

Avernus Demon

Created by **NEWT**

Race Name: Avernus Demon

Origin: Off-World.

About Race: Demons from Avernus are malevolent beings forged in darkness, embodying cruelty, vengeance, and other destructive emotions. While some are born naturally, others are forged from human souls over decades or centuries, their essence reshaped by the torments of the infernal planes. Each Avernus demon thrives on a specific negative emotion, which often defines their personality, powers, and sometimes even their name.

Physical Traits:

- **Human-like appearance:** While they can appear human, demons often have at least one prominent trait that sets them apart, such as:
 - **Wings:** Functional and weight-bearing, they can take many forms. Bat-like and bird-like wings are the most common, with variations depending on the demon's individual nature.
 - **Eyes:** Unnatural colors that glow faintly in dim light, often reflecting their alignment with a specific negative emotion.
 - **Horns:** Protruding from their head or forehead, horns can resemble ram horns, antlers, or other unique shapes. Their design is sometimes symbolic of their power or status.
 - **Tails:** Demons often have tails, which may vary widely in form. Some are furred or barbed, others skeletal or adorned with tufts of hair. Their tails may serve as functional extensions of their bodies or reflect their bestial traits.

Abilities and Powers:

- **Extended Lifespan:** Avernus demons can live for thousands of years. However, many weaker demons perish early, as survival often depends on their cunning, strength, or alliances.
- **Durability:** Their infernal essence makes them resistant to harm. It takes concentrated effort and specialized attacks to wound or kill an Avernus demon.
- **Second Form:** Most demons possess a secondary, animalistic form, reflecting their chaotic nature. These forms are often creatures associated with fear or destruction, such as bats, serpents, hellhounds, or imps. The transformation amplifies their primal abilities but often reduces their charisma or subtlety.
- **Elemental Affinities:** Avernus demons commonly exhibit powers tied to fire and darkness, such as summoning flames, manipulating shadows, or cloaking themselves in infernal energy. Not all demons share the same powers, but these elements dominate.
- **Masters of Temptation:** Avernus demons are skilled manipulators, capable of exploiting desires, fears, and weaknesses to tempt mortals (and even other beings) into acts of chaos or corruption. Their words can subtly sow discord, making their presence dangerous even without direct confrontation.

Weaknesses:

- **Radiant Weakness:** Light, especially when weaponized as radiant damage, is highly effective against demons. Prolonged exposure can weaken or harm them significantly.
- **Angelic Vulnerability:** Powers derived from celestial or heavenly sources are the most dangerous to demons. Angels and their abilities are natural counters, capable of inflicting grievous or even fatal damage.
- **Kindness as a Weakness:** Acts of kindness or selflessness can destabilize a demon's power, especially if they are caught off-guard or emotionally manipulated. The purity of such actions is inherently at odds with their essence, eroding their strength if they fail to resist.

Cultural & Behavioral Traits:

- **Forging of Souls:** Human souls condemned to Avernus undergo a process called "forging," a slow transformation that turns them into demons. This process, which can take centuries, is shaped by the soul's own flaws, regrets, and the negative emotions it harbored in life. Forged demons often retain a fragment of their human identity, though it is heavily warped.
- **Emotional Affiliation:** Every demon is inherently tied to a specific negative emotion, such as wrath, envy, despair, or spite. This affiliation shapes their powers and behavior. Some demons openly embody their chosen emotion, while others manipulate it in others for their benefit.
- **Social Structure:** Avernus demons exist in a brutal hierarchy where strength, cunning, and manipulation determine one's rank. Weaker demons often serve or fall prey to stronger ones, while those at the top wield immense power.

Shapeshifting: Yes, see "Second Form" for more information.

Magic or Technology: Either

Availability: Approval by NEWT & Support required.