

# Demonic Wizardry

A supplement to Arduin Grimoire Rules - a work in progress.

□ Erik Guttman, 2004

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## Introduction

A Demonic Wizard is a conjurer of specific kinds of entities and forces from other planes. Unlike other forms of magic user, the wizard has a very limited range of capabilities. Nearly everything they accomplish through magic requires them to evoke forces from beyond the world. In all, a wizard has only a handful of techniques. These, however, can result in an enormous range of effects depending on the beings the wizard commands and domains they access.

The two basic concepts governing all of wizardry are **Ubiquity** and **Chaos**. These principles must hold in order for wizardry to function in a particular world or plane.

**Ubiquity:** *All planes impinge upon each other, at all points with the exception of Divine Providence.* In effect, only the Gods prevent Ubiquity. In areas of reduced Divinity Threshold, other realms become relatively permeable to a wizard or multidimensional being. (

Notes: A mage must be significantly more powerful to open dimensional portals and gates than a wizard. A wizard, however, specializes in opening portals (**breaching**) to only a very few dimensions.) It requires energy to open the way between the planes and specific conditions. These openings may be quite dangerous and unless properly secured, may cause havoc at the site of the breach or have broader implications. In some cases a realm of 'lesser power' will be inundated by that of 'greater power,' for example.

**Chaos:** *The greatest will controls the whole system until the system is dominated by a still stronger will.* Beings, natural forces, energy in general are all tamed by will. Divine will alone forces nature and energy to behave according to laws. Beings that violate divine laws (in particular, demons), operate according to a single law: their only limitation is the boundary of what they can control with their own will.

The practical implication of this is that a wizard may directly confront a demon's will. The wizard will either dominate the demon completely (with very specific limitations described later), or be dominated (with dangerous consequences, also covered later).

I adapted the rules for this form of magic from the description of Wizardry in Lyndon Hardy's fine fantasy book [The Master of the Five Magics](#). I was motivated also by the excellent introduction to the topic in AG I by David Hargrave. Demons in his game were always terrifying to face, though it was never really clear how they were conjured and what rules specifically they had to obey with respect to moving between realms.

## **Implications For The Game and World**

Incorporating demonic wizardry into a gaming system has some implications that a game master should consider.

The Law of Ubiquity implies there will be a lot of moving between realms. This opens up the story and scenario to players from other dimensions, planes and even hells. The effect of this destabilizing, almost *random* chaotic element can be constrained by establishing a general 'divinity threshold' for the world or by limiting the divinity threshold in which breaching is possible, for example to lifeless barrens, accursed regions or

magical territory. This will significantly reduce the power (and playability) of demonic wizards, but they will remain interesting nonetheless.

A second question concerns the Principle of Chaos (to not say Law of Chaos which would be oxymoronic). Does it make sense to allow wizards to dominate demons in a reciprocal fashion to that in which demons may possess mortals? This is less likely to cause an imbalance in the story line than the Law of Ubiquity. A major consequence, however, is the possibility of demons playing a role in major events. If a powerful wizard may command a horde or even army of (minor) demons, this could change the balance of power significantly.

Demonic wizardry should only be allowed in games where there is a significant amount of magic and chaos already present. The rules prevent lower level Demonic Wizards (that is below 10th level or so) from creating too much havoc on purpose. This form of magic tends to lead to spectacular disasters, however.

## **Mana, Willpower and Spell Casting**

Mages use '*mana*'; this provides a measure of the energy they have available for spell casting. Each spell is rated according to how much of this energy it requires. The generally applied rule in Arduin Grimoire rules is to use EGO/2 as the base value for mana and multiply by the caster's level.

Wizards use '*willpower*' instead. This value is calculated as EGO multiplied by level. This effectively means a Wizard has twice the amount of mana as a normal mage. This extra power has a very limited application - solely for the skills listed below.

If a wizard uses other forms of magic, willpower can be applied as mana, one willpower per *three* mana. A wizard may learn spells but performs at half their level, less 2, in a single 'specialty' (for instance fire magic), or half their level, less 5 levels, outside of this specialty.

If on the other hand, a mage other than a wizard wishes to apply demonic wizardry as described here, *two* mana points must be expended for each willpower required. A normal mage operates at 7 levels below a wizard for the purposes of demonic wizardry skills. Only wizards are able to force terms on a demon; other mages generally are only able to maintain control given 100% concentration. That is, a mage may be able to open a breach and call a demon, but the mage will not be able to perform the testing of wills to attempt to dominate the demon.

Demonic willpower generally corresponds to a range between their level minus one, times ten, to their level times ten.

## Requirements

### Alchemical Components

For breaching to many realms, a Wizard requires alchemical components. For this reason, a Wizard usually has some knowledge of Alchemical skills. Especially important skills include prospecting and recognizing vital ingredients, transporting and preserving them safely, and handling of them as part of their rituals. A large amount of a Wizard's money will go into procuring the necessary Alchemical supplies. The quality of the supplies may imply a bonus of up to +5% or a penalty up to -25%.

### Tools

Until a Wizard reaches very advanced degrees of skill and power, he will require tools and props to construct breaches and portals onto other planes. The quality of these tools may imply a bonus of up to +10% or a penalty of up to -25%.

## Wizardry Skills

### 1. Call and Control Demonkind [1]

**Evoking:** Given a Breach (see Breaching below), a Wizard may call forth an entity. The chance that the entity appears is:  $80\% + 3 \times \text{caster's level} - 5 \times \text{demon level}$ . If the player rolls half or less of the required value, the demon appears instantaneously. Otherwise the demon appears after a  $d6$  mt delay.

**Domination:** What occurs next depends on the outcome of a test of wills. Control is granted  $50\% \pm 2\%$  per WP difference between the Wizard and the demon. Control grants the winner one of three options:

[1]. Reduce the loser to helplessness while the winner physically or spiritually assaults the loser.

[2]. Demand that a single task be done with utmost care and complete obedience. A complex task implies a -5% (multiple steps or

conditions) to -50% (requires a novel to explain) to the control roll, depending on the *intelligence* of the loser.

[3]. Demons of L5-8 can Soulbind, and L9+ can Possess or Personate a Wizard at will. L10 and beyond may immediately devour the Wizard's soul, -20% per level below.

After any of these three options occur, the demon must go. Exit conditions must be clearly stated, or the demon will be *free* after completing the task. To leave the demon requires that the breach remains open, or they have the ability to traverse the planes on their own power. Even if a demon is forced to leave - if no means exist for them to do so, the outcome is uncertain. Generally the demon will attempt to force the creation of a new portal or will go in search of one. Less intelligent demons may just go on a rampage.

The willpower cost equals the level of the demon called. The demon's name and requirements must be known and the necessary ritual performed. Generally the ritual requires 1mt/3 demon levels - though there are exceptions.

## 2. Breaching [1]

One realm of reality may be brought into contact with another so that a particular entity, force or communication may pass through. Creating a breach requires

(1). Knowledge of the necessary and appropriate word(s) of power and 'media'. See the Hells and Media table. A Wizard will often have to accumulate necessary supplies and prepare a breach in advance. The base chance of success is 75% + Willpower - Difficulty Penalty (see Hell table) - Divinity Zone modifier.

(2). Properly trained and developed Willpower. Each Plane requires a certain amount to breach into. See the Hells table.

(3). Time, depending on the Divinity Threshold. Please see the appendix on Divinity Threshold. The time is the 'base time value' multiplied by the penalty, depending on the plan breached to. Example: In Divinity Zone 5 - it normally takes 2 mt (or 12 seconds) to create a breach. Breaching to Skralgur implies a -40% penalty.  $12 \times 1.4 = 16.8$  seconds.

Breaching involves consulting the Chaos Risk Chart if a breach roll is especially bad. Level [1-3] 94-00, [4-6] 95-00, [7-9] 96-00, [10-12] 97-00, [13-15] 98-00, [16-18] 99-00, [19-20] 00

The breach remains open for 1 minute + 1 minute per level over, less the particular penalties for specific Hells. Closing a breach (intentionally, rather than waiting for it to close on its own) is just like opening it, except that another wizard or a demon may resist. In this case, the opposing Wizard's or Demon's Willpower is subtracted from the Willpower of the Wizard attempting to close the breach.

### 3. Preparations [1]

Since so much depends on success of a few die rolls (mainly the breaching and control rolls), Wizards find necessary to optimize their chances. They perform purifications, meditations and hone their tools, ready their Media, etc. In some cases, this preparation requires special and expensive materials, facilities, astrological phenomena, specific places of power or other external factors (particularly for the Hells with requiring over 3 Willpower to breach to.)

These steps require 10 minutes per demon level conjured, squared, or 60 minutes base per plane base, modified by the time penalty. This prep work remains potent until an applicable ritual is performed. No more than one preparation per ritual is allowed, and no more than one preparation per level may be 'outstanding.'

Preparations result in a 20% bonus +3%/level applied to criteria requiring a die roll, distributed in one invariable manner for each preparation.

### 4. Wards [2]

There are three types of wards.

(1). A region where breaching is made more difficult - effectively -3% (-2%/level) generally, or -10 (-5%/level) for a specific realm, per level.

(2). A boundary (edge of a region) where a specific type of demon may not cross without rolling its WP as a % - 4%/level of wizard. If this type of demon does cross, the wizard knows it. Within the boundary, the wizard is +2 levels for the purposes of conjuring. Effects are doubled if used against a *particular named demon*.

(3). A region where effects from a particular realm are lessened (heightens Magic Resistance, lessens damage done) by  $21 + 4\%/level$ .

The radius of the effect is  $9' + 3'/level$ . It costs 1 Willpower per minute cubed. For example 4 Willpower produces a ward that lasts  $4 \times 4 \times 4 = 64$  minutes. The casting time is 5 minutes.

## 5. Detection [3]

3 detection skills are obtained initially, +1 per 2 levels over. Without equipment (icons, sensitive crystals, incense mixtures, dice, etc.) and time (d10 mt) chances are halved. The range is  $100' + 10'/level$ . The detection effect lasts 1 minute per level and costs 3 Willpower. Chance of success is  $50\% + 5\%$  over the level acquired.

(1). Presence: Determine whether demonic beings are present, or their works, and where.

(2). Details: Given that their presence is known, this tells what type of demon it is, what forces it commands and what it is now doing. To get more than rough details, one must know the appropriate lore and background information.

(3). Possession: Determine if a person is soulbound, inhabited or personated. Also determine % knowledge about the type of demon. Requires (1) and (2) above.

(4). Breaches: Notice current breaches,  $1/2\%$  chance per 12 hours past. Automatic detection of breaches opening at the moment out to double range.

(5). Soul Value: Determine the lifeforce of any individual (living, undead, demonic, angelic, etc)

(6). Signs: Detect the presence and % of the purpose of signs (see level 9 skill). Also works for divining the purpose of conjuring implements.

(7). Wards: Determine the presence and % of the purpose of wards.

(8). Divinity Threshold: Determine the sanctity or general presence of the divine in a region, and d20% about it.

(9). Planar Effects: Determine what the effects of a plane are, or would be if one crossed a portal. Also determines % about these effects.

(10). Imprisoned or contained demonic force: Determine whether demonic energies or beings have been forcibly constrained and % about them and their prisons.

## 6. **Containment [4]**

This is a physical and spiritual barrier to entities and forces of other realms, disallowing their entrance onto the realm the Wizard casts creates the container in or out. A Wizard creates Containment on breaches, portals or gates that he wishes to block up. The skill requires 1 minute to create, per container type below (Specialty Barriers require 4 minutes). The effect lasts one hour per level squared, and is 1' radius per level maximum - requiring more than one Containment for larger breaches.

Creation usually require some elaborate physical preparations, such as geometric diagrams, media and incantations.

There are four varieties of container.

(1). General: As a general ward, type (2).

(2). Planar Oblique: Versus a particular plane, all entities must roll 1/2 their willpower to emerge, -4%/level of caster.

(3). Individuated Forbiddance: versus a particular entity, must roll 1/3 Willpower to cross, -3%/level of caster.

(4). Specialty Barriers: These represent magical force against the beings within, holding them there. A forcewall is the most common type. It takes 3 (hit points)/level damage in a single strike to 'crack' and does 5/level or 25% damage upon breaking through - whichever is less. Specialty types - such as magic elements are 50% more effective, but often fail because of demonic immunity. See L3 and L6 magical spells for a list of different effects available at different levels. There is no Magic Resistance possible against this effect.

## 7. **Conjuration [5]**

This skill is equivalent to 'Call and Control Demonkind', though with the



aid of a special form of containment. It requires 30 seconds per demon level. Bargaining commences, though not as a test of wills. Demons may decide to perform an individual task (as per 'Call and Control Demonkind') in exchange for something the Wizard will provide. A demon cannot be threatened if conjured in this manner, since it can simply leave. A Trap or a Soulbinding are required in order to coerce a Demon into service. Demons may accept bargains based on what they desire. Some demons have favorites and generally can be bought by choice sacrifices, objects of power and services they desire done themselves (the last is the case only for highly intelligent and powerful demons). Satisfactory and sating offerings depend on the individual demon or type.

## **8. Contracts [6]**

These are conjuration agreements that extend into the future, whether the demon is present to apply its will or not. They refer to acts not to amounts of time. Both parties must enter into a Contract for it to come into force, though both need not grasp what he has gotten himself into!) The scope of the contract can extend, depending on Demon level [1-3] active service for a limited span of time - aimed at completing a task, [4-6] continual indenturement with gradual completion within the Wizard's lifespan, [7-9] permanent indenturement until the task is completed, [10] eternal indenturement. The effects refer to every 2 wizard levels or 1 demon level. Willpower cost is 1 per level of demon.

If a contracted demon is called, no effort or Willpower expense is required beyond breaching.

## **9. Netherworld Effects [6]**

After creating a breach, a Wizard may call forth effects from the other world. This requires 2 mt.

The chance of success varies depending on the plane: roll 5% + 5%/level - breach penalty. The maximum chance is always 90% + 1% per 2 levels over 6th. If the roll is above the maximum chance (91-00 for levels 6-7, 92-00 for levels 8-9, etc) then a denizen of that plane emerges, though 00 calls forth d10 denizens.

Controlling netherworld effects exceeds most Wizard's abilities. Several potential effects may occur. A wizard can only guide the duration and format unless he has 2x the level needed to evoke the effect. The effects below are intended to be a starting point for game master

improvisation instead of a 'spell description.' Note that magical effects from hells ignore immunities. (See Hellfire in the General Magic document).

The netherworld effects may occur whenever a breach occurs, as a result of a chaos chart. In that case, a reduced version of the effect (say about 1/10 the power of these) may be appropriate. For lower level Wizards, tone down the effects to the low end of the range. For some planes, like Starknell, Chyren and Zeknin, the effects are always the same.

<b>Plane</b>	<b>Minumum Level</b>	<b>Format</b>	<b>Effect</b>
Fire	7	Cone, bolt, ball. Lasts 1 second or so. Range is within d20x10'. Generally leaves the breach perpendicularly.	Fire damage, generally 4d6, though it could be 2-10d6.
Fire	9	Raging storm, lasts 2d6 mt. Extends 3d10' from the breach (in all directions).	All within take 2d8 fire damage, with all protections halved.
Air	7	Cone. 3d6 x 10' range, 20% range is terminating diameter. Lasts 6 seconds.	All caught in the wind take 5d8 wind damage (3-8 dice is the range). Also, save vs. stun for d10 mt.
Water	7	Spray cone as per Air. Lasts 1 second - the acid requires 1 minute to do its work. Touching any remaining pools during that time causes d10 damage.	Acid 4d10 (actually 2-5 d10). Save vs. psychic attack or immediately go into shock.
Water	9	A gush: 10' cube x % in volume. Stays 10 roughly 10 minutes.	Contact with the fluid causes unconsciousness (save vs. psychic attack). It includes alchemical effects (one of the following: enfeeblement, slowness, sleep, stupidity...) Currents cause d3 crush per turn. Effects even non-corporeal beings.
Ice	7	Shards of ice spray over d3+1 mt. They fly randomly in a 180 degree arc from the	Does 2d8 physical and 2d8 cold damage (could be d6 to d12). If killed - the body freezes solid and when will

		portal. Roll to hit as if every being within 30' is distinctly targeted.	totally dissolve when it thaws.
Earth	7	Boulders and shards of sharp metal and crystals hurl out. 2d10 (x3' range, x1' terminating radius) <i>filling up with junk.</i> Something like 100 cubic feet of nasty rubble will fade away over the next days.	All within the range take d12 impact damage and 2d8 stoning damage. A further save is needed vs. paralysis for d10 mt.
Earth	11	Shockwave travels in all directions out to 30' or so, in a 1/10 of a second.	All take 3d10 crush damage and all solid matter (beings as well as their items) must save or shatter, scattered over a 100' radius. 5% of the scattered matter is lost into the Earth hell.
Illnarb	8	Cloud of gas, 3d10 x 10' cubic feet, fills space randomly and stays in place for 3d8 mt.	Causes rot (3-6 d6) at 1 per turn. The gas also causes instant painful blindness, save to -5 attack and defense.
Shroudium	10	A flood of shadows and screams lasting 1 minute, over a splash loosely extending at right angles to the portal, up to a 200' cube.	Does 3d6 shadow damage and causes lack of control (save vs. psychic attack). All magical effects are doused (dispel as per 10th level mage, give or take).
Techlikt	8	Demonic technology probes and appendages appear - generally for d10 mt. They may cover/engage with anything up to 1000' range! They usually concern one randomly selected target, but it may be all of that kind of target in the range.	The technology usually is of the kind 'search& sample, capture and employ' The appendages defend themselves using energy weapons, usually and have limited purpose force fields. Particularly feared are the collectors that seize people or prized objects and swiftly snatch them back into Techlikt and the Destroy-Alls.
Eversiege	7	Over 3 mt, random artillery at normal range.	Roll random artillery, usually small caliber. The rounds are Nefarious and penetrate magical armor with a dispel of 13th level, though any non-enchanted iron or silver is 100x as effective against it.
Starknell	17	A wave of terrible force sweeps all before it up to 100s of feet (there is no	Damage includes 3d8 each (may be d6, d8, d10 or d12) - Force, Radiation, Time, and

		'usually' here), glowing for d10 hours	Space. Aftereffects are d8 radiation and cancellation per mt exposed.
Pandemonia	6	Random offensive low level magic spell.	See spell. For example, Ebon Lash of the Coveted Fury or Paydar's Shockwave, etc.
Vagueor	14	Dark and hazy emanations emerge out to 3d10' for 1 mt, then dwindle to total darkness for 1 hour.	All within lose all senses unless they save. They must also save or transform to a semi-gaseous form, unable to move, for d8 hours
Skralgur	10	Jets of mist explode, effecting those up to 3d6 x10' in front of the portal and up to 3d6' behind it. Effects continue for d3 mt.	Save or decompose into alchemical constituent components - doing 3d10 (actually 2-5d10) damage. Immunity to stoning is only 1/4 effective.
Jarishk	7	Cone - 100' + 2d6x10', 5' diameter extending to 20'. It doesn't go straight, but winds about. Lasts 3d6 mt.	All in contact with the sand must save or petrify for d8 mt. Does 3d8 (2-5d8 is the range) sand erosion damage. 1% per damage point that each belonging is destroyed. Items must save. Bags of holding save at -10.
Chyren	16	Everything within 10' x d20 fills with deadly energy and disintegrates over the course of 30 seconds. Note - the size of the effect can expand suddenly and without warning!	Damage is in the range of 2-5d6 of each effect (with a total of 13d6). Disintegration, Sonics, Sand, Crush. The effect is 1/4 the first mt, 1/2 the second, full from the 3rd to the last. Whatever remains the entire 30 seconds is invariably totally destroyed.
Zeknin	12	Vines, spores and giant insects disgorged. Attacks all within 100' plus something like 3d100 feet. It stays at least a minute. It has been known to last an hour.	All the following fill the entire area - wherever there are potential targets - within the course of a minute: d4 - 1 Flying acid thorns (like +3/+3 javelins), d3 - 1 giant spores that explode in a 10' radius for d12 impact, 2d8 poison, 2 lifedrains and d8/minute slime conversion till cured. 25% a vine - like tentacles that crush for d10/mt, save vs. immobilization (will be dragged back to Zeknin!) and d2 - giant demonic insects (just

			tough, flying and a couple magic abilities).
Necropolis	8	As per the necromancer spell.	Negative Material Access.
Necropolis	11	As per the necromancer spell.	Negative Material Zone.
Necropolis	14	As per the necromancer spell.	Dead Zone.

## 10. Self Possession [7]

Rather than create a breach in space between two planes, the Wizard opens a spiritual rift in his own being. This leads to advantages and disadvantages, compared to "Call and Control Demonkind."

Advantages: Breaching chance is +25%. The breach remains open ten times as long. The chance of calling the demon is +20% and control is +10%. The caster may manifest the demon's powers directly, though only for a very limited duration (1 mt per level). Otherwise, the demon effortlessly springs forth from the Wizard's body and leaps back through it to depart.

Disadvantages: A failed domination roll results in Possession (see below), or Soulbinding as the demon wills (see below) - even with the most minor of demons that would normally not be able to pursue these outcomes. The Wizard assumes another risk: 1% per 2 levels of demon -1%/5 levels of caster, the caster will be completely consumed by the breaching. Take particular note of the failed chance to breach: This results in a roll on the Chaos Risk Chart.

## 11. Possession [8]

A possessed individual retains all capacities, though another will and intelligence drives their actions. The dominating persona has complete access to the possessed person's memories, skills and behavior. In addition, all spell casting abilities, senses and mental abilities may be used by the demon. The demon's own space/time abilities, regeneration and natural 'elemental' powers function at 10% per level of demon in effectiveness.

A moderate (though irreversable without renewed possession) physical

change to the demon's form (and physical powers) may be done up to 50% of the demon's form without any risk or side effects. Beyond that, there is a 2% per 1% changed that the victim will be irrevocably destroyed, and the demon banished. (For example, forcing a 50' demon slug into a Hobbit's body will likely cause the Hobbit to explode.)

Demonic Possession: (for demons of level 9 or higher) This requires 1 mt per lifeforce of the victim and a Willpower + Lifeforce vs. the demon's Willpower roll as a save. Religious types (8 élan or higher) get an additional saving roll of lifeforce x 5% with charm and protection bonuses listed in the Élan table in the Religious Magic document -3% per demon level +3%/level as a priest, paladin, saint, etc. Sanctified ground completely prevents possession, indeed possessed individuals are subject to demonic restrictions with respect to holy ground.

Wizardly Possession: This slow process requires immobilization of the victim. A sleeping victim will wake (lifeforce + EGO) \* 4%. An enchanted or drugged victim will only sufficiently awaken (lifeforce + EGO) as %. It takes one hour per demon level to call the demon and impress it into the target of this possession ritual. Success requires a roll of 50% +5%/caster level - victim's Willpower. (The effective Willpower for non-mystical types is: EGO/2. For mages it is their Mana. For martial artists who practice spiritual discipline, Willpower is EGO/2 \* (1 + level/3). Additionally, roll 30% + caster's Willpower - demons Willpower in order to control it. If this roll is not successful, the demon may leave, take over the victim on its own or attempt to possess the caster (as above). The Willpower cost is 1 per level of demon + 1/3 lifeforce of the victim. The possession lasts until the demon leaves voluntarily (using demonic transport capabilities), or by emerging, or when an exorcism occurs.

Note that in the case of possession - neither the demon nor a Wizard can constrain the demon to depart. The caster imposes his will on the demon so that the possession will have a desired effect. However, if the caster dies, the conditions or wording of the Wizard's command on the demon no longer hold, etc. the demon will have a free hand.

Emerging: A demon possessing a victim has only three basic modes it can operate (to simplify matters). First, the demon may play its host as one plays a marionette. In this mode, it is impossible to detect the demon except through spiritual means. The host gains no direct advantages except a heightened resistance to charm, psychic attack, etc. Second, the demon may manifest. In this case, the host changes

to a lesser or greater extent, though only temporarily (1 mt/demon level, and a maximum of 10% of demon's nature/demon level), once per day - or more often for a major demon. In this case the possession becomes obvious - though a skilled demon can keep things subtle. Third, the demon may completely emerge - leaving the victim behind. Usually demons turn ethereal and waft out of the victim. They may also 'burst forth' - killing the victim and doing (10 + d50)% damage to themselves in the process. They will quickly regenerate, but until they completely heal, they operate at -5 (-25%) in all respects.

## **12. Exorcism [8]**

This long ritual takes 1 hour/demon level, then 1/2 that for each attempt afterwards. The victim must either be Trapped (see below) or bound physically. The demon will likely manifest, so the bonds have to be rather impressive!

The Wizard achieves success only by rolling his Willpower + Willpower of the victim - Willpower of the demon, as a %. Each hour of the process takes 1 Willpower. If the player rolls 3x the necessary chance (for example: given a chance of 25% and the player rolls 75% or higher) the demon has the option of attempting to possess the wizard, who has a -20% chance to resist it. If the player rolls half the needed %, the demon suffers immediate banishment from the plane. Otherwise, the demon separates from the victim - using the 'gentle' emerging described above. Once an exorcism begins, the wizard must continue till either it succeeds or fails. Otherwise the demon drains d3 of the Wizard's lifeforce and the Willpower used by the Wizard is permanently forfeit.

## **13. Sign [9]**

A Wizard sets a name, symbol or sign in time and space with a particular ritual, for a specific task. The signs may be used to mediate or govern breaches between realms. The writing media makes no difference, though the surface written upon should be strong. For each 2 levels, the Wizard gains one 'sign' point. These do any of the following:

- (1). Add 20% to the breach chance.
- (2). Add 20% to the Call and 10% to the Control chance.
- (3). Double the duration of the breach.
- (4). Function once as a simultaneous breach and call.
- (5). Add 20% to containment chance.
- (6). Open a breach (with normal chances for success: check now and expend the Willpower for the breach) for a contracted demon at any

particular time, even into the future.

(7). A trigger for opening a breach to a contracted demon given specific actions within 25' + 5' per level over.

The sign requires 5 Willpower to construct and works 52% + 2%/level. All chances improve 1%/level over.

Each task takes more effort than the last - figure 30 minutes per point (Example: Adding to the containment chance requires 2.5 hours). The Wizard regains the expended Willpower only after the sign has been used.

#### **14. Contact [9]**

This otherworldly transaction implies fewer risks than either Calling or Conjuring demons. After successfully breaching, a Wizard essentially brings a named demon to the breach, but not through it. If the demon desires, it may attempt to emerge - rolling its willpower as 1/2% with up to a +20% bonus if the demon has a very good reason to strive to emerge. Otherwise, bargains may be sounded out, information relayed back and forth and the demon's senses may be applied to the region in question. This takes 1 mt per 3 demon levels (-1/3 levels of caster over needed to cast) with the minimum remaining always 1 mt. Willpower required: 1/2 demon level. Effectiveness: 66% +/- 1 per Willpower difference between the caster and the demon.

#### **15. Traps [10]**

The Wizard may place traps for demon kind that forcibly restrain their movement, effectiveness and spirit. A Trap is a special kind of sign, either:

(1). A one way breach. Once the demon enters the breach, the breach closes. The demon must enter the breach of its own accord or by being forced through it. This works 80% + 5%/2 levels of caster - 3%/level of demon on breaches created by the caster. For other breaches, the base chance is -30% less.

(2). Once the demon enters the area, it cannot leave or act out through the boundaries of the trap. The demon will surely attempt to resist: 50% +/- 2% difference in Willpower between the Wizard and the demon. The demon gets only one chance to resist. If they do so, the caster suffers a stunning effect for 1 mt and uses up an additional 10 Willpower.



(3). A covert breach snare. The demon cannot detect the breach in a region. However, once the demon enters the area, it gets forced out through it. This Trap combines both the first and second type. Effectively all three Traps must be laid together for this to work.

The demon has a 5%/level chance of noticing a trap, -3%/level of the Wizard. If the demon wants to leave anyway, traps 1 and 3 won't deter it from using a breach.

## **16. Dominate [10]**

A Wizard may confront a demon knowing its name, attempting to dominate it though not through a breach. This process takes the same time and entails the same risks as a 'Call' but requires the demon to remain within 10' per level and the Wizard must maintain complete concentration to maintain control. A Wizard that fails to dominate a demon will never be able to do so. Willpower cost is 2/demon level and effects may last a maximum of 1 min/Wizard level.

## **17. Fable Form [11]**

Objects and places take on the character of implements and sites of the 'chaos saga.' Names lent to implements, battles, struggles, historic situations in critical events of the demon planes may imbue tools, weapons, fortifications, decorations, etc with great (though not precisely knowable) mystic character. This 'saga' runs congruent with demonic struggle against the divine order. The Wizard runs the risk of reenacting a shadow of the event in which the object takes its nature.

I leave the specifics of this skill to the game master to interpret. The Wizard must research the details of a very few items that can be enchanted out of normal objects on demand.

## **18. Etherial Projection [12]**

The Wizard may take one step per level in the Etherial Plane, given complete concentration and one minute to achieve the proper spiritual state. Requires 6 Willpower.

## **19. Possess Others [12]**

The Wizard projects his own spirit into others, as per Wizardly Possession. The Wizard may master the magical abilities of the victim in 1 mt/level. If the Wizard is exorcised and 'banished', he dies. The Wizard's body will

lose 1 lifeforce per hour it is separated from his soul, after the first 1 hour/level.

## **20. Soulbinding [13]**

The Wizard permanently binds his soul with a given demon. This has several effects.

(1). The wizard from this point has a 2%/level bonus for conjuration and control of any demon.

(2). The demon and the wizard have a complete psychic bond that allows for instantaneous communication (100x the rate of speech) provided both are on the same plane or performing Contact.

(3). The wizard may electively evoke the demon in himself as per Self Possession, though without risk except that the Wizard will be consumed in the process.

(4). A breach is needed, and the demon will respond to the call instantaneously.

(5). The demon acts as a guide and shield for the Wizard if he ventures to the demon's plane.

The Wizard will henceforth always live under a condition similar to possession. The caster cannot bear a high divinity threshold.

The demon and the Wizard struggle for control until the Wizard once (even a single time) fails to maintain it. After that, the Wizard must serve the demon as its slave, forever. A Wizard may be bound to more than one demon (1 + 1/3 levels over 13).

A Wizard whose soul is bound may not be resurrected. His soul goes to the demon he was bound to. If more than one demon share this condition, they struggle amongst themselves over the soul. Only one will prevail.

## **21. Mastering [14]**

This further skill allows a Wizard to completely subjugate a conjured and controlled demon. The control then lasts indefinitely until the demon enjoys 'release' or destruction. A destroyed demon simply ceases to exist on the present plane and will reform in its plane of hell

eventually. Release can be due to:

- (1). The wizard's death.
- (2). The wizard willingly freeing the demon.
- (3). Physical proximity of a breach the demon may leap through.

A demon may be given multiple tasks within a confined space - such as a room, a perimeter or a route. Beyond this very simple physical limit and task, the Wizard must master the demon again. If the demon can trick the Wizard into breaking the condition of the task, such as by needing to go beyond the boundary of the space, the demon breaks free. Or if a breach appears within the boundaries, the demon may escape. Finally, if a task completes, the demon is unbound. 1 Willpower per 20 Willpower of demon (round up.) The Wizard recovers these only after the demon mastery concludes. This works only on demons with a Willpower of 40 and up. Minor demons do not have enough will to bind without a portal being present. They would eventually suffer banishment back to their own plane.

## **22. Portals [15]**

The wizard may create permanent breaches. The Wizard recovers the Willpower cost only after this portal closes. The Wizard has a -25% chance of opening it initially. Further, netherworldly effects begin to spill forth, slowly converting the region around the portal into a hellish zone, a microcosm of the hell in question. Thus, Containment and Wards are needed to slow this process down. Otherwise, the portal becomes an invitation to disaster. Without containment, or if the containment fails, the region will grow to 1000'/divinity zone squared. In a zone of null divinity, the growth does not stop. To contain the effects, roll 6%/level - breach penalty. The containment works only as long as the spread is stopped. Roll once again every interval, requiring 4 WP and 1 mt of concentration. Once the roll fails, the spreading occurs as described. The containment is usually built into the frame of the portal, but may be as far away from it as 10'.

Roll was:            Effect:

Failed or not    5%/mt  
attempted

Failed by 10%    5%/min  
of required

More than 1/2 required	5%/hour
1/4 to 1/2 required	5%/day
1/10 to 1/4 required	5%/year
Under 1/10 required	5%/decade

The effect spreads at 5% growth per millenium at the minimum.

Every time a demon crosses the portal it reduces the Wizard's Willpower by d6 (the Wizard regains these the normal way.) Anyone may use this breach, including other Wizards, etc.

To dispatch and thereby close the portal, the Wizard must roll the breach chance again. The wizard may accomplish this anywhere on the same plane as the portal. Each portal has two faces - one on each plane it opens onto.

If the caster dies or fails to contain the portal, it will go out of control.

### **23. Demonic Senses [16]**

The Wizard may exercise demonic senses. These extend onto the etherial plane, negative material plane, detecting lifeforce, magical force and divinity in all directions out to 100' per Willpower, though significantly less on some other planes. The Wizard will perceive through illusions, darkness, silence, shadowstuffs, shapeshifting unless soulmasking is performed. These senses require 1 Willpower per mt.

The drawback: On seeing divinity (from angels on up) of order, the wizard will die  $(20 - \text{lifeforce}) * 3\%$  or else go into shock for d100 hours. An angel of chaos (or a demon of level 16 or more) causes the Wizard to go permanently insane or else become a depraved follower of this being (same chances).

### **24. Planar Breaching [17]**

The wizard can move beyond the normal means of breaching to create them out of anything with a threshold (any door, box, etc).

Breaching through this device is at +25%, is 25% faster and remains open 25% longer.

This requires time and a permanent expense of 1 Willpower per breach, for the 'device'. The Wizard never regains this power. Often the portal will take on 'enchanted' properties.

## **25. Personification [18]**

A Wizard may fully merge with a demon. The caster becomes Soulbound to the demon (see above). The Wizard may change shape in whole or part with the demon and use any or all of its abilities at will. The demon may attempt to wrest control at any time (maximum is once per caster level in minutes), unless the Wizard is in a specially prepared area with appropriate Wards. A careful Wizard will remain in such protections *at all times thenceforth*. Each time the caster wins this struggle, he gains +5% chance of success in the future. The chance of success may never be more than 999 in a 1000. The caster suffers all demonic restrictions and will never again lead anything like a normal life. If the Wizard dies, his soul gets devoured by the demon immediately. Once the caster loses control, the demon has him, forever.

## **26. Eternal Tasking [19]**

As mastering but the demon may only be freed if this effect gets dispelled. Even if the demon is destroyed, it must still perform the assigned task if it ever returns to the proscribed physical limits. The caster can create an inverse task that frees the demon. Even if the caster dies, this task remains in force.

## **27. Diabolical Transcendence [20]**

More powerful demons may traverse planes at will, either between the plane they are on and the Etherial plane, or from their current plane back to their plane of hell. Demons may be prevented by doing this by a wizard's will or abilities (see Containment, Traps, Mastering and Eternal Tasking). Though demons may return to their hell, very few may emerge from this plane on their own.

A Wizard using this skill may exercise these demonic capabilities, for a specific type of demon studied. This allows the Wizard to 'go to hell', though this provides *no exit*. Breaching from planes of Hell to the material plane is likewise generally excluded. A Wizard will therefore generally set up an escape route, using a Portal before daring a

hellwalk. The portal, if on another plane, may have been poorly maintained, become nasty or gotten closed by those concerned by such things.

## Demon Types

### Terminology

#### Command

See the wizard skill, above. Demons may command wizards if the wizards fail to command the demon.

#### Int

The mental capacity of the demon. These fall into different categories - listed here.

1. Fiendish: No real intelligence except in the area of effectively attacking. There is no sense of the future, self preservation or consequences - only pure aggression. These demons may be forced to attack or destroy particular targets, but nothing more complex.
2. Mindless: These demons tend to be aggressive, as Fiendish intelligence, or occasionally hesitating or quiescent. These demons may be forced to perform other (simple!) tasks, but only with great concentration - as they understand *nothing*.
3. Animal-like Intelligence: These demons are generally extremely aggressive, though unlike Fiends. They have a sense of consequences and self-interest. They learn from their foes and apply rudimentary strategies such as stalking, evasion, surrounding, backing prey into a corner, etc.
4. Alien Basic Understanding: Again, these are usually immeasurably aggressive. They tend to advance relentlessly, though stealthily and avoiding danger. They may have a limited prescience or a fantastic memory and no sense of the future - whichever way they think, it is unearthly and of limited use. These demons can be fooled fairly easily once one figures out how they tick, if one has time to figure it out!
5. Humanoid: Raving mad with berserk rage mostly, these demons nevertheless possess the capacity for communication and intelligent behavior, in the way we think of it. They understand consequences, their own self-interest and can formulate plans.
6. Superior: As per Humanoid, but very intelligent.

7. Mystic Vision: The demon understands things solely through their mystic awareness. Communication with such beings challenges all but high level spiritualists.
8. Vast: Hardly any point of contact remains with such beings. Their concerns span planes, eras, and possibilities.
9. 'Near Infinite': Real contact with such beings would drive any normal intelligence to complete insanity, instantly. These demons can hardly perceive individual beings, places and times.

## Level

The Wizard's level is their experience level, in Arduin Grimoire terms. In this game system, the maximum level normally attainable by those short of divine characteristics is 20th level - mastery.

Level also refers to 'demon level.' The higher level the demon, the more basic abilities it has and the harder it is to control.

## Plane

Most gaming stories take place on the material plane. Beyond this the nearest planes include:

The Astral Plane - a realm of pure thought and will. Substance appears transparent and immaterial, only souls, symbols, divinity and magic have solidity. Astral beings may appear as an ephemeral outline to those sensitive enough to perceive it. All but the most minor Angels have the ability to become Astral at will.

The Etherial Plane - a realm of magical energy, a kind of media in which power flows. The forces of magical spells and devices worked on any plane comes together through the Ether. Without special magical senses, the Material Plane has no connection to Ether - distances vary, time flows otherwise - only magical forces coinciding between the two realms give any indication where the material plane abuts the Etherial Plane. All but minor demons have the ability to become Etherial at will, as do lesser Angels and beyond.

The Negative Material Plane is described in the Undead and Necromancy documents accompanying this document.

Demonic Wizardry concerns itself primarily with the Planes of Hell.

## General Categories

### Minor Demons

These beings have no power to initiate breaches. They are relatively easy to dominate and have a restricted set of capabilities. While they can slip through a breach to or from their own realm, their limited power makes it possible (in some cases) to remain on the material plane indefinitely. They eventually need to feed upon souls of those they slay, and these must have sufficient life force. Eventually without such sustenance, they cannot maintain a material manifestation.

If a minor demon dominates a wizard, it has the following options:

1. Reduce the wizard to helplessness while physically or magically rending him to bits. (This is the only option for an unintelligent demon).
2. Demand a single task to be done with the utmost care and complete obedience, (Complexity will be -5% to -50% penalty for the demon's attempt to control the wizard, especially if the demon isn't that bright. The task may last up to 1 day per WP of demon! The demon doesn't need to remain present for the task to remain in force.)

Name	Level/WP	Plane	Int	Notes
Pandemone	1 / 10	Pandemonia	Mindless: 1	
<i>Reff</i>	1 / 5	Fire	Humanoid: 8	
Brain Eater	2 / 15	Pandemonia	Varies: 1-18	
Esquigmi	3 / 32	Jarishk	Animal: 2-7	
<i>Non-Octlob</i>	3 / 21	Techlikt	Humanoid: 10	
<i>Daral</i>	5 / 59	Air	Humanoid: 9	
<i>Eggenad</i>	6 / 56	Pandemonia	Humanoid: 10	
<i>Cavarath</i>	7 / 76	Eversiege	Humanoid: 13	
Mbixti Tech Devils	7 / 72	Techlikt	Superior: 13-20	
Flame Dancer	8 / 74	Fire	Alien: 5-12	
Ulroach	9 / 94	Illnarb	Alien: 9-12	
Kill Blazer	9 / 89	Fire	Alien: 8-13	
Demon-taur	10 / 91	Eversiege	Superior: 13-18	
Doomcycle	11 / 84	Techlikt	Animal: 5-10	
Morgaroo	11 / 100	Zeknin	Animal: 2-5	
Samand-Garin	11 / 115	Jarishk	Humanoid: 9-14	
Hell Cat	12 / 135	Zeknin	Humanoid: 7-14	AG
Yoggon	13 / 129	Pandemonia	Vast: 19+	
Succubus	13 / 125	Necropolis	Superior: 17-20	(AG)
Valpyr	14 / 130	Elemental	Superior: 12-17	(AG)
Soul Flayer	14 / 150	Pandemonia	Superior: 15-18	
Skullicorn	15 / 137	Pandemonia	Humanoid: 7-11	

### Fiends



It is difficult to control these chaotic mindless spirits of destruction. Their malevolent presence always leads to violence. There may be some very limited ability to form a breach back to their own realm, though once on the material plane they will only leave after they have 'played out' the possibilities for havoc. This cannot be sustained long - they will eventually burn themselves out, melt down or collapse through a breach.

Name	Level/WP	Plane	Int	Notes
Battlefury	11/	Eversiege	Fiendish: 1	
Demonworm	12/ 110	Zeknin	Fiendish: 1	
Soulmist	13/ 123	Vagueor	Fiendish: 2	
Transrabidog	14/ 133	Illnarb	Fiendish: 1	
Swamp Demon	15/ 150	Zeknin	Fiendish: 1	
Fire Demon	15/ 145	Fire	Fiendish: 1	
Creeping Doom	15/ 158	Illnarb	Fiendish: 1	
Acid Demon	16/ 156	Skralgur	Fiendish: 1	
Violentoid	16/ 151	Zeknin	Fiendish: 1	
Firepower Elemental	16/ 160	Techlikt	Fiendish: 1	

### Lesser Demons

This category corresponds to most of the demons described in the AG series. They have the ability to form breaches back to their plane and to make use of breaches that appear in their domain. They rarely initiate plans of their own, though generally they have a role in a greater plan of another (greater) demon. Typically, a lesser demon cannot remain on the material plane for long - they persist there only in a magically prepared region of low divinity threshold for more than a few minutes.

Name	Level/WP	Plane	Int	Notes
Locust Demon	13/ 130	Zeknin	Animal: 2-4	
Sound Demon	14/ 140	Chyren	Superior: 16-21	
Shadow Demon	15/ 150	Shroudrum	Superior: 15-21	
Frost Demon	15/ 150	Ice	Superior: 14-19	
Sun Demon	15/ 150	Pandemonia	Humanoid: 8-15	AG
Sea Demon	15/ 150	Sea	Humanoid: 7-12	
Earth Demon	16/ 160	Earth	Humanoid: 6-11	
Ice Demon	16/ 160	Ice	Humanoid: 8-13	
Wind Demon	16/ 160	Air	Humanoid: 12-17	

### Demons

These demons have greater independence of movement, thought and action. They have the ability to remain on the material plane longer and to breach between planes of their own will. There are still very severe limits on their ability to act within zones of higher divinity

thresholds. They often resort to possession in order to remain on the material plane, as they find it is so unpleasant and constraining.

Name	Level/WP	Plane	Int	Notes
Light Demon	17/ 165	Starknell	Vast: 19-26	
Star Demon	18/ 180	Starknell	Vast: 18-25	
Night Demon	18/ 180	Shroudrum	Superior: 17-22	
Moon Demon	17/ 168	Vaguor	Superior: 14-19	
Storm Demon	17/ 163	Air	Superior: 14-19	

## Greater Demons

These are not a category at all - rather a collection of individual demons that have such a great degree of power and influence that the normal restrictions and rules do not apply.

## New Types and Individuals

Lesser Imp. Typically Willpower: 1-20, Level: 1-2, HD: 1-3, AC: 9-6, DEX: 8-13, AGL: 8-13, Move: 30', Damage: d10 or 2 at d6. These usually have one thematic power, such as heat at d6, projecting buoyancy, etc. They come in many shapes, though tend to be small. They can only make up for their puniness with cunning and connivingness. They may be harmed by silver or elements (fire, cold, electricity, wind, etc.) Magic weapons do 50% more damage to them. While they can slip through a breach from their own realm, they cannot remain long on the material plane. Merely being away from their own plane will eventually result in their being banished. Variants come from most every Hell.

Pandemone: Willpower: 10, Level: 1, HD: 2, AC: 7, Dex: 9-11, AGL: 7-12, Move: 45', Damage: d8 claw or weapon with 18 strength. These relentless half-human sized faceless humanoids come in hordes. They are near mindless and misshapen (parts of them are too large, other parts, too small.) A form of Lesser Imp from Pandemonia.

Imp: Typically Willpower: 21-40, Level: 3-4, HD: 2-3, AC: 8-5, Dex: 8-15, Agl: 8-15, Move: 60', Damage: 2d8 or 2 at d10. These have a primary and secondary power, or three secondaries - up to d10 magical damage for their primary. They are only hurt by magic weapons or elemental effects (fire, cold, electricity, wind, etc.) If an Imp is able to kill a being of lifeforce 7, it can sustain itself in the material plane for a year. An Imp frequently has various protections and roughly a 25% magic resistance. It regenerates around 1/mt. Variants from most every Hell.

Netherling: Willpower: 26, Level: 3, HD: 1, AC: 6, Dex: 10-15, Agl: 19-24, Move: 180' flying, Damage: 1 point bite + d10 magical acid. This small winged black worm has opalescent teeth. It burrows through anything with its teeth and acid. It can detect lifeforce in 120' radius but is otherwise blind. Immune to Acid and psychic attack. A form of Imp from Illnarb.

Greater Imp: Typically Willpower: 41-60, Level: 5-6, HD: 2-5, AC: 7-4, Dex: 9-16, Agl: 9-16, Move: 75', Damage: 3d8 or 2 at d10 or more at d6 each. A greater imp often has a major power, such as spell casting or a level 1-3 spell equivalent as a natural ability, as well as a primary & 2 secondary abilities, or four secondary abilities. To sustain itself on the material plane without suffering banishment for 6 months, a Greater Imp must devour a soul of lifeforce 8 or greater. It is hurt by magic and a single element only. They regenerate at 2/mt, sense extend beyond the physical - they see magic and lifeforce out to something like 90'. All imps above lose their physical existence upon destruction and return to their plane. They may be moderately skilled. Variants exist on most planes of hell.

Damned Legionaire: Willpower: 54, Level: 6, HD: 4, AC: 4, Dex: 13-18, Agl: 7-12, Move: 50', Damage: Weapon + d10 mt paralysis. These demonic dogs of war often have slightly magical technological weapons and gear. They have 35% Magic Resistance and take 2/3 from physical damage. They may teleport over long distances, and up to once per minute. They look like raggedy shadow humanoids with pulsing mouth and eyes and restlessly abide on Everseige.

Minor Devil: Typically Willpower: 61-80, Level: 7-8, HD: 3-7, AC: 6-3, Dex: 9-18, Agl: 9-18, Move: 90', Damage: 3d10 total. They usually have 2 major powers and 2-5 others. They are potent little demons with a limited range of power but at least one serious weakness distinguishing them from higher demon types. They need to imbibe lifelevel 9 in order to stay on the material plane for a month. They regenerate at 3/mt. With a 'full belly' they may attempt to return home. Failure leaves them weak and vulnerable, dormant until they are painfully banished, fed or a Wizard takes command of them. They have acute senses - unerring hearing, sight, smell and minor psychic ESP out to 180'. Variants of this type of demon can be found on most planes of hell.

Darkspawn: Willpower: 80, Level: 8, HD: 6+1, AC: 4, Dex: 11-16, Agl: 12-17, Move: 75', Damage: Normal. A formless darkness that possesses men and emerges as their progeny. They have the ability to drain 2 lifelevels on contact, become invisible in darkness and use shadow stepping powers for short distances. They are immune to shadow magic, but bright light

paralyzes them and will drive them out of a possessed being. Their possession abilities are limited (save vs. psychic attack controls the victim for 24 hours - EGO, then they save again at +1 each time, cumulatively). This is a form of minor devil from Shroudum.

Devil: Willpower: 81-100, Level: 9-10, HD: 5-10, AC: 4-2+2, Dex: 11-18, Agl: 11-18, Move: 120', Damage: Not more than 1 for 4d10, or four at 3d6. They have 3 major powers - that could include spell casting, a permanent spell like effect, an aura, teleportation or planar travel, radius effects like breathing an attack form, etc. They usually have 3 to 6 defensive abilities or immunities, above and beyond the normal ones. They have full demonic senses. They may go etherial at will. They must sustain themselves with a soul of lifelevel 10 in order to remain corporeal for more than a few days. A type to be found on every plane of hell.

Evil Genius: A Devil that has no physical form - it appears as a dark fluid in shadow. It commands the mind of one or more beings (an initial save vs. psychic attack is possible), forcing them to believe an entirely illusory construct. Should the victims lose their sanity, they lose their soul as well. Pure reason or faith may confront the demon, though obviously no physical assault is possible since the victim's entire life becomes mental not physical. The confrontation will take as short as minutes and as long as days to resolve. During that time, exorcism would save the victim. The Evil Genius can be found in Vaguor.

Pariah: Willpower: 90, Level: 10, HD: 4+1 - 8+1, AC: 2, Dex: 8-13, Agl: 8-13, Move: 90' hovering, Damage: Their touch causes d10 rot, disruption and poison - each. A Devil whose contrary nature allows it to dispel, cancel, pervert, desecrate, negate, dissolve, etc any force or substance. A regional miasma effects all within its vicinity (10' per HD) leading to such painful immediate outbreaks of one and another maladies that one must save once per d6 mt or collapse in shock and revulsion for 1 minute after the being has left. This affliction causes 3d10% damage, leaving the victim -3 in all respects, with half stamina and requiring a stamina\*3% roll every hour of exertion to stave off a collapse for d6 hours. The effect only heals at 1/10 the normal rate unless a religious dispel occurs against this level 10 curse. Pariahs inhabit Illnarb.

## Hells

In AG I, Dave describes 21 planes of Hell. There are few details, only the general inhabitants, atmosphere, temperature and a cool description. The hells described here are those of Lemuria.

I was inspired by the work by David Hargrave but went off on a tangent. I am more interested in what is going on there, what sort of 'effects' are associated with the Hell and the rules associated with accessing it for a wizard. Each demon type is associated with a particular plane.

## Overview

Plane	Media	Breach Penalty	Time Penalty	Cost	Notes
Chaotic Elements *	13a	15%	25% 2x	3	Earth, Air, Sea, Fire, Ice
Illnarb	2, 4a	20%	10% 1.5x	5	A hell of pestilence. A realm of horrid decay and rubbish.
Shroudrum	[5a], 9, 12	35%	33% 3x	7	Darkness and mystery, secret horror.
Techlikt	3, 4b, 5b	20%	33% 3x	4	A high tech labyrinthine complex.
Eversiege	1, 6, 11a	10%	50% 4x	2	A semi-terrestrial set of interlocking terrains and borders in perpetual war.
Starknell	3, 7, 13b	65%	99% 100x	15	A violent cosmos. There is never anything 'terrestrial' here.
Pandemonia *	1 or 10			1	A multidimensional set of interlinked pocket realities.
Vageor	4c, 7	50%	75% 8x	6	The least defined vagueness.
Skralgur	6, 9, 11b	25%	50% 4x	5	A formless alchemical soup with bubbles of limited stability and coherence.
Jarishk	9, 13c	10%	20% 2x	4	An absolutely dry hell.
Chyren	5c, 8, 9, 10	40%	90% 16x	10	A crystalline screaming universe.
Zeknin	4d, 10	30%	40% 3x	6	A terrible jungle. In this hostile environment, everything is deadly.
Necropolis	2, 3, [5d]	5%	25% 2x	3	A nightmare city.

\* Indicates that there is more than one plane associated with this Hell.  
[item] Indicates the penalties can be removed by use of the item in the breaching attempt.

## Media

- 1 Fire
- 2 Incense
- 3 Runic Diagram
- 4 Crafted Icon
  - (a) A broken and desecrated holy icon
  - (b)
  - (c)
  - (d)
- 5 Sacrifice (Life force minimum)
  - (a) Lifeforce 10
  - (b) 8
  - (c) 13
  - (d) 10
- 6 Alchemical Mix
- 7 Silence
- 8 Specific Sounds
- 9 Dance / Movement
- 10 Prepared Geometrical Region
- 11 Particular Action (generally a group is needed)
  - (a) Battle
  - (b) Ecstatic rite
- 12 Shadow / Darkness
- 13 Special
  - (a) Bounded 'Pure Region'
  - (b) Emptiness
  - (c) Sands mixed with dust of precious gems

**Breach Penalty:** The chance of breaching is reduced by this amount.

**Time Penalty:** The time the breach remains open is reduced by this amount. The multiple amount of time that various activities (such as 'Preparations') takes is included, for instance 3x means three times the base amount of time is required.

**Cost:** The amount of willpower needed to perform the breach.

## The Planes

What are the breaches like? What is the effect of being on this plane?  
 What is a 'splash' from this plane like? What is going on there? Who's  
 Who?

## Chaotic Elements - Fire

Without an enchantment, this hell presents simply a pure inferno - with nothing solid. (L3 General magic spell, Hellfire Resolution, Mana: 3, Range: 10', Saves: N/A, 1 hour/level. Recipient suffers no ill effects from the *environment* of the hell of fire and is in general 25% fire resistant. The raging inferno of that hell resolves into its normal landscape within a range of 100'/level, to 1000' max.) Once resolved, the solid ground generally consists of ruins and charred remains of architecture that continues to burn without being consumed. An ashen sky rains blazing hail. Explosions repeatedly destroy the landscape and reveal yet more buried detritus. These explosions expose travellers to frequent and serious risk from flying debris and concussive force. To navigate this violent maelstrom to its most important locations requires an enchantment (L5 General magic spell, Infernal Overtraction, Mana: 5, Range: Self, Duration: 10 mins/level, Saves: N/A. A journey in the Hell of Fire becomes possible, though it takes 3d100 minutes of forward progress to reach any location. Generally, an encounter or obstacle requires considerable attention to overcome every d50 minutes. The places mentioned do not exist in any fixed place - a traveller attains their proximity only through traversing the Hell as described above.)

The Crucible: From this emerge changed beings - the origin of many new demon types. Some potent enchantments require substances transformed in this cosmic formation.

The Nefarious Forge: This enormous factory, staffed by tens of thousands of demons of different sorts, reforms and tempers souls.

The Cataclysmic Vortex: This spiral of flame leads to the Heart of Destruction. The flame at the core of this cyclone will destroy any plane, all time and space, future and past, if released. Hundreds of immensely potent fire demons attend the vortex constantly. If distracted, some small number of them will briefly pause in their duties to annihilate all in the vicinity. Access to the Spiral itself requires a L9 spell (General magic). Once cast a staircase emerges, bending in and out of the raging tornado. Ascending this path involves constant battles with demons emerging from gates spontaneously forming to all sides. The mere presence of this vortex portends inauspicious meetings (at best) and cosmic disaster (at worst).

The Streets of Lethal Rapture: Facades of markets and palaces,

home to succubi and incubi.

The Embers of Doom: Leftovers of cosmic devastation. Choice bits get sifted out and tossed into an enormous furnace alter. The heat from this fuels the forge. The rest get tossed out to form the basic landscape of the Hell. One finds many sorts of scavengers here. Sometimes seekers must retrieve an invaluable relic from the Embers before it gets destroyed. Another reason to visit the Embers is to furnace is to dispose of something very difficult to destroy.

Denizens: Lesser fire demons, tormented souls, proletarian demons (in the Forge), spirits of destruction, emotional demons (rage, hubris, avarice, bloodlust, impetuosity, gluttony, envy, pride, ambition...) Swarms of diverse forms of **Fire Imps** do the heavy lifting, everywhere. Brawny **Stokers** tend to work in the forge and at the furnace at the center of the Embers of Doom. **Tooldevils** work in the Forge, on the apparatus. The prescient and philosophical **Flickerers** do lamplighting duties in the Streets of Lethal Rapture. Fuse Wretches ensure nothing stays calm - they manifest only briefly during the frequent explosions. **Tormenters** have the classic champagne evil smartly clad devil with pitchforks and significant command of lore, magic and trickery. Most of their duties take place in the sewers under the Streets. Beyond the succubi and incubi, the **Flesh Weirds** live in the Streets - these beings pull together different beings into a tapestry of horror. Without these forms, they have no bodies at all - only a constellation of raging emotional and psychic energy.

A greater demon - the Ultimate Release, guards the Cataclysm at the heart of the Vortex.

Events/Scenario: This plane suffers such chaotic and tumultuous upheaval, some aspects become almost stable amidst the contrary forces. Big events occur venting and scorching of other planes when a breach goes out of control or the consumption of other planes during a Cataclysm. The major conflict pits the forces of this hell against Angels of Destruction - who intend an orderly and complete end to the Universe. Water Demons are other arch enemies of those on this plane, but the two hells have no point of contact.

Breach description: Usually a blazing ring appears, whose center though completely dark radiates terrible heat. When beings emerge from the darkness, the background of raging inferno



imposed on ruins beyond flicker briefly into view.

Netherworld effects: Hellfire burns even those immune to fire - see above for a remedy. Those with protection and resistance or immunity must save and make a resistance roll to escape immediate destruction, and even that only limits the damage to at the very least 1 pt/10 minutes. Additional effects possible: Emotional excitement (see the list above for ideas), forceful explosions, transformation of living beings, triggering of latent magic (in wands, etc), spontaneous combustion, etc. Fire demons also take to violence immediately upon detecting intruders. Only in the forge do the workers have better things to do, though they alert the many guards of trespassers.

Hell effects: In addition to the heat, the atmosphere is far too hot to breath and toxic. Take 2d10 per mt or more till dead without effective protection. Beyond this, the fires of this hell change anyone who enters, saving those with some form of divine protection. There are usually physical or emotional blemishes, scarring or disharmonious transformations. Most likely, the soul of the visitor will have 'caught fire' leading to a more volatile destiny with conflict due to emotional imbalance - in others in contact with the visitor, if not himself. The tendency towards seeking climactic, sadistic and spontaneous destructive activities becomes pronounced in any who spend more than a few brief hours on this plane.

More to come, maybe, someday...

## Chaos Risk Chart

All effects are permanent except for Will Drain, Injury, Susceptibility and Fumble except where indicated otherwise.

Roll	Description	Effect
01-10	Physical Warping	d10% of wizard's body warps: 01-25 Misshapen - warped and useless, 26-75 roll on reincarnation table, 76-90 Non-animal life-form, 91-95 non-living substance (rock, ice, etc), 96-99 Magical Monster or Alchemical Substance, 00 Demonic.
11-25	Insanity	Roll 3 + d12 levels of random insanity.
26-35	Appearance Change	Roll on AG II tables, 20% chance of reincarnation.
36-38	Aging	d100% of remaining life span is exhausted.
39-45	Lifeforce Drain	d4 life levels drained.
46-55	Random Pandemonian Appears	Random demon (01-75): 1, (76-95): d6, (96-99): 3d6, (00) d100. All of the same type.

Roll	Description	Effect
56-65	Uncontrolled Breach	The breach does not close or obey the rules that the wizard expects. The GM adjudicates; the possibilities include - Demons may leave or return using the breach where they normally couldn't. Events on the other side of the breach may 'spill over.' Unintended Guests may appear. Some forces, beings, objects, etc may be drawn through the breach and only retrievable if one follows them through. Etc.
66-70	Delayed Effect	DM adjudicates.
71-75	Whimsey	Roll on a good table, nothing fate or divine oriented.
76-84	Will Drain, Massive	Drain % of total Willpower. If this drains into 'negative numbers', this number of willpower points are lost permanently. For example. A wizard with Willpower 40 has used 10 Willpower already. A 90% roll would be 36 points. The result is -6 willpower. The wizard now has 0 willpower effectively and six points are lost permanently. The wizard will regain only 34 willpower points (in the normal way).
85-86	Physical Injury	Forces of the other plane or chaos do d20% damage.
87-88	Spiritual Injury	A physical injury that also effects the soul. The injury will never heal unless the being is healed by a divine force.
89-90	Magically Susceptible	Magic Resistance is -5d10% Damage also increases that much. Lasts d100 hours.
91-94	Planar Spill	Random Planar effect (of plane breached) spills out, 3d20' radius.
95-99	Out of Control Effect	Whatever was intended occurs, d100% more powerful than usual, but completely out of control.
00	Vast Effect - Oops!	This is up to the GM to adjudicate. The basic guideline is that the rules and storyline of the plane being breached to, or the being contacted, start to apply. The entire area may be transported to that Hell, or a portion of it will spill out.  This often causes a massive and violent storm to engulf the entire region as nature reviles against the violation.

## Divinity Threshold

This value represents the degree to which divine order holds sway on the place in question. This value is described in some detail in Appendix A of "Life Force" and "Religious Magic", companion documents to this one.

Divinity	Brief Description	Effect on Demonic Wizardry
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Threshold		
0	Zone of Null Divinity: no presence of the divine at all. This occurs only in regions under enormous Necromantic influence. It does not occur normally.	Breaching chance is +50%. Breaching requires 1/4 normal time (1.5 seconds base), stays 4x as long.
1	Magical or accursed region, 'Dungeons', desecrated graveyards, a haunted house, etc. Magical Planes including the Ethereal Plane and Hells.	Breaching chance is +20%. Breaching requires 1/2 normal time (3 seconds base), stays open 2x as long.
2	Disturbance of nature, a storm inspired by magic. A tainted region which is borderline haunted.	Breaching chance is +5%. Breaching requires a base of 1 mt.
3	Barrens, no life. A no man's land between nature and supernatural tainted terrain. The Elemental Planes are included in this category.	Breaching requires a base of 1 mt.
4	Wilds: Little to lots of life, but no inhabitation by sentient beings.	Breaching requires a base of 2 mt.
5	Inhabited by sentient but godless beings.	Breaching requires a base of 2 mt.
6	Inhabited by sentient beings with religion though without a systematic set of protections to maintain order, the Astral Plane.	Breaching requires a base of 3 mt.
7	Inhabited by religious beings who have created a compound such as a building, city etc. of pious people: A protected region.	20% breaching is impossible - or that demons cannot cross the threshold to this region. 1% demons will suffer immediate banishment from the plane. takes a base of 5 mt.
8	In a fane, temple or religious edifice, sanctified ground or in the presence of a priest (L5-9) in a region as described in '7.'	50% breaching/entering is impossible. 10% banishment. Breaching requires a base of 1 min.
9	As 8, but in a major temple and in the presence of an angel or other visitation or a priest of L10 or greater.	90% breaching/entering is impossible. 30% banishment. Breaching requires a base of 10 mins.
10	The high temple occupied by a high priest, presence of an archangel.	Breaching/entering is impossible. 80% banishment. takes a base of 1 mt.

The game master must adjudicate this value depending on several factors, including the conditions of the place, the piety of the people in the region, the presence or absence of 'sacred spaces' defined by symbols of the religion, whether priests or angels are present, etc.

# Demonic Reactions

	Reaction Roll:						
Intelligence:	1	2	3-4	5-8	9-10	11	12
Fiends	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Attack
Mindless	Berserk	Berserk	Berserk	Berserk	Berserk	Attack	Quiescent
Animal	Berserk	Berserk	Berserk	Berserk	Attack	Advance, Attack	Stalk, Attack
Alien Understanding	Berserk	Berserk	Berserk	Attack	Appraise, Attack	Appraise, Ensnare	Appraise, Ambivalent
Humanoid	Berserk	Berserk	Attack	Attack	Advance	Deploy tactically	Contact of some kind
Superior	Berserk	Attack	Attack	Advance	Appraise, tactical	"civil" or tactical	"civil" or tactical
Mystic Vision	Attack	Attack	Attack	Attack	Advance, tactical	Appraise, tactical	Appraise, strategic
Vast	Attack	Attack	Deploy	Deploy	"Civil"	Scheme	Act out a foreseen, prepared script
Near Infinite	Deploy	"Civil"	Scheme	Act out foreseen, prepared script	Control the situation completely due to foreknowledge and vast preparation. Play out destiny's hand.		