

Earthdawn / Cacodemon

Cacodemon

350 LP

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

Move 50/25 (Flying)

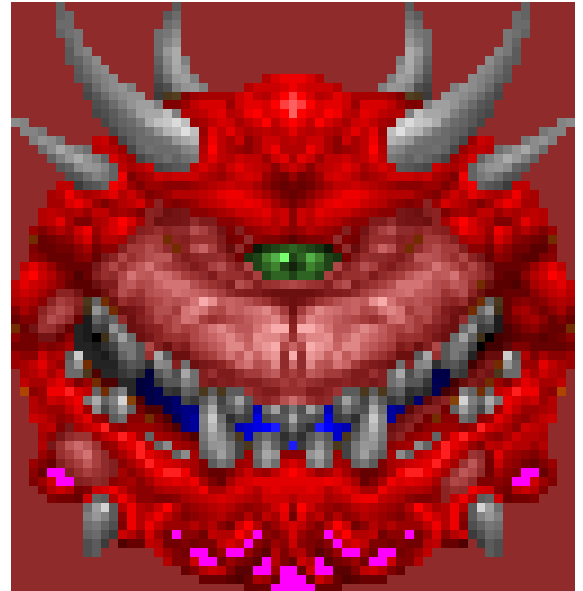
Attack (Bite) 8

Damage 16

Attack (Energy Blast) 14

Damage 16

Cacodemons are large round hungry demons which float without a visible means of propulsion, are red and spiky, and possess a giant maw and a single large eye. Cacodemons have soft squishy bodies which poorly armor the creature, but their giant squishy bodies can take quite a beating before going down. Cacodemons fly silently and occasionally ambush from above, but tend to be noisy when fighting. Cacodemons prefer to fight alongside their fellow cacodemons, but will work with other demons



if needed. They however most dislike hell knights

Cacodemons prefer to attack with their bite against weak foes, but in a serious battle prefer to hang back and fling energy blasts. Cacodemons are immune to knockdown and as such enjoy aerial battle

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

Images stolen from an unknown website at some remote time in the past.

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