

HISTORY OF THE DAEMONS

In the ancient war between god and primordial, the lines of battle were clearly drawn, and the hatred one side bore the other stemmed from two utterly different views of creation. The gods sought to make order and sense of the universe, while the primordials ached to unleash the raw stuff of creation, molding the universe with pure elemental chaos. These vastly dissimilar ideologies left little common ground for god and primordial to reach an accord; however, legend holds that one god, the mighty Tartarus, saw some beauty in the roiling maelstrom of elemental chaos, and sought to harness its power for his own use.

Tartarus was an ancient deity of darkness and shadow, and as the war between god and primordial raged, he furtively began an alliance with a powerful primordial known as Gaia. Together, Gaia and Tartarus began to mingle the essence of immortal and elemental, attempting to create a new race of servants that would harness the power of both the divine and the raw strength of chaos. Before they could complete this goal, however, they were discovered, and the rage of both god and primordial rained down upon them.

In a titanic battle, the gods and the primordials besieged Tartarus and Gaia; the only instance where the two creator races were able to set aside their differences and work toward a common goal. Unable to stand against the arrayed might of both of their respective peoples, Tartarus and Gaia were slain, and their bodies, tangled together in death, were thrown into the Astral Sea. The corpses of the two divine beings plowed through the swirling mist of the ether, creating a deep pit that expanded outward in a widening arc of shadow and flame. Eventually, Gaia and Tartarus settled at the bottom of the near infinite pit their falling corpses had created, and their blood mingled and collected in a vast pool of divine ichor.

Eons passed, and the gaping pit of shadow and flame in the Astral Sea became known as the Pit of Tartarus, and was shunned by both god and primordial alike. However, something stirred in the vast emptiness of the great pit; the mingled blood of Gaia and Tartarus had produced new life, a creature born of both divine order and elemental chaos – the first daemon, Typhon.

Typhon was birthed alone in the great emptiness of the Pit of Tartarus, but he did not remain alone for long. The first daemon coaxed others like himself from the coagulate pool of his parents' mingled blood. Hideous and powerful entities pulled themselves from the fecund blood of Tartarus and Gaia, fiends with names like Agathysus, Argus, Echidna, Ixion, and Stympalia – the first masters of a new race of immortals.

Though Typhon was no longer alone, he yearned for more than the company of his brothers and sisters, who had slowly moved to the upper rings of Tartarus, shaping the budding plane to their whim and establishing their own dominions. Typhon and his siblings were the masters of an empty kingdom, and they wished to fill it with creatures that would serve them, help them grow powerful, and eventually rival the mighty demons of the Abyss and the great dukes of the Nine Hells. But though the war between gods and primordials had waned in the eons since the fall of Tartarus and Gaia, Typhon dared not expose himself, lest he risk the vengeance of his parents' slayers.

To fill the Pit of Tartarus with creatures of their own creation, Typhon and his siblings turned to the race of mortals who had recently spread across the vastness of the natural world. They snatched a small number of these weak, ephemeral beings from beneath the watchful eyes of the gods, and cast their bodies into the great pool of blood that still lingered from the ancient corpses of Tartarus and Gaia. As Typhon had hoped, the souls within these mortals acted as a catalyst, cleaving to the elemental and divine energies within the blood and twisting the mortal body into a new and more potent form. These new creatures, daemons of a lesser sort than Typhon and his ilk, soon began to fill Tartarus, and Typhon began to gather mortal souls in great quantities to fuel the population of his domain.

In time, it became too dangerous to simply abduct mortals from the mortal realm, as the risk of discovery by the gods that watched over and received worship from the mortals grew with each abduction. However, Tartarus was no longer empty; thousands upon thousands of lesser daemons now filled its soaring peaks, steaming jungles, and shadowy valleys, and Typhon was confident that he held enough power to avoid a direct confrontation with the gods should he expose himself, and on this assumption, he gambled.

Only a fool challenges the gods, and Typhon had no desire to do so. Instead, he wished to cement his and the new race of daemons' place in the eternal cycle, and in order to do this, the great daemon needed powerful allies. So Typhon turned to those who had traveled the same road he wished to travel, beings that had thrown off the shackles of their divine and primordial masters to create their own dominions in the great cosmic wheel. Typhon turned to the Abyss and the Nine Hells.

Typhon approached both the demon lords of the Abyss and the dukes of the Nine Hells simultaneously with the same offer. He would provide powerful daemoniac soldiers and servants to the Abyss and the Nine Hells; creatures that could fill roles the both demon- and devil-kind lacked, or simply strengthen demonic and diabolical armies. In exchange, Typhon would receive a portion of the souls gathered by the two races of fiends, and they would support his bid to earn legitimacy in the eyes of the gods. It was far too tempting an offer for the Abyss and the

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Nine Hells to refuse, as a war had been steadily growing between the two races of fiends, and both hungered for additional bodies to fill their fiendish armies.

Supported by the Abyss and the Nine Hells, Typhon was able to gather thousands of souls, which he parceled out to his siblings, now known as archodaemons, to earn their continued loyalty. These souls were immediately transformed into more daemons, allowing Typhon and his siblings to strengthen their own domains, and set up further alliances with the Abyss and the Nine Hells. Eventually, this activity did gain the attention of the gods; but it was far too late for them to intervene. Typhon had entrenched the Pit of Tartarus into the cosmic cycle, and even the gods dared not stand against him and the combined might of the Abyss and the Nine Hells.

Currently, Typhon claims dominion over the Pit of Tartarus, and for the moment his siblings are content to let him rule. However, the great archodaemon is no fool, and he makes sure that the largest portion of souls gathered from the Abyss and the Nine Hells go to him; further strengthening his hold on Tartarus with a grand daemonic army under his control. In addition, Typhon is no longer completely satisfied with buying the souls of mortals from his infernal and demonic allies, and he has made strides on the mortal realm to create cults that worship he and he alone. The souls of these cultists come directly to him, and Typhon has created an elite group of devoted daemons from the souls of these worshippers.

Whether or not Typhon is making a bid to follow in his father's footsteps and become a god is not known, but his siblings keep a wary eye on the master of Tartarus, and a few have begun to emulate his designs on the mortal realm. Cults devoted to mighty daemons have begun to appear throughout the natural world, and the forces of good, as well as those established powers of wickedness, have been forced to accept the fact that the daemons' brand of evil is here to stay.



DAEMON

Mercenary and devious, the immortal race of daemons dwells with the Pit of Tartarus, which festers like a cancerous sore in the ether of the Astral Sea. The daemons are ruled by a group of ultra-powerful beings known as archodaemons, which command vast armies of lesser daemons and control one of the five rings or tiers of Tartarus. The mighty Typhon and his monstrous consort Echidna rule all of demon-kind from the bottom of the Pit of Tartarus, and although the other archodaemons act with relative autonomy, they take pains to avoid offending or riling the greatest daemon.

There are many different types or castes of daemons, and most are created by harnessing the soul energy contained within the wriggling, worm-like bodies of soul larvae, the end product of souls gathered by the daemons. The lesser kinds of daemons are created directly from soul larvae, usually within one of the many spawning pits found throughout Tartarus. More powerful daemons, especially the three greater types – cacodaemons, megalodaemons, and tyrannodaemons – are instead promoted from the ranks of lesser daemons; although it still requires the soul energy of hundreds of sacrificed soul larvae to invoke such a metamorphosis.

Daemons occupy a philosophical middle ground between the other two races of fiends – the devils and demons. Although destructive, they are not nearly as chaotic as the demons of the Abyss; and although organized, they are not nearly as regimented as the devils of the Nine Hells. Instead, daemons are mercurial, adaptable, and above all, driven to gain personal power. To gain power, the race of daemons sell their services as mercenaries to any that have what they desire – the souls of mortals. Daemons can be found serving in the highly organized armies of the Nine Hells or directing a screaming horde of lesser demons in the Abyss. Whom they serve is not important, and daemons faithfully serve fiend and mortal alike, as long as they are paid the agreed upon price in soul energy.

The driving goal of collecting mortal souls is the only way in which the daemonic race can propagate itself. Lesser daemons collect soul energy for their mercenary activities, and then sell these souls to more powerful daemons, who in turn transform the souls into soul larvae, which are then sold to tyrannodaemons or archodaemons to be turned into yet more daemons. This chain of transactions ensures that lesser daemons gain more personal power by gaining the attention of more powerful daemons as able earners of soul energy, while tyrannodaemons and archodaemons create their own personal armies of lesser daemons from the soul larvae they purchase from daemons occupying the middle tier between lesser and greater daemons. However, greater daemons do hire themselves out as elite mercenaries from time to time, gathering huge amounts of soul energy without having to work within the long-established system of transactions described above.

Daemons are a fairly young race of fiends, and do not have the inroads with mortals that demons and devils do. However, the great archodaemons have begun to look towards the natural world as a more direct method of gathering soul energy than the mercenary bartering they currently use. Some archodaemons, primarily the mighty Typhon himself, have had some success in attracting mortal worshippers and establishing small cults in their names. The souls of these cultists come directly to the archodaemon they worship, and although the amount of soul energy obtained from these cultists is only a small trickle, the potential for a vast flood of mortal souls flowing into the Pit of Tartarus is too great an opportunity to ignore.



Terradaemon

NEW MONSTER PROPERTY

Reactive Resistance: When a creature with reactive resistance is hit with an attack that deals acid, cold, fire, lightning, necrotic, psychic, or thunder damage, it gains the specified amount of resistance to that type of energy and retains it for the rest of the encounter. This ability is considered both an encounter power and an immediate interrupt, and therefore reduces the damage of the triggering attack by the specified amount. If a creature can use this ability more than once an encounter, it can resist only one type of damage from this ability at any one time. A creature cannot use this ability to resist a damage type to which it has vulnerability.