

"D" IS FOR "DEMONS"



...and devils, and other denizens of the daemonic dimensions.

Demons of various sorts show up in superhero settings as antagonists, minions of sorcerers, scheming master-villains, and even occasional heroes, working—if not “on the side of the angels”—at least against the bad guys for the benefit of humanity.

DEMONIC DIMENSIONS

Where do demons come from? In most superhero universes (multiverses, really) there are myriad other dimensions. Some are parallel worlds while others are realms of imagination—or nightmare. Demonic or “hell” dimensions are strikingly similar to mythic and religious hells from human religion. Did these hellish realms inspire earthly prophets and religious teachers or did their faiths create infernal other-worlds for the punishment

of the damned? No one can say for sure, and the demons themselves are infamous liars.

Demonic dimensions tend to appear like classic mythic “underworld” places: vast cave and tunnel complexes, often filled with lakes or rivers of fire or molten lava, which may or may not contain (or be made up of) tormented souls. Their tunnels and passages are maze-like and confusing places where one could wander, lost forever, without guidance. Some feature specific strongholds of archfiends and other infernal powers, who have shaped the realm to suit them, gathering their followers and underlings around them.

Demons get to Earth from their home dimensions either via the Dimensional Travel power or by being summoned by mortals (see **Demon Summoning**). At the GM’s discretion, demonic dimensions might have a higher initial difficulty to visit than the base 3 difficulty given for the Dimensional Travel power in **ICONS**.

DEMONIC CULTS

Demons—particularly powerful ones—tend to attract cults of mortal followers, usually believing service to a demon will be rewarded with earthly power and the fulfillment of their desires. These cults work to further the demon’s schemes on the earthly plane, usually arranging for some type of summoning ritual, allowing the demon to manifest there, or acquiring sacrifices or arcane offerings to enhance their master’s power.

The **Cultist** from the **Stock Characters** section of **ICONS** covers most rank-and-file members of demonic cults. Cult-leaders may simply be cultists with higher abilities, more levels in Occult and related specialties, possibly even levels in the Magic power, or full-fledged villains in their own right.

DEMONIC QUALITIES

The primary quality for demons is simply “Demon” or “Demonic” or related qualities like Infernal, Hellish, Devilish, and so forth. These can represent all of the things associated with demons, from their otherworldly and infernal nature to their occult power and their vulnerabilities involving holy items, hallowed ground, and potentially substances like silver or cold iron. It can also include (understandably) prejudiced reactions or fears, and trouble like demon-hunters who are not interested in the nuances of Creatures of the Pit who are looking to do good, and think the only “good” demon is a banished or destroyed one.

A related quality describes the demonic tendency towards evil, which can be a part of the general Demon quality, or something separate. This can include things like demonic possession, where a character has a “Possessed” quality to reflect the presence of a demon influencing the character’s actions. The possessing demon can grant certain advantages, but also creates all kinds of trouble, including compulsions and strange disabilities (like vulnerabilities traditionally associated with demons).

THE LEGIONS OF HELL

Demons come in many forms. The following are some of the major types that show up in the superhero comics, for use in your own **ICONS** games.

IMP

PROWESS	COORD.	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
3	4	2	3	3	4	6

Specialties: Occult

Powers: Damage Resistance 2, Extra Body Parts (Tail 3, Wings 3), Life Support 10, Teleport 3

Qualities: Demonic Imp, Devilish Cunning, Easily Underestimated

Among the lowest castes of demons, imps tend to be small, vicious creatures sent to serve demon summoners. Still, imps are cunning and mortals underestimate them at their peril.

TEMPTER

PROWESS	COORD.	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
3	3	4	3	5	5	9

Specialties: Performance (Acting) Master, Psychology Expert

Powers: Emotion Control 6, Energy Drain 4, Life Support 10, Transformation (Humanoids) 5

Qualities: Demonic Tempter, Let’s Make a Deal, Not What It Appears

Tempters exist to prey on human weakness and desire and bargain for things ranging from seemingly innocuous favors to ownership of souls, which they can turn over to their infernal masters to curry favor.

WARRIOR

PROWESS	COORD.	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
5	3	4	2	3	4	8

Specialties: Blades, Bludgeons, Throwing

Powers: Damage Resistance 3, Life Support 10, Strike 5 (demonic weapon)

Qualities: Fights Like the Devil, Infernal Soldier

Warrior demons are the mainline shock-troops and soldiers of the infernal realms, the prime constituents of its legions.

BRUTE

PROWESS	COORD.	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
4	3	6	1	2	3	9

Specialties: Wrestling

Powers: Damage Resistance 5, Life Support 10

Qualities: Hulking Demon, Savage Brute

Brute demons are just what their name implies: sheer muscle, used to bully and push around less powerful creatures (including other demons) and to do physical grunt-work. Brute demons are known to not be very bright, although some powerful brutes have been around long enough to develop their cunning and intellect.

POSSESSOR

PROWESS	COORD.	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
0	0	0	3	4	5	5

Specialties: Occult Expert, Psychology Expert

Powers: Ghost Form 7, Life Support 10, Mind Control 7 (Merge)

Qualities: Demonic Presence, Unseen Influence

The opposite of the Brute, a Possessor demon has no physical presence at all. Instead, it is a malign force that takes over the body of a host, ideally an innocent human being, granting that host certain demonic powers and

using their body to cause evil in the world. Getting rid of a Possessor demon without harming the host usually requires some type of exorcism, casting out the evil spirit while (hopefully) leaving the host unharmed.

MONSTER

“Monster” is a catch-all for the vast array of nightmare creatures spat out by the bottomless pits of the hell-dimensions, ranging from scorpion-men to hell-hounds, or tentacled things that should never see the light of day.

You can easily create some demonic monsters by applying powers like Damage Resistance and Life Support along with demonic qualities to some of the creatures from the **Icons** book, particularly predatory animals.

ARCHFIEND

Finally, there are the archfiends, the self-proclaimed Rulers of the Pit, those demons who have risen to power over their kind, often forging vast dominions in their own dimensions, with legions of servants and underlings.

DEMON SUMMONING

Characters with the Servant power from **Icons** may be able to summon demons, particularly with the Variable extra from **Great Power**, allowing Summon to call up a wide range of demons. A few “boss” level demons have the Servant power themselves, calling upon their demonic underlings to do their bidding.

Those lacking Servant (or the ability to mimic it using another power like Magic) have to make do with demon summoning rituals. An Occult Master can perform a summoning ritual as a stunt using the guidelines from Icons: a summoner with advantage can duplicate the effects of the Servant power at a chosen level. Typically, the summoner gains advantage through a maneuver, performing a ritual and making a test of Willpower (plus Occult specialty) against the difficulty of the desired Servant level.

Demon summoning is dangerous enough for Occult Masters; it is especially foolhardy for those with a lesser level of the specialty, or no Occult specialty at all. Normally, they would be incapable of performing a stunt to gain the Servant power. Unfortunately for mortals, and fortunately for demons, would-be summoners can choose (knowingly or not) to open themselves up to the trouble of “demonic bargaining.” In essence, they accept the trouble of drawing a demon to them, hoping they can come out ahead in the end. Most don’t.

HELLFIRE CONTROL

You can summon and control hellfire, also known as soul-fire or demon-fire, a fire-like mystical energy capable of causing excruciating pain to living beings through direct stimulation of a person's life force (or soul). Hellfire does not physically burn in the sense that true fire does, but can be perceived by its target as heat if its wielder wills it.

You can make a hellfire blasting or shooting attack (choose one when you acquire this power); make a Coordination versus Coordination test for the attack and use your power level for the damage, ignoring Damage Resistance, but not Mental or Magical Resistance. As an extra, you can choose between a blasting or shooting attack each time you attack with your hellfire.

For random character creation purposes, treat Hellfire Control as a form of Energy Control (see the **Powers** chapter of **ICONS**).

EXTRAS

Standard: Reversible, Slow Recovery

Powers: Affliction, Aura, Blast, Dazzle, Dimensional Travel, Emotion Control (fear and hate only), Energy Drain, Servant (summoned demons)

Hellfire Weapons: You can form close combat weapons out of hellfire, giving you a slashing Strike attack at your power level.

Hellride: You can form a mount or vehicle of hellfire to carry you, giving you Flight or Super-Speed at your Hellfire level (choose one).

Tormenting Stare: At a personal distance, you can glare into a target's eyes. Roll a test of your Hellfire Control vs. the target's Willpower, reading the results like a Stunning attack.

LIMITS

Standard: Blocked, Performance (Ritual), Tiring, Uncontrolled

LICENSE

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge System Reference Document Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Peter Bonney, Deird'Re Brooks, Reimer Behrends, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, Sedge Lewis, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Anthony Roberson, Andy Skinner, Stephan Szabo, John Ughrin, Dmitri Zagidulin

FATE (Fantastic Adventures in Tabletop Entertainment), Copyright 2003 by Evil Hat Productions LLC; Authors Robert Donoghue and Fred Hicks.

Spirit of the Century, Copyright 2006, Evil Hat Productions LLC. Authors Robert Donoghue, Fred Hicks, and Leonard Balsera.

ICONS Superpowered Roleplaying, Copyright 2010, Steve Kenson.

Icons A to Z: D is for Demons, Copyright 2014, Ad Infinitum Adventures, Author; Steve Kenson.