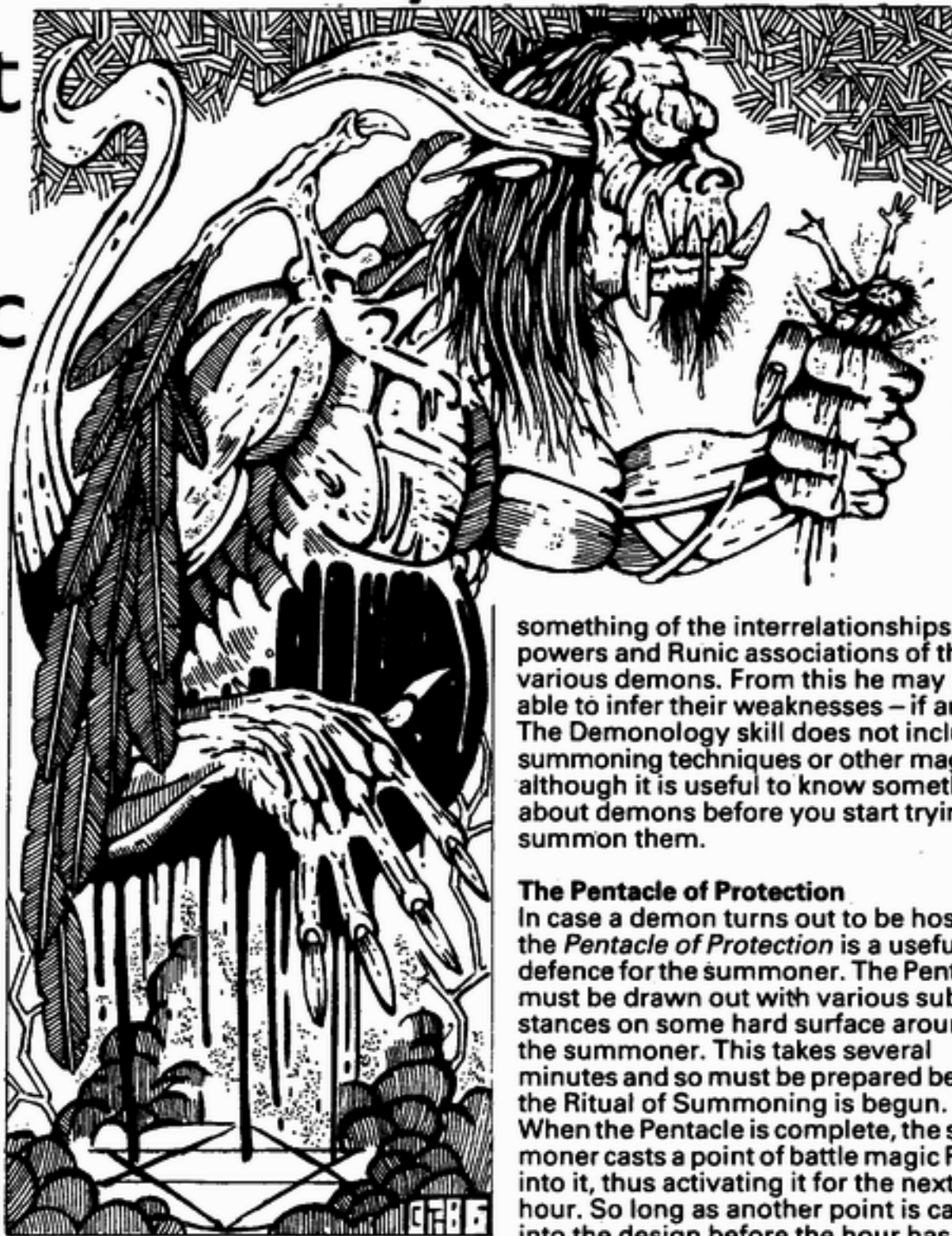


# DEALING WITH DEMONS

## Demonology in RuneQuest Part I: Demon Magic

by Dave Morris



**Demon.** To the superstitious this is any obviously powerful supernatural being. The word is even used to describe unusual Chaotic creatures or the less familiar elementals. In the precise sense, however, a demon is any being which lives on another plane of existence and is capable of acquiring a physical presence in the world (by this definition, the Ancients of Theelar, *Games Workshop's* own *Questworld* continent, sometimes refer to the Invader Race from Glorantha as demons. This usage is valid, if extreme). Note that it must originate on a plane which to the demon itself constitutes physical reality. The spirit plane does not qualify, so embodied spirits such as dervishes (or elementals) are not true demons.

A couple of the simpler demonic types have already appeared in *RuneQuest* sources. The demons of *Wyrm's Footnotes 10* are Chaotics with material form but no POW – they cannot use magic, nor are they affected by it. One of these appears in *Chaosium's Questworld*. A very different type of demon is to be found in the Munchrooms scenario of *Trollpak*. These know all battle magic spells and are extraordinary in having POW, hit points and armour all equal and interdependent. They seem to be tied to the Darkness Rune, without allegiance to Law or Chaos.

It is fairly well known that the demonic hierarchy consists of sundry demon races ruled by ascending ranks of nobility up to the demon princes, each of whom may reign over several different planes of existence. The demonic types of *Wyrm's Footnotes* and the Munchrooms fall into the first group, while the demons who rule them are all unique beings of much more fearsome power.

The categorization and study of the many demonic types forms the *Demonology* skill – a Knowledge skill

When this three-part series was first published, *RuneQuest* was available only in its second edition form. This has now been superseded by *RuneQuest III*, and second edition *RuneQuest*, along with all of its supplementary products, is no longer available. We have left the article unchanged to preserve its integrity, and because its contents can easily be converted to RQ3 and indeed to most other fantasy roleplaying games.

with a base score of 0%. Familiarity with this skill means that the character knows

something of the interrelationships, powers and Runic associations of the various demons. From this he may be able to infer their weaknesses – if any. The Demonology skill does not include summoning techniques or other magics, although it is useful to know something about demons before you start trying to summon them.

### The Pentacle of Protection

In case a demon turns out to be hostile, the *Pentacle of Protection* is a useful defence for the summoner. The Pentacle must be drawn out with various substances on some hard surface around the summoner. This takes several minutes and so must be prepared before the Ritual of Summoning is begun. When the Pentacle is complete, the summoner casts a point of battle magic POW into it, thus activating it for the next hour. So long as another point is cast into the design before the hour has passed it will remain active. Once the Pentacle's power is allowed to lapse, the design smoulders away into fine ash.

A hostile demon cannot cast spells into nor enter an active Pentacle. Neither can it use summoned minions of its own to attack the summoner. There are minor design differences between Pentacles according to the type of demon the Pentacle is intended to ward against. If the wrong demon materializes, the Pentacle is useless.

It takes only a few hours to learn to draw a Pentacle. Treat this as a skill with a base score of 70%, adjusted for characteristics as follows:

	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-05%				+05%	+05%

Increase in the Draw Pentacle skill is by experience only. Remember that the▷



summoner won't know whether he has drawn out the Pentacle correctly until a hostile demon tries to violate it. Also, one Pentacle cannot be drawn inside another, so characters cannot 'double their insurance' that way.

Pentacles are not the summoner's last line of defence, by any means. Common sense and a good grounding in Demonology can provide a beleaguered summoner with further wards (special herbs, words and Runes that the demon will retreat from, etc) to slow an enemy demon's attack until it can be dispelled.

### The Ritual of Summoning

Obviously, summoning is the form of magic most people would think of in connection with Demonology. The *Ritual of Summoning* is a skill which can be practiced by anyone with POW of at least 10 and DEX and INT both 12 or more. It has a base score of 0%, modified thus:

	09-12	13-16	17-20	Each +4
INT.		+05%	+10%	+05%
POW	-05%		+05%	+05%
DEX			+05%	+05%

The Ritual of Summoning takes three full turns (fifteen minutes) to perform and requires several rare components such as incense, chalks, paints and certain powders and distillations. These components are used up in the Ritual and must be prepared for each summoning, at a cost of 2d4 x 10L. As the evocator completes the incantations he rolls against his Ritual of Summoning skill to see whether the demon appears. Many demons have an innate resistance to summoning which acts as a negative modifier to the character's chance of success. Critical and fumble rolls usually have no special significance, except that on a roll of 00 some other demon than the one intended will appear!

Bringing the demon into being causes a terrible drain on the summoner's life force – at the moment of completing the Ritual he loses 1d3 points of CON, later recovering at the rate of one point per week. Once the demon has been evoked, it remains on this plane of existence for 1-4 hours and then fades back to its own world. Only the Ritual of Binding will prevent this.

Simply evoking a demon does not give the summoner any control over it, and if he does not use Binding he will have to bargain for its services. Consult the response table in Appendix J of the *RuneQuest* rulebook. A demon which takes an active dislike to its summoner will attempt to kill him; if thwarted in this (by a Pentacle of Protection, for example, or if the summoner is obviously too powerful) it will depart. A moderate response indicates that the demon is prepared to serve, but may drive a hard bargain; if offered significantly less than it would normally expect, it may become enraged (check response again at -10) and attack. A friendly demon will probably settle for a deal close to the summoner's first offer, as long as this is not wildly short of its expectations. In the case of NPCs, Bargaining rolls can be used; if the summoner is a player-character, however, then the Referee should take the demon's rôle and haggle.

Once the deal has been agreed and the demon has received its payment, the

summoner must say 'Here then are my wishes...' and go on to describe the service he wants the demon to perform. This must be concisely and carefully worded – demons are adept at twisting the meaning of a casual phrase and at following the letter of an agreement in order to discommode their summoner. The demon will then embark on the task set and continue until it has done what was asked of it or until the time limit on its summoning runs out – whichever comes first. Demons are typically quite happy to undertake suicidal missions because the destruction of their physical form only returns them prematurely to their own plane. If the demon's spirit or freedom of action is endangered, however, it will become considerably less enthusiastic about completing the task set. If it voluntarily backs out of an agreement, the demon must return 90% of its payment to the summoner.

The lesser demons are usually called upon to kill, spy or steal in their evocator's service. Although the demons may have special skills which make them excellent for such activities, it is after all much the same sort of thing for which common thugs or mercenaries might be hired. Demon lords and princes will not stoop to menial annihilations and the like, but may be persuaded to use their grand super-

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*Slowly, the misty shape coalesced before him, it's hideously powerful form already becoming apparent. 'By the Runes! The Pentacle, it's... aaaaargh'.*

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natural forces – sometimes to the summoner's lasting benefit. The demonic Lord Kesh, for example, can teach a character to brew venoms and acids. The exact services available from the various demons, and the payments they might ask in return, will be described in the second part of this article, next issue.

### Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. Banishment requires the summoner to chant a mystic phrase; this takes five Melee Rounds (one minute), during which time he can parry and defend, but not attack. When the chant is completed, the summoner rolls to see if his attempt is successful – if so, the demon immediately vanishes. The character's chance of successfully banishing the demon is the same as his chance of summoning it in the first place. Only one attempt at banishment can be made – if that fails, other means must be used to destroy the demon.

A character skilled in demon magic will also be able to use banishment against a demon summoned by someone else. In this case, the chance of dispelling the demon is half what the character's chance of summoning that demon would be. As before, the character has only one chance to make the banish roll.

### The Ritual of Binding

Binding eliminates the necessity of bargaining with a demon but it has its drawbacks in that attempting to bind a demon without its consent will certainly enrage it. The *Ritual of Binding* takes only one Melee Round to perform, but to stand even a chance of success the caster must expend battle magic POW at least equal to the demon's own POW. (The caster can spread the load over all his bound spirits and POW storage crystals if necessary.) These POW points are committed without the character knowing the demon's exact POW, of course. It is a good idea to overestimate.

The Ritual of Binding is a Knowledge skill with a base score of 0%. If the character makes his roll in this skill then the demon is bound in his service. Instead of vanishing after a few hours, it remains on this plane until killed or banished. A bound demon cannot directly harm the one who bound it, nor can it deliberately kill itself in order to escape from this plane. The binder can give it one command of up to thirteen words, and the demon will obey this command literally. Commands such as 'Obey all my future commands' or 'Serve me loyally' are not effective, and immediately free the demon if tried. That is, the command must specify particular services and actions rather than establishing conditions or attitudes for future behaviour.

Bound demons are *not* like bound spirits in any way – the binder cannot see through their eyes, nor can he use their INT and POW for spell purposes. A character cannot have more than seven demons bound on this plane at one time; if he tries to bind an eighth, *all* are freed.

Some demons have a resistance to binding, which works like Defence against the binding Attack. With enough POW (and guts!) a character could try binding a demon lord, but the resistance of these creatures is often 80% or more.

Binding can in some cases be to the demon's advantage. It may want permanent residence on this plane. Demon lords invariably desire to return to their realms as soon as possible, but some of the lesser demons lead a difficult existence in their own world and would prefer being bound to this plane. The problem is one of trust – there is nothing to prevent a summoner from agreeing to bind a demon 'as a favour' and then giving it any order he likes. There is thus only about a 1% chance of a demon asking to be bound – if you then actually keep your word and bind it without giving it a command, you will have that demon's eternal gratitude.

### The Pact of the Dark Companion

After successfully bargaining with a demon its summoner can, instead of requesting a service, offer the *Pact of the Dark Companion*. This applies only to lesser demons – demon lords will not even consider making the Pact with any except the mightiest human Heroes.

For the demon to accept, the referee must roll an 'extremely friendly' reaction on the response table. The Pact is then sealed in any of several revolting ways, the result of which is that the evocator gives the demon some of his own life and soul; his POW and CON both drop



# SUMMONING SUMMARY

NO WAY — THAT'S DISGUSTING.

WHY NOT?

You could offer it the Pact of the Dark Companion — only with a lesser demon, mind.

OKAY! OKAY! YOU CAN HAVE ALL SIX LUNARS...

Try bargaining — go for a good deal, but don't upset the demon...

O.K. BOSS.

GO KILL AUNTIE.

Bargained successfully? — set it a service.

Draw a Pentacle.



Activate the Pentacle (1 POW point), then roll Ritual of Summoning. If demon is summoned, lose 1d3 Con.



THIS BIT'S WRONG FOR A START!

Is the demon hostile? Roll to see if you drew the Pentacle right.

SO YOU'RE QUITE SURE YOU DON'T MIND GARLIC?

Got through the Pentacle? How good was your preliminary research?

You may find the need to banish the demon.

GET OUT!



BINDING!!! HAH! HAH! HAH!

OOPS...

You could try the Ritual of Binding. Match the demon's POW first. If you fail the demon will get nasty.

... AND THEN STOP ANYONE LEAVING BY THE CENTRE DOOR ON FRIDAYS. IS THAT MORE THAN THIRTEEN WORDS?

If you got the Binding right, give the demon an order.

▷ permanently by 1 point. They can still be increased in the usual way, but species maximum for these characteristics is also reduced by one. After sealing the Pact, the evocator receives the demon's mark and the creature departs.

Thereafter, the evocator can call on his Dark Companion at any time. The normal summoning procedure is unnecessary. There is a 20% chance each round of calling the demon's name that it will hear and come to aid him. It will always serve to the best of its abilities, but cannot remain on this plane for a total of more than twenty-one Melee Rounds in a single day. If slain, it vanishes and cannot rematerialize that day.

The Dark Companion must slay at least one sentient being each month, as it feeds on the release of life-energy. If this is prevented it will end the Pact and then seek to slay the evocator before returning to its own world forever. The evocator can thus force a conclusion to the Pact by withholding victims – other methods are to try banishing the demon or else to destroy it in spirit combat.

A character can have only one Pact operating at any given time.

### The Curse of Asterion

Also called the *Curse of Binding Energy*, this is a technique for dispelling a particular demon for all time. It is usable only once in a character's lifetime (for reasons which will become obvious), and in fact only two cases of its use are recorded – once when the noble Asterion employed it to save his daughter's

life, the other when the lunatic mage Athat turned it against a demon lord in a moment of arrogant pique.

The Curse is learned by a character reaching 85% in Demonology. A fairly short phase, the Curse is only effective if the character follows through the complex logical arguments associated with it as he speaks the words of the Curse. A character using the Curse must thus roll INTx5 or less on percentile dice for it to work.

The procedure is as follows: the character must touch and grapple with the demon as he (or she) activates the Curse of Asterion. If successful, both the demon and the character disappear forever from this world. Are they both disintegrated by the power of the magic? Or transported to a dimension of their own where they battle on together throughout Eternity? The truth is unknowable.

### Possessions

The *possession* spells are a group of enchantments for possessing people (usually the caster's companions) with the spirit-essence of a demon lord. The demon is *not* summoned by the spell. The effect of a *possession* is to enhance the recipients' fighting prowess or other skills. The exact effect varies according to the demon invoked.

*Possession* spells take five Melee Rounds to cast and have a duration of three full turns (fifteen minutes). Although they cost battle magic POW to cast, *possessions* do not have to be

memorized within the caster's INT limit as battle magic spells must. Instead the caster must make his roll in the Cast Possession skill for the spell to work; if he fails, he loses half the POW cost of the spell to no effect. Cast Possession has a base score of 0% with these characteristic adjustments:

	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
CHA	-05%				+05%	+05%

To cast a *possession* spell one must also have the talisman appropriate to the demon lord invoked – this may be a mask, wand, bell, gong, censer or one of several other items. The caster must prepare talismans for any demon lords he wishes to invoke, at a construction cost of 3-18L each. Alternatively, he can buy or otherwise obtain talismans prepared by another demonologist. The character must make his Demonology roll to see whether he has properly prepared a particular demonic talisman – *Cast Possession* will always fail if the talisman used is defective.

Three people are affected by a single casting of *possession*. To be affected they must be conscious but passive – the spell cannot be applied to a character in combat. *Possession* can be directed at subdued or *harmonized* enemies of the caster, but he must overcome their POW for the spell to take effect. Also, *possessions* do not give the caster control over the spell's recipients – the *possessed* characters retain their own normal aims and motives. However, they cannot under any circumstances harm the caster so long as he carries the proper talisman.

The average POW cost of a *possession* spell is some 12 points. Exact costs and effects will be laid out in the third part of this series.

### Campaign notes

You cannot just walk into a Lankhor Mhy college and enrol in demon magic classes, obviously. Demonologists tend to be scarce and reclusive for several very good reasons. One is the fact that they occasionally indulge in human sacrifice and other odious practices. Another is the very high risk taken by the habitual summoner. Most telling of all, the priests of established temples consider demonology synonymous with demon worship, a threat to their own authority, and so the practice is universally frowned upon if not actually outlawed.

How then is a character to learn the demonic arts? There are two ways – either collect the rare books and study them or else seek out one of those reclusive Masters and convince him that he needs an apprentice. Both means may well be expensive, but the crucial factor in the character's study will be one of *time*. The Skills Table reflects this. □

### Demon Magic Skills Table

Time (hours) for a 5% increase in ability

	05-25	30-50	55-75	80-100
Demonology	150	300	450	750
The Ritual of Summoning	75	150	250	450
The Ritual of Binding	100	200	400	600
Cast Possession	50	100	150	EXP
Draw Pentacle	(Increase by experience only)			







## Part 2: The Lesser Demons



*In Part 1 the basics of demon magic and summoning in RuneQuest were covered. Part 2 presents the lesser demon races and their abilities and weaknesses, the ways in which they should be dealt with and the 'benefits' they can give the summoner. It should also prove an easy matter to convert this series to other fantasy roleplaying games.*

*Hajpool the Wary finished laying out his third row of copper rods. 'No Storm Demon's going to heatshock me!', he exclaimed. His master paused in mid-ritual, and turned incredulously to his apprentice. 'But we're summoning a B'krath, you idiot!', he screamed.*

It is a rash student of demonic magic who expects to start his career by summoning the great demon lords and princes. Such a career would be short lived. It is best to begin with the lesser demons, even though their services are scant beside their masters' powers.

To the would-be summoner, knowledge is most definitely power. His Demonology score determines how much he knows about each type of demon. Any novice will know the names and general skills of common demons such as those listed here, but their exact strengths and vulnerabilities can only be found out through exhaustive study and calculation. For example, a character who had done no more than to leaf through a few compendia of demons would know that B'krath are stealthful killers which operate to best effect in shadow – but it is hardly common knowledge that these demons do not barter, and will only serve in exchange for a precise quantity of gold.

Demonology rolls are usually made by the Referee on the character's behalf, so that the character can never be entirely sure that his information about a demon is correct until he has actually tested it out. Information is broken down

for convenience into five categories:

1. The demon's abilities – POW, hit points, fighting skill and damage, etc. A successful Demonology roll means that each ability is known to within  $\pm 25\%$  (randomly determined by the Referee).
2. Special wards against the demon, if any.
3. The demon's tractability – the proportion of friendly, neutral and hostile individuals among a given demon race.
4. The demon's probable requirements in bargaining.
5. The demon's resistance to Binding. A successful Demonology roll lets the character know this to within  $\pm 10\%$ .

Characters trying to discover these facts for a particular type of demon check for them after every 2-20 days (roll two d10). This represents the time taken in research and meditation. The check is made for each of the five information categories *separately*. In each case, if the Referee makes the character's demonology roll then he gives the player the correct information – within the limits given above. On a *fumble* the Referee gives the player completely erroneous information. Any other result on the Demonology roll simply means that the character has turned up nothing useful and will need to spend another 2-20 days in study.

A character might want to double-check his results: he can go on devoting study time to a demon as long as he wants. For example, Hajpool the Wary is a student with a Demonology ability of 30%, trying to find out about Storm

Demons. Hajpool's Master has told him most of what he wants to know, but insists that as an exercise he determines for himself any wards that can be used. After his first study period, Hajpool is informed by the Referee (correctly, because a 27 was rolled) that the appropriate ward is a fence of sharp copper rods around the perimeter of the pentacle. Wanting to make sure, Hajpool spends another 2-20 days in his Master's library. This time he turns up no further information. After six more study periods Hajpool has twice been told that copper rods are the proper warding, four times drawn a blank, once been told to use garlic and once that the proper ward is a gold Life Rune. He realises that the last two must be incorrect results from fumbles and that the two answers which agree are almost certainly the right answer.

Note that because Demonology is a complex subject, highly liable to error and miscalculation, the chance of a fumble is *twice* what it would normally be for any other skill. A Demonology skill of 30%, for instance, leads to a fumble on 93-00 rather than 97-00.

The following is a list of lesser demons.

The first paragraph is general information about the demon that any demonologist would know or that could be found in some demon bestiary. The second paragraph is specialized information that can only be discovered through the right Demonology roll.

### **B'krath**

B'krath are slender, prowling killers – roughly humanoid in appearance but with musculature and stance reminiscent of a jaguar. The jet-black fur of a



▷ B'krath makes it particularly adept at stalking in shadows (its Defence and Stealth abilities are halved in bright light). B'krath fight with their long powerful talons and needle-sharp teeth.

**Specialized knowledge:** B'krath when summoned always appear in groups of three. The summoner thus temporarily loses 3d3 points of CON! The three B'krath are identical in their characteristics, reaction to the summoner, etc, and are in permanent mental rapport (*not mind link*) with one another so that they hunt and fight as a team. B'krath will not haggle over payment for their services—indeed, they never communicate with humans except to receive their instructions. B'krath will undertake only assassinations, and must be paid 3000L worth of gold dust for this.

### Porphyrs

Vampiric blue-skinned demons, porphyrs are very tall and gaunt and have all the normal powers of a *RuneQuest* vampire. They have bald, veined heads, eyes of limpid yellow and long seemingly delicate nails. Over its robes a Porphy will wear a silver cuirass with intricate designs worked upon it.

**Specialized knowledge:** Porphyrs have all the vulnerabilities of any vampire. They have great difficulty controlling their passionate thirst, and the summoner should wear a garlic sash as this gives an effective Defense bonus of +10% against a Porphy's attacks. The Porphy will demand at least one bound spirit familiar as payment. From this it will drain all blood and POW, destroying it.

### Demon Wolves

Large, black wolves with red eyes. They have excellent tracking skills and are best employed as hunter-killers.

**Specialized knowledge:** Demon Wolves are partially resistant to weapons of non-Runic metal (which cause them only half damage), and moreover anyone striking a Demon Wolf with such a weapon must resist its POW or suffer one of these curses:

1. Arms paralyzed
2. Struck blind
3. Struck dumb
4. Transformed into a rat
5. Leg withered (halves movement)
6. Horribly disfigured (-10 from CHA)

A curse can be removed with *dispel magic*. 2. Demon Wolves take double damage from aconite-based poisons. The minimum payment for a Demon Wolf's services is the sacrifice of a sentient being. They must be summoned by night, as daylight *demoralizes* them.



### Amorphs

At first glance an Amorph could be mistaken for a Gorp—an oozing blob of grey-mauve protoplasm. But the form of the Amorph is full of eyes and chattering mouths, and it will occasionally extrude temporary appendages.



**Specialized knowledge:** Amorphs are best used as guards in dank places or assassins where there are moats and rivers to be crossed, as they travel freely through water. Fire causes an Amorph 50% extra damage. Amorphs take 3d3 damage if they cross a line of eucalyptus oil, so this makes an excellent warding material. Amorphs serve in exchange for a litre of Gorp acid, on which they feed.

### Succubi & Incubi

These are respectively the female and male demons of carnality. Their true forms are clawed and bat-winged, but they appear to victims as beings of perfect beauty, matching their CHA against the victim's POW. Success means that the victim succumbs to seduction.

**Specialized knowledge:** What makes these demons particularly hazardous to summon is the fact that, if hostile, they may turn their charms against the summoner and convince him to leave his Pentacle of Protection. The summoner should thus chain himself (or herself) within the Pentacle's bounds and have some trusted servant take the keys. Wearing a silver ankle chain reduces the demon's chance of charming by 15%. Another defence is to drink the juice of limes, which further reduces the demon's chance of charming by 05%. Succubi and Incubi barter for payment of any kind—jewels, spell potions, etc—to a value of about 900L. When they sleep with a victim they can drain him or her of 1d12 CON (which recovers at the rate of one point a week). An Incubus has a 3% chance of impregnating a female victim, who will later give birth to a demon child with its father's powers.

### Sraim

Sraim have a giant maggot's body on four long spidery legs, with a face which is lumpish and misshapen as though made of putty. They can detect items that the summoner has lost and will lead him towards such an item.

**Specialized knowledge:** Sraim serve in return for at least one dose of potency 20 acid. In addition to biting in combat, a Sraim is also able to spit its own acidic venom (potency 5) up to 10m, with an accuracy of 50%.

### Pazuzu

These demons are thin and manlike. Their taut, glistening skin is ruddy-bronze in colour, their leonine manes are dusty grey and their eagle-like wings and talons are darkest black. They can breathe flame up to 10m.

**Specialized knowledge:** Pazuzu make particularly useful servants because of their powers of illusion (they can cast *image creation* at will for no POW cost) and their partial resistance to magic (one-point battle magic spells cannot affect a Pazuzu). Pazuzu require payment of about 750L worth of ivory. Offering a Pazuzu water brought from an oasis causes it to become more tractable (-10 from its reaction roll).







## Stalkers

Stalkers are the premier demonic assassins. They can pass freely through wood, stone, etc (although they are tangible to metal and magical materials), and have excellent Stealth abilities. Stalkers appear to be vaguely humanoid, hunched inside their dusty robes, but have withered brown skin like tree bark and a cowed vulture's head.

**Specialized knowledge:** A Stalker's abilities are not bought cheaply. The demon will require at least one POW storage crystal of ten points capacity, and may often barter for powered crystals or truestone. The only ward against a Stalker is to blow a silver whistle on which Runes of Stasis, Movement and Air have been etched; as long as the whistle is blown within 5m of the Stalker its attack chances are halved. If a Stalker wounds its foe it matches its POW against his, with success costing the opponent two points of STR, which later recovers at one point per hour. Every fifth round a Stalker can cast bolts of white light up to 10m with an accuracy of 85%, dealing 1d20 points of damage.

## Rult

Rult have large, hunched bodies with dry, shredding flesh, a large head like that of a fly and skeletal wings draped with a torn web of skin.

**Specialized knowledge:** Rult must be summoned at the place of execution of a

man who has murdered more than once. They will haggle for gold, silver and gems – a Rult usually requires about 1000L. Rult have two special abilities. First, they can *teleport* over distances of up to 3 kilometres, with the restriction that some living or once-living body which they have encountered is at each end of the teleport. Secondly, Rult can breathe a poisonous vapour doing 1d3 damage which cannot be healed with magic. Any character wearing a Man Rune amulet has a +10% bonus to his chances of *harmonizing* a Rult.

## Nightmares

These large, black demon horses are usually summoned as a mount for the demonologist, as they can cross any terrain at 30 kilometres an hour.

**Specialized knowledge:** Nightmares can only be evoked after sunset, and dissolve into mist if exposed to sunlight. There is no other special defence against them. A nightmare will require a pint (equivalent to 1d3 STR) of the summoner's blood in return for its services.

## Storm Demons

These creatures of living lightning can only be evoked in the midst of a thunderstorm. They appear as flickering, electrical humanoid figures up to twice the size of a man.

**Specialized knowledge:** Storm Demons are much like elementals in that they have no specific hit locations or CON. A Storm Demon can hurl bolts of energy up to 20m which inflict four 1d8 wounds on the target (armour giving half normal protection) or it can grapple an opponent, causing *heatshock* like a fire elemental. A paling of sharp copper rods will cause 4d6 damage to any Storm Demon which tries to cross it and

will deflect lightning bolts cast by the demon so that their accuracy is halved. Storm Demons require 800L worth of sapphire dust for their services.

## Gremlins

These are small (two and a half feet tall), thin humanoids with elongated toes and fingers like a lizard's and a globular head perched on a narrow neck. They have pale green skin and their large, saucer-shaped eyes give them a rather comical look. Gremlins are demons of (bad) luck.

**Specialized knowledge:** Gremlins are ineffective fighters, but their special ability is that anyone within 8m of a Gremlin suffers bad luck – any rolls that the character makes are adjusted by 1d3x5% so as to be less favourable. Any *luck* rolls must be made by the character rolling POW as a percentage (instead of the usual POWx5%). Gremlins have 85% natural camouflage in all surroundings, and utilize this to skulk near their victims and bring down upon them the vicissitudes of disaster. If forced to fight, Gremlins use long straight-bladed knives. Gremlins will require a minimum payment of 350L. They cannot harm anyone tied to the Luck Rune.

## Afterword

This list of demons is not intended to be exhaustive. Referees are encouraged to shift abilities around between demons and to invent demons of their own, with unique appearances and specialised skills. It is not expected that demons will appear frequently in any one campaign, but players must be prevented from becoming complacent at all costs.



## Demon Statistics

	B'krath	Porphyrs	Stalker	Pazuzu	Demon Wolf	Amorph	Nightmare	Succubus or Incubus	Rult	Gremlin	Sraim	Storm Demon
Str	3d6+6	4d6+12	2d6+6	3d6	2d6+8	-	4d6+20	2d6+6	3d6+6	2d6+1	3d6	2d6+12
Con	2d6+10	2d6+6	25	2d6+8	3d6	2d6+12	d6+15	3d6	3d6	3d6	3d6	-
Siz	2d6+5	d6+12	2d6+6	2d6+6	2d6+7	2d6+14	2d6+20	2d6+6	3d6+6	4	2d6+5	2d6+20
Int	3d6	3d6	4d6	3d6	2d6	3d6	3d6	2d6+5	3d6	2d6+3	3d6	3d6
Pow	3d6	3d6	2d6+7	2d6+6	2d6+6	3d6	2d6+6	2d6+6	3d6+6	3d6	3d6	3d6+2
Dex	2d6+14	3d6	3d6	3d6	3d6	-	2d6+6	2d6+6	2d6+3	3d6	3d6	1d6+12
Cha	-	-	-	-	-	-	1d4+14	-	-	-	-	-
Move	10	8	10	8 (12 in flight)	10	6 (10 in water)	12	8 (10 in flight)	6	6	8	12 (12 in flight)
HP	17	14	26	14	12	22	23	12	13	9	11	2d6+18
Defense	30%	-	10%	-	-	-	-	05%	-	05%	-	15%
Attack/SR	100%/4, both claws	55%/8	120%/9	50%/5+	50%/8	60%/10	45%/6	35%/4+	60%/8, both talons	25%/10	35%/9	75%/1
Damage	3d4+1 (twice)	d4+1+2d6	d10+2, Str drain	(1d8 flame or by weapon)	d8+d4	d8+d6	(as for war-horse, Pow vs Pow to disincorporate victim)	by weapon +1d4 or 2d4 claw	1d8+1+1d6 talons or 1d3 breath vapour	1d4+2-1d4	1d6+pot. 5 acid	1d8x4 bolt or 3d6 heatshock
Armour	4pts	1pt (chest: 5pts)	6pts	1pt	3pts	1pt	3pts	0	6pts	0	1pt	0
Resistance to Summoning	30%	20%	40%	5%	10%	15%	10%	-	30%	-	-	15%
Resistance to Binding	20%	30%	45%	5%	5%	15%	10%	20%	30%	-	-	20%
%Age Friendly/Neutral/Hostile	5/50/45	10/70/20	0/95/5	20/55/25	5/50/45	5/80/15	15/70/15	5/60/35	10/55/35	10/80/10	30/55/15	15/50/35
Average %Age abilities	S:85, P:70	S:60, P:50	S:90, P:85	S:30, P:35	S:40, P:65	S:15, P:40	P:65	S:45, P:55	S:10, P:35	S:85, P:65	S:25, P:25%	P:80

Note: S = Stealth, P = Perception.



## Part 3: The Demonic Nobility

*This is the final part in our three part series on Demons in RuneQuest. We present the Greater Demons, in all their terrifying power.*

The demon lords and princes are individual beings of immense power who rule the demon planes. They have, of course, been summoned far less frequently than the lesser demons, so no exact canon of knowledge is available as with the latter. A summoner who does some research may find suggestions and theories as to how to deal with the demon lords ("... Rokash the Pious records that the powers of the Lord Eldyr are diminished by bright light..." etc), but exact wards – if any – are a matter of conjecture.

Similarly there is some uncertainty as to the precise levels of power of the demon lords. Tsienna's stats are given here as a guideline, but Referees must design these creatures to suit their own campaigns. They should be virtually impossible to overcome with raw power alone, and if your campaign abounds with 150%-plus Rune Lord-Priests then the abilities of Tsienna and the others should be increased accordingly. When

the demon lords have suffered defeats in the past it has been through the summoner's quick wit and daring, rather than from spells and swords.

As a general rule demon lords will have personal POW between 80 and 100, and can draw on unlimited POW reserves from their home dimension for casting battle magic. They are *hostile* about 20% of the time and otherwise *neutral*. They will only be *friendly* if there is a very good reason why they should react favourably to the summoner – Umalu prefers Chaotic berserkers, and so on.

### The Gifts

While not precluding the possibility of striking completely unique bargains with a summoned demon lord, there are two types of deal which are 'commonly' made. These are the *Lesser Gifts* – minor exertions from the demon's point of view, made in exchange for characteristic POW from the summoner – and the

*Greater Gifts* – permanent abilities bestowed on the summoner in exchange for a *soul-pledge*. A soul-pledge means the summoner gives the demon 1 POW point to seal the bargain and promises him a further 3d10 POW points later. These further points are intended to be collected on the summoner's death, but there is a 2% chance the demon will arrive if it feels the summoner's life-force is burning low – in game terms, whenever the character's hit points or POW reach 2 or less. Once the demon arrives nothing can stop it from devouring the POW promised to it. These POW points are permanently lost to the character, at which point the soul-pledge is ended and he loses the Greater Gift. If he survives the POW loss he can later bargain again for a Greater Gift, either with the same or with a different demon lord. A character can buy any number of Lesser Gifts from demon lords (if he can spare the POW), but it is only possible to have one Greater Gift at



a time. Note that to receive *any* gift, at least 200 wheels or equivalent must also be offered.

## The Demons

There are a number of others which could not be listed here – among them, Pazuzu, Lord of Fevers, ruler of the lesser demons which bear his name; Bakshuro the Screamer, who inhabits a dimension so hostile that only he can live there; Valadolyn of the Emerald Eye, who sees all, and Lady Kleshkala of the Pit, whose face is so terrible that merely to summon her is to court insanity.

The three important parameters for each demon lord are his or her *Resistance to Summoning*, *Resistance to Binding* and *Cross Pentacle* ability. The last is applied as a negative modifier to the summoner's chance of correctly drawing the Pentacle of Protection.

	Resistance to Binding	Resistance to Summoning	Cross Pentacle Ability
Adelmar	100%	75%	60%
Akresh	85%	50%	20%
Eldyr	80%	40%	20%
Engala	80%	40%	25%
Hragahl	75%	55%	20%
Kesh	80%	40%	20%
Kojuro	85%	45%	15%
Kyrax	90%	55%	30%
Sarasathsa	90%	55%	40%
Tsienra	85%	50%	35%
Umalu	80%	40%	30%

## The Lord Tsienra, Screaming Metal Spirit, Demon of Ferocity.

Tsienra usually appears as a metallic figure, something like a huge tiger armoured in intricately patterned plates of tarnished silver and with a violet light burning behind his eyes and gaping maw. He embodies the lightning attack, the unrelenting ferocity of battle, the prowling spirit of savage death. Possession by the spirit of Tsienra gives great speed and grace to the recipient's fighting prowess.

**Greater Gift:** Tsienra can give the power of *ferocity*. When a character with this power uses it, his STR and DEX are effectively increased to species maximum for combat purposes, 35% is added to his Attack chance and 10% is subtracted from his Parry. The character expends two points of battle magic POW to go into *ferocity* and then another point for every full turn he keeps it going.

**Lesser Gifts:** For the sacrifice of one POW point, Tsienra will teach his summoner the battle magic spell *the talons of tsienra* (see below). For two POW points he will use his skill at stalking between the planes to take the summoner within a few miles of any location he specifies, now matter how great the distance. For three points of POW he will enchant any sword with a permanent *bladesharpen 2*. Adelmar can also add to a character's lifespan – five years for one POW, then years for two POW, fifteen years for four POW and so on. A character can only petition for this gift once. During the added years the character does not age, but the deal must be

phrased with exceptional caution or Adelmar will surely twist things to the summoner's detriment.

## Lord Tsienra

STR: 44 Right hind leg (01-02) 14/15  
CON: 21 Left hind leg (03-04) 14/15  
SIZ: 34 Hindquarters (05-07) 14/16  
INT: 25 Forequarters (08-10) 14/16  
POW: 85 Right foreleg (11-13) 14/15  
DEX: 28 Left foreleg (14-16) 14/15  
CHA: 30 Head (17-20) 14/15  
Move: 12

Hit Points: 45

Defence: 160%

Attacks: Bite (1d10+1+4d6) SR4, 150%.

Claw (1d8+4d6) SR4, 180%.

(Count as *severblades*.)

Spells: Any (variable spells to 8 points).

Rune Magic – *concealment*; *dismiss elemental 3*; *extension 3*; *multispell 2*;

*spirit block 3*; *shield 4*; *vision*; *teleport*.

Skills: Stealth 120%; Perception 180%;

Leaping (20m) 100%.

Tsienra can make one bite attack and two claw attacks in the same round. These do not all have to be against a single opponent. By splitting his attacks he can make even more strikes in one round, of course. Like most demon lords he can cast any standard battle magic spell by drawing POW from his home plane. When he casts a Rune spell he pays for it using his own POW, just as a normal being would pay for battle magic. Like all demon lords, Tsienra is immune to non-Runic weapons.

## The Talons of Tsienra

POW used: 4 points

Type: passive, unfocused, temporal

This battle magic spell causes 30cm talons of red light to spring from the caster's wrists. He can fight with these using either Fist or Dagger skill – the *talons* do only 1d4 damage (no STR/SIZ bonuses apply), but the *only* effective defence against this is the Rune spell *shield*, which absorbs one point from the *talons'* damage for each point of *shield*. The *talons* are immaterial, so parrying a weapon with them will damage but not deflect it. The spell can only be learned from Tsienra himself, and if the character tries to teach it to someone else then Tsienra will materialize unbidden and kill him.

## His Fell Highness Eldyr, Prince of Deceit, Demon of Persuasion.

Eldyr is overlord of Incubi, Succubi and Gremlins. He may pass in any guise he chooses, the better to advance his wiles, but will always eventually cast images aside to reveal his true (*perhaps* true) self. In the *Chronicles of the Conjunction*, Eldyr's own description of himself is recorded: 'My hair is like black silk, my skin is burnished copper in the moonlight, my eyes are sapphires and my robe embraces the starry night...' This description was for the benefit of the elven sorceress Cordelia, who had wisely blindfolded herself before the summoning. Without defences such as this, all in time succumb to Eldyr's charms; the evocator must attempt to banish him at once, therefore, if he begins to use his powers in a hostile fashion.

**Greater Gift:** Eldyr can give the power of *harmonic spirit*. This is a combination of charm and blind luck. It costs nothing to activate this power, but each morning the character must roll POWx5 or less on percentile dice to see if the power works for that day; this chance is increased by 15% if the power was working the previous day, and decreased by 5% if it was not. Any luck roll the character has to make has a 50% chance of working automatically without him having to roll for it; on a roll of 05 or less he may have quite incredible luck – a 20m fall broken by some bushes, for instance. He gets a CHA bonus of +4 and can use his CHA as an Incubus or Succubus does. Finally, he gets an Oratory bonus of +35%.

**Lesser Gifts:** For one POW point, he will aid a character in an attempt to persuade others of something. He gives the character a 45% bonus to his persuasion chances for one use only – and this must be some matter where the character's chance of persuasion was at least 10% in the first place. The bonus is reduced to 10%–30% in attempts to bargain with demon lords because Eldyr's powers work only erratically against his peers. For two points of POW Eldyr will give a *luck ring*. This silver ring has 100 charges and each charge can be used to change the chance of something happening by 1%. The event to be influenced must occur within 100m of the wearer and have at least a 10% chance of happening in the first place; you can't make a healthy warrior suddenly die of a heart attack, for example. The wearer must declare how many charges he is committing before the roll is made. When all charges are expended the ring permanently tarnishes and is powerless thereafter.



## The Lord Umalu, the Whip of Chaos, Demon of Pain.

The spirit of Umalu is that of glorying in the inflicting of pain. He is a fierce, powerful demon who hates Lawful creatures▷



with an intense passion and is little better disposed towards being of Chaos. Umalu manifests himself as a 3m tall muscular black giant with a long mane of white hair, face perpetually contorted in hatred. He wields a glittering whip which can bestow *Reverse Chaos* features and an envenomed shortsword which inflicts terrible wounds.

**Greater Gifts:** Umalu can bestow *Chaos* on a character, giving him or her a Chaotic feature. He can also give the power of *excruciation*, so that any wound the character inflicts has a 20% chance of dealing an extra 1d8 damage to the victim's hit point total owing to extreme pain.

**Lesser Gifts:** In exchange for one point of POW he will teach a character an extra 20% in the Torture skill. For two points he grants the Rune spell *curse of anguish* (see below). For three points of POW he will personally torture a captive to obtain information on the summoner's behalf.

### Curse of Anguish

Range: 160m

POW used: 2 points

Duration: Permanent, Non-reusable, Not stackable

The caster of the Rune spell is able to inflict wracking pain on a victim if he can overcome his POW. He can alter the victim's hit point total at will to represent the pain, and can thus force the victim into unconsciousness, vary the pain so that he must fight at a disadvantage, or merely threaten him with the effects. The *curse of anguish* cannot kill – its victim will merely lapse into a coma if the pain level is increased too far. This spell does not affect undead, elementals or other creatures which do not actually experience pain.

### Torture

Torture is a manipulation skill with a base score of 15% and is learned at the rates 200/400/800/EXP. Normally a character must join the Guild of Torturers to learn the skill. A successful Torture roll means that the torturer has extracted all or part (40% + 1d6x10%) of the truth from his captive, failure means that he has got false information. A fumble means that the captive has died. Torture can usually be used only once a day on a given captive – each extra use in the same day doubles the chance of a fumble. Captives can use their CON+POW as a 'Defence' against the Torture 'Attack' if they wish.

### His Demonic Majesty Adelmar, Lord of the Vaults of Eternity, Monarch of Demons.

Summon the terrible Adelmar only when you plan such grand designs of mayhem and destruction as would make lesser demons quail, for he is a proud and potent force and should not be summoned lightly. Standing about 2½m tall, he is ebony-black with the lower body of a serpent, a human torso and an armoured, horned head like that of a triceratops. He wields enchanted scimitars in each hand – one of which feeds on the blood of victims, the other on their souls. Adelmar is said to dwell in a labyrinthine castle on an island in an unknown lake; when Adelmar is summoned, the evocator and

his party (up to six others) are carried to this castle to petition the demon.

**Greater Gifts:** Adelmar has a limited power over time itself, and can give the ability of *temporal navigation*. This enables a character to cross up to ten years either into the past or future, arriving within 1-12 weeks either side of the required date. Each use of *temporal navigation* costs the character 1d4 from characteristic POW.

**Lesser Gifts:** For one point of POW Adelmar will open the veils of Time to uncover some secret at the summoner's behest. For three points he will send an army of demonic warriors – equivalent to five thousand elite cavalry – to fight in one battle beside the army of the summoner (or his employer).



### The Lord Akresh, Spirit of Thunder in the Mountains, Demon of Invincibility.

Akresh represents steadfast strength of purpose, the glowering look that intimidates a foe, the essence of power that cannot be assailed. Possession by the spirit of Akresh is called *waiting-within-a-fortress*; it hardens the will, shields the body from harm and augments the recipient's physical might. Akresh himself can only be evoked in mountains, where he may appear as a shadow against the sky and a booming echo between the peaks.

**Greater Gift:** The power that Akresh can grant is *indomitability*. A character with this power must roll POWx5 or less on d100 whenever he wants to use it; once activated, the power costs two points of battle magic POW for each full turn the character wishes to use it. While *indomitable* the character remains fixed in position waiting for attacks. He can automatically sweep aside all attacks made at 25% or lower, including missile attacks; his STR increases to species maximum; he gets a +20% Parry bonus and any parries he makes do an extra 1d4 damage to the parried weapon.

Finally, he gets an extra point of armor protection.

**Lesser Gifts:** For one point of POW Akresh will teach two points of the battle magic spell *parry* (usually available to Humakti). For two points he can chant any shield so that whoever carries it has a permanent *protection 1*. For three points he will summon mountain storms that can throw whole armies into confusion, or block a pass with landslides.

**Her Eldritch Highness Sarasathsa, Princess of Mystery, Demon of Pain.** Sarasathsa has sovereignty over the impenetrable or unknowable. Possession with her spirit-essence renders recipient immune to spirit combat, spirits will recoil from her terrible netheries, but is double-edged in that the recipient could become sunk into lethargy and pensive introspection (POWx5 or less when coming out of a session to avoid this). Sarasathsa may have many forms, but is often described as a very tall (2½m), slender, graceful woman in blue and green robes. Her face is pale and mottled in a serpentine pattern, and the right side of her face is concealed behind a fantastical mask in the form of an embryonic dragon. All summoners describe her as cold and distant and rather draconic in temperament.

**Greater Gift:** Sarasathsa can grant *morphic counsel*. Whenever the character has some problem to solve or mystery to uncover she will whisper clues to him in his dreams. This act, though the character had 80% in the General Knowledge skill, and also allows him important visionary dreams at the Referee's discretion.

**Lesser Gifts:** For one point of POW she will answer any three yes/no questions about the past or present with 99% accuracy. For two points she will convert a powered crystal into another type with the summoner specifies (the crystal's POW is diminished by 1 by this process). For three points she grants a character a permanent 5% bonus on POW gain.

### The Lord Kojuro, Who is One with the Sword, Demon of Fighting Skill.

Kojuro appears as a slender man with greyish skin and sharp white shark teeth. He wears white and grey robes and carries a number of swords and throwing knives. His province is in combat, particularly swordplay.

**Greater Gift:** Kojuro can immediately raise a character's skill with swords 80% or by 15%, whichever is greater.

**Lesser Gifts:** For one POW point Kojuro will increase a character's score in any fighting skill by 5%, to a maximum of 75%. For two POW points he will cast a single-use *truesword* spell on a blade; this spell can be activated at any later time by whoever wields the sword. For three POW points he will increase the skill of an entire army by 5% for a single battle.

### The Lord Kesh, Jewelled Serpent, Demon of Confusion and Terror.

Kesh embodies the transfixing gaze of a snake. He causes awe by his presence alone, a massive bejewelled, serpent shape coiling about the Pentacle and rearing up to the roof of the summoning chamber – the summoner must roll



POWx5 or less on d100 or lose all power to bargain with the demon. Looking into Kesh's eyes causes *demoralization*.

**Greater Gift:** Kesh grants the power of *intimidation*. Given two rounds in which to talk to foes before he fights them, a character with this power can threaten with such unholy force that those hearing him must roll POWx5 or less on percentile dice or be *demoralized*. In combat, the character's gaze can transfix like a vampire's.

**Lesser Gifts:** For one POW point Kesh will reveal the location of an ancient treasure hoard of at least 90 treasure factors. For two points he will set a giant demonic serpent to guard your treasure for you. For three points he will teach you how to brew any venom or acid up to potency 15.

#### Demonic serpent (Servant of Kesh)

STR: 4d6+12

CON: 1d6+12

SIZ: 2d6+15

POW: 2d6+6

DEX: 2d6+10

Move: 8

Hit Points: 19 average

Armour: 6-point skin

Attacks: Bite (3d6 + potency 4 blade venom) SR1, 75%.

Crush (3d6 [like a python] SR6, 60%.

Skills: Move Quietly 90%; Hide in Treasure 80%.



#### The Lord Engala, Gatherer of Darkness, Demon of the Undead.

Engala is usually characterized as the zombie spirit, embodiment of unrelenting attack, but in fact he is the lord of all undead creatures. Engala appears as a dull-eyed, expressionless man with dead white skin, robed in grave-soiled black raiment. His movements are slow and languid, like a corpse underwater, and when he speaks his lips hardly move to his hollow, emotionless tones. Those possessed by his spirit will fight until cut apart.

**Greater Gift:** Engala can make a character into a vampire or mummy. The customary pledge of POW is useless to Engala because he is an undead being, so instead of that pledge he imposes a peculiar condition on his Gift. Every ten years the character must find a champion to play Engala's representative at a game not unlike chess. If the champion loses, Engala drains him of POW and destroys him. If the character cannot find a champion he must play Engala's representative himself – in this case, if he loses, Engala will come and take the character as one of his personal servants.

**Lesser Gifts:** In exchange for a powered crystal Engala will give a lead amulet which grants the wearer some protection from undead – *hostile* undead act *neutrally* and *neutral* undead will be *friendly*, as per the *RuneQuest* response table. Occasionally he may give favoured summoners a zombie or skeleton guard to serve them.

#### The Lord Kyrax, Blizzard Flame, the White Lord, He Who Descends from the Storm.

Kyrax is one of the oldest demons. He has the form of a giant white wolf, or sometimes a man of feral aspect. He is the master of stealth and guile, can cause *invisibility*, blizzards and darkness and particularly aids those who were once mighty, for he is the demon lord of regathering old powers.

**Greater Gifts:** Kyrax can grant a character 70% in all Stealth skills or raise these by 20%. Or he may personally aid a character in a single master plan.

**Lesser Gifts:** For one POW point he will increase a single Stealth or Tracking skill by 10%. For two POW he will give a one use Rune spell to summon thick mist in a 160m radius; the caster can see up to 30m in this mist but for others the visibility is under 10m. For three POW he will summon a blizzard or turn a character invisible for eight hours.

#### His Excellency Hragahl, Minister of Lightning, Demon of Intellect.

This bizarre and ancient demon lord is master of all matters connected with logic and philosophy, and if he is impressed by a summoner's ability in these areas he will have a *friendly* reaction to him. Hragahl materializes as a giant (1m) bald, fanged head with silvery-blue skin, incandescent white eyes and giant wings springing from his temples. He has a tongue of flickering lightning which can snake out up to 20m.

**Greater Gift:** Hragahl can transform a staff or weapon of the summoner's so that it has powers of a *Stormblade* [WD39, *Runeblades*].

**Lesser Gifts:** For one POW point he will summon up a Storm Demon and place it under the summoner's control for fifteen minutes. For two points of POW he will give a 5% bonus in General Knowledge (to a maximum of 45%). For three POW he can increase a being's INT by one point or summon storms to confound an enemy.

#### Final Notes

A word of warning: campaigns where demon lords get summoned up every weekend and every other character has a Greater Gift are going to get dull very

quickly. Scenarios could involve a demon lord's *influence* without requiring him to make a personal appearance – player characters could battle a small cult worshipping one of these entities, or inadvertently break a chain of events set in motion by a demon lord long ago.

Bear in mind that even the Lesser Gifts of a demon lord are powerful and hard to come by. There is (or should be, if refereed properly) a high risk factor in any summoning, and the demon lord must have a favourable reaction to the summoner if any deal is to be struck. Few generals would care to swell their army's ranks with demon warriors, even if they can seek out one of the demonologists powerful enough to make such a bargain. Only three cases of military use of demonic powers are recorded in *Questworld's* history – each time by the extravagant, whimsical Ancients, for whom normal caution and logic seem meaningless.

Lastly, words of thanks to everyone who might have inspired or actively fed me with demonic ideas – in particular, Steve Ditko, Richard Lupoff, Miyamoto Musashi, Yvonne Newnham, Mike Polling, Jack Vance, Oliver Johnson and William Burroughs. Vance's short story *The Miracle Workers* directly supplied the idea of *possessions*, and gives a vivid account of their effects. For a host of further demons, Prof M A R Barker's *Book of Ebon Bindings* is recommended. It details, with many colourful anecdotes, creatures for Barker's *Petal Throne* game, but usable in any setting. □

#### Possession Table

Demon Invoked	POW cost	Effects
Akresh	12	+20% to Parry (to a minimum of 50%); +1 to armour points; CON rises to species maximum.
Eldyr	10	+20% to Oratory (minimum 35%); CHA rises to species maximum.
Engala	13	STR & CON rise to normal maximum x1½.
Hragahl	13	INT rises by 5 points (to an upper limit of species maximum).
Kesh	10	+10% Defence; DEX rises to species maximum +4.
Kojuro	11	+10% to Attack and Parry (minimum 50%); +1d3 melee damage.
Kyrax	14	+20% to Stealth and Perception (minimum 60%).
Sarasathsa	13	Immunity to spirit combat; effective +2 POW for <i>resisting</i> spells; +10% General Knowledge.
Tsienra	11	+20% to Attack (minimum 50%); +05% Defence; DEX rises to species maximum.
Umalu	14	70% chance of Chaotic feature, 30% chance of Reverse Chaos feature.

Two different *possessions* cannot be combined. *Possessed* characters are unaffected by *demoralize* or *fanaticism*. [*Possession* spells were detailed in part one of the series.]