social   | 2    |
| Cult Ritualist    | Leader   | 2    |
| Cult Seeker       | Ranged   | 3    |
| Cult Thrall       | Minion   | 3    |
| Demonic Hound     | Skulk    | 3    |
| Hell-Warped       | Standard | 3    |
| Imp               | Skulk    | 3    |
| Imp Throng        | Horde    | 3    |
| Jailer Imp        | Support  | 4    |
| Willing Sacrifice | Support  | 4    |
| Winged Fury       | Solo     | 4    |

## Tier 2

| Adversary          | Role     | Page |
|--------------------|----------|------|
| Antipriest         | Support  | 5    |
| Blackguard         | Bruiser  | 5    |
| Butcher Demon      | Solo     | 5    |
| Cloud of Hellbats  | Horde    | 5    |
| Demon Gladiator    | Solo     | 6    |
| Demon Tiger        | Skulk    | 6    |
| Devil Puppetmaster | Leader   | 6    |
| Diabolist          | Ranged   | 6    |
| Dream Eater        | Skulk    | 7    |
| Hell Warrior       | Standard | 7    |
| Laughing Demon     | Support  | 7    |
| Nightmare          | Standard | 7    |
| Oni                | Bruiser  | 8    |
| Painweaver         | Solo     | 8    |
| Serpent Demon      | Skulk    | 8    |
| Soul Candle        | Minion   | 8    |
| Succubus           | Social   | 8    |

## Tier 3

| Adversary            | Role     | Page |
|----------------------|----------|------|
| Bloodwelder          | Support  | 9    |
| Demon of Decay       | Bruiser  | 9    |
| Demon of Lies        | Social   | 9    |
| Demon Sorcerer       | Ranged   | 9    |
| Demon Warlord        | Leader   | 10   |
| Demonic Locust Swarm | Horde    | 10   |
| Devil Torturer       | Standard | 10   |
| Helldiver            | Ranged   | 10   |
| Illrigger            | Solo     | 11   |
| Infernal Assassin    | Skulk    | 11   |
| Infernal Herald      | Leader   | 11   |
| Krampus              | Solo     | 12   |
| Lava Slime           | Bruiser  | 12   |
| Paralysis Demon      | Skulk    | 12   |
| Penitent Soul        | Minion   | 13   |
| Rakshasa             | Solo     | 13   |
| Ravaging Maw Demon   | Bruiser  | 13   |
| Torment Nexus        | Support  | 13   |

## Tier 4

| Adversary        | Role     | Page |
|------------------|----------|------|
| Army of Hell     | Horde    | 14   |
| Demon of Might   | Solo     | 14   |
| Demon Prince     | Leader   | 14   |
| Fallen Angel     | Solo     | 15   |
| Heedless Demon   | Minion   | 15   |
| Hell Cannon      | Ranged   | 15   |
| Hellguard        | Standard | 15   |
| Infernal Machine | Bruiser  | 16   |
| Oracle Breaker   | Support  | 16   |
| Queen of Pain    | Skulk    | 17   |
| The Accuser      | Social   | 17   |
| Wailing Demon    | Skulk    | 17   |



## TIER 1 ADVERSARIES (LEVEL 1)

### BLACK GOAT

#### Tier 1 Leader

A demon in the form of a huge black goat, worshiped by a diabolic cult.

**Motives & Tactics:** Gore, manipulate, summon, co-opt mortals

**Difficulty:** 13 | **Thresholds:** 11/16 | **HP:** 6 | **Stress:** 4  
**ATK:** +2 | **Horns:** Melee | 1d10+4 phy

#### FEATURES

**Overwhelming Force - Passive:** Targets who mark HP from the Goat's standard attack are knocked back to Very Close range.

**Demon Bleat - Action:** Mark a Stress to bleat with supernatural malice. Each PC within Far range must succeed on an Instinct Reaction Roll (15) or mark a Stress. For each PC that fails, you gain a Fear.

**Evil Eye - Action:** Spend a Fear to stare at a target within Close range. The target must succeed on a Presence Reaction Roll (15) or mark a Stress and become *Restrained* and *Vulnerable* until the Goat marks a HP. While *Restrained* and *Vulnerable* in this way, they can't target the Goat with attacks or abilities.

**Worship Me - Action:** Once per scene, spend a Fear to summon 1d4+1 Tier 1 adversaries, who appear at Far range and immediately take the spotlight.



Black Goat

### CULT BUTCHER

#### Tier 1 Bruiser

A zealous warrior wielding a huge blade carved with demonic symbols.

**Motives & Tactics:** Exalt dark powers, revel in chaos, kill the weak

**Difficulty:** 12 | **Thresholds:** 8/15 | **HP:** 7 | **Stress:** 3  
**ATK:** +0 | **Cleaver:** Melee | 1d12+2 phy

**Experience:** Torturer +2

#### FEATURES

**Blood For the Blood Gods - Passive:** The Butcher has advantage on attack rolls against a target that is *Bleeding*, or has 4 or more HP marked.

**Bleeding Strike - Action:** Make an attack against a target within Melee range. On a success, spend a Fear to deal 1d8+2 physical damage. A target who marks HP from this attack begins *Bleeding* until they clear at least 1 HP. A *Bleeding* target must roll a d6 before they make an action roll. On a result of 4 or lower, they must mark a HP.

**Momentum - Reaction:** When the Butcher makes a successful attack against a PC, you gain a Fear.

### CULT INFILTRATOR

#### Tier 1 Social

A sly mortal who mingles with polite society while secretly expanding the influence of their demonic cult.

**Motives & Tactics:** Recruit, deceive, promise, manipulate, confuse

**Difficulty:** 13 | **Thresholds:** 4/9 | **HP:** 2 | **Stress:** 4  
**ATK:** +0 | **Knife:** Melee | 1d4+1 phy

**Experience:** Silver-Tongued +2, Cast Doubt +2

#### FEATURES

**Seed Paranoia - Action:** Spend a Fear to play on the deepest fears of a target in the scene. An NPC marks a Stress and becomes frightened and withdrawn. A PC must succeed on a Presence Reaction Roll (15) or mark a Stress, and the Infiltrator learns one of their personal fears.

**Uncanny Disguise - Action:** Mark a Stress and take a few minutes to temporarily adopt the guise of any humanoid the Infiltrator has spoken with. While disguised, you can add the Infiltrator's Experiences to their Difficulty without spending a Fear.

**We are Watching - Action:** Spend a Fear to summon 1d4 Cult Seekers, who appear at Far distance.

### CULT RITUALIST

#### Tier 1 Leader

A dark mage that offers up their followers in exchange for demonic boons.

**Motives & Tactics:** Acquire followers, kidnap, amass power

**Difficulty:** 12 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 4  
**ATK:** +2 | **Ritual Dagger:** Melee | 1d10+3 phy

**Experience:** Lore +2

#### FEATURES

**Wicked Knife - Passive:** The Ritualist critically succeeds on attack rolls of 19-20.

**Anointed Sacrifice - Action:** Mark a Stress to Anoint a PC or adversary within Far range. Whenever an Anointed creature marks any number of HP, you gain a Fear.

**Seize Your Moment - Action:** Spend 2 Fear to spotlight 1d4 allies. Attacks they make while spotlighted in this way deal half damage.

**You Fall, I Rise - Reaction:** When an adversary within Far range is defeated, spend a Fear to clear 2 HP or 2 Stress. The Ritualist also gains advantage on their next attack roll.

## CULT SEEKER

### Tier 1 Ranged

A demon-sworn hunter tasked with eliminating the enemies of their cult.

**Motives & Tactics:** Protect the cult, kill swiftly, hunt, pin down

**Difficulty:** 12 | **Thresholds:** 4/6 | **HP:** 4 | **Stress:** 2

**ATK:** +1 | **Crossbow:** Very Far | 1d10+3 phy

**Experience:** Hunter +2

### FEATURES

**Sigil Shot - Action:** Spend a Fear to make an attack roll against a target within Far range. On a success, the target takes 1d8+3 magic damage, and the next time the target takes damage, it is increased by 1d8, and becomes direct magic damage.

## CULT THRALL

### Tier 1 Minion

A hapless mortal magically compelled into the service of demons.

**Motives & Tactics:** Obey, sacrifice, run away

**Difficulty:** 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

**ATK:** -2 | **Knife:** Melee | 3 phy

### FEATURES

**Minion (3) - Passive:** The Thrall is defeated when they take any damage. For every 3 damage a PC deals to the Thrall, defeat an additional Minion within range the attack would succeed against.

**Group Attack - Action:** Spend a Fear to choose a target and spotlight all Thralls within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 3 physical damage each. Combine this damage.

## DEMONIC HOUND

### Tier 1 Skulk

An unnatural hound lit from within by hellfire.

**Motives & Tactics:** Kill hope, consume flesh, please master

**Difficulty:** 11 | **Thresholds:** 7/12 | **HP:** 4 | **Stress:** 2

**ATK:** +1 | **Fangs:** Melee | 1d6+2 phy

**Experience:** Scent Tracking +2

### FEATURES

**Depths of Despair - Passive:** The Hound deals double damage to PCs with 0 Hope.

**Enervating - Passive:** Targets who mark HP from the Hound's attacks also lose a Hope. If a target is not able to lose a Hope, they must instead mark a Stress.

## HELL-WARPED

### Tier 1 Standard

A former mortal whose body has been mutated into a twisted demonic servant.

**Motives & Tactics:** Maul the living, give life for demons, screech

**Difficulty:** 11 | **Thresholds:** 8/12 | **HP:** 3 | **Stress:** 3

**ATK:** +0 | **Claws:** Melee | 1d8+1 phy

### FEATURES

**Horrifying - Passive:** Targets who mark HP from the Hell-Warped's attacks must also mark a Stress.

**Carved Wards - Reaction:** When the Hell-Warped takes magic damage, you can mark a Stress to take half damage.

## IMP

### Tier 1 Skulk

A small horned demon with wings just barely big enough to fly.

**Motives & Tactics:** Annoy, taunt, deceive (poorly), humiliate

**Difficulty:** 12 | **Thresholds:** 6/10 | **HP:** 3 | **Stress:** 2

**ATK:** +2 | **Hellfire Mote:** Far | 1d6+2 mag

**Experience:** Trickster +2

### FEATURES

**Clumsy Flight - Passive:** While flying, the Imp has a +2 bonus to their Difficulty. When they take damage, they're knocked out of the air and lose this benefit until they're next spotlighted.

**From Shadow - Passive:** If the Imp is Hidden when they make a successful standard attack against a target, the target must also mark a Stress.

**Missed Me - Reaction:** When a PC fails an attack against the Imp, they must mark a Stress or you gain a Fear.

## IMP THRONG

### Tier 1 Horde (2/HP)

A swarm of a dozen imps clambering over each other and their opponents.

**Motives & Tactics:** Swarm, fight amongst selves, steal loot

**Difficulty:** 11 | **Thresholds:** 7/10 | **HP:** 6 | **Stress:** 2

**ATK:** +0 | **Claws & Teeth:** Melee | 1d6+4 phy

### FEATURES

**Chaotic Flight - Action:** Spend a Fear to choose a point within Far range. Move to that point and make an attack against all targets within Melee range. Targets the Throng succeeds against take 1d6 physical damage.

**Horde (1d4+1) - Passive:** When the Throng has marked half or more of their HP, their standard attack deals 1d4+1 physical damage instead.



*Demonic Hound*

## JAILER IMP

### Tier 1 Support

An imp wielding a pitchfork and chains, who delights in capturing and punishing mortals.

**Motives & Tactics:** Capture, torture, drag away

**Difficulty:** 14 | **Thresholds:** 7/12 | **HP:** 4 | **Stress:** 4

**ATK:** +2 | **Pitchfork:** Very Close | 1d6+2 phy

**Experience:** Locksmith +2

### FEATURES

**Flying - Passive:** While flying, the Imp gains a +2 bonus to their Difficulty.

**Shackle - Action:** Spend a Fear to make an attack against a target within Very Close range. On a success, the target is *Restrained* by the Imp's chains until they break free with a successful Finesse or Strength Roll. While *Restrained*, the target must spend a Hope to make an action roll.

## WILLING SACRIFICE

### Tier 1 Support

A fanatic mortal offering up their body and soul as a gift to dark powers.

**Motives & Tactics:** Exalt dark powers, give blood, give spirit

**Difficulty:** 12 | **Thresholds:** 5/9 | **HP:** 3 | **Stress:** 5

**ATK:** +0 | **Ritual Dagger:** Melee | 1d8 phy

### FEATURES

**I Give Myself - Reaction:** When an adversary within Close range marks HP or Stress, the Sacrifice can mark an HP or Stress. The chosen adversary marks 1 fewer HP or Stress.

**My Life for You - Reaction:** When the Sacrifice is defeated and has fewer than 5 Stress marked, choose an adversary within Close range. They can clear a HP and a Stress, and gain advantage on their next roll.

## WINGED FURY

### Tier 1 Solo

A raging, winged demon armed with a whip of blades.

**Motives & Tactics:** Torment mortals, punish, flay, torture

**Difficulty:** 13 | **Thresholds:** 10/15 | **HP:** 9 | **Stress:** 3

**ATK:** +2 | **Bladed Whip:** Very Close | 1d12+3 phy

### FEATURES

**Flying - Passive:** While flying, the Fury gains a +2 bonus to their Difficulty.

**The Painful Way - Action:** Spend a Fear to make an attack against a target with a vengeance token. On a success, deal 1d8+3 direct physical damage plus an extra 1d8 for each vengeance token, then remove all vengeance tokens from the target. For each HP the target marks from this attack, they must also mark an Armor Slot or a Stress (their choice).

**Scourge - Reaction:** When a PC deals damage to the Fury, give them a vengeance token. The Fury has advantage on attacks against targets with a vengeance token.

**Momentum - Reaction:** When the Fury makes a successful attack against a PC, you gain a Fear.

**No Truces - Evolution:** When the Fury has marked 6 HP, they unleash their full rage upon the PCs, clearing all Stress and temporary conditions. While in this rage, they gain a +2 to attack rolls, and they can make their standard attack against all targets within range.



Jailer Imp



Willing Sacrifice

## TIER 2 ADVERSARIES (LEVELS 2-4)

### ANTIPIRIEST

#### Tier 2 Support

A devil clad in clerics' raiments, invoking dark powers in mockery of the gods.

**Motives & Tactics:** Exalt dark powers, destroy shrines, curse

**Difficulty:** 14 | **Thresholds:** 10/16 | **HP:** 4 | **Stress:** 5

**ATK:** +1 | **Morningstar:** Melee | 2d4+3 phy

**Experience:** Forbidden Lore +2, Vicious Mockery +2

#### FEATURES

**Blasphemer - Passive:** When a PC targets the Antipriest with a spell or ability from the Splendor domain, the PC has disadvantage on the action roll.

**Dark Blessing - Action:** Mark a Stress to infuse an adversary within Close range with evil power. Until the Antipriest is defeated, the chosen adversary deals extra damage equal to your current Fear.

**Hope Turns To Ash - Reaction:** When a PC within Close range rolls with Hope, mark a Stress to change their result to a roll with Fear instead.

### BLACKGUARD

#### Tier 2 Bruiser

A faithless knight in black armor, who has submitted themselves to a demonic patron in exchange for power.

**Motives & Tactics:** Show strength, obey, crush, taunt

**Difficulty:** 14 | **Thresholds:** 14/27 | **HP:** 6 | **Stress:** 5

**ATK:** +4 | **Flail:** Melee | 2d10+4 phy

**Experience:** Scoundrel +2, Tactics +2

#### FEATURES

**Heavily Armored - Passive:** When the Blackguard takes physical damage, reduce it by 3.

**Choking Grasp - Action:** Spend a Fear to magically choke a target within Close range. The target must succeed on a Strength Reaction Roll or be *Restrained* until the Blackguard takes Major damage or they succeed on a Strength or Presence roll to escape. A *Restrained* target must mark a Stress to make an action roll.

**Crushing Wound - Action:** Spend a Fear to make an attack against a PC within Melee range. On a success, deal 2d8+6 physical damage, and the target loses a Hope and is *Vulnerable* until they roll with Hope.

**Momentum - Reaction:** When the Blackguard makes a successful attack against a PC, you gain a Fear.



Antipriest

### BUTCHER DEMON

#### Tier 2 Solo

A corpulent flesh-eating demon that pulls its victims to their doom with a huge hook on a chain.

**Motives & Tactics:** Devour mortals, delight in suffering, grab, pull

**Difficulty:** 14 | **Thresholds:** 14/28 | **HP:** 10 | **Stress:** 4

**ATK:** +3 | **Cleaver:** Melee | 2d10+4 phy

**Experience:** Culinary Arts +2

#### FEATURES

**Relentless (2) - Passive:** The Butcher can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

**Bruise the Fat - Passive:** When the Butcher takes magic damage from Close range or further, it takes half damage.

**Get Over Here - Action:** Make an attack roll with the Butcher's hook against a target within Close range. On a success, spend a Fear to deal 2d6+2 physical damage and pull the target into Melee range.

**Nice and Sharp - Action:** Spend a Fear and describe the Butcher sharpening the perfect knife to use against a PC. The Butcher's next standard attack against that PC has advantage and deals an extra 1d10 damage on a success.

**Delicious - Reaction:** When a PC marks 2 or more HP from the Butcher's standard attack, the Butcher can clear a HP.

**Momentum - Reaction:** When the Butcher makes a successful attack against a PC, you gain a Fear.

### CLOUD OF HELLBATS

#### Tier 2 Horde (6/HP)

A flapping throng of huge red bats whose bites can melt through steel.

**Motives & Tactics:** Hide in ceilings, flock towards metal, screech

**Difficulty:** 12 | **Thresholds:** 12/17 | **HP:** 5 | **Stress:** 2

**ATK:** +0 | **Bites:** Melee | 2d6+6 phy

#### FEATURES

**Horde (1d6+3) - Passive:** When the Hellbats have marked half or more of their HP, their standard attack deals 1d6+3 physical damage instead.

**Flying - Passive:** While flying, the Hellbats have a +2 bonus to their Difficulty.

**Red-Hot Fangs - Passive:** When the Hellbats make a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

## DEMON GLADIATOR

### Tier 2 Solo

A multi-armed demon wielding an array of weapons that it uses to tear apart its enemies in elaborate style.

**Motives & Tactics:** Fight spectacular foes, rig matches, gloat, whirl

**Difficulty:** 15 | **Thresholds:** 12/28 | **HP:** 9 | **Stress:** 4

**ATK:** +4 | **Broadsword:** Melee | 2d8+6 phy

**Experience:** Arrogant +2

### FEATURES

**Relentless (3) - Passive:** The Gladiator can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

**Barbed Spear - Action:** Make an attack against a target within Close range. On a success, deal **2d8+4** physical damage and the target is *Restrained* until they remove the spear with a successful Strength roll.

**Bloody Dagger - Action:** Make an attack against a target within Melee range. On a success, deal **2d6+4** physical damage, or **2d6+12** physical damage against a *Restrained* or *Vulnerable* target.

**Flaming Flail - Action:** Make an attack against a target within Very Close range. On a success, deal **2d8+4** magic damage.

**Parry - Reaction:** When a PC within Melee range fails an attack against the Gladiator, the attacker must mark a Stress.

**Match Fixing - Reaction:** *Countdown (5)*. When the Gladiator is in the spotlight for the first time, activate the countdown. It ticks down when a PC rolls with Hope. When it activates, **1d4+1** Hell Warriors appear at Far range, then the Gladiator clears all Stress and gains their "I'm Done Playing Games" Evolution.

**Momentum - Reaction:** When the Gladiator makes a successful attack against a PC, you gain a Fear.

**I'm Done Playing Games - Evolution:** The Gladiator gains a +1 bonus to their Difficulty. Targets who mark HP from the Gladiator's attacks must also mark a Stress.

## DEMON TIGER

### Tier 2 Skulk

A malicious feline hunter with color-changing fur.

**Motives & Tactics:** Stalk, camouflage, bring presents to master

**Difficulty:** 14 | **Thresholds:** 7/17 | **HP:** 3 | **Stress:** 3

**ATK:** +5 | **Bite and Claws:** Melee | 2d6+4 phy

**Experience:** Silent Hunter +2

### FEATURES

**Fireproof Fur - Passive:** The Tiger is immune to damage from fire.

**Color-Shift - Action:** The Tiger magically alters its coloration to blend in to its surroundings. Become *Hidden* until after the Tiger's next attack. While *Hidden*, PCs have disadvantage on rolls to spot the Tiger.

**Pounce - Action:** Choose a target within Close range. Move into Melee range and make an attack against them. On a success, deal **2d8+4** physical damage, or **2d8+12** physical damage if the Tiger was *Hidden*.

## DEVIL PUPPETMASTER

### Tier 2 Leader

A handsome devil whose words can command friend and foe alike.

**Motives & Tactics:** Smile, lie, undermine, erode trust, accrue sycophants, obtain blackmail

**Difficulty:** 15 | **Thresholds:** 14/25 | **HP:** 6 | **Stress:** 5

**ATK:** +3 | **Rapier:** Melee | 2d8+6 phy

**Experience:** Play to the Crowd +2, Silver-Tongued +2

### FEATURES

**The Idle Hands - Action:** Once per scene, spend up to 4 Fear to summon that many evil adventurers (Antipriest, Blackguard, Cult Fang, or Diabolist), who appear at Far range. They gain a +2 bonus to their Difficulty until the Puppetmaster is defeated.

**Now Is Your Chance - Action:** Spotlight an ally within Close range. They have advantage on all rolls during this spotlight.

**Trust in Me - Action:** Spend a Fear to cause a *Vulnerable* NPC to temporarily switch to the Puppetmaster's side and take the spotlight.

**Who Can You Trust? - Action:** Spend a Fear to seed doubt in a target within Far range. The target must succeed on an Instinct Reaction Roll or become *Vulnerable* until they clear their head with an Instinct or Presence roll. A *Vulnerable* target has disadvantage on attack rolls while within Very Close range of an ally.

## DIABOLIST

### Tier 2 Ranged

A mage clad in red robes, wielding hellfire and demonic magic.

**Motives & Tactics:** Amass power, hoard lore, uncover demonic names, obliterate

**Difficulty:** 14 | **Thresholds:** 5/13 | **HP:** 4 | **Stress:** 3

**ATK:** +4 | **Hellfire Orb:** Very Far | 2d10+5 phy

**Experience:** Infernal Lore +2

### FEATURES

**Hellfire Volley - Action:** Spend a Fear to choose a point within Far range. Spears of hellfire rain from the sky within Very Close range of that point. All targets within the area must make an Agility Reaction Roll. Targets who fail take **2d12+5** magic damage. Targets who succeed take half damage.

**Hideous Retribution - Reaction:** When the Diabolist or an ally within Very Close range takes damage, mark a Stress to deal **2d6** magic damage to the attacker.



Diabolist

*Dream Eater*



## DREAM EATER

### Tier 2 Skulk

A gaunt gray demon that hoards esoteric knowledge and feeds on the mental energies of mortals.

**Motives & Tactics:** lock away secrets, lure scholars, prey on the sleeping, invoke nightmares

**Difficulty:** 14 | **Thresholds:** 8/18 | **HP:** 4 | **Stress:** 4  
**ATK:** +5 | **Life Drain:** Very Close | 2d4+5 phy

**Experience:** Lore +2, Stealth +2

### FEATURES

**Battle Teleport - Passive:** Before or after making a standard attack, you can mark a Stress to teleport to a location within Far range.

**Wards - Passive:** The Dream Eater is resistant to magic damage.

**Manipulate Perception - Action:** Choose a target within Far range and force them to make an Instinct Reaction Roll. On a failure, spend a Fear to temporarily *Beguile* the target. A *Beguiled* creature cannot see the Dream Eater and has disadvantage on rolls against it. The Dream Eater has advantage on rolls against a *Beguiled* target.

**Siphon Magic - Action:** Spend a Fear to make an attack against a PC with a Spellcast trait within Very Close range. On a success, the target marks 1d4 Stress and the Dream Eater clears that many Stress. Additionally, on a success, the Dream Eater can immediately be spotlighted again.

**Mind Feeder - Reaction:** When the Dream Eater makes a successful attack against a PC, they lose a Hope and you gain a Fear.

## HELL WARRIOR

### Tier 2 Standard

A demon soldier outfitted with blackened armor and shield.

**Motives & Tactics:** Conquer, gloat, dominate, charge, slay cruelly

**Difficulty:** 13 | **Thresholds:** 11/19 | **HP:** 4 | **Stress:** 4  
**ATK:** +2 | **Trident:** Very Close | 2d6+3 phy

### FEATURES

**Shield Bash - Action:** Mark a Stress to force a target within Melee range to make a Strength Reaction Roll. On a failure, the target is knocked back to Very Close range and is *Vulnerable* until they next act. On a success, the target must mark a Stress.

**Blood Rage - Reaction:** When the Hell Warrior makes a successful attack against a PC, spend a Fear to increase the damage by 1d4 for each HP the Hell Warrior has marked.

## LAUGHING DEMON

### Tier 2 Support

A hellish jester that invokes uncontrollable mirth in mortals as a form of ironic torment.

**Motives & Tactics:** taunt, play cruel pranks, force mortals to hear their terrible jokes

**Difficulty:** 16 | **Thresholds:** 15/19 | **HP:** 4 | **Stress:** 6  
**ATK:** +1 | **Firecrackers:** Close | 2d4+3 mag

**Experience:** Acrobatics +2, Comedy +2

### FEATURES

**HIDEOUS LAUGHTER - Action:** Mark a Stress to tell a joke to a target within Close range. The target must succeed on a Presence Reaction Roll or begin temporarily *Laughing*. A *Laughing* target can't be *Hidden* and has disadvantage on all rolls.

**IRRESISTIBLE DANCE - Action:** Spend a Fear to play a horrific tune that compels listeners to dance. Each target within Close range must make a Presence Reaction Roll. On a failure, you can move the target up to a Close distance, and they are *Vulnerable* until they next act. On a success, a target must mark a Stress.

## NIGHTMARE

### Tier 2 Standard

A black horse with glowing red eyes that leaves hellfire in its wake as it gallops.

**Motives & Tactics:** Charge, frenzy, strike fear

**Difficulty:** 14 | **Thresholds:** 10/18 | **HP:** 5 | **Stress:** 3  
**ATK:** +2 | **Hooves:** Melee | 2d6+3 phy

### FEATURES

**Hellfire Charge - Action:** Spend a Fear to move the Nightmare in a line to a point within Far range. Each target in the line must succeed on an Agility Reaction Roll or take 2d4+3 magic damage. The ground along the line temporarily burns with hellfire. A PC that moves through the burning line must also make this reaction roll.

**Momentum - Reaction:** When the Nightmare makes a successful attack against a PC, you gain a Fear.

## ONI

### Tier 2 Bruiser

A hulking ogre-demon with brightly colored skin and a wicked iron club.

**Motives & Tactics:** Collect skulls, eat mortals, oppose the divine powers, deceive, crush

**Difficulty:** 16 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 5  
**ATK:** +4 | **Greatclub:** Very Close | 2d12+2 phy

**Experience:** Immense Strength +3

### FEATURES

**Hulking Prowler - Passive:** The Oni has advantage on attacks if they are *Hidden* or *disguised*.

**Sweep - Action:** Spend a **Fear** to make a standard attack against all targets within range. Targets who mark HP from the attack are knocked back to Very Close range.

**Shapeshifting Disguise - Action:** Mark a **Stress** to assume the form of a humanoid until the Oni makes an attack.

**Momentum - Reaction:** When the Oni makes a successful attack against a PC, you gain a **Fear**.

## PAINWEAVER

### Tier 2 Solo

A large demon with the legs and body of a black spider, who traps mortals in webs made of pain.

**Motives & Tactics:** Capture, torture, lure, create lairs, cover in spiders

**Difficulty:** 15 | **Thresholds:** 12/25 | **HP:** 9 | **Stress:** 4  
**ATK:** +3 | **Spider Legs:** Very Close | 2d8+6 phy

**Experience:** Spider Climb +3, Torturer +2

### FEATURES

**Relentless (2) - Passive:** The Painweaver can be spotlighted up to two times per GM turn. Spend **Fear** as usual to spotlight them.

**Relish in Pain - Passive:** The Painweaver deals double damage to *Vulnerable* targets.

**Agony Venom - Action:** Make an attack against a target within Melee range. On a success, mark a **Stress** to deal 2d4+4 direct physical damage and *Agonize* them until their next rest or they succeed on a Knowledge Roll (16). When an *Agonized* target takes damage, they must also mark a **Stress**.

**Painwebs - Action:** Spend a **Fear** to target a point within Close range and create a spiderweb that covers an area within Close range of that point. Creatures who move through the area must mark a **Stress**. Each target in the area when the webs appear must succeed on an Agility Reaction Roll or be temporarily *Restrained*. *Restrained* targets must mark a **Stress** when they take damage or make an action roll.

**Trembling Webs - Action:** Gain a **Fear** for each PC in the area of a Painweb, and give each of them a spider token.

**Arachnophobia - Reaction:** Countdown (Loop 4). When the Painweaver is in the spotlight for the first time, activate the countdown. It ticks down when a PC rolls with **Fear**. When it triggers, each PC with a spider token must succeed on a Presence Reaction Roll or mark **Stress** equal to their number of spider tokens.

**Spiders! - Reaction:** When the Painweaver succeeds on an attack, give the target a spider token. All spider tokens can be removed by succeeding on a Finesse Roll (14 + the number of spider tokens).

**Momentum - Reaction:** When the Painweaver makes a successful attack against a PC, you gain a **Fear**.

## SERPENT DEMON

### Tier 2 Skulk

A huge, iridescent serpent with a taunting face, that can lure hapless mortals to their doom.

**Motives & Tactics:** Whisper promises, blend in, constrict

**Difficulty:** 14 | **Thresholds:** 7/16 | **HP:** 3 | **Stress:** 4  
**ATK:** +5 | **Bite:** Very Close | 2d8+1 phy

**Experience:** Deception +2

### FEATURES

**Won't See It Coming - Passive:** The Demon deals direct damage while they're *Hidden*.

**Constrict - Action:** Make an attack against a target within Melee range. On a success, spend a **Fear** to deal 2d6+2 physical damage and *Restrain* the target until they break free with a successful Strength Roll.

**Tempting Fortune - Action:** Create an illusory image of a valuable object within Close range. The first time a PC comes to within a Close distance of the image, you can spend a **Fear** to fill their mind with greed. The target must succeed on an Instinct Reaction Roll or move up to a Close distance towards the image.

## SOUL CANDLE

### Tier 2 Minion

An animated candle on legs made of rendered souls.

**Motives & Tactics:** Hide, set fires, keep lit, amplify damage

**Difficulty:** 12 | **Thresholds:** None | **HP:** 1 | **Stress:** 1  
**ATK:** +1 | **Hellfire Mote:** Close | 4 mag

### FEATURES

**Minion (6) - Passive:** The Candle is defeated when they take any damage. For every 6 damage a PC deals to the Candle, defeat an additional Minion within range the attack would succeed against.

**Group Ranged Attack - Action:** Spend a **Fear** to choose a target and spotlight up to 5 Soul Candles within Close range of them. Those Minions make one shared attack roll. On a success, they deal 4 magic damage each. Combine this damage.

**Fuel for the Flames - Reaction:** When a PC within Very Close range takes magic damage, increase it by 3.

## SUCCUBUS

### Tier 2 Social

A demon that takes the guise of a beautiful mortal.

**Motives & Tactics:** Seduce, promise, amass supplicants

**Difficulty:** 15 | **Thresholds:** 9/17 | **HP:** 4 | **Stress:** 5  
**ATK:** +2 | **Claws:** Melee | 2d6+2 phy

**Experience:** Charming +2, Supernatural Beauty +2

### FEATURES

**Alluring Guise - Action:** Mark a **Stress** to choose a target and assume a humanoid form that is especially attractive to the target. The target has disadvantage on social rolls against the Succubus while they're *disguised*.

**Captivating Charm - Action:** Spend a **Fear** to speak appealingly to a target within Very Close range. The target must succeed on a Presence Reaction Roll (16) or mark a **Stress** and be temporarily *Charmed*. A *Charmed* target can't lie to the Succubus or take hostile actions against it. The Succubus also learns one of the target's deepest desires.