

The Demonist

Extra-Planar Specialist!

by Phil Masters

Following the series on Demons in RuneQuest, we thought it was time to give all you D&Ders a piece of the action.

Introduction

Demonists faithfully serve a divinity in exchange for spells and assistance. Although a clerical sub-class, they more closely resemble magic users in their introspection and solitary habits. Demonists call on demons and devils as servants and allies and can command many other beings from the Outer and Elemental Planes. Their studies give them skill in inter-dimensional travel, and their mastery of arcane lore bestows them with many informational spells. They can also counter such activity. As 'lay priests', demonists have some power over undead.

Basic Characteristics

Alignment: Must be some variant of evil or chaoticism – or both – as the profession is basically an anti-social one.

Minimum Statistics: Intelligence 14, Wisdom 13, Constitution 8, Charisma 11. 16 or greater Intelligence and wisdom gives a 10% experience bonus.

Races and Multi-Classes: Demonists can be human (no level limit), half-elves (maximum 10th level) or elves (maximum 7th level). Half-elves may be assassin/demonists; elves and half-elves may be fighter/demonists. Mixed-class characters may use any weapons, but assassin/demonists are limited to leather armour; fighter/demonists may use any armour.

Saving Throws: Save as clerics, +2 vs magic jar or demonic/diabolic possession.

Melee: Attack as clerics; flaming oil and poison prohibited. Hit Dice are six-sided, +1 first level only. Armour must be leather or studded leather, any shield may be used. Weapons are limited to dagger, scimitar or sword (any type). Initial number of weapons: 2. Non-proficiency penalty: -4. Added proficiency per level: 1/4 levels.

Followers

Demonists may recruit hirelings on a one-job basis only. If they have a stronghold, however, as many as are needed to run it may be hired. No henchmen are allowed until 5th level, when one demonist, cleric or magic user may be recruited as an assistant. A second may be employed at 7th level, and a third at 9th. Only at 11th level and up may henchmen of any class save paladins, rangers or druids be recruited. At 11th level or higher, a demonist may construct a stronghold (supernatural powers may be called in to help with the building).

Magic Items

Any magical dagger, scimitar or sword, magical shield, magical leather or studded leather armour may be used. Any item that protects against enchanted beings, that duplicates demonist spell-powers, or that is usable by all classes may be used. Other items allowed are: *Rods of Beguiling and Smiling*, *Staves of Command* (as a magic-user), *Candles of Invocation*, *Magic Gauntlets and Girdles*, *Horns of the Tritons*, *Magic Incense*, *Prayer Beads*, *Magic Nets*, *Magic Pearls*, *Robes of Eyes*, *Spheres of Annihilation*, *Magic Talismans*.

Scrolls of demonist-type spells may be used. From 4th level on, any scroll spell may be comprehended (with a read magic spell) and used. However, there is a failure chance in the latter of 68% (base), less 2% per experience level (ie: a 60% chance of failure at 4th level); a failure is 20% likely to be a reversal of the spell, otherwise it is just ineffective.

At 10th level +, spell scrolls may be scribed, including scrolls of protection against demons, devils, elementals, possession or undead. At 16th level +, demonists may enchant items as per clerics. They never brew potions.

Special Powers

1. With creatures from the Outer or Elemental Planes, a reaction bonus (as per high charisma) of 5-10% (d6+4) due to specialised knowledge of such creatures is gained.
2. Demonists may Turn Undead as a cleric of half the demonist's level, rounding fractions up – 1st and 2nd level demonists have the power of first level clerics, and so on.

Slowly, he raised his eyes to meet those of his King. 'Yes, my lord, I, Jhodever, Master Demonist, can indeed summon forth an Army of the Night or a Host of Devils to serve you. But my price is high'.

Demonist Magic

Demonist spells of first, second and third level are gained and memorised as low level cleric spells – by concentration and meditation. Such spells can be treated as clerical magic. Bonus spells are not gained for high wisdom.

When fourth or higher level spells can be used, the demonist must use a spell book and locate such enchantments as a magic-user, thus chances to comprehend, minimum and maximum numbers of spells and so on are exactly as for a magic-user of similar intelligence.

The Focus: One weapon must be carried as a focus and acts as a holy symbol in demonists' clerical-type magic. Its loss or destruction prevents use of most such spells until another is prepared. No demonist may possess more than one focus at any time, and its use is specific to him or her alone. Such a blade is prepared by being ritually cleansed in (un)holy water (as appropriate to his or her divinity) and having sanctuary (in this case meaning no material component) and dedication cast on it. The demonist must subsequently use the focus for any ritual sacrifice needed or offered in the course of events (attempts to use other blades are futile and blasphemous).

The dedication on a focus is vulnerable to dispel magic, which renders the blade ritually useless until it can be re-prepared. If the blade is magical, the chance of a dispel being effective is reduced by 20% for each +1 on the blade in its least effective use (thus a sword +2, +4 vs giants is 40% less likely to be dispelled). Level-drawing or life-stealing swords have a further 10% reduction; and (rare) Swords of Summoning may be better yet. Furthermore, any spell cast using a focus which is enchanted to +2 or better give a -1 on opponents' saving throws.

Demonists Table

Experience Point	Level	Experience bracket	Hit dice	Level Title
0-1,500	1	1-1	1+1	Supplicant
1,501-3,250	2	2-1	2+1	Spirit Caller
3,251-6,750	3	3-1	3+1	Power Caller
6,751-13,000	4	4-1	4+1	Initiate Warlock
13,001-27,500	5	5-1	5+1	Warlock
27,501-55,000	6	6-1	6+1	Superior Warlock
55,001-110,000	7	7-1	7+1	Pentagrammarist
110,001-230,000	8	8-1	8+1	Initiate Demonist
230,001-475,000	9	9-1	9+1	Demonist
475,001-750,000	10	10-1	10+1	Superior Demonist
751,001-1,050,000	11	10+3	10+3	Master of Demons
1,050,001-1,350,000	12	10+5	10+5	Grand Master of Demons
1,350,001-1,650,000				

300,000 experience points per level for each level beyond the 13th, thereafter Demonists gain 2hp per level after the tenth.

Spells Usable by Class and Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	-	-	-	-	-
4	4	2	1	-	-	-	-
5	4	3	2	-	-	-	-
6	4	4	3	-	-	-	-
7	5	4	3	1	-	-	-
8	5	4	4	2	-	-	-
9	6	5	4	2	1	-	-
10	6	5	5	3	2	-	-
11	6	5	5	3	3	1	-
12	6	6	5	4	3	2	-
13	7	6	5	5	4	2	1
14	7	7	6	5	4	2	1
15	7	7	6	5	5	3	2
16	8	7	6	6	5	3	2
17	8	7	7	6	5	4	2
18	8	7	7	6	6	4	3
19	9	8	7	7	6	4	3
20	9	8	8	7	6	5	3

Spell Listings

1st Level

Augury (c)
Dedication
Protection from Evil + (c)
Sanctuary (c)
Soul Shield
Spirit Command

2nd Level

Detect Magic (c)
Detect Spirit +
Divination (c)
Dust Warriors
Identify (m)
Petition
Plane Source
Ward Element

3rd Level

Dispel Magic (c)
Protection from Evil, 10' radius + (c)
Read Magic (m)
Speak with Dead (c)
Spirit Call +

4th Level

Cacodemon (m)
Call Imps +
Contact Other Plane (m)
Exorcise (c)
Spiritwrack (m)
Summons Shadow (i)
Ward Magic

5th Level

Astral Spell (c)
Beast Summons
Charm Spirit
Conjure Elemental (m)
Entrapping Pentagram

6th Level

Call Foe
Commune (c)
Contract
Great Summoning
True Seeing (c)

7th Level

Dismissal
Gate (c)
Legend Lore (m)
Raise Pandemonium
Spirit Trap
Summons Army

Notes: +: reversible. (c): as clerical spell. (i): as illusionist spell. (m): as magic-user spell.

DEDICATION (Conjuration/Summoning)

Level: 1
Range: 3"
Duration: Special
Area of Effect: 1 creature or object
Components: V, S.
Casting Time: 3 segments
Saving Throw: None

An act or item is drawn to the attention of the demonist's deity; it does *not* enchant the subject, except a *focus*, and so cannot usually be *dispelled*. If a creature is *dedicated* as a sacrifice, providing this is in the deity's interest, the demonist's *focus* gains +3 to hit and +1 damage to strike the sacrifice.

SOUL SHIELD (Alteration)

Level: 1
Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 2 segments
Saving Throw: None

The material component is the *focus*. The spell lasts for 2-5 rounds (d4+1) plus 1 round for each 3 full levels above 2nd attained by the caster (so a 5th level demonist gains 1 extra round's duration). It gives +2 on all saves vs *enchantment/charm* spells and similar device or creature powers, and against any psionic power that affects the victim's mind; it also gives +4 on saves vs *magic jar*.

SPIRIT COMMAND (Enchantment/Charm)

As clerical *command* spell, but it functions *only* on the *Prime Material Plane* against beings from the *Outer* or *Elemental Planes*. However, all saves against the spell are at -2.

DETECT SPIRIT (Divination) Reversible

Level: 2
Range: 8" + 1"/level
Duration: Special
Area of Effect: 1 creature or object
Components: V, S.
Casting Time: 5 segments
Saving Throw: None

Detects the presence of a soul, spirit or mentality in any body or object (enchanted swords, etc), and whether or not the mind controlling the body is its 'native'. Thus it will not detect *charming* or *hypnosis*, but will detect *possession*. Only the fact of a mind is detected, not its nature. The reverse, *obscure spirit*, has a range of touch and conceals a single mind or case of *possession* from magical or psionic detection for one round per level of the caster.

DUST WARRIORS (Conjuration/Summoning)

Level: 2
Range: 3"
Duration: Special
Area of Effect: 2" x 2" square
Components: V, S, M.
Casting Time: 3 segments
Saving Throw: None

Material components are the *focus* and a full set of teeth from a man-sized or larger carnivore which are cast on an area of earth, rock, raw stone, sand or gravel as the spell is cast. 3-6 skeletons will rise from the area, the centre of which must be in spell range. They will fight for the caster until they are turned or destroyed, the caster is slain, rendered unconscious or moves out of spell range of the group, or the magic is *dispelled*. However, in any round when none are fighting, the skeletons are 50% likely to uncontrollably fight each other to destruction; in this case, a single skeleton will strike blows at itself.

PETITION (Conjuration/Summoning)

Level: 2
Range: 0
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 1 round
Saving Throw: None

A demonist may strike a bargain with a being of the *Outer Planes*, and gain a promise of possible supernatural assistance. The being, if not engaged elsewhere, may be contacted by *petition* when the aid is needed. It does not ensure that any promises are honoured.

PLANE SOURCE (Divination)

Level: 2
Range: 1"
Duration: Special
Area of Effect: 1 creature or item
Components: V, S, M.
Casting Time: 2 segments
Saving Throw: Special

Reveals the *Plane* of origin of any one creature, object or magical phenomenon in spell range, or the *Plane* reachable by the closest *gate* or dimensional nexus point. Hostile or unwilling creatures save vs spells to avoid their origins being divined. Material component: caster's *focus*.

WARD ELEMENT (Abjuration)

Level: 2
Range: 0
Duration: 6 rounds/level
Area of Effect: 5' radius sphere
Components: V, S, M.
Casting Time: 2 segments
Saving Throw: None

Creates a sphere of defence, comparable with *protection from evil*, which cannot be penetrated by any creature from one *Elemental Plane* specified when casting. Attack forms related to the element chosen are weakened by the sphere, so those inside get a saving throw as follows:

Fire: +2 on saves vs fire, and -1 from each damage die.

Water: +2 vs cold attacks; +3 vs acid attacks; -1 from acid damage per die.

Earth: +3 vs petrification; -2-5 damage from falling rocks, catapulted boulders, etc.

Air: +2 on saves vs lightning, +1 vs poison gas; -1-4 damage from either. Magical component: caster's *focus*. This will *not* work on the *Elemental Planes*.

SPIRIT CALL (Conjuration/Summoning) Reversible

Level: 3
Range: 3"
Duration: 3 rounds + 1 round/level
Area of Effect: Special
Components: V, S, M.
Casting Time: 3 segments
Saving Throw: None

Summons 2d6+1 incorporeal entities from the *Astral Plane*, to anywhere within spell range on the *Plane* of casting. These spirits cannot stand full daylight; the sun drives them back to their own *Plane*, and equivalent light drives them back to the shadows. Their own sense is a limited form of ESP, so they need no illumination to 'see'. Each spirit serves the demonist until *dispelled*, released, or the reverse, *dismiss spirit*, is cast on them - or until spell duration expires. Each can lift up to 20gp in weight and move with it at a rate of 6". Their main ability is to temporarily activate corpses, one per spirit, as skeletons/zombies, but they can then be 'turned', returning them to their own *Plane*.

As 'extra-planar' beings, they are subject to *protection* spells, *holy words*, etc. Material component: caster's *focus*.

CALL IMPS (Conjuration/Summoning) Reversible

Level: 4
Range: 2"
Duration: 1/2 round/level
Area of Effect: Special
Components: V, S, M.
Casting Time: 4 segments
Saving Throw: None

Material components are the *focus* and a drop of human, elven, half-elven, dwarvish or halfling blood. The spell summons (d6+1) minor monsters to a desired point in spell range. Normally these are imps or quasits [MM] but DM's may▷

▷ allow mephits [FF], dream demons [WD25], or the like. The beings will fight until they are destroyed, spell duration expires, the summoner is slain or rendered unconscious, or they are forced back to their Plane of origin. These are not familiars; they will only fight for the demonist, not perform more complex tasks.

The reverse, *dismiss imp*, returns one creature of any of the types summonable to its Plane of origin; a saving throw is allowed, but at -3. This needs *holy water* in place of the blood. Even familiars can be *dismissed*, and none may return for seven full days.

WARD MAGIC (Abjuration)

Level: 4
Range: 0
Duration: 1 turn/level
Area of Effect: 5" radius sphere
Components: V, S, M.
Casting Time: 4 segments
Saving Throw: None

A spherical protective zone is set up around the caster which lasts until *dispelled*, the caster leaves its confines, or its duration expires. No *summoned*, *conjured* or extra-dimensional creature can enter. Undead are *slowed* within it – skeletons and zombies may even have their animating magic *dispelled* since the sphere also acts as a *dispel magic* on any spell cast within or entering its confines. Even instantaneous spells not normally susceptible to *dispelling*, like *lightning bolt*, can be suppressed. Items with spells cast on them (including skeletons, zombies, animated objects, potions, etc) must be checked on their 1st and alternate subsequent rounds within the sphere (ie 1st, 3rd, 5th, etc) to see if they are *dispelled*.

The sphere may be *dispelled*, but its own power may act to *dispel* the *dispel magic* first! If two spheres intersect, each instantly cancels the other out. Material component: *focus*.

BEAST SUMMONS (Conjuring/Summoning)

Level: 5
Range: 6"
Duration: 5 rounds + 1 round/level
Area of Effect: Special
Components: V, S, M.
Casting Time: 5 segments
Saving Throw: None

Calls one creature from another Plane in 3 segments. The creature may be of almost any strength. Conditions available must be suitable for the monster; if the dice indicate a water weird where there is no water, or an xorn on a cloud island, a re-throw is made.

Die Roll	Monster
01-06	Aerial Servant
07-13	Demon, Type I
14-17	Demon, Type II
18-19	Demon, Type III
20-21	Devil, barbed
22-25	Djinni
26-28	Efreeti
29-39	Gargoyle
40-51	Hell hound
52-59	Invisible stalker
60-61	Night Hag
62-66	Nightmare
67-69	Rakshasa
70-73	Salamander
74-85	Spider, Phase
86-88	Grey Slaad
89-97	Water Weird
98-00	Xorn

CHARM SPIRIT (Enchantment/Charm)

Level: 5
Range: 6"
Duration: Special
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 5 segments
Saving Throw: Negates

As an MU's *charm monster*, except it only affects one creature not on its own Plane of origin. The creature will save at -3, but if it subsequently returns to its own Plane, an immediate check is made to see if the magic is broken. On this and all subsequent (weekly) checks on the creature's own Plane, the normal chance of the enchantment breaking is *doubled*. Material component: *focus*.

ENTRAPPING PENTAGRAM (Alteration, Enchantment/Charm)

Level: 5
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: Special

This weird, dangerous and potent spell creates a special pentagram, some 7' across, within which a demon, devil, daemon, night hag or elemental can be trapped and made helpless, deprived of all magical powers and abilities, even including magic resistance and the ability to travel between Planes. Such beings will feel nothing but undying hatred for the one responsible, conceivably masked by fear after long domination and restraint.

The casting involves scribing the pentagram with a special ink of mammal blood, holy and unholy water, ground chalk, powdered iron and 3,000gp worth of rare ingredients. One hour of uninterrupted work and spell casting is needed. The surface used must be solid rock or stone, with no other marks or inscriptions on it.

The subject of the spell must

be forced into the pentagram. Spells such as *conjure elemental*, *cacodemon*, *great summoning* or *gate* may be used to place the subject within the magic inscription, but it will then be aware of the attempt, and can use magic resistance and a saving throw vs spells to avoid *entrapment*. There is also a 25% chance that it will become aware of the identity of the demonist – often with serious consequences for the latter. More subtle are attempts to trick the subject into a pentagram concealed by dust, rugs, or vegetation, etc, or by use of *charm* spells. Even brute force *might* work...

Once the victim is within the pentagram, it activates and *entraps* the victim. This must be done within four hours per experience level of the caster, else the magic fades. However, once the victim is caught, the only escape is if another being of at least cat-size enters the diagram [note: no animal is likely to go anywhere near a trapped and angry being], if part of the diagram is erased from outside, or if the captured being is attacked by weapon or spell. Bargaining with trapped beings by offering freedom is plausible but usually unwise. Naturally, intelligent beings will often try to mislead, cajole or browbeat their captors.

CALL FOE (Conjuration/Summoning)

Level: 6
Range: 5" + 1"/level
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: 1 round
Saving Throw: None

If a demonist knows or suspects that some extra-dimensional monster or group within spell range has a sworn, innate and ancient enemy or balancing force somewhere in the multiverse, this spell (material component: *focus*) will cause that enemy to appear within 1-4 rounds, in sufficient force to match their opponents, by invoking a fundamental balancing principle in the multiverse. Greater gods are potent enough to negate that principle and prevent their natural foes from appearing. Foes not wishing to be called may exert their magic resistance. The spell has no effect on the mundane beings of the Prime Material Plane.

Cases where enemies exist are djinni and efreeti, Bahamut and Tiamat, githyanki and githzerai [Fiend Folio].

CONTRACT (Alteration)

Level: 6
Range: Special
Duration: Permanent

Area of Effect: Two beings
Components: V, S, M.
Casting Time: 5 rounds
Saving Throw: None

This creates a binding contract between a mortal (who may be the caster) and a supernatural creature, of at least low intelligence, of the Outer or Elemental Planes. Casting requires the drafting of the full agreement, using rare inks and parchments worth 500gp; signed in the mortal's blood.

The contract is consistently binding, but only to its exact wording. Evil beings will naturally pervert the spirit while honouring the letter. Contracts made under coercion are not binding. If the supernatural being wishes, it may exert magic resistance to nullify the contract at the time of signing, but any informational spell will reveal this, entirely nullifying the agreement. The consequences of a later breach of contract by the being are up to the DM (such breaches are rare), but widespread knowledge of the perfidy, the close attention of furies and gods of justice, loss of power and worshippers, and other such restraints can be applied. Deviations from the contract by the mortal cause the loss of one point of strength and constitution every 12 hours until the divergence is rectified, or the immediate notification and appearance of the supernatural being – which has to be agreed when the contract is signed. Outright breach of contract instantly paralyses the mortal for 4-16 turns and immediately brings the supernatural creature to the scene. The spell can only be broken by three full wishes, cast *simultaneously*.

GREAT SUMMONING (Conjuration/Summoning)

Level: 6
Range: 2"
Duration: Special
Area of Effect: Creature Summoned
Components: V, S, M.
Casting Time: Special
Saving Throw: Special

Essentially a superior *cacodemon* spell, this will summons any named demon of less than princely status, any named devil of less than arch-devil rank, certain potent entities from other dimensions possessing true names, and even a few demi-gods with that characteristic. The material components in each case vary widely, but always include the *focus* and 500+ gp worth of rare and peculiar substances.

The procedure is as for a *cacodemon*; casting time is 2d4+4 hours, and the saving

throw is rolled on 2d10. The attitude of the being summoned varies with alignment, but is never less than extreme irritation. Creatures summoned will always have full hit die. A *spirit trap* spell attack may be employed by some demonists against the being summoned.

DISMISSAL (Abjuration)

Level: 7
Range: 12"
Duration: Special
Area of Effect: 5" radius sphere
Components: V
Casting Time: 3 segments
Saving Throw: Special

Any creature summoned by the demonist must depart instantly, with no saving throw allowed. Similarly, any creature brought to the area against its will and by magic summons may freely choose to allow the *dismissal* to return it to its place of origin, regardless of its summoner's desires. Any extra-dimensional creature arriving by its own powers or abilities must save vs spells at -3 or depart, and in any event will be stunned for 1-4 rounds. Finally, any creature willingly conjured or summoned to the scene by another's magic is automatically paralysed for 2-8 rounds, and for each such, their summoner must save vs spells at -4 or see the creature depart. The spell effects every such creature within a 5" radius sphere with its centre within spell range selected by the caster. No creature *dismissed* may depart its home Plane again for one full year, unless summoned or conjured by the caster of the *dismissal*.

RAISE PANDEMONIUM (Conjuration/Summoning)

Level: 7
Range: 10"
Duration: 1 turn + 1 round/level
Area of Effect: 4" radius circle
Components: V, S, M.
Casting Time: 7 segments
Saving Throw: None

This hideously dangerous and chaotic spell summons an uncontrollable crowd of demons, all of which appear in an 8" diameter circle with its centre at a point selected within spell range. The caster has no influence over the monsters, which remain until the summoning magic is *dispelled* from each of them, each is slain, or spell duration expires. Material component: *focus*.

The group will comprise: 2-12 type I demons; 2-7 type II; 30% chance of 2-8 quasits; 20% chance of 1-8 manes; 80% chance of 1-4 of type III; and a 65% chance of a single type IV.

If no non-demonic beings are detectable in an area, there is a 90% chance of an intermittent fight between those of type I and those of type II. There is a 10% chance of this if the only other available victims appear weak and non-aggressive. Otherwise, they will be mostly interested in slaughtering mortals, though the stronger and more intelligent specimens may seek to dominate the others or hunt down the richest pickings.

SPIRIT TRAP (Conjuration/Summoning)

Level: 7
Range: 2"
Duration: Permanent until broken
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: Special + 1 segment

Saving Throw: Negates
As MU's *trap the soul* spell, except the range is 2", it can only be cast on the *Astral*, *Ethereal* or *Material Planes*, and the creature to be trapped must originate on the *Outer* or *Elemental Planes*. The prison object, which requires no further spells to prepare, is a specially made, hand-sized, engraved and carved brass bottle, costing at least 800gp. It must be corked as the spell takes effect, and sealed with wax within an hour (else the prisoner will escape). Removing the bung frees the prisoner.

SUMMONS ARMY (Conjuration/Summoning)

Level: 7
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: None

A demonist wishing to summon a supernatural army must perform a long series of tasks to locate, recruit and transport the force. Only one such conjuration is possible in any lunar month, and in 5% of cases, none is. Thus, with a 5% chance that some unknown demonist has performed the magic, there is a 10% chance that the spell will prove temporarily impossible, even if no known character has already used it that month. The demonist must cast an *augury* to check this point, a *divination* to ascertain *where* the magic must be performed, and a *contact other plane* to reveal the army available (roll dice on table below) and to open negotiations with them. Note that the *Plane* to be contacted will always be two removed from the *Prime Material*.

The place of summoning will

always be a wild, desolate, deserted spot, 1-100 miles from the demonist in a random direction. The demonist must journey there and begin casting before the lunar month is out, else the chance is lost, and preparations must begin anew. Once there, four large bonfires defining a quadrilateral big enough to contain the army to be summoned must be built to burn rare woods, incense and spices to a total value of 5,000gp. The fires must be kept burning throughout the summoning, which will be 1-4 turns plus the materialisation period of the army (see table).

A demonist who summons an army and fails to pay them immediately can expect serious trouble. Certainly, no other army will ever subsequently answer his call unless paid well and in advance after the original army has been paid at least treble its usual rate to compensate for delay and disrespect.

A *summons* army can only be dispelled if the entire force is brought back to the summoning point. However, individual members can be forced back to their own *Planes* by *holy water* or *dismissal* spells.

Die Roll Army Type

(d100)	(Turns to Materialise)
01-16	Army of the Dead (3)
17-27	Army of the Night (4)
28-33	Demon Hordes (2)
34-39	Devil Host (2)
40-45	Swamp Legion (3)
46-51	Insect Swarms (3)
52-65	Slaadi Death Squad (4)
66-72	Githyanki War-Party (5)
73-84	Tree Spirits (2)
85-00	Warriors of Valhalla (5)

Army of the Dead: A demon lord's emissaries comprising 50-300 skeletons and 5-20 zombies led by a ghast. They will serve, providing it is to wreak havoc and destruction, for one lunar month.

Army of the Night: A night hag, mounted on a nightmare, in command of her retinue of 5-20 huge vampire bats (as stirges, but have -3 to hit in full daylight) as scouts, 4-24 ghouls and 3-18 shadows as warriors. She will seek evil souls to steal, serving for up to one lunar month for such offers.

Demon Hordes: A type V or VI demon (50% chance of either) leading 2-8 quasits, 2-16 type I, 3-9 type II and 1-8 type III demons. Seeking chaos and destruction, they will serve for up to one lunar month or until each member has consumed one human or demi-human corpse - whichever is less.

Devil Host: A horned devil or pit fiend (50% chance of either) commanding 1-8 fire mephits, 2-16 barbed devils, 2-9 bone devils, and 1-8 erinyes. They

will serve for one lunar month or until each has a victim to carry off to Hell.

Swamp Legion: Foul creatures from the dismal marshes of the *Lower Planes*, led by a type II demon, including 5-40 giant frogs, 3-18 killer frogs, 3-30 poisonous frogs, 3-18 giant toads, 2-12 poisonous toads, 2-8 ochre jellies, 3-18 lizard men and 4-24 frog folk [Best of WD Scenarios II]. The Legion is chaotic evil in nature, and will serve for up to two weeks in exchange for blood and flesh - preferably human or elven.

Insect Swarms: Underlings of an insect-god comprising 5-30 giant wasps, 3-18 giant fire beetles, 4-32 giant boring beetles, and 30-120 giant warrior ants. They will serve for up to one week in return for 2,000gp worth of grains and fresh meat, and any crops they should pass over. The demonist may also *petition* for one *insect plague* in that time.

Slaadi Death Squad: [FF] A grey slaad leading 3-18 red, 2-12 blue, and 1-6 green slaad. They will serve for one lunar month in exchange for one live human slave to take back to limbo for each squad member.

Githyanki War-Party: [FF] An 8th level knight mounted on an old red dragon (which they summon during their materialisation time) commanding 1 3rd level githyanki (any class), and 2 6th level fighters. They will serve for one lunar month or until the knight is slain in return for 5,000gp in gems and silver. There is a 50% chance they will attack any mind-flayers or githzerai on sight, contrary to the summoner's wishes.

Tree Spirits: Immaterial beings of the *Astral Plane* who will activate 30-120 trees to act as full-power treants and serving for one lunar month in exchange for solemn vows never to wilfully harm forests or woodland, plus the return of at least ten square miles of cultivated land to a state of forestation. Oath-breakers can expect vengeance from a force at least three times as big as that which served them.

Warriors of Valhalla: 20-120 fighters equivalent in every way to a group of berserkers [MM], save that each has a magic resistance of 10% (leader types have 20%), and total immunity to *charm* and *sleep* magic. They serve for battle glory, plus plunder to the value of 100gp per head, remaining for up to three months or until at least half their numbers are slain and the slaying has been avenged by the total defeat of the enemy involved - whichever is less. □