Earthdawn / Pain Elemental



Pain Elemental
1000 LP (LP for Lost Soulds 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.

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