

## Pain Elemental

1000 LP (LP for Lost Souls already factored in)

Str 8

Dex 5

Tou 10

Per 8

Wil 8

Cha 5

Init 5

Phys Def 7

Spel Def 10

Soci Def 7

Phys Armor 0

Myst Armor 3

Death 81

KO NA

Wound 15 (also immune to Knockdown)

Move 50/25 (Flying)

Attack (Bite) 8

Damage 16

Attack (Lost Soul Spawn) 12, range 120

Damage 16

Pain Elementals are floating brown demons with two feeble arms, a single eye, horns and a large mouth. They are thought to be related to Cacodemons. Pain Elementals interestingly attack by spawning Lost Souls which fly right at their target, but afterwards stick around to serve the Pain Elemental. It appears they cannot spawn them except to attack fortunately preventing them from generating armies of lost souls.

When Pain Elementals die they explode with 3 Lost Souls rising from



the blast. It is thought their mouths serve as a portal to another dimension.

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Alex Panzerkit, HTML and logos done by FreddyB

Image from Doom by id Software.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).