

# IN NOMINE

*In Nomine* was written by Derek Pearcy  
based on an original game by CROC

# THE SORCERER'S IMPEDIMENTS

## AN *In Nomine* LIFE ADVENTURE

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AN e23 ADVENTURE  
FOR IN NOMINE® FROM  
STEVE JACKSON GAMES  
FOR 2 TO 4 PLAYERS

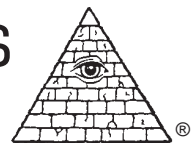
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# INTRODUCTION

There are Archangels and there are Demon Princes. Long ago, God and Lucifer had a discussion about Free Will; now, there's a secret War between Heaven and Hell. Angels work toward the betterment of the universal Symphony; demons want to impose their personal symphonies on everyone else. Angels prefer selflessness, thinking of the group above the whole. Demons, naturally, want to be the one on top and to Hell – or somewhere – with everyone else on the bottom.

And then there are the humans. Some serve knowingly, Soldiers of God or Hell. Some are servants and minions. And some are sorcerers, who conjure up spirits and demons. Most of those are damned by Hell-tainted rituals, seduced by the promises of the Demon of Sorcery, who serves the Prince of Fate.

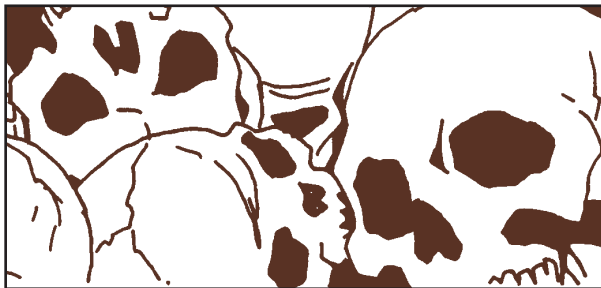
Naturally, that tends to upset the angels, and they try to . . . contain the problem.

## PLAYERS' NOTES

Your characters are minor angels in the service of an Archangel. Your current assignment is to investigate the source of a disturbance in the Symphony. Tracking the disturbance took some time, but you are now standing in front of a decrepit house on the outskirts of town.

The source of the disturbance is inside. What do you do now?

*Choose a character from one of the three pre-generated characters on the pages that follow. Each player will need three six-sided dice to play. One of the three dice should look different from the other two – this is your check digit die.*



## GM'S NOTES

This short adventure has all the rules you need to play. To get the full *In Nomine* experience, download the rulebook at <http://e23.sjgames.com/item.html?id=SJG82-1000>.

Before you begin play, pass out the character sheets and let the players choose their characters. Then explain the following rules to them.

Players may read the character sheets and rules that follow; the rest is GM information.

## The Dice

Character actions are resolved with a “d666 roll.” A d666 roll uses three six-sided dice. Two of the dice are totaled to determine success or failure. The third die is the “check digit.”

To succeed at an action, your success total must be equal or less than a target number. The check digit determines the magnitude of the success or failure – a “1” is a small success or failure, while a “6” is a gigantic success or failure. The check digit often determines the damage done by a weapon, or the duration of a miracle.

## The Character Sheets

Here's how to use the information in each section of the character sheet.

*Forces* are the fundamental energies that make up the character. Think of “Corporeal, Ethereal, and Celestial” as “Body, Mind, and Soul.” Forces affect your power and skill with miraculous Songs.

*Characteristics:* These characteristics define your character's strength, dexterity, and other innate abilities. When you make a Strength roll, your target number is equal to your Strength characteristic, and you succeed by rolling a success total that is equal or less than that number. The same applies to other characteristics.

*Skills:* Skills represent learned abilities on specific subjects. To use a skill, add its number to an appropriate characteristic to determine the target number required for success. If Kris wants to fire a gun, for instance, she adds her Ranged Weapons (Pistol) skill of 2 to her Precision of 4 for a target number of 6.

*Songs:* Songs are miracles that the character has learned to perform. To use a Song, spend 1 or more Essence (see below) and make a d666 roll. The target number of the Song and its effects are listed as part of the Song's description.

*Angelic and Demonic Powers:* Angels and demons also have innate powers. Each power functions as described.

*Essence:* Essence measures how much of the energy of the universe is under the control of the characters. Characters spend Essence to use songs and other special powers.

Essence can also be used to tilt the odds in your favor – every point of Essence spent before the roll raises the target number by 1.

*Body:* Body measures how much damage you can take. Damage is subtracted from Body, and a character who is reduced to 0 Body falls unconscious for several hours. The number in parenthesis indicates how much **more** damage it takes to kill the character after Body is reduced to 0.

## Combat

Here's what happens if a fight breaks out. Combat is resolved in rounds. During each round, actions occur in the following order. During each action, the character with the highest Perception goes first. Each character can take one action per round.

*Use a Power:* Your character may use a song or other special power. Remember that most of these powers cost Essence.

*Move:* Your character may move. This scenario does not use battle maps, so all movement is described. The characters in this scenario can get across a small room in one action. Faster or more difficult movement can be attempted with an Agility roll.

*Attack:* Your character may attack another character. Some attacks are resisted during this action, others are Dodged after attacks are resolved. Melee rolls are resolved with Fighting (which uses Strength) or Small Weapon (which uses Precision). Ranged attacks are resolved with Ranged Weapon (which uses Precision).

*Dodge:* Once all attacks are resolved, characters that have been successfully attacked may attempt to Dodge any attack that they did not attempt to resist. A Dodge attempt is a skill roll; the target number is Agility + Dodge skill.

Dodging is not an action, but characters that take no other action during the round can choose a "Full Dodge" action and get +2 to the target number of their Dodge roll.

*Resolve Damage:* Any character that was hit by an attack takes damage to Body equal to the check digit of the attack roll. This damage may be increased by weapons or special powers.

Any character that was hit by an attack but made a successful Dodge roll reduces the damage taken by the check digit of the Dodge roll. The character then checks for unconsciousness or death.

## Changing the Odds

In addition to spending Essence to improve a target number, characters can change their odds of success by being more or less careful with what they are doing. The player should specify what they are doing to change the risk.

Taking a riskier approach to an action reduces the target number by 1, and increases the check digit by 1. This makes success harder but means that successes (and failures) are bigger.

Taking a safer approach to an action increases the target number by 1, and decreases the check digit by 1.

# THE CHARACTERS

## JONATHAN

### Seraph of Destiny

**Corporeal Forces - 2**      Strength 4      Agility 4  
**Ethereal Forces - 3**      Intelligence 7      Precision 5  
**Celestial Forces - 4**      Will 6      Perception 10

*Skills:* Computer Operation/1, Knowledge/5 (Literature)

*Corporeal Song of Healing/5:* Jonathan may spend 1 Essence and make a d666 roll (target number: 7). If he succeeds, he may immediately remove (5 times the check digit) points of damage from himself or any other character he can physically touch.

*Ethereal Song of Healing/2:* Jonathan may spend 1 Essence and make a d666 roll (target number: 5). If he succeeds, he may heal the mind of a stunned character, returning that character to normal.

*Corporeal Song of Shields/5:* Jonathan can spend 1 Essence and make a d666 roll (target number: 7). If he succeeds, he creates a whirling wind around himself that prevents any physical attack for a number of combat rounds equal to the check digit. The whirlwind around Jonathan has a radius of 5 feet, so it can protect him and any person standing next to him.

*Angelic Power:* It is impossible to lie to a Seraph. If Jonathan hears a lie, he can immediately detect it, and understands what the speaker believes the truth to be.

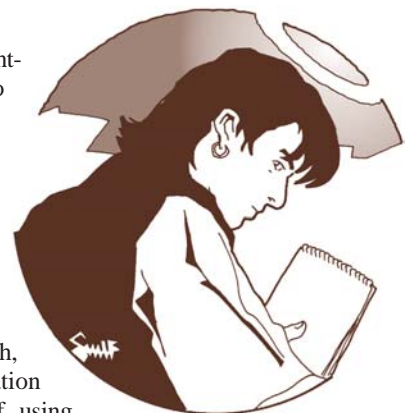
*Essence:* 9

*Body:* 24 (16)

Jonathan has recently been assigned to Earth, and has faith in his Archangel's faith in him. This makes him confident and assured. It also makes him take his job very seriously,

As a young Seraph, he takes conversation literally; beware of using euphemisms around him, for he has a tendency to blurt the Truth out.

*Equipment:* Jonathan enjoys the orderly world of computers, and has a laptop with a cellular modem.





## MERARI

### Malakite of Fire

**Corporeal Forces - 4**      Strength 8      Agility 8  
**Ethereal Forces - 2**      Intelligence 4      Precision 4  
**Celestial Forces - 3**      Will 6      Perception 6

*Skills:* Dodge/2, Escape/1, Fast-Talk/2, Fighting/4

*Corporeal Song of Thunder/5:* Merari can spend 1 Essence and make a d666 roll. If the roll is successful, Merari creates a thunderclap. This physical attack stuns everyone within 5 yards of her for a number of combat rounds equal to the check digit of the roll.

This attack can be resisted. To resist, make a Will roll. If the resistance roll is successful and your check digit is equal to or higher than the check digit of Merari's attack, then you are unaffected by the thunderclap.

*Angelic Power:* As a Malakite of Fire, Merari can encircle her hands with green celestial flame. This flame adds 3 to the check digit of Merari's Fighting rolls, but reduces the target number of her Fighting rolls by 1.

*Essence:* 9

*Body:* 64 (32)

Merari is not so new to Earth as Jonathan, but she is no expert at corporeal life. Though a bit slow of thought in celestial society, Merari is not *stupid* – her intelligence is



human-normal. She's capable of coming up with reasonable plans, and is not so careless as to insist on jumping in with hands flaming. Of course, if the plan should happen to involve flaming hands and mayhem, she's happy to do her part.

## KRIS MURPHY

### Soldier of Dreams

**Corporeal Forces - 2**      Strength 3      Agility 5  
**Ethereal Forces - 2**      Intelligence 4      Precision 4  
**Celestial Forces - 2**      Will 5      Perception 3

*Skills:* Dodge/5, Driving/2, Knowledge (Local Area/3), Ranged Weapon/4 (Pistol)

*Corporeal Song of Might/4:* Kris can spend Essence points and make a d666 roll (target number: 6). If the roll is successful, her hand-to-hand attacks do additional damage equal to the amount of Essence spent. The effect lasts for a number of minutes equal to the check digit.

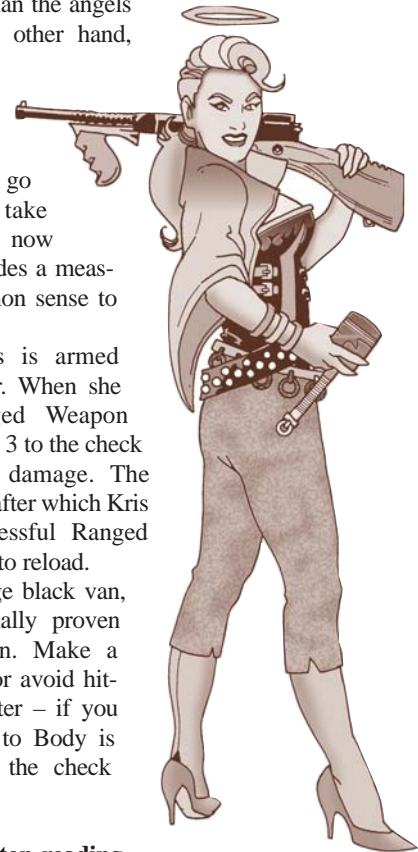
*Essence:* 6

*Body:* 15 (9)

As a relatively normal human, Kris is less showy than the angels around her. On the other hand, someone's got to keep the angels from being too openly supernatural, remind them to go to the bathroom, take baths, and eat pizza now and then. Kris provides a measure of human common sense to an unworldly crew.

*Equipment:* Kris is armed with a .44 Revolver. When she hits with a Ranged Weapon (Pistol) roll, she adds 3 to the check digit to determine damage. The weapon has 6 shots, after which Kris must make a successful Ranged Weapon (Pistol) roll to reload.

Kris drives a large black van, which has occasionally proven useful as a weapon. Make a Driving roll to hit (or avoid hitting) another character – if you do hit, the damage to Body is equal to ten times the check digit.



**Players should stop reading here. Everything that follows is GM information.**





# THE SITUATION

The disturbance emanates from an older house surrounded by vacant lots. A sorcerer, Alexandre Darkmoon (not his real name), and his “familiar,” Ummah (a lovely Calabite of Fate), have moved into this abandoned house and summoned a large number of nasty demonlings. The demonlings hunt down local animals at night, then bring the bodies back so Alexandre and Ummah can use a ritual and bind more demonlings into unlife.

(In a campaign, such a ritual would be very alarming to angels, and important to keep out of general use.)

The PCs can break in, trick their way in, or find some other means of confronting the mysterious residents. Alexandre and Ummah are not combat-inclined, but are willing to loose their demonling horde upon threatening intruders. They’re also willing to talk to intruders who are only somewhat threatening, so the PCs will have to choose between fighting them, frightening them away, or persuading them to abandon their plans.

## OUTSIDE

The property sits back on a large lot, and was clearly once an expensive location. The home is two stories, and not small. It has a basement, with a “bulkhead” style door which is locked from the outside. It has a garage to the right of the house (with an older-model car), connected via a “breeze-way” that’s in the process of being turned into an actual enclosed hall; bricks are piled around and there is a mostly completed brick half-wall with openings for doors. This is actually *recent* work, in contrast with the rest of the building’s state.

The house was once a sedate red-brown, but the paint is chipped, faded, and peeling from the wood. White trim around the windows and doors shows mildew and water-spotting. None of the windows are broken, but few of them have screens, and a window air-conditioner drips from one upstairs window. Dark curtains obscure all the windows, and the small ones into the basement are painted black from the inside. At night, some light may peek through from any number of the windows.

There is *not* a rusty iron fence around the property, but there probably should be, for ambiance if nothing else. The yard is full of weeds and overgrown bushes, with neglected ornamental cherry trees lining the walkway to the front door, and un-pruned arbor vitae along the driveway. (Yes, this means that there is cover in the event of a firefight.)

## LOCAL HISTORY

If the PCs do some research, they can learn some useful information.

**If Kris succeeds at a Knowledge (Local Area) check:** The house was once owned by a well-off family, who founded a local business. However, scandal and rumors suddenly set in, and after the double suicide of the apparently incestuous older two children, the family moved. The house’s payments were defaulted on, the bank took possession, and the property languished. It is rumored to be haunted.

**If Jonathan succeeds at a Computer Operation check:** Six months ago, the house was purchased by a minor bank based in Los Angeles. The same company pays the water and (high) electricity bills, but apparently the place has no phone service.

Los Angeles is considered to be demonic territory, and the PCs can assume that infernal strings have been pulled for the current residents to be there.

While the surroundings suggest that mice, chipmunks, and squirrels should be plentiful – they are not. A good check digit (5 or 6) on a successful Perception roll will turn one up, but any lesser success will merely discover that there are far fewer small, furry creatures around than there should be. Even birds – who should adore the overgrown conditions – are scarce, and there are no nests in the area.

Getting closer to the house will reveal a nasty smell, as of something dead and rotting. Nothing appears to be decomposing outside the house, though.

## INSIDE

Inside, there is little furniture, and all of it appears to be scrounged from garage sales, sidewalks, and dumps, or otherwise obtained for cheap or free. Most of the upper floors are hardwood beneath grime while the basement is concrete with dust and mildew, with stained, old carpets and rugs on all floors. There are some suspicious clean spots on the floors, especially around the basement door and in the basement itself. If the PCs are sneaking into the house, see *Who’s Where*, p. 7. If they ring the doorbell, Ummah answers it, and will try to spin a tale of her boyfriend the author who can’t be disturbed by visitors.



## First Floor

The first floor has a central stairway right in front of the main door, and most of the rooms are connected with archways. To the immediate right is the breakfast nook, with the large kitchen behind. What was once a state of the art gas appliance is now a fire hazard, the built-into-the-wall fridge smells of rot (and both it and the freezer are full of small, furry animal limbs, with some frozen meals wedged in), and many of the cabinet doors have apparently been wrenched off their hinges. That last appears to be recent, if anyone looks closely enough. Also recent is a small, cheap microwave oven.

To the right rear of the kitchen is a door that opens onto the breezeway. To the left, a sitting room extends toward the back of the house, with a couple of rooms off it. One has a door. One has an archway, leading to a library with the shelves built into the walls. The books there are a mix of tumbled paperbacks, library books, New Age Witchcraft, and older tomes. The non-fiction appears to be entirely on the subjects of religion, magic, or taxidermy.

Behind the stairs, living room and kitchen are connected by a short hallway, and there is a three-quarters bathroom (shower, toilet, sink, no tub) there. The bathroom is as much a mess as everything else the PCs have seen on the first floor, but the shower and sink show signs of use, and there's a reasonably fresh roll of toilet paper available.

The door off of the living room is locked. If the PCs search the room, a successful Perception roll will locate a "secret door" in the form of a bookcase that pushes inward from the library. A heavy couch has been put against that wall in the office beyond, so a successful Strength roll will be required to open the door.

The office is cleaner than the rest of the downstairs, but the furniture – couch, desk, chair, shelves – are still worn. On the desk is a computer, at least five years out of date. Its hard drive is filled with pornography and a dreadful manuscript, which may be sorcerous notes or simply a failed attempt at a novel.

The desk has a lock. It can be opened with a Strength roll (at a -1 penalty) or broken open with an attack doing 6 points of damage. Breaking open the desk with fire (such as might wreathe certain Malakite's hands) will destroy the papers within.

Inside the desk are Alexandre's sorcerous notes. They are written in a variety of codes and obfuscations: fractured Latin and Greek, riddles, backward handwriting, and the like. The stolen ritual (see Ummah's background, p. 8) is also here, along with a counterspell that can separate the demonlings from the animal corpses and return them to Hell.

A character can figure out the unsummoning ritual by making a successful Intelligence check at a -2 penalty. By working out the riddles and other linguistic puzzles, Jonathan can substitute his Knowledge (literature) skill at the same -2 penalty. The characters may also be able to persuade Ummah or Alexandre to explain the ritual to them.

The unsummoning ritual requires only a few words and the expenditure of 2 Essence to accomplish, but all the demonlings must be within ten feet of each other for the ritual to work. Rounding up the demonlings may prove difficult.



## Basement

The door to the basement stairs faces the living room. They are carpeted and smell faintly of cat urine. The whole basement, however, reeks of rotting bodies and various perfumes and air-fresheners that Alexandre and Ummah have been using to cope with the stench. The stairs curve again, toward the right side of the house (or the left, going down the stairs and facing the front).

The carpet has been torn up in the center of the room, so that mystical designs could be inked, chalked, and bled onto the bare concrete. Benches around the walls have such implements as daggers in silver and copper, animal skulls, jars of formaldehyde, and small animals floating in unidentified fluids. There are three doors leading off of this room, two toward the right side of the house, and one to the left, behind the stairs. The nearest one to the stairs is a closet. The next door to the right is a half-bath, with sink and toilet – which are cleaner than the one upstairs. The final door, behind the stairs, leads into the storage and laundry room.

This is also where the demonlings are kept.

Two-by-four framing has been erected in most of the room, with chicken-wire stretched over it. There's a storm door set into it. The washer, dryer, furnace, and water-heater are outside this cage. A horde of two dozen demonlings is inside it, looking like a horde of undead and stitched-together zombi animals in various states of decay and preservation.

Anyone entering the room will soon catch the attention of the demonlings. They have limited ability to make noise, thanks to rotting vocal chords in animal bodies, but they can certainly raise a ruckus. (Far from this raising an alarm, however, Ummah's most likely response will be to kick the door and threaten to tear their sorry heads off if they don't shut up.) Part of the chicken wire is poorly attached, however, and if the PCs remain in the room for more than half a minute the demonlings will push through the weak spot and attack!

The bulkhead doors are only accessible via the demonling half of the room. If the PCs came in through the bulkhead, the demonlings will try to escape through the opened door, attacking anybody who stands in the way.

See p. 9 for the stats on the demonling horde.

## Upstairs

There is a landing at the top of the stairs, stretching out into a hall that heads toward the left of the house. Two doors are to the right, one of them off its hinges, and lead into bedrooms with little or no furniture. A door not quite in front of the stairs is a full bathroom. The hall has doors on both sides; two closets to the right, bedrooms to the left. The far-left is the master bedroom; this has an attached full bathroom, and is the room with the window air conditioner. These are the least wretched rooms in the house, featuring a comfortable bed, a reasonable chest of drawers, clean clothing in the closet (and a vacuum), and a number of aromatic bath salts in the bathroom. Papers and books indicate that Alexandre has attempted to study sorcery in the room in the past, but the few notes suggest that he's been distracted.



## WHO'S WHERE?

**Alexandre Darkmoon** (p. 8) is in the office during the day and the bedroom at night. He will not notice the player characters intruding unless a fight breaks out or the PCs enter the room he is in.

**Ummah** (p. 8) spends her days in the basement, tormenting the demonlings for her own amusement, and her nights in the bedroom.

Ummah will hear the PCs elsewhere in the house if they are not quiet. Make a Perception check for her for every five minutes the PCs spend in the house. If there is only one PC

in the house, the check is at its normal target number. Add 1 to the target number if there are two PCs, and 2 if all three PCs are present.

The **Demonling Horde** (p. 9) is kept in the basement in the day. At night, with strict instructions not to stray for long, they are set loose to find more vessel parts. The demonlings will not notice the PCs unless they come into the basement.

## AND WHAT DO WE DO WITH THEM?

Combat is the obvious resort – and probably the only one that will deal with the demonlings. (Each NPC has combat tactics listed with their character sheet.) It is barely possible that Alexandre can be reached and made to understand that the “your soul owed to Hell” part of his demonic pact is real and very, very nasty – and that he might want to renounce it. It is also possible that he might be turned against his so-called familiar, Ummah, with the (quite true) accusation that she expects he will serve *her* after his death. Ummah would be loathe to lose her pet, as she can neither summon demonlings nor bind them into undead vessels, but she can always recover from a setback . . .

Alexandre will command his minions to fight for him, if it comes to violence. He has a little ability with knife and gun, but he's the *sorcerer*, dammit – he makes *other* people do the dangerous work while he collects his notes and flees (if the fight is going badly) or cackles and gloats (if he thinks it's going well).

Ummah herself is thoroughly selfish; only divine intervention would cause her to reconsider her nature. She's not terribly combat-capable in her vessel, though, and would rather pretend that she's interested in redemption after being captured by the horrible sorcerer who *forced* her to do *such* awful things. Her other tactic is to open the cage of the demonlings and bid them to attack the intruders.

## NON-PLAYER CHARACTERS

Even enemies have individual personalities . . . Except, perhaps, the demonling horde, which is just horrible. (Still, they are randomly summoned imps and gremlins – one pulled from the gutters outside the Bordello of Lust may behave differently than one yanked out of the foxholes in Gehenna, the Principality of the War.)



# ALEXANDRE DARKMOON

## Sorcerer

**Corporeal Forces - 1**      Strength 1      Agility 3  
**Ethereal Forces - 2**      Intelligence 4      Precision 4  
**Celestial Forces - 3**      Will 7      Perception 5

*Skills:* Knowledges (Local Area/3, Sorcery/3, Taxidermy/1), Small Weapon/2 (Knife)  
*Essence:* 6  
*Body:* 12 (9)

Alexandre Darkmoon (formerly Alexander Smith, as a Seraph of Destiny is likely to discover) was a troubled Gothpunk when he found his first book of sorcery. He was a budding sorcerer – though still rather troubled – when he found the name on a piece of paper in a little-used and ancient library book. He was sworn to Hell when he conjured up his succubus familiar, Ummah. So far, he hasn't regretted this at all. Sure, cutting up animals is a bit disgusting, and the demon-possessed corpses are unhygienic, but eventually he'll work his way up to better-preserved, human bodies. Eventually, he hopes, he can find spells that will keep a body from decaying, and find ways to replace important people without anyone finding out they're really *dead* and working for him.

Despite his ego, Alexandre has very little working magic – Ummah does more for him than he realizes.

*Combat Tactics:* Alexandre would rather talk than fight. He also prefers to have other people fight for him. If he does fight, he fights dirty, to wound and cripple so that he can loose the demonling horde upon intruders and make his escape in the car. He'll run on foot if he has to. He would use Ummah as a diversion without a second thought; she's his minion, whose purpose is to die for him if necessary, right? Besides, he can re-summon her later, right?

*Equipment:* Alexander is armed with a dagger, which increases the target number of his Small Weapons (Knife) roll by 1.

# UMMAH

## Calabite of Fate

**Corporeal Forces - 2**      Strength 4      Agility 4  
**Ethereal Forces - 3**      Intelligence 7      Precision 5  
**Celestial Forces - 4**      Will 10      Perception 6

*Skills:* Dodge/3, Fighting/2, Lying/1, Seduction/1

*Celestial Song of Entropy/4:* Ummah may spend 2 Essence and make a d666 roll (target number: 8). If she is successful, she may pick a target within touching distance of her. That target hallucinates, and can take no action at all for (5 plus the check digit of the roll) combat rounds. Ummah does not have to touch the target, merely be close to it.

This attack is not physical, but it may be resisted. To resist, make a Will roll. (Angels may add their Celestial Forces to the target number of the Will roll.) If the resistance roll is successful and your check digit is higher than – not equal to – the check digit of Ummah's attack, then you are unaffected by this song.

*Celestial Song of Light/3:* Ummah may spend 1 to 3 points of Essence, choose a target, and make a d666 roll (target number: 7). If she succeeds at the skill roll, the target takes damage equal to the the check digit plus the amount of Essence spent. The target is also dazzled for the same number of rounds, and is at -2 to any skill involving Agility or the use of eyes.

*Demonic Power:* As a combat action, Ummah may create a field of Entropy that breaks down the structure of any body within 10 feet of her. This field does 5 points of damage.

This attack is not physical, but it can be resisted. To resist, make a Strength roll. If the resistance roll is successful and your check digit is 3 or higher, you are unaffected by this song.

*Essence:* 9  
*Body:* 24 (16)

Ummah pretends that she is several centuries old. In actual fact, she is – but only a few of those years have been spent corporeal. The rest of her life has been as a wretched fledge in the Archive of Fate. Still, she showed some promise, and the Demon of Sorcery smiled upon her, persuaded their Prince to give Ummah a seductress' vessel, and slipped Ummah's name into various books so that she could get her career started by being summoned.

Now that Ummah's on Earth, with an eager sorcerer to shepherd, she doesn't intend to be tossed back to Hell. For a Servitor of Fate, she's actually quite fond of "corporeal recreation" and may fake being a hapless minion of Lust, summoned against her will, if she thinks it will aid her.

Ummah likes her job so much that she'd like to be more prominent, more respected, more . . . distinguished. Now that she's had a taste for the good life, she even has half an eye on the Word of Sorcery herself. No matter that it's held by the potent Balseph Hatiphas already; if Ummah can just prove herself the better demon, accidents can happen. After all, she's a Calabite. Accidents are her stock in trade.

One happy accident, for her, was finding a forgotten sorcerous ritual to share with a "deserving" human. With a suitable dead body, a demonling can be summoned and given the corpse as a vessel! Sure, they start to smell after a while, and a new body has to be found, but now the Prince of Death isn't the only demon who can muster undead armies!

*Combat Tactics:* Ummah, like her pet sorcerer, is not the sort to seek out brawls. She's capable, but would rather spread confusion with her Songs of Entropy, her demonic power, and the demonlings. She'd be willing to stall angels to let Alexandre (her meal ticket) get away, but would rather let him die than suffer the inconvenience of having her own corporeal body killed. The demonlings are completely expendable – she'll let them deal with the PCs if possible, help them mop up if they're winning, and flee with Alexandre otherwise.





## DEMONLING HORDE

**Corporeal Forces** - 1      Strength 2      Agility 2  
**Ethereal Forces** - 1      Intelligence 1      Precision 3  
**Celestial Forces** - 1      Will 3      Perception 1

*Body:* 4 each

*Skills:* Fighting/2, Move Silently/1, Running/1

*You don't have to be smart to be a screaming, toothy creature with an urge to destroy and the fear of being killed and sent to Limbo by the really scary Calabite. You just have to play along with the Calabite's mortal pet, change vessels when yours starts falling apart too much, and you get to hunt down small furry corporeal things to make more vessels!*

*Some of the vessels are funny-looking, because the pet human likes to try to stitch new bits on old bits, or has to put bits together when the pack brought back furry things that got a little mangled.*

Since the bodies decay and require maintenance, the number of demonlings in this horde is restricted by how many Alexandre and Ummah can keep intact; they're at

about maximum now, but the PCs don't need to know that. The characters will soon discover that the demonling bodies are fragile on their own, but the sheer number of the little horrors (two dozen, though the GM may not want to throw them all in combat at once) makes them a threat.

In a continuing game, the escape and recapture of the horde may be even more of a problem than the sorcerer and his demon!

**Combat Tactics:** These are not sophisticated fighters. Demonlings attack or run. To avoid bogging down the action, the GM may wish to run the demonlings in "sub-hordes" of 3 demonlings each. Roll once for each sub-horde's attacks and Dodges, and multiply the damage of the check digit by the number of demonlings in a horde. Damage from a PC is applied to one demonling within the horde, unless the character finds a clever (or risky) way to hit more than one demonling at a time.

The demonlings are easily frightened, and will scatter to the far corners of the house if one or two of them are killed. Then they'll crawl back and try to eat the player characters again.

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