

DOOM: Knee Deep in D20

(The Monster Doc):

This is a document dedicated to listing the wider monster mechanics. Mechanics that the GM should be familiar with. As the GM controls the demons. As well as various example monsters from Doom new and old. As well as various varieties of monsters from some GZD mods. (Mainly Hideous though, unshockingly.) So that way they can be easily usable in this game. Because sure, why not. However, on this doc is a delectable monster template. Use it to easily create your own monsters and have them as functional units within the game. Give them unique traits, attacks, and even a corpse loot pool! As well as this on this doc is a few mechanics specifically related to monsters and dealing damage to marines, instead of the other way around. The latter and the looting are the only thing the players need to worry about. The GM is controlling the monsters and as such is the only one who needs to worry about doing math for monster attacks.

The GM is also often in charge of keeping track of the players' healths, if the GM plans on keeping the values or even presence of wounds and burns hidden from the player until they check themselves for wounds.

Looting Mechanics:

When a monster dies you can loot its weapon obviously (if applicable). Or even body armor if it had any. But you can also search its corpse, and roll a D6 to see if it had anything else, like ammo, another hidden weapon, or even medical or magical items. It varies wildly. Each number on a dice roll is attributed to something, or nothing. If you hit a nothing roll, or a number you've already rolled, you've found everything worth finding on the corpse. And can no longer loot that corpse. Basically, each monster has an up to (but usually less than) 6 item loot pool on death.

Monster Attacks:

Monsters have 2 Footwork Actions and 2 Sleight of Hand actions by default. They consume a sleight of hand action when they attempt attacks.

Monsters should always have multiple attacks, in fact, give them many variations. You, as the GM, control the monsters in a similar way to how the players control their marines. Monsters are more limited in what they can do and don't tend to have much coordination amongst one another. This can even include infighting. Monsters are, for the most part, designed to lose.

Don't punish the player for handling an encounter well, but don't reward them for making mistakes. It's at the end of the day up to the GM how unforgiving the punishment is and how lethal the monsters are. Feel free to up the ante as time goes on, the marines get stronger with time, individual monsters do not. Unless you introduce more monster types that's valid too. You also control mechanics like Gretchenfrag too as the GM, when applicable. Use it to keep the party on their toes. As the GM you can also decide to tell the players how much damage they've

taken, or how much damage a monster has taken, or to keep them in the dark. And make them use their medkit staple gun scanner and context clues you give them to keep themselves alive.

The players keep track of the damage they are inflicting onto your demons, you keep track of the damage they have taken. But obviously don't let them just bleed out, even in real life you'd notice if you were bleeding eventually. This is just an optional mechanic you can opt into to make things more spicy and keep the players guessing.

More importantly, monster projectiles. All you really need to worry about when making your own custom monster is giving them a Meters Per Second speed value. And giving every attack a "windup time" before it comes out. So that way if the players are fast enough, they can attempt to dodge projectiles and even melee attempts at close or far range. You don't need to give a projectile an accuracy roll like a gun, and vice versa.

Fireballs and other such magics do no damage to armor. While clawed melee attacks and acid do.

Monsters can have running and burst movement stats but besides a few exceptions, they don't need endurance. If a monster only has one speed stat, it is their running stat. And they have no burst movement stat.

A Monster's "Turn" should correlate with the turn of its current player target. Preferably before the player action takes place in regards to turn based effects. Monsters may act first if they were not successfully hit by an attack in the previous turn. Monsters may attempt to interrupt players while they are attacking other monsters. As a GM, don't let players get away with mag dumping on an Imp while the 8 others sit around and do nothing. Hit them while they are committed to a reckless action! In regards to infighting, it doesn't really matter that much. Do whatever feels right.

Unless stated otherwise, simply add total burns with damage taken from an attack, to do math for pain.

Gretchenfrag:

Gretchenfrag, also known as "Frag", is a concept from the Hideous Destructor Universe. In this game Frag is an ingredient in Raw and Refined Argent Energy. Generated by anomaly fields and seemingly in league with the demons. Frag is released by barrels, certain enemies upon death, and by the BFG9000 and its derivatives. Frag can revive ungibbed enemies. Use frag to punish reckless barrel abuse. Or use barrels in general as a hazard that must be avoided. The BFG9000 by default also has the ability to recharge batteries, at the cost of putting frag into the air.

Gibbing:

Gibbing is caused when a single attack (single bullet, explosion, blast, melee, or shotgun shell) deals more than the cap of an enemy's health in total. This prevents enemies from being revived by Frag or Mage Imps. Only Archviles can resurrect victims of Gibbing.

Monster Template:

Monster Name: (Delete everything in parentheses)

"Put a description here."

Design: (This is just here for flavor. Make monsters as distinctive or identical as you wish)

Health, Pain, Armor/Shield, Speed:

Unique Traits: (Think like the unique traits of weapons and items. If N/A, delete.)

Attacks:

Potential Guns it can be equipped with/Magic of Choice: (One or the other, generally speaking not both)

Potential Loot Pool: (Never more than six, if less, add blanks).

XP Gain On Kill: (Awarded to Player who landed the killing blow)

Monsters:

Fodder:

Zombies (Generic):

"The mortally challenged come in all shapes and sizes. They are practically target practice, distractions at worst. But don't ignore them entirely, they might come with unexpected surprises."

Design: Varies.

Health, Pain, Speed: 15, N/A, 1

Unique Traits: Worthless.

Attacks:

Can vary, you could give them a grenade to blow themselves up with for example.

Stupefied Strike: A melee with a reaction speed of 7, does 5 direct damage. It came free with your fucking zombie. Well I have the oldest zombie known to man! No you didn't, I got mine day 1.

Potential Weapons: Too Stupid, even by zombie standards, to use guns.

Potential Loot Pool: Pistol, Stimpack, Scrap, Nothing, Nothing, Nothing.

XP Gain On Kill: 1

Babuin:

“The smallest of all bull demon species. But just as ravenous as its cousins. Though twice as blind. Unfortunately it has the best nose in hell. They are kept as pets by demons and devils. They have a mean bite and can disarm you, so other demons can strike with impunity. Despite their bloodlust they become cowardly after being hit. If dislodged or better yet, shot before they get the chance, they will run away, limping and bleeding. They are much easier to kill this way.”

Design: A much smaller tan hided pinky, with smaller, beadier eyes

Health, Pain, Speed: 25, 20, 16 Run & 20 Burst

Unique Traits: Bull Bite.

Attacks:

Leap and Latch: Babuins have a single trick to their name, when attacking, GM will roll a d20 to determine the speed at which the Babuin is launched. And after a 20 reaction speed windup, the Babuin will become a projectile and launch itself at the target. Should it connect, it shall either do 5 damage to armor and health per turn, or 10 melee damage and one wound of 3 per turn attached if the target isn't wearing armor. While also proccing bull bite. Whack it off with a good melee or pistol shot, else it will remain attached to you until you die.

XP Gain On Kill: 5

Stormtroopers:

Former Humans:

Zombieman Private:

“Zombies lose a lot of their luster after the possession. Their flesh becomes weaker, and so does their mind. Oddly enough their sight becomes better though. However, there's not that much to improve or detract from when it comes to privates. The poor bastards lost their souls before they could become skilled at, well, anything. This is good for you however. These SMG wielding former humans are the least threatening moral dilemmas you will have to weigh on your conscience.”

Design: [ZP Sprite](#) (Sprite By Arcterezion)

Health, Pain, Speed: 45, 20, 10

Unique Traits: Zombiesight, Helmeted.

Attacks:

Private Punch: A melee that does 5 direct damage, ignores armor, with a reaction speed of 10. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the ZP open to attack.

SMG Spray: The ZP will attempt to fire 6 bullets at its target. With a windup of 14 reaction speed. If you do not dodge the windup, there's a 1/4 chance that any bullets will hit. **Do the check per bullet.** If any bullets hit, run the pistol caliber damage check with the MP-46 as the weapon being used. If for whatever reason the SMG goes kaput, flip a coin, if it lands on heads, the ZP draws a pistol and attempts this same attack. If the ZP attacks from behind, all

successful hits will be crits.

Potential Guns it can be equipped with: MP-46 SMG, Molleta Pistol.

Potential Loot Pool: Full SMG Mag, Pistol, Revolver, Grenade, Nothing, Full SMG Mag.

XP Gain On Kill: 5

Zombie Corporal:

“This former infantryman wields a rifle. He’s no marine though. At least, that’s what your marine commanders tell you. Clearly, there’s some truth to that though, since these zombies are still mediocre shots. However, this zombie is so dumb, that he cannot keep his rifle in good condition. And when it jams, he’s too dumb to figure out how to unjam it. Rendering him relatively defenseless if he doesn’t have his own pistol.”

Design: A zombieman wielding a ZM66 assault rifle.

Health, Pain, Speed: 55, 20, 10.

Unique Traits: Zombievision.

Attacks:

ZM66 Shot: Fires a ZM66 shot at a target with a windup of 14 reaction speed. If you do not dodge the windup, 1/12 chance of hitting. If it hits, run the damage and penetration calculations for the ZM66. However before even calculating accuracy, roll a d20. If the result is a 1, the ZC’s ZM66 jams. Flip a coin, if it lands on heads, the ZC drops his ZM, and now attempts this attack with a Molleta Pistol. If it lands on tails, he is completely defenseless. If the Jam roll lands on 20, the shot will then crit if it hits.

Corporal Kapow: A melee that does 5 direct damage, ignores armor, with a reaction speed of 10. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the ZC open to attack.

Potential Guns it can be equipped with: ZM66 Assault Rifle, Pistol.

Potential Loot Pool: Full ZM66 Mag, nothing, Full ZM66 Mag, Pistol, Nothing, Nothing.

XP Gain On Kill: 5

Zombie Sergeant:

“This slightly smarter breed of zombie can tell when you make bald people jokes about him. He wields a dangerous shotgun that will put dents in your armor, or dents in your organs. Whichever comes first. Despite his bulky appearance, he is not armored.”

Design: Shotgun Zombie. Either wielding a normal pump action shotgun, or a normal hunter double barrel shotgun.

Health, Pain, Speed: 60, 30, 12

Unique Traits: Zombievision.

Attacks:

Satanic Scattershot: A shotgun shot with the same equation as the player shotgun accuracy (level 3) (pdiceroll+5-e (+or-) S). The hunter zombies have 5 choke, while the slayer zombies have 10 choke. If you pick up a zombie’s shotgun, this is what their chokes will be by default. Refer to shotgun damage equations for damage.

Sergeant Stunner: A melee that does 10 direct damage, ignores armor, with a reaction speed of 10. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the ZS open to attack.

Potential Guns it can be equipped with: Hunter Pump Action, or Slayer Double Barrel.

Potential Loot Pool: Nothing, Nothing, 4 Buckshot Shells, Pistol, Nothing.

XP Gain On Kill: 6

Zombie Commando:

“Bigger, Balder, Better? Depends. The Zombie Commando is the first zombie to be wearing armor. And wields a powerful Vulcannete machine chaingun, chambered in 4mm. However, there’s more to it than that. The Zombie Commando also has a Slow Drip Berzerk bag attached to him. Unfortunately Berzerk doesn’t raise his IQ, he is slow to aim and fire upon targets. But once he’s firing, he’s unlikely to stop for a while. This makes the Zombie Commando deadly, until you get a hit through his armor. Despite his regenerative properties, his slow time to act combined with bleeding makes him, if only slightly, less threatening. But do the world a favor, and finish the job.”

Design: Chaingunner.

Health, Pain, Armor, Speed: 75, 40, Garrison, Roll D6, 30,50,70,90,100,130. Runs at 10.

Unique Traits: Zombievision, Slow Drip Zerk.

Attacks:

Vulcan Blast: An attack with 15 reaction speed that sends a hail of 4mm in the target’s direction. No need for accuracy check, you’re bound to be hit if you don’t move. The commando will continue firing for a while even after the target has left his line of sight. Firing where they were last seen. He will not switch targets until the attack ends. This effectively denies the area being fired upon. If an enemy or ally runs into the line of fire, or is pushed or otherwise knocked into the line of fire, the shots will be critical hits automatically.

Commando Crush: A melee attack that does 25 direct damage with a reaction speed of 12. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the Commando open to attack.

Potential Guns it can be equipped with: Vulcan Machine Gun.

Potential Loot Pool: Full ZM Mag, Stim, Nothing, Nothing, UAC Battery.

XP Gain On Kill: 12

“Jackboot”:

“The penultimate member of the undead UAC infantry forces, the Jackboot is a commander of the undead zombies. Significantly smarter and more cunning than most, he attacks with relatively good accuracy and efficiency. He’s a danger, even to armored allies. Eliminate him with utmost haste and efficiency. You’ll know it’s a jackboot if it wears a stolen Marine Helmet as a fear tactic, alongside its dark armor and matching ZM66.”

Design: A shotgunner infantry zombie, wearing dark black armor, with a damaged marine helmet covering his rotting face.
Health, Pain, Armor, Speed: 60, 30, Garrison or Battle (damaged), 10 Run, 14 Burst.
Unique Traits: Zombievision, Helmeted.

Attacks:

Jackpunch: A melee with the reaction speed of 15, and a direct damage of 10.

ZM66 Burst: Fire 3 bullets from the ZM66, accuracy check is just a D3, where a roll of 3 is a successful hit. Roll a D20 before every shot, if the result is a 1, rifle jammed, attack interrupted. Spend time unjamming. Roll of 20 results in a crit. Damage calculation is the exact same as the player's calculation. If all 3 shots of the burst hit, the final shot always crits.

Grenade Toss: Toss an uncooked grenade at the target.

Potential Guns it can be equipped with: ZM66

Potential Loot Pool: Full ZM Mag, 3 Grenades, Full ZM Mag, Stim, Portable Ladder, Nothing.

XP Gain On Kill: 18.

Zombie Commando Elite:

"The Elite Commando is smarter than his helmetless brethren. On the same danger level as the Jackboot zombie, and similarly tough. Beware his extra quick reflexes with the Vulcanete. He's not so easily stunned like his less intelligent peers."

Design: Chaingunner with Red Painted UAC Marine Helmet.

Health, Pain, Armor, Speed: 100, 65, Battle Armor, (Roll D6 for integrity), 30,50,70,90,100,130.
25 Speed.

Unique Traits: Zombievision, Slow Drip Zerk, Helmeted.

Attacks:

Elite Vulcan Blast: An attack with 25 reaction speed that sends a hail of 4mm in the target's direction. No need for accuracy check, you're bound to be hit if you don't move. The commando will continue firing for a while even after the target has left his line of sight. Firing where they were last seen. He will not switch targets until the attack ends. This effectively denies the area being fired upon. If an enemy or ally runs into the line of fire, or is pushed or otherwise knocked into the line of fire, the shots will be critical hits automatically.

Commando Crush: A melee attack that does 25 direct damage with a reaction speed of 12. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the Commando open to attack.

Potential Guns it can be equipped with: Vulcan Machine Gun.

Potential Loot Pool: Full ZM Mag, Stim, Full ZM Mag, Berserk Pack, UAC Battery (x4).

XP Gain On Kill: 20

Zombie Marine:

“The final class of former human, and the most dangerous of all. The Zombie Marine is indistinguishable from a normal average, alive marine. At least until it shoots at you! The Marine is smart enough to use all tools at his disposal. And doesn’t have the piss poor accuracy of the undead infantrymen. Thankfully unlike the infantrymen, these guys are never in groups. The Marine retains whatever skills he learnt before death. Except for how to use a staple gun I guess.”

Design: Looks like a Doom Marine, in a random color of Armor.

Health, Pain, Armor, Speed: 100, 100, Either Armor (undamaged). 12 Run, 18 Speed.

Unique Traits: Zombievision, Marine Conditioning.

Attacks:

Any! A Zombie Marine can use anything you give it, it controls exactly like a player marine. Give it a proficiency or two in the weapon it is using, and then give the players a taste of their own medicine!

Potential Guns it can be equipped with: Any!

Potential Loot Pool: Not random, whatever the Zombie Marine has on his person is up for grabs.

XP Gain On Kill: 40!

Imps:

Fighter Imp:

“Before the Tyrant’s conquest, these beasts were once the dominant, intelligent, and cultured life form of “Hell”, if you could even call it that before the age of the Tyrant. They have since been mutated and transformed into beasts with leather for skin and soulless red eyes. Their culture and intelligence have died in the same breath that their souls did the same. Only their aptitude for natural, untainted fire magics remain. The Fighters are their rank and file.”

Design: Weird man shaped leather skinned beast, with ivory spikes jutting out of its body. Abnormally tall variant.

Health, Pain, Speed: 80, 35, 15 Run, 20 Burst.

Unique Trait: Skirmisher.

Attacks:

Hell Claw: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 12. But a so-so effective range. If hit, catch the player on fire until they spend a Footwork Action to put themselves out, enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 5 direct damage to armor, if no armor, deal 5 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. Always a wound size of one.

Strafing Fireball: The fighter Imps have learnt new doctrine during their war with humanity. With their greater speed and strength they can leap sideways, while tossing many fireballs. This attack is easy to recognize but dangerous all the same. Same fireball rules as the hell punch fireball.

Magic of Choice: Natural Fire Magic.

Potential Loot Pool: Nothing, Trophy Pistol (normal molleta), Trophy Revolver (Normal Revolver), Nothing, Nothing.

XP Gain On Kill: 10

Healer Imp:

“A shrimpy Imp, small and weak for its race. But blessed with a minuscule fraction of the abilities of an Archvile. This cowardly affront to all that is good will do everything in his power to undo your hard work by attempting to revive deceased demons. He will take much longer to revive bigger, and stronger demons. But given enough time even some of the most threatening demons can be given life again. Assassinate this one pronto.”

Design: Small, shrimpy imp.

Health, Pain, Speed: 50, 10, 10.

Unique Traits: Lifegiver.

Attacks:

Hell Claw & Shield: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 8. But a so-so effective range. If hit, catch the player on fire until they roll around or enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 5 direct damage to armor, if no armor, deal 5 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. Always a wound size of one.

The Healer Imp’s projectile is slower, but takes hits for them. The projectile has 25 health, and tanks bullets that hit it with no chance of penetration. The fireball can be casted to protect other demons as well.

Vile Imitation:

Cast healing magic to attempt to revive a monster. It takes longer to revive bigger enemies. This can’t be quantified mechanically so just don’t revive big monsters without a chance to fight back.

Magic of Choice: Natural Fire Magic, Healing Magic.

Potential Loot Pool: Nothing, Trophy Pistol (normal molleta), Trophy Revolver (Normal Revolver), Nothing, Nothing.

XP Gain On Kill: 15

Mage Imp:

“The most threatening Imp of all in one on one combat, the Mage Imp is a master in casting relative to its closest peers. It’s not as bloodthirsty or relentless as a Fighter Imp, but it makes up for this in sheer lethality. Its claws are sharper, and its Magicks much stronger. As it uses Hellfire

instead of Natural Fire. This fire can be imbued with spite and wrath allowing it to home in on targets within the Imp's line of sight. Or be made to fly in circles, waiting for a target. The Mage Imp's skills allow him to also throw regular fireballs en masse, or even cast a spell that rains multitudinous fireballs upon the enemy. Homing fireballs, while harder to avoid in close quarters, and even more capable of lighting a target ablaze, are slower. But normal, fast fireballs can deny one the ability to come around a corner or bend entirely when thrown en masse. The Mage Imp is cruel and cunning and will use either depending on the situation. It's good that these are the rarest of all average Imps."

Design: An average sized Imp with sharper claws and spikes than most.

Health, Pain, Speed: 80, 40, 14.

Attacks:

Ivory Hell Claw: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 14. But a good effective range. If hit, catch the player on fire until they roll around, or enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 8 direct damage to armor, if no armor, deal 8 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. But due to sharper claws the melee will always cause bleeding on unarmored targets. Always a wound size of one.

Hellfire Ball: A fireball fueled entirely by spite, pulling from such a source it becomes the more dangerous hellfire. This fireball is still in play even after being dodged as it will home onto a target. Until it either hits that target, or runs into something else while trying. It can also stop and fly in circles, acting as a proximity trap. Reaction speed is still 10, but speed is lowered to 8, making it easier to dodge. Leading it steeply into a wall is the closest thing to a surefire way to rid yourself of the problem. But this fireball is still a thwarter of organization and composure. If hit, catch the player on fire until they roll around **and get heads on a coin flip**, or enter water, or roll a 12 on a D12. Besides that it works the same as other imp fireballs.

Inferno: With a reaction speed of 10, launches 10 fireballs, each at a speed 14, though each one is flung with a slight delay, one at a time. This basically denies a whole area. And is not to be contested with. Other than that, it's like a normal Imp fireball.

Hellfire Atrocity: With a reaction speed of 30, launch 6 homing fireballs all at once. All at a speed of 8. This sounds more dangerous than it is in practice. As the 6 fireballs have weaker tracking and cannot be stopped mid air to be used as traps. However, if you don't get out of the way, yes this is an incredibly lethal attack. That will almost certainly incapacitate you or worse if you get hit by the brunt of its blast.

Magic of Choice: Hellfire Magicks, Natural Fire.

Potential Loot Pool: Nothing, Trophy Pistol (normal molleta), Trophy Revolver (Normal Revolver), Nothing, Nothing.

XP Gain On Kill: 15

Commander Imp:

“A respected Imp leader. While not especially talented in magic or physically imposing, the Commander is cunning and good at rallying forces and focusing their rage. Making them more dangerous. You can tell it’s a commander because it wears a Hellmet.”

Design: Large Imp with a Hellmet.

Health, Pain, Shield, Speed: 100, 80, 25, 20.

Unique Traits: Hellmetted, Imp Commander.

Attacks:

Ivory Hell Claw: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 14. But a good effective range. If hit, catch the player on fire until they roll around, or enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 8 direct damage to armor, if no armor, deal 8 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. But due to sharper claws the melee will always cause bleeding on unarmored targets. Always a wound size of one.

Strafing Fireball: The fighter Imps have learnt new doctrine during their war with humanity. With their greater speed and strength they can leap sideways, while tossing many fireballs. This attack is easy to recognize but dangerous all the same. Same fireball rules as the hell punch fireball.

Magic of Choice: Natural Fire Magicks.

Potential Loot Pool: Hellmet, Hellmet, Hellmet, Molleta Pistol, Revolver, Nothing.

XP Gain On Kill: 15

Prowler:

“The Prowler appears to be a mutated Imp. From what source it had its DNA altered by is unknown. However, prowlers take to fighting alone, instead of in groups, have enhanced vision compared to their less mutated cousins, and throw purple acid instead of fire. Which eats at one’s armor before it hits their skin. The Prowler is also stealthy and cunning and will often attack when least expected. As well as this the Prowler has a small energy shield protecting it. The Prowler appears to also have the ability to warp between shadows and other such dark areas at will. Through some sort of teleporting magic. In general, it is comparably nimble to the swift fighter imps.”

Design: Purple hunchback, with 3 purple eyes and long claws. Less leathery, more carapice like.

Health, Pain, Shield, Speed: 85, 20, 15, 15 Run, 20 Burst.

Unique Traits: Skirmisher, Prowling.

Attacks:

Acid Ball: The Acid Ball is a projectile similar to a basic fireball with a reaction speed of 10 and a projectile speed of 12. However, instead of inflicting flame damage, it instead does direct damage, with no chance of dealing bleed. Making it mainly a pesterance and armor harasser.

This is, generally speaking, less lethal than normal imp fireballs. But might do you in, in the long term. These balls do 10 direct damage. This projectile can be shot out of the air, tanking a bullet

aimed at the caster. It only has 1 health.

Dark Claw: A melee attack that does 12 direct damage with a reaction speed of 14

Darkness Leap: Allows the Prowler to warp from one dark location to another at will.

Magic of Choice: Blur Magic.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Blursphere, Damaged Shield Core (10).

XP Gain On Kill: 10

Bulls/Demons:

(Note: The Babuin belongs to this family of monsters as well. But is too weak in health and damage to be anything but the king of fodder.)

Pinky:

“The Progenitor of the bull demon species, in its unmodified, natural form. The cattle of hell. Relatively vicious.”

Design: Pinky.

Health, Pain, Speed: 75, 65, 15

Unique Traits: Bull Bite.

Attacks:

Bull Buster: A melee attack with the reaction speed of 15, that does 20 direct damage, and causes a wound of 5. Can't be dodged after it hits once, but if knocked away or stunned you can escape the grasp.

XP Gain On Kill: 6

Armored Pinky:

“A different breed with an armored carapace on the front. This slows them down but makes them entirely resistant to buckshot from the front. Use explosives or multi pronged attacks.”

Design: Closer to the pinkies from the newer games.

Health, Pain, Speed: 125, 100, 10

Unique Traits: Bull Bite, Front Armor.

Attacks:

Bull Buster: A melee attack with a reaction speed of 15, that does 20 direct damage, and causes a wound of 5. Can't be dodged after it hits once, but if knocked away or stunned you can escape the grasp.

XP Gain On Kill: 8

Specter Babuin:

“A babuin who’s been exposed to the effects of a blursphere. Hitting it will reveal it temporarily. Bleeding also helps mitigate its partial invisibility.”

Design: A babuin that is partially invisible.

Health, Pain, Speed: 25, 20, 20 Run, 30 Burst.

Unique Traits: Bull Bite, Partial Invisibility.

Attacks:

Leap and Latch: Babuins have a single trick to their name, when attacking, GM will roll a d20 to determine the speed at which the Babuin is launched. And with 12 reaction speed, the Babuin will become a projectile itself and launch itself at the target. Should it connect, it shall do armor ignoring 10 melee damage per turn attached. And lower the target’s accuracy with stocked weapons by 50%. Whack it off with a good melee or pistol shot, else it will remain attached to you until you die.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Nothing, Blursphere.

XP Gain On Kill: 8

Ninja Pirate:

“A Pinky, well trained in the use of illusionary magic. The most cowardly beast of all. Relies on trickery and deceit. It can even create fake corpses of itself, and has a small energy shield. One of if not the most dangerous stormtroopers, if not handled with care. It has even mastered the bull bite technique of the Babuins. And doesn’t attack recklessly, only when the situation is in its favor. You might have to fight it face to face with your fist, but you sure as hell don’t want to.”

Design: A Pinky that spends most of its time invisible.

Health, Pain, Shield, Speed: 100, 90, 25, 35.

Unique Traits: Bull Bite, Advanced Invisibility, Illusion Corpses.

Attacks:

Cowardly Bull Buster: A melee attack with the reaction speed of 18, that does 25 direct damage, and causes a wound of 8. Can’t be dodged after it hits once, but if knocked away or stunned you can escape the grasp.

Magic of Choice: Illusionary/Blursphere Magic.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Nothing, Blursphere.

XP Gain On Kill: 16

Specialists:

Hell Razer:

“A possessed zombie, taken over by a hell parasite, that’s turned its body into a living weapon. This corpse now stands in tactically important positions, and absorbs ambient hell energies. Mainly unrefined Argent, and some frag, to launch a beam of wild plasma at its target. It’s no thunder buster, and so isn’t quite explosive enough to be widely threatening. But taking a direct hit from this bone blaster is no good. Snuff this support sniper soon!”

Design: Hell Razer, an odd zombie with overgrown cartilage armor and a hell laser for an arm. Health, Pain, Armor, Speed: 100, 25, The equivalent of green armor, but with a max of just 80. 1.

Unique Traits: Bone Armor, Biological Weapon.

Attacks:

Razer Lazer: With 35 Reaction Speed, fire a plasma laser that always hits its target, unless they use stamina and burst speed to dodge it (assuming you exceed the speed required to dodge it regardless). This laser does 25 direct damage to blood and armor, and ignites the victim. Same rules as Imp fireballs, catch the player on fire until they roll around or enter water, or roll a 6 on a D6. Roll a D3 for every turn on fire, 1, 2, or 3 burns.

Potential Guns it can be equipped with/Magic of Choice: Hell Particle Cannon.

XP Gain On Kill: 25

Cacodemon:

“Tomato! These floating thingies have a certain charm to them. But don’t be fooled, they are hostile and while maybe not wrathful per say, still relish in inflicting pain. But worry not! Cacodemons lack protection, being just fleshy things. And do not move particularly fast. However, their plasma attacks are not too dissimilar to the thunder buster (though of course aren’t quite as powerful) which is cause for concern. And the ability to fly lets the Cacodemon position itself anywhere. But if you stay on the move, you should be ok. Just don’t get too close!”

Design: Literally cacodemon.

Health, Pain, Speed: 120, 100, 10.

Unique Traits: Flying, Meaty Corpse.

Attacks:

Thunderbolt:

With 18 reaction speed, the Cacodemon launches an instant thunderbolt attack on the target. It does 15 direct damage and causes 8 burns.

Ball Lighting:

The Cacodemon can launch projectiles rapidly, with 4 reaction speed, the cacodemon launches a 18 speed projectile that explodes into an AOE of electrifying plasma. Ala a rocket, but with no shrapnel. In return it cannot be feasibly dodged if you are caught in it. If taking a hit from the blast, but not a direct hit, take 4 burns. If taking a direct hit, catch the player on fire until they roll around. Plasma is not put out by water, because it’s electricity. It can be put out by spending a Footwork Action. Or if they roll a 6 on a D6, the fire will be extinguished naturally. For the subsequent fire damage, roll a D3 to see how many burns are inflicted, 2, 3, or 4 every turn.

Magic of Choice: Lightning/Thunder/Plasma energy.

XP Gain On Kill: 20

Revenant:

“Unaffectionately nicknamed the “Boners”, Revenants are a mix of human and demon bones, collected after death. Given life one again through Gretchenfrag. They put some cybernetics on it too. And gave it launchers that launch sometimes homing rockets made of bone. And they have a relatively mean punch. They are without self preservation or tact, until they get hit by a bullet, and remember that despite being given life again, that they are not immortal. They will however gladly throw hands without restraint or hesitation. But if you have the master footwork needed to dodge the boney fists, this is easily the safest way to dispatch a Revenant in a one on one.”

Design: Literally Revenant.

Health, Pain, Speed: 85, Infinite, 35

Unique Traits: BONES!, Biological Weapon.

Attacks:

Skeletal Punch: A 16 Reaction Speed punch that does 20 direct damage on hit.

Revenant Launcher: Launch a concussion missile that deals 20 damage on hit. And 4 Shrapnel on hit or miss. Moves at 22 speed. These missiles can also be tracking missiles that track much better than Imp homing fireballs. Not often running into walls. Can be shot out of the air, having 15 health. Not taking bullets directed at the caster, but tanking bullets aimed at it nonetheless.

Deals double damage to armor.

Potential Guns it can be equipped with: Revenant Launcher.

Potential Loot Pool: 5 Cybernetic Scrap, Coolant Scrap, Artillery Scrap, Nothing, Nothing, Nothing.

XP Gain On Kill: 30

Heavy-Weights:

Pain Elemental:

“Meatball! This jolly fella jogs across the sky merrily. Ready to rain pain and Misery upon you. They are also known as “Jailers” by some. Because they can manifest lost souls at will, and spit them at you! This is arguably less dangerous than a cacodemon, but in certain situations, the Pain Elemental when left unchecked acts as an APC, except instead of insurgents, it carries sentient flying napalm bombs. Be wary, gun it down, or just hit it with an explosive, that’ll do.”

Design: Pain Elemental.

Health, Pain, Shield, Speed: 100, 60, 25, 10.

Unique Traits: Flying, Jailer, Explosive Corpse.

Attacks:

Summon Misery: Summon A Lost Soul, optionally, chuck it at the target at the speed of a Lost Soul's charge.

Painful Punch: A relatively weak punch. With a reaction speed of 10, and a direct damage of 10.

Magic of Choice: Lost Souls aren't magic persay, but summoning them out of thin air certainly is.

XP Gain On Kill: 25

Arachnotron:

"It's truly a shame we didn't find these guys before the tyrant did. One of the many dimensions he conquered was populated by big ol brain guys. Smarter than smart, with telekinesis and everything. But under the Tyrant's reign, these relatively newer denizens of hell have lost their former glory. Now they are stupid little flesh things piloting creepy mech legs with particle cannons attached! And I do mean stupid. However this barely makes up for their lethality and durability. Think of them as one man operated tanks, with particle guns. Truly terrible."

Design:Arachnotron.

Health, Pain, Shield, Speed: 145, None, 50, 10.

Unique Traits: Cyborg, Robotic, Biological Weapon.

Attacks:

Plasma Repeater: Launch 4 small plasma balls with a reaction speed of 8 and a projectile speed of 14. They control space with ease. On hit, deal 15 direct damage, and 5 burns.

Arachnic Buster: This is by all means just a thunder buster. But with the Arachnotron's robotic accuracy, anything caught in the line of sight is in danger! Including itself, and all of its friends. As much as this is dangerous it's a liability to even the demons. Tricking the Arachnotron into friendly fire is a viable strategy that will let the demons do the work for you. With 10 Reaction Speed, the position of the target at the start of the attempt of the attack, the position the target was last seen at, or somewhere vaguely close to where they were last seen, is struck with a plasma lighting bolt. Not unlike the cacodemon's lightning, but more deadly. This explosion hits regardless of armor, causes burns, and leaves the area struck dangerous to cross through for around 10 seconds. Doing 30 Damage, 20 Burns, and Igniting the player with plasma fire. However if the hit is not direct, the explosion will do 15 Damage, and 8 Burns, and not set the target on fire.

Potential Guns it can be equipped with: Plasma Repeater, Particle Cannon.

Potential Loot Pool: Battery, 3 Plasmatic Scrap, Cybernetic Scrap, Otherworldly Scrap, Nothing, Nothing.

XP Gain On Kill: 45

Mancubus:

“This grotesque sack of flesh is the Tyrant’s pinnacle in point defense. At least among the rabble of hell. The Mancubus is sat down wherever it needs to be and then will fire upon any intruders with impunity. Lesser Demons fear its strength and lethality, and so try their best to stay out of the line of fire. And despite its looks and dog-like barking, the Mancubus is actually quite crafty. Always firing its projectiles in a way that is difficult to dodge. Restraint is required.”

Design: Mancubus.

Health, Pain, Shield, Speed: 200, None, 50, 5.

Unique Trait: Biological Weapon, Cyborg.

Attacks:

Flamethrower Blast: A melee attack that inflicts burns and fire, doing a paltry 10 direct damage, but 15 burns, and catching the target on fire. For normal fire damage and whatnot.

Staggered Cannon: With a reaction speed of 14, fires two fireballs, one where the target is, and one where the target will be. The fireballs move at a speed of 17. However, if you continue on the path you are going, and use Burst Speed to dodge the first fireball, the second is guaranteed to hit instead. The only way to dodge is to use running speed, or move in the opposite direction. The fireball does 10 burn damage and catches the target on fire.

Potential Guns it can be equipped with: Mancubus Gasoline Cannon.

Loot Pool: 4 Coolant Scraps, 8 Scraps, 8 Artillery Scraps, Obsolete Scrap, Nothing, Nothing.

XP Gain On Kill: 30

Wildcards, Summons, and Traps:

Ammo Can (Trapped):

“A primitive yet effective trap. Demons like to steal frag grenades and rig them to be pulled.”

Design: The green Ammo Can from DOOM. Obviously.

Health: N/A

Unique Traits: Not Alive.

Attack:

Trapped ammo cans can be defused by Technomancers. Otherwise, the grenades inside will be tripped.

Possessed Barrel:

“Usually, shooting barrels is a huge no-no. However, this is the one exception, when the frag possesses the barrel containing it, and starts throwing dangerous balefire at you. Worry not! These release no frag upon “death”. So you can fire with impunity! However, continue to be wary of the potential consequences of such an action.”

Design: Nukage Barrel.

Health, Speed: 75, 1 run, 5 burst.

Unique Traits: Possessed, Anti Barrel, Litteral Barrel.

Attacks:

Baleblast: Launches a dangerous blast of Balefire. Balefire causes more burns, inflicts wounds, and is harder to put out. Having an instant reaction speed (attacking when least expected) and a projectile speed of 14, these are not to be trifled with. Dealing 8 Burns on hit, 6 burns for every tick of fire, inflicting a single 1 sized wound per tic, and only being put out by rolling around, entering water, or, rolling a 12 on a D12. Balefire is blocked by shield cores, unlike other fire types.

XP Gain On Kill: 15

Flaming Barrel:

“Generally speaking when oil and liquid frag mix, the mixture goes ablaze, and never fizzles out without intervention. When frag possesses these barrels, they turn into fire spewing monsters. Less cunning than its greener cousin, and less lethal on a per projectile basis, but firing more projectiles to compensate.”

Design: Flaming Barrel.

Health, Pain, Armor/Shield, Speed: 75, 1 Run, 5 Burst.

Unique Traits: Possessed, Anti Barrel, Literal Barrel.

Attacks:

Crude Gout: Launch 4 14 speed projectiles at once, they act as normal fireballs on hit.

XP Gain On Kill: 15

Lost Soul:

“No obtuse name here, this monster is what it says on the tin. The lost souls of what were one humans roam hell, beloved by no-one, tolerated by demons. But the same cannot be said about them towards you! These glorified flying fire bombs will charge at you in an attempt to latch on and burn you! The main positive being that once deceased, lost souls cannot be brought back.”

Design: Lost Soul.

Health, Pain, Speed: 45, N/A, 10 When Not Attacking.

Unique Traits: Bull Bite, Flying, Disposable.

Attacks:

Vengeful Soul: The lost soul barrels at its target directly. Roll a D6, where each number is +2 more than the previous number, starting at 2. If the attack isn't dodged, the lost soul will latch onto the target, preventing them from moving. And will now begin to inflict 5 damage and 5 burns per turn. Upon being killed if not dislodged via melee, inflict 5 more burns on the target.

XP Gain On Kill: 5

Putti:

“Despite their name they don't look so Cherubic. Perhaps they fell from grace along with the Archangels? These weird box lookin goobers are often summoned by Hell Knights. They aren't durable but they do fly around stealthily, and shoot balefire. Thankfully they are fragile.”

Design: Soul Cube with green eyes.
Health, Speed: 100, 10.
Unique Traits: Flying, Disposable.

Attacks:

Cherubic Baleblast: Launches a dangerous blast of Balefire. Balefire causes more burns and is harder to put out. Having an instant reaction speed, given it doesn't have to wind up a swing, and a projectile speed of 20, these are not to be trifled with. Dealing 8 Burns on hit, 6 burns for every tick of fire, and only being put out by rolling around, entering water, or, rolling a 12 on a D12.

Magic of Choice: Balefire
XP Gain On Kill: 15

Soul Cube:

"The most diabolical summon of all. The Soul Cube is a construct so demanding of magical power that only Icons of the Dark Lord/Tyrant, or those directly aided by this conquering leader of hell's forces are capable of summoning it. It's immune to harm, and upon flying into a surface, will dissipate and cause a random demon to be spawned! Usually one of a high estate."

Design: Soul Cube with Red Eyes.
Health, Speed: 1, 10.
Unique Traits: Invulnerable, Sacrificial.

Attacks:

Summon Demon: Summon a demon of the GM's choice. Destroying the Soul Cube in the process.

Hell Nobility:

Hell Knight:

"Understudies of the powerful Barons of hell, the Hell Knights demand respect from their Impy underlings. In the presence of a Hell Knight, Imps are a bit more coordinated and strategic as a group. Rather than just acting in their own interests. The Hell Knight can throw dangerous balefire, is very aggressive, and can summon a Putti to act as a personal drone. All of the above make the Hell Knight an upper tier threat, maybe even greater than their superior officers. Whom they scheme and plot against due to their rejection of the tradition of the order of Hell Knights."

Design: Hell Knight.
Health, Pain, Shield, Speed: 150, 125, 100, 20.
Unique Traits: Greater Demon, Miniboss.

Attacks:

Knightly Bale Blast: Can launch balefire balls one after another, like a machine gun. Otherwise normal 20 speed balefire.

Hell Punch: A melee attack that can become a projectile if dodged. The melee being 25 direct damage, ignoring armor. And the projectile being balefire. With 15 Reaction Speed.

Summon Squire: Summon a Putti. Max of 1 allowed at a time.

Magic of Choice: Balefire Casting.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Unidentified Ritual Coin, Damaged Shield Core (20).

XP Gain On Kill: 45

Unholy DreadKnight:

“Among the unholy order of the Hell Knights, the Unholy DreadKnight is the most respected. Though not as powerful as a Baron, this is the highest honor a Hell Knight can achieve amongst their order, without the aid of the Archviles. They are not only formidable warriors and leaders, but also Hell’s greatest smiths. Being responsible for the creation of Revenants, the chaseses of Spider Demons, and the creation of Cyberdemons. They are bigger, faster and stronger too. So much so that despite their Hellmet with a special face plate covering their eyes, they seem to navigate just fine. Perhaps they’ve tapped into latent psyconics the Barons have forgotten?”

Design: A Hell Knight with revenant like armor, and a hellmet with an additional face plate that covers the top head of its face, making it look somewhat similar to post doom 3 hell knights.

Health, Pain, Shield, Armor, Speed: 200, 150, 150, Green Armor Equivalent (80 Integrity), 25.

Unique Traits: Greater Demon, Miniboss, Biological Weapon. Hellmetted.

Attacks:

Honored Baleblast: Can fire 20 Speed baleblasts with 15 reaction speed each in quick succession.

Super Hell Punch: A melee that can become a 25 speed baleblast if dodged. The melee has 25 reaction speed and does 50 direct clawing damage, meaning it hits armor first.

Magic of Choice: Enhanced Balefire.

Potential Loot Pool: 5 Scrap, 5 Cybernetic Scrap, 5 Obsolete Scrap, Nothing, Nothing, Damaged Shield Core (30).

XP Gain On Kill: 55.

Baron Of Hell:

“Barons of Hell are among the toughest there is. Rivalled only by their superiors who are far and few between. The Barons take orders directly from up high, or down low really. And are Knighted by the Archviles themselves. Giving them “Unholy Divinity”. This changes their skin tone and causes them to regenerate their shields and health. An uncommon trait. The Barons have achieved the apex power of their race. And now with nowhere but down to go, their ambition turns to greed and cowardice. Unlike the Hell Knight’s tactful and intelligent understanding of positioning, the Baron will simply turn tail and duck behind the nearest wall. And put all others in danger before he takes even the smallest risks. Despite their resistance to splash damage! And will absolutely relish in any cowardly attack he can take while you are distracted. The Barons are so cowardly they have banded together and formed a symbiotic and

exclusive alliance which seeks to keep the Imps and even Hell Knights lesser in potential and power. Nobody likes these guys, not even the lost souls they summon and shoot at you like a rocket. Their superstitious and cult-like alliance gives them bravery and strength they otherwise do not have, but only when there are an even amount of Barrons on the field. When one Barron dies, if this causes their numbers to fall into the odd, they will be hit with a curse that temporarily revokes them of the strength of their evil brotherhood. With a powerful enough weapon, or teamwork, or luck, it's not impossible to take these fiends out. Their devastating but predictable attacks help with this."

Design: Baron of Hell

Health, Pain, Shield, Speed: 300, 250, 200, 15.

Unique Traits: Royal Blood, Brotherhood Member, Blast Resistant, Miniboss.

Attacks:

Royal Balefire Blast: At a speed of 20 reaction speed, the Baron launches a swath of balefire at the position where the target was at the start of the attack. This lasts for multiple seconds.

Turning the area into pain and suffering. Optionally, at the end of this attack, with 20 more reaction speed, launch a max speed lost soul that explodes into its death fire upon contact with a target or a wall.

Royal Hell Punch: Melee attack that turns into a balefire toss. Same as Hell Knight's.

Lost Soul Launch: Launch a max speed lost soul with 14 reaction speed.

Magic of Choice: Balefire And Lost Soul Summoning.

Potential Loot Pool: Nothing, Armor Shard, Nothing, Potion, Nothing, Damaged Shield Core (80)

XP Gain On Kill: 70!

Bosses:

Archvile:

"Among all demons the Archvile is the most evile. Which by demon logic, makes him the most good. But we're not here to talk philosophy. The Archviles were the former residents of a realm above our own. Creators of things, and stuff. They were benevolent benefactors of societies across many, many dimensions. Their fall hit the hardest of all as the Archangels were forced to surrender to the dark lord. Becoming his right hand, all of the goodness in their hearts and souls stripped away. Their ability to create, lost forever. Only malice, evil, and an unfounded ego, the worst in them, were brought out for all things to see. The only outlet for their creative nature remaining, being restoring unholy life to fallen demons. Even mortally wounded gibbed demons. But they show no gratitude to the demons that serve them. If hit by even the slightest bit of an attack directed at you, the Archvile will turn his gaze to the offender, and destroy him. Usually only to later revive him. That's a lesson most won't forget. And as such few demons can be compelled to attack an Archvile. Even in self defense. Archviles are also the fastest demons of all."

Design: Archvile.

Health, Pain, Shield, Speed: 125, 80, 50, 50

Unique Traits: Unreplicable Perfection, Vengeful, Boss

Attacks:

Resurrection of Evil: Resurrect a demon, takes 30 reaction speed worth of time, leaving the Archvile mildly vulnerable. Can even raise gibbed enemies. Revived enemies do not grant XP, unlike monsters revived by Frag.

Evile Magicks: Once locked onto a target, the target has 30 reaction speed to break line of sight. If they fail to do so they will be hit by an unavoidable attack that deals 25 direct damage, sets the target on hellfire, and launches them upwards.

Magic of Choice: Hellfire and Resurrection Magic

XP Gain On Kill: 100

Cyberdemon:

"It is rumored that the original Cyberdemon, the one from which all others are patterned off of, was the creation of a corrupted UAC Scientist. This could easily be the case, the UAC is as crazy as it is "smart". And yet they rarely ever receive the consequences they deserve. Oh well. The Cyberdemon is essentially the Dark Lord's main battle tank. Occasionally teleporting them into the middle of cities to cause havoc. Because sure, why not. But that's what the HEAT rocket is good for, right? Well, about that, the Cyberdemon has a special arm mounted cannon, this cannon fires HEAT rockets, semi automatically. As well as some plasma balls for good measure. The plasma shots appear similar to a BFG at first glance. But aren't as large, and aren't frag enhanced, actually drawing from the shield core of the Cyberdemon, giving it its green appearance. This was by design as the plasma cannon is better as a means of causing panic and fear amongst humans. Who know no better. Including inexperienced Marines. And of course, like the Baron of Hell, this abomination against all that is good and natural is resistant to explosions. Only a direct hit will do! May God have mercy on your Soul."

Design: Cyberdemon.

Health, Pain, Shield, Speed: 350, Infinite, 350, 30.

Unique Traits: Cyborg, Biological Weapon, Robotic Blast Resistant, Ally of Anomaly, Boss.

Attacks:

Cyberbolt: Launch a plasma ball at the speed of 25, that does 25 direct damage, and can set the target on plasmafire on a coin flip that lands on tails. The Cyberdemon likes to use this at closer ranges. **The Cyberdemon loses access to this attack once its shield is destroyed.**

HEAT Machine: Launch one or more HEAT rockets with 14 reaction speed. Each additional rocket adds 4 more reaction speed worth of time to open fire on the Cyberdemon. The rockets move at a relatively sluggish 10 MPS. These two speeds combined might be all the time you have to evacuate the general premises of the area the HEATs are bound to impact at. The Cyberdemon tends to usually only use this when at long range, *if it has the choice.*

Potential Guns it can be equipped with: D.U.E.L (Destroying Uprooting Eliminating Liquidator) HEAT and Plasma Cannon.

Potential Loot Pool: 30 Scrap, 20 Artillery Scrap, 20 Plasmatic Scrap, 20 Cybernetic Scrap, 6 Round Rocket Launcher, 8 UAC Batteries.
XP Gain On Kill: 122

Spider Mastermind:

*“The Queen of the Arachnotrons, and the only one with a functioning brain. Capable of planning schemes on behalf of the Tyrant, the Mastermind wields a weapon most despicable. A 7mm Vulcan Chaingun. It hardly cares about armor, or shields, or anything. You just need to move **fast**. The Mastermind uses up so much processing power scheming and plotting that it cannot track you if you are moving at full sprint. Because the 7mm Chaingun is so heavy and the Mastermind doesn’t have the RAM to allocate, they cannot reliably track targets moving erratically enough. Causing it to fail to aim ahead of its target. This also makes the blursphere a valuable thing to bring into battle. Good luck sprinting and hitting it at the same time though. When killed, the 7mm Chaingun is self destroyed! How sad...”*

Design: Spider Mastermind

Health, Pain, Shield, Speed: 300, Infinite, 150, 15.

Unique Traits: Cyborg, Robotic, Biological Weapon, Blast Resistant, Boss, Programming Flaw.

Attacks:

Biggest Gun: The mastermind’s 7mm Chaingun. Roll a D20 per round, if the roll is 10 or above, it hits. Unless the player is moving while using stamina. Use boss rifle damage and penetration as the stats if it hits.

Potential Guns it can be equipped with: 7mm Vulcan Chaingun!!

Potential Loot Pool: 40 Scrap, 30 Cybernetic Scrap, 10 Master Scrap, 7mm Reloading Machine, 120 7mm Bullets, Ferryman’s Coin Pouch.

XP Gain On Kill: 150.

Icons Of Evil (Super Bosses):

An Icon of Evil is the BBEG or final boss of a campaign. Something on the level of the Icon of Sin. However, logically, it hardly makes sense for the marines to fight the Icon of Sin itself. As that is something only the Doom Guy does. So instead, you get to make your own final boss.

The only thing required for a boss to be an Icon of Evil is that it has the ability to spawn in Soul Cubes. Which spawn in enemies of your choice. Lore wise the Icons of Evil are physical manifestations of the Tyrant/Dark Lord. Making their defeat the perfect ending to a campaign. They can have unconventional defeat conditions, and unconventional attacks.

Friendly/Neutral Monsters:

Archangel:

“It appears that the Archangels aren’t too different from the time before the Tyrant. Particularly rebellious Archangels who refused to convert were trapped inside of Soul Spheres. Turning

them into Invulnerability Spheres. Breaking them can set them free. At which point they will begin reviving demons. As Archangels tend to do these days. However, the demons will be oddly friendly to humans after their resurrection.”

Design: Green transparent Archvile.

Unique Traits: Friendly Monster, Supernatural.

Blursphere:

“Blurspheres are in fact sentient creatures. They don’t seem to have strong emotions towards either side of this conflict. And will even greet humans warmly. Should you capture one, it will work with you happily. Though it is easily scared off if you take a hit. It will hide somewhere invisibly until the area is safer. Blurspheres are catlike in personality.”

Design: Small partial invisibility sphere.

Unique Traits: Friendly Monster, Supernatural, Item

GM’s Table of References:

Zombies:

Health, Pain, Speed: 15, N/A, 1

Unique Traits: Worthless (Cannot be revived by any means, including frag, and magic.)

Attacks:

Can vary, you could give them a grenade to blow themselves up with for example.

Stupefied Strike: A melee with a reaction speed of 7, does 5 direct damage. It came free with your fucking zombie. Well I have the oldest zombie known to man! No you didn't, I got mine day 1.

Potential Weapons: Too Stupid, even by zombie standards, to use guns.

Potential Loot Pool: Pistol, Stimpack, Scrap, Nothing, Nothing, Nothing.

XP Gain On Kill: 1

Babuin:

Health, Pain, Speed: 25, 20, 16 Run & 20 Burst

Unique Traits: Bull Bite (Victims of melee attacks cannot shoot weapons until this monster is dislodged. Speed is also reduced by 75%.)

Attacks:

Leap and Latch: Babuins have a single trick to their name, when attacking, GM will roll a d20 to determine the speed at which the Babuin is launched. And with 5 reaction speed, the Babuin will become a projectile itself and launch itself at the target. Should it connect, it shall do armor ignoring 10 melee damage per turn attached. And lower the target’s accuracy with stocked weapons by 50%. Whack it off with a good melee or pistol shot, else it will remain attached to you until you die.

XP Gain On Kill: 5

ZP:

Health, Pain, Speed: 45, 20, 10

Unique Traits: **Zombiesight** (if unobstructed, zombies can see targets from any distance), **Helmeted** (has a UAC Marine Helmet).

Attacks:

Private Punch: A melee that does 5 direct damage, ignores armor, with a reaction speed of 10.

Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the ZP open to attack.

SMG Spray: The ZP will attempt to fire 6 bullets at its target. With a windup of 14 reaction speed. If you do not dodge the windup, there's a 1/4 chance that any bullets will hit. **Do the check per bullet.** If any bullets hit, run the pistol caliber damage check with the MP-46 as the weapon being used. If for whatever reason the SMG goes kaput, flip a coin, if it lands on heads, the ZP draws a pistol and attempts this same attack. If the ZP attacks from behind, all successful hits will be crits.

Potential Guns it can be equipped with: MP-46 SMG, Molleta Pistol.

Potential Loot Pool: Full SMG Mag, Pistol, Revolver, Grenade, Nothing, Full SMG Mag.

XP Gain On Kill: 5

ZC:

Health, Pain, Speed: 55, 20, 10.

Unique Traits: **Zombievision.**

Attacks:

ZM66 Shot: Fires a ZM66 shot at a target with a windup of 14 reaction speed. If you do not dodge the windup, 1/12 chance of hitting. If it hits, run the damage and penetration calculations for the ZM66. However before even calculating accuracy, roll a d20. If the result is a 1, the ZC's ZM66 jams. Flip a coin, if it lands on heads, the ZC drops his ZM, and now attempts this attack with a Molleta Pistol. If it lands on tails, he is completely defenseless. If the Jam roll lands on 20, the shot will then crit if it hits.

Corporal Kapow: A melee that does 5 direct damage, ignores armor, with a reaction speed of 10. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the ZC open to attack.

Potential Guns it can be equipped with: ZM66 Assault Rifle, Pistol.

Potential Loot Pool: Full ZM66 Mag, nothing, Full ZM66 Mag, Pistol, Nothing, Nothing.

XP Gain On Kill: 5

ZS:

Health, Pain, Speed: 60, 30, 12

Unique Traits: **Zombievision.**

Attacks:

Satanic Scattershot: A shotgun shot with the same equation as the player shotgun accuracy (level 3) (pdiceroll+5-e (+**or**-) S). The hunter zombies have 5 choke, while the slayer zombies have 10 choke. If you pick up a zombie's shotgun, this is what their chokes will be by default.

Refer to shotgun damage equations for damage.

Sergeant Stunner: A melee that does 10 direct damage, ignores armor, with a reaction speed of 10. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the ZS open to attack.

Potential Guns it can be equipped with: Hunter Pump Action, or Slayer Double Barrel.

Potential Loot Pool: Nothing, Nothing, 4 Buckshot Shells, Pistol, Nothing.

XP Gain On Kill: 6

Commando:

Health, Pain, Armor, Speed: 75, 40, Garrison, Roll D6, 30,50,70,90,100,130. Runs at 10.

Unique Traits: Zombievision, Slow Drip Zerk (+5 HP at the end of every Marine's turn.)

Attacks:

Vulcan Blast: An attack with 15 reaction speed that sends a hail of 4mm in the target's direction. No need for accuracy check, you're bound to be hit if you don't move. The commando will continue firing for a while even after the target has left his line of sight. Firing where they were last seen. He will not switch targets until the attack ends. This effectively denies the area being fired upon. If an enemy or ally runs into the line of fire, or is pushed or otherwise knocked into the line of fire, the shots will be critical hits automatically.

Commando Crush: A melee attack that does 25 direct damage with a reaction speed of 12. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the Commando open to attack.

Potential Guns it can be equipped with: Vulcan Machine Gun.

Potential Loot Pool: Full ZM Mag, Stim, Nothing, Nothing, UAC Battery.

XP Gain On Kill: 12

Jackboot:

Health, Pain, Armor, Speed: 60, 30, Garrison or Battle (damaged), 10 Run, 14 Burst.

Unique Traits: Zombievision, Helmeted (Wears a UAC Marine Helmet.)

Attacks:

Jackpunch: A melee with the reaction speed of 15, and a direct damage of 10.

ZM66 Burst: Fire 3 bullets from the ZM66, accuracy check is just a D3, where a roll of 3 is a successful hit. Roll a D20 before every shot, if the result is a 1, rifle jammed, attack interrupted. Spend time unjamming. Roll of 20 results in a crit. Damage calculation is the exact same as the player's calculation. If all 3 shots of the burst hit, the final shot always crits.

Grenade Toss: Toss an uncooked grenade at the target.

Potential Guns it can be equipped with: ZM66

Potential Loot Pool: Full ZM Mag, 3 Grenades, Full ZM Mag, Stim, Portable Ladder, Nothing.

XP Gain On Kill: 18.

Elite Commando:

Health, Pain, Armor, Speed: 100, 65, Battle Armor, (Roll D6 for integrity), 30,50,70,90,100,130.
25 Speed.

Unique Traits: Zombievision, Slow Drip Zerk, Helmeted.

Attacks:

Elite Vulcan Blast: An attack with 25 reaction speed that sends a hail of 4mm in the target's direction. No need for accuracy check, you're bound to be hit if you don't move. The commando will continue firing for a while even after the target has left his line of sight. Firing where they were last seen. He will not switch targets until the attack ends. This effectively denies the area being fired upon. If an enemy or ally runs into the line of fire, or is pushed or otherwise knocked into the line of fire, the shots will be critical hits automatically.

Commando Crush: A melee attack that does 25 direct damage with a reaction speed of 12. Will attempt only at point blank range, and will whiff if the attack is successfully dodged, leaving the Commando open to attack.

Potential Guns it can be equipped with: Vulcan Machine Gun.

Potential Loot Pool: Full ZM Mag, Stim, Full ZM Mag, Berserk Pack, UAC Battery (x4).

XP Gain On Kill: 20

Fighter:

Health, Pain, Speed: 80, 35, 15 Run, 20 Burst.

Unique Traits: Skirmisher

Attacks:

Hell Claw: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 12. But a so-so effective range. If hit, catch the player on fire until they spend a Footwork Action to put themselves out, enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 5 direct damage to armor, if no armor, deal 5 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. Always a wound size of one.

Strafing Fireball: The fighter Imps have learnt new doctrine during their war with humanity. With their greater speed and strength they can leap sideways, while tossing many fireballs. This attack is easy to recognize but dangerous all the same. Same fireball rules as the hell punch fireball.

Magic of Choice: Natural Fire Magic.

Potential Loot Pool: Nothing, Trophy Pistol (normal molleta), Trophy Revolver (Normal Revolver), Nothing, Nothing.

XP Gain On Kill: 10

Healer:

Health, Pain, Speed: 50, 10, 10.

Unique Traits: Lifegiver (Releases a bit of frag into the air on death.)

Attacks:

Hell Claw & Shield: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 8. But a so-so effective range. If hit, catch the player on fire until they roll around or enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 5 direct damage to armor, if no armor, deal 5 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. Always a wound size of one.

The Healer Imp's projectile is slower, but takes hits for them. The projectile has 25 health, and tanks bullets that hit it with no chance of penetration. The fireball can be casted to protect other demons as well.

Vile Imitation:

Cast healing magic to attempt to revive a monster. It takes longer to revive bigger enemies. This can't be quantified mechanically so just don't revive big monsters without a chance to fight back.

Magic of Choice: Natural Fire Magic, Healing Magic.

Potential Loot Pool: Nothing, Trophy Pistol (normal molleta), Trophy Revolver (Normal Revolver), Nothing, Nothing.

XP Gain On Kill: 15

Mage:

Health, Pain, Speed: 80, 40, 14.

Attacks:

Ivory Hell Claw: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 14. But a good effective range. If hit, catch the player on fire until they roll around, or enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 8 direct damage to armor, if no armor, deal 8 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. But due to sharper claws the melee will always cause bleeding on unarmored targets. Always a wound size of one.

Hellfire Ball: A fireball fueled entirely by spite, pulling from such a source it becomes the more dangerous hellfire. This fireball is still in play even after being dodged as it will home onto a target. Until it either hits that target, or runs into something else while trying. It can also stop and fly in circles, acting as a proximity trap. Reaction speed is still 10, but speed is lowered to 8, making it easier to dodge. Leeding it steeply into a wall is the closest thing to a surefire way to rid yourself of the problem. But this fireball is still a thwarter of organization and composure. If hit, catch the player on fire until they roll around **and get heads on a coin flip**, or enter water, or roll a 12 on a D12. Besides that it works the same as other imp fireballs.

Inferno: With a reaction speed of 10, launches 10 fireballs, each at a speed 14, though each one is flung with a slight delay, one at a time. This basically denies a whole area. And is not to be contested with. Other than that, it's like a normal Imp fireball.

Hellfire Atrocity: With a reaction speed of 30, launch 6 homing fireballs all at once. All at a speed of 8. This sounds more dangerous than it is in practice. As the 6 fireballs have weaker tracking and cannot be stopped mid air to be used as traps. However, if you don't get out of the way, yes this is an incredibly lethal attack. That will almost certainly incapacitate you or worse if you get hit by the brunt of its blast.

Magic of Choice: Hellfire Magicks, Natural Fire.

Potential Loot Pool: Nothing, Trophy Pistol (normal molleta), Trophy Revolver (Normal Revolver), Nothing, Nothing.

XP Gain On Kill: 15

Commander:

Health, Pain, Shield, Speed: 100, 80, 25, 20.

Unique Traits: Hellmetted (Wears a Hellmet), Imp Commander (Imps group around this imp and add +5 reaction speed to all of their attacks.)

Attacks:

Ivory Hell Claw: A melee that becomes a fireball or vice versa, if the player enters or exits melee range. A common trick among demon casters of magicks. With a reaction speed of 10, and a projectile speed of 14. But a good effective range. If hit, catch the player on fire until they roll around, or enter water, or roll a 6 on a D6. For the fireball impact and all fire damage, roll a D3 to see how many burns are inflicted, 1, 2, or 3. If the melee lands, do 8 direct damage to armor, if no armor, deal 8 damage to blood. Both the melee and fireball have a 1 in 3 chance to inflict bleed. D3, roll of 1. But due to sharper claws the melee will always cause bleeding on unarmored targets. Always a wound size of one.

Strafing Fireball: The fighter Imps have learnt new doctrine during their war with humanity. With their greater speed and strength they can leap sideways, while tossing many fireballs. This attack is easy to recognize but dangerous all the same. Same fireball rules as the hell punch fireball.

Magic of Choice: Natural Fire Magicks.

Potential Loot Pool: Hellmet, Hellmet, Hellmet, Molleta Pistol, Revolver, Nothing.

XP Gain On Kill: 15

Prowler:

Health, Pain, Shield, Speed: 85, 20, 15, 15 Run, 20 Burst.

Unique Traits: Skirmisher, Prowling.

Attacks:

Acid Ball: The Acid Ball is a projectile similar to a basic fireball with a reaction speed of 10 and a projectile speed of 12. However, instead of inflicting flame damage, it instead does direct damage, with no chance of dealing bleed. Making it mainly a pestering and armor harasser.

This is, generally speaking, less lethal than normal imp fireballs. But might do you in, in the long term. These balls do 10 direct damage. This projectile can be shot out of the air, tanking a bullet aimed at the caster. It only has 1 health.

Dark Claw: A melee attack that does 12 direct damage with a reaction speed of 14

Darkness Leap: Allows the Prowler to warp from one dark location to another at will.

Magic of Choice: Blur Magic.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Blursphere, Damaged Shield Core (10).

XP Gain On Kill: 10

Pinky:

Health, Pain, Speed: 75, 65, 15

Attacks:

Bull Buster: A melee attack with the reaction speed of 15, that does 20 direct damage, and causes a wound of 5. Can't be dodged after it hits once, but if knocked away or stunned you can escape the grasp.

XP Gain On Kill: 6

Up-Armored Pinky:

Health, Pain, Speed: 125, 100, 10

Unique Traits: Front Armor (Bullet attacks subjugated to armor only penetrable by crits or explosives.)

Attacks:

Bull Buster: A melee attack with a reaction speed of 15, that does 20 direct damage, and causes a wound of 5. Can't be dodged after it hits once, but if knocked away or stunned you can escape the grasp.

XP Gain On Kill: 8

Spec-Babuin:

Health, Pain, Speed: 25, 20, 20 Run, 30 Burst.

Unique Traits: Bull Bite, Partial Invisibility (Difficult to see, mostly transparent).

Attacks:

Leap and Latch: Babuins have a single trick to their name, when attacking, GM will roll a d20 to determine the speed at which the Babuin is launched. And with 12 reaction speed, the Babuin will become a projectile itself and launch itself at the target. Should it connect, it shall do armor ignoring 10 melee damage per turn attached. And lower the target's accuracy with stocked weapons by 50%. Whack it off with a good melee or pistol shot, else it will remain attached to you until you die.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Nothing, Blursphere.

XP Gain On Kill: 8

NP:

Health, Pain, Shield, Speed: 100, 90, 25, 35.

Unique Traits: Bull Bite, Advanced Invisibility (almost entirely transparent, until it comes to attack), Illusion Corpses (may leave fake corpses on hit, real corpses bleed.)

Attacks:

Cowardly Bull Buster: A melee attack with the reaction speed of 18, that does 25 direct damage, and causes a wound of 8. Can't be dodged after it hits once, but if knocked away or stunned you can escape the grasp.

Magic of Choice: Illusionary/Blursphere Magic.

Potential Loot Pool: Nothing, Nothing, Nothing, Nothing, Nothing, Blursphere.

XP Gain On Kill: 16

HR:

Health, Pain, Armor, Speed: 100, 25, The equivalent of green armor, but with a max of just 80.
1.

Unique Traits: Bone Armor, Biological Weapon (weapon cannot be taken from corpse)

Attacks:

Razer Lazer: With 35 Reaction Speed, fire a plasma laser that always hits its target, unless they use stamina and burst speed to dodge it (assuming you exceed the speed required to dodge it regardless). This laser does 25 direct damage to blood and armor, and ignites the victim. Same rules as Imp fireballs, catch the player on fire until they roll around or enter water, or roll a 6 on a D6. Roll a D3 for every turn on fire, 1, 2, or 3 burns.

Potential Guns it can be equipped with/Magic of Choice: Hell Particle Cannon.

XP Gain On Kill: 25

Caco:

Health, Pain, Speed: 120, 100, 10.

Unique Traits: Flying (can fly), Meaty Corpse (Corpse Acts as sufficient cover from most things)

Attacks:

Thunderbolt:

With 18 reaction speed, the Cacodemon launches an instant thunderbolt attack on the target. It does 15 direct damage and causes 8 burns.

Ball Lighting:

The Cacodemon can launch projectiles rapidly, with 4 reaction speed, the cacodemon launches a 18 speed projectile that explodes into an AOE of electrifying plasma. Ala a rocket, but with no shrapnel. In return it cannot be feasibly dodged if you are caught in it. If taking a hit from the blast, but not a direct hit, take 4 burns. If taking a direct hit, catch the player on fire until they roll around. Plasma is not put out by water, because it's electricity. It can be put out by spending a

Footwork Action. Or if they roll a 6 on a D6, the fire will be extinguished naturally. For the subsequent fire damage, roll a D3 to see how many burns are inflicted, 2, 3, or 4 every turn.

Magic of Choice: Lightning/Thunder/Plasma energy.

XP Gain On Kill: 20

Reve-Boner:

Health, Pain, Speed: 85, Infinite, 35

Unique Traits: BONES! (Takes double damage from shotguns.) Biological Weapon, Cyborg (Cannot be Incapped, or made to bleed only killed).

Attacks:

Skeletal Punch: A 16 Reaction Speed punch that does 20 direct damage on hit.

Revenant Launcher: Launch a concussion missile that deals 20 damage on hit. And 4 Shrapnel on hit or miss. Moves at 22 speed. These missiles can also be tracking missiles that track much better than Imp homing fireballs. Not often running into walls. Can be shot out of the air, having 15 health. Not taking bullets directed at the caster, but tanking bullets aimed at it nonetheless.

Deals double damage to armor.

Potential Guns it can be equipped with: Revenant Launcher.

Potential Loot Pool: 5 Cybernetic Scrap, Coolant Scrap, Artillery Scrap, Nothing, Nothing, Nothing.

XP Gain On Kill: 30

PE:

Health, Pain, Shield, Speed: 100, 60, 25, 10.

Unique Traits: Flying, Jailer (creates 3 pain elementals on death). Explosive Corpse (Causes a concussive explosion after dying and then falling to the ground.)

Attacks:

Summon Misery: Summon A Lost Soul, optionally, chuck it at the target at the speed of a Lost Soul's charge.

Painful Punch: A relatively weak punch. With a reaction speed of 10, and a direct damage of 10.

Magic of Choice: Lost Souls aren't magic persay, but summoning them out of thin air certainly is.

XP Gain On Kill: 25

Arach:

Health, Pain, Shield, Speed: 145, None, 50, 10.

Unique Traits: Cyborg, Robotic (makes loud noises whilst moving), Biological Weapon.

Attacks:

Plasma Repeater: Launch 4 small plasma balls with a reaction speed of 8 and a projectile speed of 14. They control space with ease. On hit, deal 15 direct damage, and 5 burns.

Arachnic Buster: This is by all means just a thunder buster. But with the Arachnatron's robotic accuracy, anything caught in the line of sight is in danger! Including itself, and all of its friends. As much as this is dangerous it's a liability to even the demons. Tricking the Arachnotron into friendly fire is a viable strategy that will let the demons do the work for you. With 10 Reaction Speed, the position of the target at the start of the attempt of the attack, the position the target was last seen at, or somewhere vaguely close to where they were last seen, is struck with a plasma lighting bolt. Not unlike the cacodemon's lightning, but more deadly. This explosion hits regardless of armor, causes burns, and leaves the area struck dangerous to cross through for around 10 seconds. Doing 30 Damage, 20 Burns, and Igniting the player with plasma fire. However if the hit is not direct, the explosion will do 15 Damage, and 8 Burns, and not set the target on fire.

Potential Guns it can be equipped with: Plasma Repeater, Particle Cannon.

Potential Loot Pool: Battery, 3 Plasmatic Scrap, Cybernetic Scrap, Otherworldly Scrap, Nothing, Nothing.

XP Gain On Kill: 45

Mancubus:

Health, Pain, Shield, Speed: 200, None, 50, 5.

Unique Trait: Biological Weapon, Cyborg.

Attacks:

Flamethrower Blast: A melee attack that inflicts burns and fire, doing a paltry 10 direct damage, but 15 burns, and catching the target on fire. For normal fire damage and whatnot.

Staggered Cannon: With a reaction speed of 14, fires two fireballs, one where the target is, and one where the target will be. The fireballs move at a speed of 17. However, if you continue on the path you are going, and use Burst Speed to dodge the first fireball, the second is guaranteed to hit instead. The only way to dodge is to use running speed, or move in the opposite direction. The fireball does 10 burn damage and catches the target on fire.

Potential Guns it can be equipped with: Mancubus Gasoline Cannon.

Loot Pool: 4 Coolant Scraps, 8 Scraps, 8 Artillery Scraps, Obsolete Scrap, Nothing, Nothing.

XP Gain On Kill: 30

P-Barrel:

Health, Speed: 75, 1 run, 5 burst.

Unique Traits: Possessed (Item that is possessed by a malevolent force), Anti Barrel (No XP if killed by a barrel explosion.) Litteral Barrel (Explode like a barrel on death)

Attacks:

Baleblast: Launches a dangerous blast of Balefire. Balefire causes more burns, inflicts wounds, and is harder to put out. Having an instant reaction speed (attacking when least expected) and a projectile speed of 14, these are not to be trifled with. Dealing 8 Burns on hit, 6 burns for every

tick of fire, inflicting a single 1 sized wound per tic, and only being put out by rolling around, entering water, or, rolling a 12 on a D12. Balefire is blocked by shield cores, unlike other fire types.

XP Gain On Kill: 15

F-Barrel:

Health, Pain, Armor/Shield, Speed: 75, 1 Run, 5 Burst.

Unique Traits: Possessed, Anti Barrel, Literal Barrel.

Attacks:

Crude Gout: Launch many 14 speed projectiles at once, they act as normal fireballs on hit.

XP Gain On Kill: 15

Lost Soul:

Health, Pain, Speed: 45, N/A, 10 When Not Attacking.

Unique Traits: Bull Bite, Flying, Disposable (cannot be revived after death, doesn't give XP if the unit was summoned by another unit).

Attacks:

Vengeful Soul: The lost soul barrels at its target directly. Roll a D6, where each number is +2 more than the previous number, starting at 2. If the attack isn't dodged, the lost soul will latch onto the target, preventing them from moving. And will now begin to inflict 5 damage and 5 burns per turn. Upon being killed if not dislodged via melee, inflict 5 more burns on the target.

XP Gain On Kill: 5

Putti:

Health, Speed: 100, 10.

Unique Traits: Flying, Disposable,

Attacks:

Cherubic Baleblast: Launches many dangerous blasts of Balefire. Balefire causes more burns and is harder to put out. Having an instant reaction speed (attacking when least expected) and a projectile speed of 20, these are not to be trifled with. Dealing 8 Burns on hit, 6 burns for every tick of fire, and only being put out by rolling around, entering water, or, rolling a 12 on a D12.

Magic of Choice: Balefire

XP Gain On Kill: 15

HK:

Health, Pain, Shield, Speed: 150, 125, 100, 20.

Unique Traits: Greater Demon (can command imps, making them more coordinated and dangerous). Miniboss (All players who contribute to the kill but do not land the final hit get half of the XP the killer gets.)

Attacks:

Knighly Bale Blast: Can launch balefire balls one after another, like a machine gun. Otherwise normal 20 speed balefire.

Hell Punch: A melee attack that can become a projectile if dodged. The melee being 25 direct damage, ignoring armor. And the projectile being balefire. With 15 Reaction Speed.

Summon Squire: Summon a Putti. Max of 1 allowed at a time.

Up-Armored Knight:

Health, Pain, Shield, Armor, Speed: 200, 150, 150, Green Armor Equivalent (80 Integrity), 25.

Unique Traits: Greater Demon, Miniboss, Biological Weapon. Hellmetted (wears a Hellmet.)

Attacks:

Honored Baleblast: Can fire 20 Speed baleblasts with 15 reaction speed each in quick succession.

Super Hell Punch: A melee that can become a 25 speed baleblast if dodged. The melee has 25 reaction speed and does 50 direct clawing damage, meaning it hits armor first.

Magic of Choice: Enhanced Balefire.

Potential Loot Pool: 5 Scrap, 5 Cybernetic Scrap, 5 Obsolete Scrap, Nothing, Nothing, Damaged Shield Core (30).

XP Gain On Kill: 55.

Barron:

Health, Pain, Shield, Speed: 300, 250, 200, 15.

Unique Traits: Royal Blood (Regen 5 shield, health, and pain per turn not bleeding), Brotherhood (+60 health, +60 shield when an even number of Barons are active) Blast Resistant (explosions and shrapnel deal no damage unless a direct hit.) Miniboss.

Attacks:

Royal Balefire Blast: At a speed of 20 reaction speed, the Baron launches a swath of balefire at the position where the target was at the start of the attack. This lasts for multiple seconds.

Turning the area into pain and suffering. Optionally, at the end of this attack, with 20 more reaction speed, launch a max speed lost soul that explodes into its death fire upon contact with a target or a wall.

Royal Hell Punch: Melee attack that turns into a balefire toss. Same as Hell Knight's.

Lost Soul Launch: Launch a max speed lost soul with 14 reaction speed.

Magic of Choice: Balefire And Lost Soul Summoning.

Potential Loot Pool: Nothing, Armor Shard, Nothing, Potion, Nothing, Damaged Shield Core (80)

XP Gain On Kill: 70!

Vile:

Health, Pain, Shield, Speed: 125, 80, 50, 50

Unique Traits: Unreplicable Perfection (Cannot be resurrected) Vengeful (will instantly turn on demons that hit it for any reason.) Boss (all players in presence of the kill get half of the XP the killer does.)

Attacks:

Resurrection of Evil: Resurrect a demon, takes 30 reaction speed worth of time, leaving the Archvile mildly vulnerable. Can even raise gibbed enemies. Revived enemies do not grant XP, unlike monsters revived by Frag.

Evile Magicks: Once locked onto a target, the target has 30 reaction speed to break line of sight. If they fail to do so they will be hit by an unavoidable attack that deals 25 direct damage, sets the target on hellfire, and launches them upwards.

Magic of Choice: Hellfire and Resurrection Magic

XP Gain On Kill: 100

Mastermind:

Health, Pain, Shield, Speed: 300, Infinite, 150, 15.

Unique Traits: Cyborg, Robotic, Biological Weapon, Blast Resistant, Boss, Programming Flaw (Cannot hit targets running while using endurance to boost their speed).

Attacks:

Biggest Gun: The mastermind's 7mm Chaingun. Roll a D20 per round, if the roll is 10 or above, it hits. Unless the player is moving while using stamina. Use boss rifle damage and penetration as the stats if it hits for good measure.

Potential Guns it can be equipped with: 7mm Vulcan Chaingun!!

Potential Loot Pool: 40 Scrap, 30 Cybernetic Scrap, 10 Master Scrap, 7mm Reloading Machine, 120 7mm Bullets, Ferryman's Coin Pouch.

XP Gain On Kill: 150.

Cybie:

Health, Pain, Shield, Speed: 350, Infinite, 350, 30.

Unique Traits: Cyborg, Biological Weapon, Robotic Blast Resistant, Ally of Anomaly (can absorb excess frag for shields). Boss.

Attacks:

Cyberbolt: Launch a plasma ball at the speed of 25, that does 25 direct damage, and can set the target on plasmafire on a coin flip that lands on tails. The Cyberdemon likes to use this at closer ranges. **The Cyberdemon loses access to this attack once its shield is destroyed.**

HEAT Machine: Launch one or more HEAT rockets with 14 reaction speed. Each additional rocket adds 4 more reaction speed worth of time to open fire on the Cyberdemon. The rockets move at a relatively sluggish 10 MPS. These two speeds combined might be all the time you have to evacuate the general premises of the area the HEATs are bound to impact at. The Cyberdemon tends to usually only use this when at long range, *if it has the choice.*

Potential Guns it can be equipped with: D.U.E.L (Destroying Uprooting Eliminating Liquidator) HEAT and Plasma Cannon.

Potential Loot Pool: 30 Scrap, 20 Artillery Scrap, 20 Plasmatic Scrap, 20 Cybernetic Scrap, 6 Round Rocket Launcher, 8 UAC Batteries.

XP Gain On Kill: 122

Trait Glossary:

A:

Advanced Invisibility: (Boon Inherent Type)

This enemy is only visible in very short bursts. An advanced user of illusion magic. Fully visible while attacking.

Anti Barrel: (Misc-Identifier Inherent Type)

If killed by the shrapnel of a barrel, no XP is awarded to the player.

Ally of Anomaly: (Boon Ability Type)

Can absorb excess Frag to regenerate or even reactivate shields. +50 per turn when the atmosphere is rich in Frag.

B:

Blast Resistant: (Boon Inherent Type)

Explosions and shrapnel cannot damage the direct health or armor of the monster unless the projectile that spawns them lands a direct hit.

Biological Weapon: (Boon-Aesthetic Inherent Type)

The weapon(s) enemies with this trait use are not able to be pulled off and/or used after the user's death.

BONES!: (Curse-Tradeoff Inherent Type)

Monsters with this trait take double damage from shotguns, but cannot be made to bleed.

Brotherhood Member: (Boon Ability Type)

Monsters with this trait gain +100 health and +100 shield when an even number of Barons are active in the fight. Loses these bonuses once this condition is not met.

Bull Bite: (Boon Ability Type)

Victims of melee attacks from monsters with this trait cannot shoot two handed weapons until this monster is dislodged. Speed is also reduced by 75%.

C:

Cyborg (Boon-Identifier Inherent Type)

Enemies with this trait cannot be incapacitated and their damage taken from bleeding is cut in half.

D:

Disposable: (Misc Inherent Type)

Cannot be revived after death, doesn't give XP if the unit was summoned by another unit.

E:

Explosive Corpse: (Boon-Tradeoff Ability Type)

When this enemy dies, once they are touching solid ground, they explode into an explosion that can stun anybody. This prevents them from being revived, given there is no corpse.

F:

Front Armor: (Boon Ability Type)

When enemies with this trait are facing you, bullets are blocked by biological armor. Bypassed if the offending shot is a crit.

Flying: (Boon Ability Type)

This enemy can fly, making it immune to melee attacks, but still able to melee targets itself. If stunned, the enemy will fall to the ground and be vulnerable to melee attacks.

G:

Greater Demon: (Evolution-Boon Ability Type) **Evolution of "Imp Commander"**

Can command imps, making them more coordinated and dangerous in groups. While also giving them +10 reaction speed and +5 projectile speed to all their attacks.

H:

Helmeted: (Boon Inherent Type)

Enemies with this trait are wearing a UAC Standard Space Marine Helmet.

Hellmetted: (Boon Inherent Type)

Enemies with this trait wear a Hellmet.

I:

Illusion Corpses: (Boon Ability Type)

Enemies with this trait can leave behind fake corpses when hit. Fake corpses don't bleed, so if inspected, you can figure out which is which.

Imp Commander: (Boon Ability Type)

Imps gather and coordinate around enemies with this trait, and add +5 reaction speed to all of their attacks.

Invulnerable: (Boon Inherent Type)

Enemies with this trait are immune to all forms of harm that cannot harm an immortal being.

Item: (Identifier Inherent Type)

This monster is an item that can be picked up and put into your inventory.

J:

Jailer: (Boon Ability Type)

Enemies with this trait spawn 3 Pain Elemental monsters on death.

L:

Lifegiver: (Boon Ability Type)

Enemies with this trait release a not insignificant amount of frag into the air upon death.

Litteral Barrel:

Spawns 4 shrapnel on death and ignites entities in melee range.

M:

Marine Conditioning: (Boon Ability Type)

Monsters with this trait have access to 5 Stamina with the same use cases as the player characters.

Meaty Corpse: (Curse Inherent Type)

When this enemy dies, its corpse can be used as effective cover that can block projectiles and bullets.

Miniboss: (Mist Inherent Type)

All players who contribute to the kill but do not land the final hit get half of the XP the killer gets.

N:

Not Alive: (Identifier Inherent Type)

Enemies with this trait are literally not alive or sentient.

P:

Possessed: (Boon-Identifier Inherent Type)

Enemies with this trait are inanimate objects possessed by a malevolent force. They cannot bleed or be incapacitated.

Programming Flaw: (Curse Ability Type)

Cannot hit targets that are using a point of Endurance to boost their movement speed while dodging.

Prowling: (Boon Ability Type)

Enemies with this trait have limited access to partial invisibility.

Partial Invisibility: (Boon Inherent Type)

This enemy has access to partial invisibility as if they were using a Blursphere. Rendered fully visible when attacking.

R:

Robotic: (Aesthetic-Curse Inherent Type)

Enemies with this trait make loud noises when moving.

Royal Blood: (Boon Inherent Type)

These monsters regen 15 shield, health, and pain at the end of every turn.

S:

Sacrificial: (Curse Ability Type)

Enemies with this trait die instantly after attacking.

Slow Drip Zerk: (Boon Inherent Type)

Has a source of small doses of Berzerk. Always heals 5 health at the end of every turn.

Skirmisher: (Boon Ability Type)

Enemies with this trait have access to 3 Stamina with the same use cases as the player.

Supernatural (Boon Inherent Type)

This enemy has no health, and cannot be killed or harmed in any meaningful way.

U:

Unreplicable Perfection:

Cannot be resurrected and does not leave a body after death.

V:

Vengeful: (Curse Inherent Type)

Will instantly turn on allies that hit it for any reason.

W:

Worthless: (Curse Inherent Type)

Cannot be revived by any means, including frag, and magic.

Z:

Zombiesight: (Tradeoff Inherent Type)

These former humans have seemingly perfect vision from any distance. But are blind to the supernatural and aren't perceptive to illusions or cloaking.

Final Notes for GMs:

Just so you are aware, this system likely isn't going to mesh well with a DM style of actively doing your best to assassinate the players. At least not without plenty of care and consideration. The goal here is to have fun, so in whatever style necessary, be it a power trip or a survival horror, your job is to provide the opportunity for fun moments. Which does mean that you are under no liberty to not keep the players on their toes. Don't want them to be bored after all.

Lesser demons should often be stunned after a good wounding hit, keeping them from instantly attacking while a player reloads or repositions. But often letting them attack right before the player's next turn. Heavier demons can shrug off your average hit, but rewarding the players for landing a crucial power hit with a short stun is not a bad thing.

Shielded enemies should be slowed and flinched when hit with a dangerous attack, but not stunned. Allowing them to attack and fully maneuver in between turns. Bleeding enemies shouldn't move or attack as much. Like a soft stun. Use this to subtly communicate a wounded enemy too.

Bosses are always supposed to be a genuine threat, being caught directly in their line of fire with no recourse is a death sentence. Given that one shoots 7mm, and the other shoots the most powerful munition in the game, and the third can revive enemies, this should be relatively clear. So be careful about them.

Don't be afraid to have a little bit of RP in a fight. Zombies should do dumb things, imps should be foolhardy, etc. Just because the combat is all business, and outside of combat is all party, doesn't mean that your campaign should look like a mullet. Have some fun with it, that's more important than attempting to murder the players. In that same regard, feel free to incorporate weaponry usage outside of combat. Mainly door and wall busting, but there's other good ways to use weapons outside of combat.

Also, the combat guide Document is good reading for both you and your players, as a one stop shop for most of the combat mechanics:

[DTSTTRPG: "The Space Marine's Guidebook To Combat"](#)