

Possession and Exorcism



Clerical Rules Options for Rolemaster

MULTIPLE POSSESSIONS

Mass possessions are not historically uncommon. When a nun displayed signs of possession, an epidemic often broke out that could only be quieted through exorcism. Such outbreaks were most common in Spain and Italy before the turn of the seventeenth century, but the epidemics began to spread like the plague.

Most famous of the accounts was the incident reported at the French city of Lille in 1613. The possessed nuns were accused of “copulating in Mondays and Tuesdays, and of practicing sodomy on Thursdays.” Saturday, it was said, was reserved for bestiality. “On this day, they have to do with all kinds of animals, like dogs, cats, pigs, goats, and winged serpents.” On Wednesdays and Fridays, the bewitched women were accused of singing litanies to the devil.

After eighteen nuns were afflicted with possession at Louviers in 1642, an attempt was made to catalogue the symptoms. Fifteen indications of true possession were included in the treatise that followed:

1. To think oneself possessed.
2. To lead a wicked life.
3. To live outside the rules of society.
4. To be persistently ill, falling into heavy sleep and vomiting unusual objects (either natural objects such as toads, serpents, maggots, iron, stones, and so forth, or artificial objects: nails, pins, etc.).
5. To utter obscenities and blasphemies.
6. To be troubled with spirits (“an absolute and inner possession and residence in the body of the person”).
8. To show a frightening and horrible countenance.
9. To be tired of living.
10. To be uncontrollable and violent.
11. To make sounds and movements like an animal.
12. Denial of knowledge of fits after the paroxysm has ended.

Of all the stories associated with demons and demonology, none have inspired terror and loathing equal to the tales of demonic possession. Although most are familiar with William Peter Blatty’s tale entitled “The Exorcist”, which has become synonymous with the genre, the story depicted in the now-famous film is actually a rather mild and easily handled case.

Incidence of demonic possession began to flourish along with the witch-hunting craze at the end of the Hundred Years War in 1453, and thrived until the latter part of the eighteenth century. Most possessions were of young women (just as are most poltergeist cases), and cropped up most often in the ascetic cloister of the convent. Today, diagnosticians would attribute much of the activities to hysteria, and where extreme seizures were involved, the verdict would point to epilepsy or similar diseases. But in times past, demonic possession served as a catchall explanation of practically anything anomalous in the personality.

Demons, in many cases, were believed to gain residence when the person ate them with food that was ingested without first purifying it with the appropriate sacraments and prayers. Others accepted demons by choice, when they voluntarily attended witches’ sabbats; some signed pacts with demons in exchange for forthcoming rewards. Some have been possessed by handling cursed artifacts or containers in which a demon has been bound. Some, it is believed, have simply been possessed due to having the proper state of mind to allow forces of evil to take hold.

One historical description narrates:

“...the demon tyrannically uses another’s body, another’s instruments, as his own property; he throws down him who stands upright; he perverts the tongue and distorts the lips. Foam comes instead of words; the man is filled with darkness; his eye is open, yet his soul sees not through it; and the miserable man quivers convulsively before his death.”

13. Fear of sacred relics and sacraments.
14. Violent cursing at any prayer.
15. Lewd exposure and acts of abnormal strength.

Practically every symptom included in this and other treatises were prevalent in an incident in 1633, involving the nuns in the convent of Loudun, in western France. Other signs of possession include (but are not limited to): speaking in tongues, levitation, tremors, psychokinetic phenomena, making strange sounds not usually possible for the human vocal cords, sensitivity to holy water, electrical disturbances, partial or total shapechanging, radical temperature changes, the gift of prophesy, and (often most disturbing to the exorcist) the gift of clairvoyance.

Traditionally, five signs are almost universal to true cases of demonic possession:

Speaking in Tongues. The possessed victim will speak, scream, and curse fluently in languages with which he is totally unfamiliar. Sometimes these will be common languages spoken backwards, sometimes they will even be magical languages, in particular the language Porneia (*RMCI*, sec. 2.4).

Physical Strength. The possessed will usually exhibit truly inhuman physical strength, equivalent to that of the demon possessing him. Restraints designed to hold a human securely will be no proof against the physical prowess of a powerful demon. The strength will often be sufficient to bend iron bars and snap heavy leather restraints like wet tissue.

Levitation. Possessed subjects almost invariably display the power of levitation. Although the power of flight has been reported, it is much less common.

Sensitivity to Icons. The possessed will be intolerant (and usually highly violent) at the presentation of holy symbols and other blessed religious icons. Although contact with such items will not burn the victim (as one would expect a vampire or other undead to be burned), it may result in the raising of temporary stigmata on the skin, resembling the welts sometimes due to allergies. Holy water, however, will always burn the truly possessed, inflicting intense, wracking pain.

Clairvoyance. The possessed will often be knowledgeable of events and facts far outside his range of perception and experience. This is often the most formidable of weapons at the demon's disposal, as the demon will use this power to play on the weaknesses of the exorcist, and to increase the suffering of the victim's loved ones. The demon will invariably find the exorcist's weakest points, and exploit them to keep him off balance and disrupt the exorcism.

EXORCISM

The performance of an exorcism is a dangerous and risky matter. The fact of possession must first be established beyond the shadow of a doubt, and even then, the official sanction of the church must first be sought before the exorcism may proceed.

The traditional view of an exorcism, as espoused in popular films and literature, typically shows an exorcism lasting but a single night and involving a single entity. However, anywhere from one to *twenty* entities may inhabit a single victim simultaneously.

Historically, exorcisms have been known to last anywhere from several days to several weeks. The physical and mental rigors of the ritual of exorcism are such that the exorcist must be

both in the best of health and unshakable in his faith to see the service through to completion. Exorcists often work in teams of up to twenty in the most deadly cases.

The dangers of an exorcism are multifold. Not only is the inherent violence of the entity often a risk to those around the possessed, but the necessary spiritual closeness of the exorcist makes him a target for possession as well. Often, the very faith and spiritual strength of the exorcist is the deciding factor in the exorcism's success.

The wise exorcist will undergo a period of up to a week of fasting and prayer in order to cleanse his body and spirit for the ordeal. More than one exorcist has died during an exorcism, and many have even succumbed to possession by the very entity they are attempting to drive out while their defenses are at the lowest ebb.

EXORCISTS IN HISTORY

The Exorcist is often at grave risk during the exorcism; therefore he must be among the wisest and most experienced of the clergy. He must be able to discern true possession from the more common psychotic episodes and unfounded claims of possession. Since the rigors experienced in the conduct of an exorcism are extreme, he must be possessed of almost uncanny strength of both flesh and faith. He must be well educated in demons, spirits, and their ways, as well as the many prayers and rituals relevant to the exorcism.

Exorcists throughout history have held a unique place in the church. Most exorcists have often been found behind the walls of the monastery or similar cloistered environs, where they form an entire order to themselves. While the exorcist often represents the most experienced of the priesthood, he seldom holds any real political power in the church hierarchy. His almost fanatical dedication, his willingness to engage in the most direct fight against evil and to perform what is often the vilest and most dangerous of services have usually made him a social untouchable.

Most importantly, an almost clinical detachment is required to perform an exorcism safely, both for the sake of the exorcist and the possessed. The exorcist must be prepared for the fact that the possessing entity will attack the exorcist where he is psychologically most vulnerable. And, although not often expressed to laymen, the safety of the possessed is not the primary consideration. It must be remembered that exorcism is not for the good of the possessed—it is for the good of the world.

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Exorcist

The Exorcist is a pure spell user of Channeling who specializes in the exorcism and banishment of demons and spirits from their possessed victims. Although he is often not as skilled in social interaction, as are the more public members of the clergy, his expertise and knowledge make him invaluable when his services are needed. He must be strong in both body and mind, due to the rigors he must endure in even the most routine of exorcisms. His life is a harsh one, spent either behind the walls of a monastery or in the life-and-death struggle which is his stock in trade.

The Exorcist is a variant of the *Cleric* profession.

EXORCIST BASE SPELL LISTS

Hand of the Exorcist Communal Ways (*Cleric Base*)
 Voice of the Exorcist Channels (*Cleric Base*)
 Fortress of the Exorcist Life Mastery (*Cleric Base*)

Weapon Skills: 6; 7; 9; 9; 9; 20	
Maneuvering in Armor:	Magical Skills:
Soft Leather: 1/*	Spell Lists: 1/*
Rigid Leather: 2/*	Runes: 2/5
Chain: 10	Staves & Wands: 2/5
Plate: 11	Channeling: 1/5
	Directed Spells 5
Special Skills:	General Skills:
Ambush: 9	Climbing: 5
Linguistics: 2/*	Swimming: 3
Adrenal Moves: 5	Riding: 3
Adrenal Defense: 20	Disarming Traps: 7
Martial Arts: 6	Picking Locks: 8
Body Development: 6	Stalk & Hide: 5
	Perception: 3
Other Skills: Refer to Development Point Costs given below for those skills unique to the Exorcist Profession. All other skill costs are identical to the Cleric's DP Cost.	
Prime Requisites: In/Co	
Academic Skills:	Magical Skills:
Demon/Devil Lore: 1/2	Circle Lore: 1/4
Sanity Healing Lore: 1/4	Magical Languages: 1/*
Social Skills:	Linguistic Skills:
Diplomacy 2/5	Public Speaking: 3/5
Interrogation 1/4	
Leadership 3/6	Medical Skills:
	Hypnosis: 1/3
Level Bonuses:	
Academic Skills: +2	Magical Skills: 2
Base Spell Casting: +1	Medical Skills: +1
Concentration Skills: +2	Perception Skills: +2

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Hand of the Exorcist

Exorcist Base

	Area of Effect	Duration	Range
1—Detect Possession	1 target	-	10'
2—Break Possession I	1 target	V	10'
3—Conduit Typing	1 target	-	10'
4—Banishment I	1 target	V	10'
5—Entity Typing	1 target	-	10'
6—Break Possession II	1 target	V	10'
7—Constrain I	1 target	V	10'
8—Banishment II	1 target	V	10'
9—Dispel I	10'R	-	10'
10—Break Possession III	1 target	V	10'
11—Constrain II	1 target	V	10'
12—Banishment III	1 target	V	10'
13—Dispel II	10'R	-	10'
14—Break Possession IV	1 target	V	10'
15—Constrain III	1 target	V	10'
16—Banishment IV	1 target	V	10'
17—Dispel III	10'R	-	10'
18—Break Possession V	1 target	V	10'
19—Banishment V	1 target	V	10'
20—Dispel True	10'R	-	10'
25—Break Possession VI	1 target	V	10'
30—Banishment VI	1 target	V	10'
50—Banishment True	1 target	P	10'

1—Detect Possession (I) Caster learns whether or not target is possessed, and the approximate number of entities involved (+/- 20%).

2—Break Possession I (F) The possessing entity must RR or his control over the possessed will be broken for 1 round/10% failure. This spell does not drive the entity out of the possessed's body; it merely restores the victim's conscious control for a moment (allowing him free will, movement, etc.). The appropriate *Break Possession* spell must be in effect before a *Banishment* spell can be cast. **Note:** *This spell is only effective against entities of levels 1-5. Multiple entities possessing a victim are treated as a single entity for the purposes of this spell, with the level determined by the highest level of an individual entity present. Entities whose levels are greater than 5th level are unaffected by this spell, and will continue to possess the victim.*

3—Conduit Typing (I) Caster learns means by which target became possessed (e.g. voluntary participation in a witches' sabbat, eating contaminated food, etc.).

4—Banishment I (F) This spell will force a possessing entity (whose hold has been temporarily broken through the use of a *Break Possession* spell) to depart this plane of existence for 1 year/10% failure. **Note:** *This spell is only effective against entities of levels 1-5. Multiple entities possessing a victim are treated as a single entity for the purposes of this spell. Entities whose levels are greater than 5th level are unaffected by this spell, and will not be obliged to depart.*

Fortress of the Exorcist

Exorcist Base

5—Entity Typing (I) Allows the caster to identify the type of entity or entities possessing the target and their approximate power (+/- 3 levels).

6—Break Possession II (F) As *Break Possession I*, except this spell is effective against entities of levels 6-10.

7—Constrain I (F) Possessed target is held to 50% action for 1 round/10% failure.

8—Banishment II (F) As *Banishment I*, except this spell is effective against entities of levels 6-10.

9—Dispel I (F) Any single spell or spell-like effect (e.g. levitation) produced by the possessing entity must RR or be dispelled.

10—Break Possession III (F) As *Break Possession I*, except this spell is effective against entities of levels 11-15.

11—Constrain II (F) Possessed target is held to 25% action for 1 round/10% failure.

12—Banishment III (F) As *Banishment I*, except this spell is effective against entities of levels 11-15.

13—Dispel II (F) Any two spells or spell-like effect produced by the possessing entity must RR or be dispelled.

14—Break Possession IV (F) As *Break Possession I*, except this spell is effective against entities of levels 16-20.

15—Constrain III (F) Possessed target can take no physical action for 1 round/10% failure.

16—Banishment IV (F) As *Banishment I*, except this spell is effective against entities of levels 16-20.

17—Dispel III (F) Any three spells or spell-like effects produced by the possessing entity must RR or be dispelled.

18—Break Possession V (F) As *Break Possession I*, except this spell is effective against entities of levels 21-30.

19—Banishment V (F) As *Banishment I*, except this spell is effective against entities of levels 21-30.

20—Dispel True (F) All spells and spell-like effects produced by the possessing entity must RR at a -20 penalty or be dispelled.

25—Break Possession VI (F) As *Break Possession I*, except this spell is effective against entities of levels 31+.

30—Banishment VI (F) As *Banishment I*, except this spell is effective against entities of levels 31+.

50—Banishment True (F) As *Banishment I*, except this spell is effective against entities of all levels, and its effects are permanent until dispelled or otherwise reversed.

	Area of Effect	Duration	Range
1—Fortress of the Acolyte	self	1 min/lvl	self
2—			
3—Fortress of the Acolyte (10')	10'R	1 rd/lvl(C)	self
4—			
5—Fortress of the Channeler	self	1 min/lvl	self
6—			
7—Fortress of the Channeler (10')	10'R	1 rd/lvl(C)	self
8—			
9—Fortress of the Adept	self	1 min/lvl	self
10—Possession Block I	self	1 min/lvl	self
11—Fortress of the Adept (10')	10'R	1 rd/lvl(C)	self
12—			
13—Fortress of the Guardian	self	1 min/lvl	self
14—			
15—Fortress of the Guardian (10')	10'R	1 rd/lvl(C)	self
16—Possession Block II	self	1 min/lvl	self
17—Fortress of the Clerist	self	1 min/lvl	self
18—			
19—Fortress of the Clerist (10')	10'R	1 rd/lvl(C)	self
20—Possession Block III	self	1 min/lvl	self
25—Fortress of the Exorcist	self	1 min/lvl	self
30—Fortress of the Exorcist (10')	10'R	1 rd/lvl(C)	self
50—Possession Block True	self	1 min/lvl	self

1—Fortress of the Acolyte (D) Caster gains a +5 bonus vs. all attacks from the entity or entities he is attempting to exorcise.

3—Fortress of the Acolyte (10') (D) As *Fortress of the Acolyte*, except the effects protect a 10' radius around the caster.

5—Fortress of the Channeler (D) As *Fortress of the Acolyte*, except the bonus is +10.

7—Fortress of the Channeler (10') (D) As *Fortress of the Channeler*, except the effects protect a 10' radius around the caster.

9—Fortress of the Adept (D) As *Fortress of the Acolyte*, except the bonus is +15.

10—Possession Block I (D) If the caster fails his RR against an attempt by the entity or entities he is exorcising to possess him, he may make an additional RR if this spell is active.

11—Fortress of the Adept (10') (D) As *Fortress of the Adept*, except the effects protect a 10' radius around the caster.

13—Fortress of the Guardian (D) As *Fortress of the Acolyte*, except the bonus is +20.

15—Fortress of the Guardian (10') (D) As *Fortress of the Guardian*, except the effects protect a 10' radius around the caster.

16—Possession Block II (D) As *Possession Block I*, except up to two additional RRs may be made.

17—Fortress of the Clerist (D) As *Fortress of the Acolyte*, except the bonus is +25.

19—Fortress of the Clerist (10') (D) As *Fortress of the Clerist*, except the effects protect a 10' radius around the caster.

20—Possession Block III (D) As *Possession Block I*, except up to three additional RRs may be made.

25—Fortress of the Exorcist (D) As *Fortress of the Acolyte*, except the bonus is equal to two times the caster's level.

30—Fortress of the Exorcist (10') (D) As *Fortress of the Exorcist*, except the effects protect a 10' radius around the caster.

50—Possession Block True (D) Caster is immune to all attempts to possess him.

2—Force Truth I (F) Forces entity spoken with to speak only the truth for the duration of this spell.

3—Interpret I (I) Allows caster to understand any language in which the entity speaks.

4—Chant I (F) Caster may punish a possessing entity by means of this chant, causing it to take 10% of its hit points and function at a -10 penalty. Hits and penalty are relieved at the termination of this spell's effects.

5—Converse II (F) As *Converse I*, except for duration.

6—Force Truth II (F) As *Force Truth I*, except for duration.

7—Interpret II (I) As *Interpret I*, except for duration.

8—Chant II (F) As *Chant I*, except the entity takes 20% of its hits and functions at a -20 penalty.

10—Converse III (F) As *Converse I*, except for duration.

11—Force Truth III (F) As *Force Truth I*, except for duration.

12—Interpret III (I) As *Interpret I*, except for duration.

13—Chant III (F) As *Chant I*, except the entity takes 40% of its hit points and functions at a -40 penalty.

15—Converse IV (F) As *Converse I*, except for duration.

16—Force Truth IV (F) As *Force Truth I*, except for duration.

17—Interpret IV (I) As *Interpret I*, except for duration.

18—Chant IV (F) As *Chant I*, except the entity takes 80% of its hits and functions at a -80 penalty.

20—Force Truename (F) Caster learns target's *Truename*. If target's *Truename* is invoked in conjunction with any other spell, the target is at a -50 RR penalty in addition to any other penalties.

25—Voice Mastery (F) Whenever the entity subjected to this spell encounters the exorcist, the entity will be forced to converse with the exorcist and speak in a language the exorcist can comprehend.

30—Truth Mastery (F) Whenever the entity subjected to this spell encounters the exorcist, the entity will be compelled to speak only the truth.

50—Chant True (F) The entity must obey the will of the exorcist in all matters, or be subjected to pain sufficient to cause death. This spell is extremely risky to the possessed victim, who must roll under his Co at a -20 penalty or die.

Voice of the Exorcist

Exorcist Base

	Area of Effect	Duration	Range
1—Converse I	1 target	1 rnd/lvl	self
2—Force Truth I	1 target	1 rnd/lvl	self
3—Interpret I	1 target	1 rnd/lvl	self
4—Chant I	1 target	1 rnd/lvl	self
5—Converse II	1 target	1 min/lvl	self
6—Force Truth II	1 target	1 min/lvl	self
7—Interpret II	1 target	1 min/lvl	self
8—Chant II	1 target	1 rnd/lvl	self
9—			
10—Converse III	1 target	10 min/lvl	self
11—Force Truth III	1 target	10 min/lvl	self
12—Interpret III	1 target	10 min/lvl	self
13—Chant III	1 target	1 rnd/lvl	self
14—			
15—Converse IV	1 target	1 hour/lvl	self
16—Force Truth IV	1 target	1 hour/lvl	self
17—Interpret IV	1 target	1 hour/lvl	self
18—Chant IV	1 target	1 rnd/lvl	self
19—			
20—Force Truename	1 target	-	self
25—Voice Mastery	1 target	P	self
30—Truth Mastery	1 target	P	self
50—Chant True	1 target	1 rnd/lvl	self

1—Converse I (F) Allows the caster to converse with the entity or entities possessing a victim or the victim being possessed (caster chooses when spell is cast). The entity must speak in a language the caster understands (if possible).

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Flesc Demons

(Possessor Demons)

Unlike the traditional types of demons (*C&TI*), the Flesc Demons (sometimes more generically known as ‘possessor demons’) maintain a non-corporeal existence, unable to directly affect this world. Their means of attack is to possess the bodies of others, to use as physical vessels for their spiritual existence, and to use the essence of the victim as a conduit for focusing magical energies.

Their existence on their home plane is an eternity of formless, flavorless void, the unspeakable monotony of which is only broken by their occasional forays into the unwitting victims they possess. Thus, when a possessor demon manages to escape the interminable hell of its existence by possessing a physical body, it invariably vents its endless frustration by searching for the most intense and carnal of sensations, seeking sensory gratification through acts we consider debased and debauched.

Flesc Demons, due to their intangible state, have no sensory input of their own, but are completely dependent on sensing, perceiving, even living vicariously through their unwilling host. This non-corporeal state makes it extraordinarily difficult to physically attack a possessor demon. They can only be damaged by enchanted weapons, and their “host” will be damaged as acutely (the host, however, can be damaged by normal weapons, while the demon laughs). The “free state” of a Flesc Demon is invisible to the naked eye, and if the host is killed, the demon may remain in this world for up to 1 round per level before being forced to return to its home plane. Of course, during this time it is free to possess another suitable host.

Possession is accomplished by Will Contest (*RMCI*, sec. 5.1), with the demon’s will being determined as a Spirit’s (10/lvl, see *RMCI*, sec. 6.2), or the attack can be resolved as a level-vs.-level resistance roll, using Pr as the defender’s modifier (if *RMCI* is not used). Once possessed, the victim will serve as a vessel for the demon until the demon is exorcised, leaves of its own accord (unusual, to say the least), or the victim dies.

Possessor demons cannot be conjured by normal means (e.g. Dark Summons), but require highly specialized and difficult rituals to summon them. Such attempts usually end in disaster, for possessor demons cannot be constrained by the usual summoning circles and patterns—leaving them free to take leave of the ineffectual confinement.

Possessor demons are heedless of damage to the physical body of the host, as none of the body’s physical pain is transmitted the demon. However, actions such as sprinkling the host’s body with holy water will cause both excruciating pain to the host and equal spiritual agony to the demon. They will use every means available to increase the emotional distress of both the host and his loved ones. While possessed, it is believed the victim’s spirit undergoes the most horrible torments the demon can inflict on him. The victim so fortunate as to have his tormentor successfully exorcised seldom remembers the experience. It is believed that the mind induces this amnesia as a self-defense mechanism, as it does with other trauma.

For physical attacks, the possessor demons will use the host’s physical body to attack, often inflicting vastly more damage than the victim would normally be capable of, using its demonic strength to supplement that of the host. Also, the demon will often utilize its unsurpassed telekinetic ability to both inspire terror and hurl objects at its targets.

Less publicized but substantially more common than the horrifying stories of a possessor demon ravaging the body and psyche of a living host, are the accounts of a demon (or demons) possessing a place rather than a person. Flesc Demons are often drawn to locations where violent or emotion-laced acts have occurred, such as battlefields, accidents, or the locales of violent crime. The services of an exorcist is more usually required as a safety measure, to rid a house of spirits, to cleanse the site of a new temple, or simply to make sure that a new priest taking his orders is pure and untainted than to engage in the life-and-death struggle against the Saten-Larnsæ.

Type	Base Lvl	Max Rate	Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	(DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Plentarneth	5(A)	-	-	SL/VF	S/I#	30D	1(10)	Spells/Special	1	-	C	Playful(IN)
Vynarlien	7(B)	-	-	SL/VF	S/I#	50E	1(20)	Spells/Special	2-20	-	F	Cruel(HI)
Rii-n’vilar	6(D)	-	-	-/-	L/II#	50E	-/-	Spells/Special	1-10	-	D	Protect(VL)
Rashaeon	20(H)	-	-	SL/VF	L/LA#	350H	1(120)	Spells/Special	1	-	J	Cruel(EX)
Saten-Larnsæ	40(H)	-	-	SL/BF	L/SL#	450H	1(150)	Spells/Special	1	-	D	Cruel(EX)

Plentarneth: (-)-EK-6 *The most benign of Flesc Demons; usually only one found in each possession; employ spells (5xlv PP); semi-intelligent only; vulnerable to magical weapons only; non-solid form.*

Plentarneth are the weakest of the Flesc Demons. Commonly known as poltergeists, they are usually unable to possess any but the weakest humans (traditionally, adolescent girls), and are not capable of communication in any way. Their only means of self-expression is through use of their telekinetic abilities (all can use the Closed Mentalism list: Telekinesis). Unable even to communicate to those they possess, the victim seldom knows she has been inhabited until the problem is solved by an exorcist or cleric, or the vessel has matured to the degree that the Plentarneth is no longer comfortable residing there and seeks a more pliable host.

Vynarliën: (-)-EK-7 *The most insidious of Flesc Demons; often found in groups of 2-20; employ spells (5 PP each entity); intelligent and cruel, vulnerable to magical weapons only; non-solid form.*

Vynarliën, unlike Plentarneth, are eminently capable of communication, and do so at every opportunity. They are the voices that whisper in the ear of the madman who kills forty, the voices of temptation which cause the most virtuous to fall from grace, the voices of betrayal that turn brother against brother. Through insidious and clever argument and the use of spells (all can use the Evil Mentalist lists Mind Subversion and Mind Disease to level). The claim of “voices in my head told me to do it” has resulted in many of the Vynarliën’s victims being confined for life or simply executed.

Rii-n’vilar: (-)-Y1-6 *cannot possess living or sentient creatures; usually 1-10 found per possession; employ spells (5 PP each); only semi-intelligent; cannot be damaged by physical attacks; non-solid form.*

Rii-n’vilar do not possess people-only places. Perpetually drawn by strong emotions or violence, they often take up residence on battlefields, the locales of murder and other violent crimes, and similar locations. Those entering the area a Rii-n’vilar has made its residence often complain of chills, unpleasant odors, uneasy feelings, and the location is invariably shunned by the populace, who brand it haunted or “witched”. Usually inhabiting a possessed locale in groups, Rii-n’vilar all can utilize the Mentalist Base lists *Mind Control* and *Sense Control* to level. The generalized location of such an occurrence makes it impossible to attack a Rii-n’vilar with physical weapons, as its location cannot be pinned down accurately enough to make such attacks possible, usually requiring the services of an exorcist to drive the demon out.

Rashaeon: (-)-EK-8 *the classic Flesc Demons; usually only one found per possession; employ spells (5xlv PP); very intelligent and cruel; strength yields 2x damage; vulnerable to magical weapons only; use large creature critical strike tables; non-solid form.*

Rashaeon are the type of Flesc Demon most commonly associated with the possession of innocents. They attack without warning, and require the services of a highly skilled and experienced exorcist to break their hold. They relish nothing more than goading an exorcist into pushing the possessed victim’s mortal body to death, or even causing the death of the exorcist from stress, exhaustion, or even telekinetic attack. Rashaeon are well versed in most common languages, and will speak to the exorcist or the victim’s family in the voices of their loved ones, mixing truth with whatever lies the Rashaeon feels are the most damaging. All Rashaeon are powerful spellcasters, and can utilize the Closed Mentalism lists Telekinesis and Movement, and the Seer Base lists Past Visions, Future Visions, and True Perception, and the Evil Cleric Base list Diseases.

Saten-Larnsæ: (-)-EK-9 *the most powerful Flesc Demons; only one ever found per possession, employ spells (7xlv PP); extremely intelligent and extremely cruel; strength yields 2x damage; vulnerable to magical weapons only; invulnerable to holy water, most holy icons and relics except when wielded by the most powerful channelers (levels 15+), use super large critical strike tables; non-solid form.*

The exorcist’s worst nightmare, the awe-inspiring Saten-Larnsæ is the mightiest of the Flesc Demons. Only a handful of recorded cases have involved the Saten-Larnsæ, invariably requiring a team of exorcists and several weeks to successfully banish it, and usually resulting in the death of the possessed victim. The greatest danger a Saten-Larnsæ presents is that once a successful Break Possession spell is cast, the Saten-Larnsæ will often be able to take over the weakened exorcist before being banished.

Woe be unto the inexperienced exorcist who attempts to confront the Saten-Larnsæ, for he will usually not display all his potential for chaos in the early stages of the possession. Only when more the well-intentioned (however unfortunate) exorcist has made his appearance will the Saten-Larnsæ’s true might be known.

All Saten-Larnsæ can utilize the Closed Mentalism lists *Telekinesis*, *Mind Mastery*, and *Movement*, the Seer Base lists *Past Visions*, *Future Visions*, and *True Perception*, the Evil Cleric Base list *Diseases*, the Mentalist Base list *Sense Control*, and the Warlock Base list *Visions of Doom* (or the Evil Mentalist Base list *Mind Disease* if **RMCI** is not used).

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