

## Demonimancers – Harbingers of Flame

Demonimancers are those reckless souls who tap into the boundless power of the Flame. Not simple fire dancing merrily on logs in the hearth, mind you, but raw, pure chaos and destruction. The Flame is the mystical manifestation of Entropy, that force which seeks the inevitable undoing of all that is. Alone, Entropy has both positive and negative effects; it can be said that Entropy leads to change, progress, and creativity, after all. However, Flame is tainted with the influence of the Demon Lords of the Abyss and their boundless minions. These creatures have adopted the Flame as their own, and it has changed to reflect their angry, hateful nature. Demonimancers are those beings that work with and even worship these Demons; as such, they receive access to the fury and power of the Flame, but they also make themselves slaves to the wishes of their masters.

Demonimancers must expend an entire Action when they cast a spell, and their hands must be free to act. They must also be able to speak aloud in casting. Each time a Demonimancer casts a spell of the Flame, another piece of their soul is given over to their Demon masters. By the time a Demonimancer is of master-level in their power, they are completely in the thrall of those very Demons.

### **ADDITIONAL SKILL SET**

**DEMONIMANCER (MEN):** A character's specific training in the ways of Flame and the use of Demonimancer spells.

### **SPELLS**

**ARMOR OF THE DAMNED:** By summoning the essence of a demon into their body, the Demonimancer gains a red, carapace-like shell that acts as body armor. The Base form of this spell costs 1 Primary Point and grants them **12 Armor**. Each additional **+2 Armor** costs an additional 1 Primary Point (in most games, this spell should never be allowed to go above **Armor 18**).

**DEMON SIGHT:** Opening up to a demonic presence, the Demonimancer can enhance their senses to incredible levels. For 1 Primary Point, this spell grants the following: **Thermal Vision, All-Around Sight** (which allows them to “see” even behind themselves), and **See Through Walls** (which can see through anything except Magic and Silver). For *one* additional Primary Point, the spell grants **+4 Sight Perception**. There are no other enhancements.

**DEMON WINGS:** Another demonic transformation that grants the Demonimancer the bat-like wings of their masters. The Base form of this spell costs 1 Primary Point and grants the Demonimancer **30 Spaces of Flight**. There is no enhanced version of this spell.

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**ENRAGE:** The Demonimancer can summon forth the inner rage and violence of any being, causing them to go into a blind, berserk trance where everyone around them is a foe to be slain. As an Action, the Demonimancer rolls their MEN + Demonimancer + 3d6 vs the target's MEN + Mind + 10. If successful, the Demonimancer then rolls another 3d6 and adds their MEN + **6**, while the target rolls 3d6 and adds only their MEN. If the Demonimancer's total is the same or higher, the victim is thrust into a berserker rage, unable to think of anything but committing acts of violence against everyone and everything around them. They will lash out at **the nearest moving entity** to them, friend or foe, and they will not stop until that entity is no longer moving. They will then go on to the next closest entity, until nothing and no one is moving, at which time they will simply start breaking things and whacking on corpses (or unconscious foes).

After 1 Round of Action, the Demonimancer and the victim roll again (Demonimancer: 3d6+MEN+6; victim: 3d6+MEN+1). If the victim fails to break the spell, they have to wait until a Full Turn passes (4 Rounds) before they can roll again (this time, they get to roll 3d6+MEN+2). Failure this time means they must wait *five minutes* before they can roll again (same formula, but +3 this time). From there, the victim must wait for time to pass according to the next level on the *WildBlades* Time Chart (*Timing is Everything* in Part Two), gaining a +1 to their roll for each step. The Game Master may allow a particularly virtuous character to gain rolls outside of this schedule if (a) it is dramatically appropriate, (b) something happens that would trigger a truly emotional response (such as watching a child suffer), or (c) they are being helped by their friends and loved ones.

This gift costs 1 Primary Point, and each additional Primary Point allows the Demonimancer to add another **+1** to the effect total when they use this gift.

**HAND OF DESTRUCTION:** The Demonimancer can lay a hand on a structure, or even the raw earth, and obliterate a part of it. This can be used to tunnel through an area or bring down a wall. Game Masters should refer to **WildBlades: Appendix 2 (*Breaking Things*)** to determine structure integrity (Armor ratings); raw dirt/earth has no effective Armor. For 1 Primary Point, the Demonimancer can **Tunnel through 2 Spaces** that have an Armor of 13 or less (up to a heavy wooden wall, reinforced with metal bands). For each additional Primary Point, add **+4 Armor** that can be Tunneled through.

**HELLFIRE:** A Demonimancer's most basic, raw spell, issuing forth a burning terrible flame that scorches the target. The Base form of this spell costs 1 Primary Point and does **5d6 Bashing Damage** over a **1 Space Area**; this means the Demonimancer need only roll a total of 14 to hit, and anyone in that Space must abort their Action (if they have not gone yet) to jump out of that Space (with an Athletics check of 14 or better). For every additional +1 Primary Point, the spell gains **+1d6** Damage. For +3 Primary Points, the spell gains a much wider area of effect of **9 Spaces in Radius** (and aborting to dive out of this Radius will be next to impossible, at least requiring a 22 or better). **Note** – the "*Dive for Cover*" rules presented here can be used against any Area-oriented spell or power.

**KISS OF FLAME:** The Demonimancer can take the true essence of Flame into their soul, making them utterly **Invulnerable** to all forms of fire and heat. The Base form of this spell costs 3 Primary Points, and there are no enhancements to it.

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**MELT:** Summoning the inner Entropy within any object, the Demonimancer can cause it to soften and melt into slag or ash. The scope of the spell will only affect inanimate objects of up to a suit of armor in size; following this spell description is a small chart to give an idea of how many Structure Points an object might have. To cast the spell, the Demonimancer must roll a ranged Attack as normal, but if they are targeting an object used or worn by an enemy, they must target that enemy with an additional penalty of -2 AV to hit the object. If they hit, they must roll the dice and count the effect; if the effect exceeds the Structure Points of the object, it is melted and destroyed. Otherwise, it is perfectly fine. The Base form of the spell costs 1 Primary Point and provides **3d6 Transformation** effect. For each additional Primary Point, add **+1d6**.

<u>Object</u>	<u>Structure Points</u>
Battle Axe	12
Broadsword	9
Dagger	3
Great Sword	15
Leather Armor	12
Chain Mail	36
Plate Mail	48
Ring Mail	24

**RING OF FIRE:** The Demonimancer projects a wall of searing flame, useful for blocking off a portal or passage, or even (at higher power levels) enclosing someone in a hellish globe of fire. The Base form costs 1 Primary Point and creates a **2 Space Wide** wall that does **2d6 Bashing Damage** to anyone that touches it; the wall is **1 Space Tall**. For an added +1 Primary Point, the Wall gains **+1d6 Damage**. For an added +1 Primary Point, the wall gains **+4 Spaces Width**, and width can be traded for height. At this level, the Wall of Fire can be used to wrap around a target (if they are unwilling, an attack against a Target Number of 14 is required, as with any Area Effect attack).

**STRENGTH OF RAGE:** The Demonimancer can summon forth extraordinary strength from the essence of their own rage and their Demon masters. The Base form of this spell grants the Demonimancer **+4 PHY** (which does affect the Demonimancer Stats, giving them +20 Hits and +8 Defense as well), and it costs 1 Primary Point. There is no enhanced version.

*Advanced Demonimancers can actually summon Demons or take on their own full Demonic Forms; these are spells that will appear in later expansions.*