

GURPS[®]

Fourth Edition

DUNGEON FANTASY MONSTERS⁵

DEMONS



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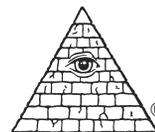
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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

Evil entities from Hell!

– *Dungeon Fantasy Monsters*

Demons make perfect dungeon denizens. There's little need to justify their presence; generally, "A spellcasting monster must have summoned them" is explanation enough. When it isn't, "This place is a shrine to Evil" should suffice. Regardless, the fact that most demons are sustained by infernal energies – not by food, water, and air – sets to rest questions of how they survived, sealed underground. Even if those arise ("Wait, *these* demons need a steady supply of mortal souls."), there's always, "A curse on this unholy place called them when you broke in!"



Demons are also ideal foes for adventurers. For the vast majority of delvers who are heroic, or at least nice, demons are pure Evil in need of destroying. For the minority who are no better than demons . . . it's survival of the fittest, right? In any case, demons will almost certainly attack mortals on sight because *that's what demons do* – few players are likely to find it implausible. No convoluted plot is needed to rationalize the forces of Chaos engaging in, well, *chaos*.

Beyond all *that*, demons turn the spotlight on many delvers, which is fun. Destroying demons is what demon-slayers (*GURPS Dungeon Fantasy 20: Slayers*, pp. 4-8) live for! Clerics, too, shine when facing their gods' enemies – as do their holy warrior colleagues, many of whom are sworn to slay demons. Demonologists (*GURPS Dungeon Fantasy 9: Summoners*, pp. 5-8) get to show off their knowledge of demons; shamans (*Summoners*, pp. 16-19), of evil spirits. Even druids regard demons as a crime against Nature.

The catch is that if the heroes keep encountering the *same* demons, they'll memorize all their weaknesses: "Chop its arms off," "Stab it in the heart," "Dump holy water on it," etc. Fortunately, demons *are* the forces of Chaos. They're nothing if not unpredictable. There are more things in Hell, hero, than are dreamt of in your philosophy . . .

RECOMMENDED BOOKS

GURPS Dungeon Fantasy Monsters 5: Demons refers to *GURPS Dungeon Fantasy 2: Dungeons* and *GURPS Dungeon Fantasy Monsters 1* for examples and traits; neither is *required*, but both are useful. Ditto *GURPS Dungeon Fantasy 20: Slayers*, which goes into depth on demons to give demon-slayers a better handle on their profession. And ditto *GURPS Dungeon Fantasy 3: The Next Level*, because the unholy warriors and evil clerics described there have ties to the fiends discussed here.

PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy Monsters 5: Demons*. It doesn't repeat demons found in earlier *Dungeon Fantasy* volumes, but it *does* swipe their gifts and flaws for general use by *new* demons. Avid *Dungeon Fantasy* players will therefore recognize the occasional idea – especially *Demonic Talismans* (p. 5), which paraphrases the eponymous section in *GURPS Dungeon Fantasy 20: Slayers*.

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In that capacity, he has written, edited, or contributed to hundreds of *GURPS* releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as lead creator of the *GURPS Action* and *GURPS Dungeon Fantasy* series; work on the latter led to his design of the *Dungeon Fantasy Roleplaying Game*, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango. He lives in Montréal, Québec with *son amour*, Geneviève.

CHAPTER ONE

HOW TO SUMMON A DEMON

Here's the problem with demons: They slaughter people, steal souls, and rain down chaos on the mortal world.

Okay, those are the problems that demons pose to delvers and the things those heroes protect.

For GMs, the problem is that demons aren't a few neatly defined monster species with variants, but a wild collection of menaces, with predictable, recurring types as exceptions and not the rule. That's as it should be – demons aren't only the legions of Evil, but also the agents of Chaos! However, it makes defining the "Demon" class tricky, especially as it spans demonic creatures of flesh (like hellhounds; *GURPS Dungeon Fantasy 5: Allies*, p. 26), corporeal denizens of Hell for heroes to engage in physical battle (e.g., as-Sharak; *GURPS Dungeon Fantasy 2: Dungeons*, p. 21), and diffuse beings one step away from being ghosts (such as the toxifier; *Dungeons*, p. 26). It also encompasses forces that can't be seen or touched, only vaguely sensed and exorcised; see *Curses 101 (Dungeons*, p. 9).

Rather than merely provide more examples, this *GURPS Dungeon Fantasy Monsters* installment departs from the

previous four volumes by offering the tools to conjure up an infinity of demons! The GM can use these as guardians of bastions of Evil, or as generic monsters – from fodder to bosses – in *any* dungeon. This is particularly important when challenging adventuring parties that include demonologists (*GURPS Dungeon Fantasy 9: Summoners*, pp. 5-8) and/or demon-slayers (*GURPS Dungeon Fantasy 20: Slayers*, pp. 4-8).

DEMONS WITH CLASS

Before looking far too closely at demons, it's important to frame the Demon monster class (*Dungeons*, p. 21) as precisely as possible. Below are the features (in the technical sense; see pp. B261, B452) implied by the class label "Demon." The ones marked with an asterisk (*) are *definitive*. Although extraordinary demons might be exceptions to those that *aren't* marked, the absence of a marked feature – or of *many* of the unmarked ones – means that whatever the creature is, it isn't a demon.

PREMEDITATED EVIL

This chapter offers *lots* of options, many with random rolls to choose among them. But some things shouldn't be left to chance! A fair few guidelines dispense with the dice – the GM must make up their mind in accordance with their goals. Here are three key considerations to ponder before creating a demon:

Power. A demon might be "fodder," "worthy," or a "boss" in the sense of *Dungeons*, pp. 27-28; this rates its power as a monster, typically one for delvers to fight. It may also be "lesser/minor" or "greater/major" (or even a "lord," "noble," "master," "superior," or "archfiend"); this has to do with its standing in the infernal hierarchy. Lesser or minor demons are *usually* fodder or worthies, and greater or major ones are *usually* worthies or bosses, but there are many exceptions; e.g., a semi-tangible demon considered a minor pest in Hell may be a scary boss for a low-powered party! Bear this in mind when assigning *quantities* – like DR, Magery, and damage – to the demon.

Role. What does the demon *do*? Foot soldiers make up Hell's legions, with stormtroopers as their elite; mostly,

these fight. Watchers keep an eye on unholy places and people, and guardians protect such assets; these are observant and often obsessed. Hunters track down specific mortals who have broken contracts and owe their souls, or whom The Devil has decreed threats to infernal primacy, while skulkers hunt opportunistically; these need stealth and cunning. Tempters lead mortals to sin, and tricksters seed chaos for its own sake; these need wits and social ability. And there are demons who do the work of smiths, teachers, emissaries, and everything else. Use this knowledge of your demon to choose *which* abilities suit it.

Theme. Be sure the demons you use are thematic for the place, encounter, or adventure where they show up. This *might* be a question of power or abilities – e.g., boss fights need bosses, while volcanos make better lairs for fire demons than for cold demons – but it doesn't have to be. It's just as often about minor features and descriptive text, or "color" (perhaps literally: "These demons wield *purple* flame.").

If the demon is meant to be a serious danger, though, it should be *at least* an even match for the “average” cleric with either Exorcism-14 and +1 for a blessed holy symbol, or Remove Curse-15. That’s Will 15. If rolling dice, go with 1d+14. There’s no upper limit, though.

Harmful Effects: Passive effects – like giving those in the area -1 to -3 to skill, similar to the Curse spell, or casting Zombie on anyone killed there – are best if the domain is large or the demon is meant mostly as an environmental condition. More active effects might resemble disease or poison

DEVILISH DETAILS

Optionally, the GM may allow delvers to specialize abilities that normally affect *all* demons to one of the subclasses discussed here: *Diabolical Creatures* (hellish denizens of the temporal world, such as hellhounds and demonologists-become-demons), *Corporeal Demons* (entities of solidified Evil and ichor, like as-Sharak, doomchildren, peshkali, and demonic foul bats), *Semi-Tangible Demons* (diffuse demons; e.g., toxifiers), and *Intangible Demons* (vague demonic presences, and possessed objects and people).

Wherever possible, this makes rarity a step less common: For Detect, demons are “Occasional” (10 points), so a subclass is “Rare” (5 points); for DR (Limited), attacks by demons are deemed “Common” (-40%), rendering those of a subclass “Occasional” (-60%); and Resistant treats demonic powers as “Occasional” (10 points for immunity), so powers of a subclass are “Rare” (5 points for immunity). Channeling, Medium, See Invisible, and Spirit Empathy can have Specialized, Demons, -50%; Specialized in one subclass is -75%. If the GM permits Hidden Lore, Physiology, or Psychology skills for subclasses, use *Optional Specialties* (pp. B169-170); e.g., Hidden Lore (Diabolical Creatures) is IQ/E, not IQ/A, but works at -2 for other demons.

Traits for which all demons already fall into the rarest “rarity class” can’t be narrowed any further. Neither can perks or Easy skills. Specialization is equally inappropriate for anything linked to a specific demon, notably Allies, Alternate Forms, and Patrons – these are already tied to one particular being or form! For the sake of game balance, treat Summon Demon the same way; in theory, this can call up *any* demon, but in practice, it always brings corporeal demons.

Capabilities that affect *more* than demons likewise don’t admit specialization. This includes the Exorcism skill, Banish spell, and Retribution and Shield of Faith power-ups. These affect many supernatural entities. If they make no provision for “demons only,” a subset of demons is even *less* suitable.

Higher Purpose – including Mortal Foe – is a thorny case. Higher Purpose (Slay Diabolical Creatures) befits druids who eliminate affronts against Nature, Higher Purpose (Slay Corporeal Demons) is enough for most demon-slayers and holy warriors, and Higher Purpose (Expel Semi-Tangible and Intangible Demons) suits dedicated exorcists, particularly demonologists and shamans. Splitting up semi-tangible and intangible demons isn’t recommended. For the three allowed cases, the “an extra 20% off” approach of DR is fairest: 4 points/level.

All of this requires the GM to specify a subclass for every demon, and then to put demons of all four types into the campaign to justify making the specialized versions cheaper. If that seems like too much work, ignore this box!

that gradually drains FP, HP, or attributes, or causes symptoms. Most dramatic are hurling around people or things (like the Poltergeist or Winged Knife spell), setting fires, and so on. It’s easiest to pick a noxious spell, define how often it goes off (when a person enters the corridor, once per minute on anyone who remains in the room, each time a person touches the altar, etc.), and assign it an effective skill level equal to Will; ignore fiddly details like FP cost. However, “disease” or “poison” might instead work like the normal, non-supernatural kind – just resisted using Will rather than HT, modified by Magic Resistance or Resistant to Evil Supernatural Powers rather than Resistant to Disease or Poison (a suggested penalty to victims’ Will is 10 minus the *demon’s* Will; e.g., -5 for Will 15).

DEMONIC ATTACKS

The most important question to answer about a demon is “What horrible things can it do?” Beyond the punches, kicks, and weapons available to delvers, demons can have *any* offensive ability, although some are more suitable than others. Below are many options; the GM may choose from among these, swipe attacks from existing monsters, or invent new ones. Not everything suits all demons – but like a careless summoner, feel free to be unwise and roll 1d, 1d:

- 1-3, 1-6 – Natural weapon (below).
- 4, 1-2 – Touch attack (p. 12) – or, if armed with a melee weapon, imbued weapon (p. 13).
- 4, 3-4 – Breath weapon (p. 13).
- 4, 5-6 – Innate missile (p. 13).
- 5, 1-2 – Poison cloud (p. 12).
- 5, 3-4 – Elemental aura (p. 12).
- 5, 5-6 – Supernatural effect (pp. 13-14).
- 6, 1-6 – Roll twice more! If this comes up again, keep rolling.

Natural Weapons

Diabolical creatures and corporeal demons have unpleasant body parts for doing harm, although those with hands favor melee weapons, saving unarmed combat for backup . . . or for making a nasty, demonstrative point. The GM may select some of these options or leave the matter to chance (roll 1d, 1d):

- 1-3, 1-3 – **Claws** (pp. B42-43). Choose or roll 1d for type: 1-3 is Sharp Claws* (thrust-1 cutting), like those of natural predators; 4-5 is Talons*† (thrust-1 impaling), found on few natural creature; 6 is Long Talons*† (thrust-1 impaling at +1 per die). Each retains the ability to function at lower levels, if the demon shows mercy for some odd reason. Claws modify all limbs; hind claws and kicks get -2 to hit, +1 to damage. Claws start at Reach C, but this goes up with SM; see p. B402. Optionally (or on 1 on 1d), limbs are *frakishly long*, for +1 to final Reach; e.g., an SM +2 demon with Reach C, 1 has Reach C-2.

CHAPTER TWO

A QUICK DEMON-STRATION

Here's a collection of ready-to-use demons, imagined using the guidelines in Chapter 1. They span a wide range of subclasses and hybrids. (But there are no intangible ones – those don't need stats like these!)

Centipedaaur

This horrid corporeal demon has far too many legs, like a giant (15') centipede, with an upright forebody capable of grabbing victims – something like a “centaur” made from a huge, spiky myriapod. Its head is definitely *not* humanoid, but a horrific insectoid *thing* with venomous mandibles (leading to a very distressing voice). A worthy foe, it's most often posted to guard corpses for which The Devil has plans, be they in a cursed tomb (it cannot even enter the blessed kind!) or on a bloody battlefield. While not Unkillable (and indeed Fragile),

its high HP mean it takes more injury to dispose of than many a demon that is.

ST: 38	HP: 38	Speed: 6.00
DX: 12	Will: 13	Move: 8/12
IQ: 10	Per: 13	
HT: 12	FP: 12	SM: +2
Dodge: 11	Parry: N/A	DR: 7

Disease: After combat, anybody wounded by the centipedaaur must make a HT roll to avoid infection by a disease found in the area; e.g., sewer rot (-1 to all attribute and skill rolls until treated with Cure Disease) in sewers, or something much worse in a plague pyre.

Grapple (14): Wrestling grants effective ST 40 when grappling. Many little limbs count as a two-handed grapple.

READING DEMON STATS

These demons use the stats format established on p. 21 of *GURPS Dungeon Fantasy 2: Dungeons* and in other *Dungeon Fantasy* volumes.

ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move: Basic attributes and secondary characteristics mean exactly what they do for heroes and every other creature in *GURPS*. Demons with ST 0 aren't tangible and can't pick up objects, grab or be grabbed, etc.

SM: Affects all rolls to hit the demon. Demonic magic permits a demon to pay the energy cost for an SM 0 subject when casting spells *on itself*; other casters multiply costs for Regular spells by (1 + SM), as usual. The stats *already* reflect further effects, such as increased reach.

Dodge and Parry: Active defenses are prefigured from DX, Basic Speed, and combat skills, and *already* include bonuses for Combat Reflexes and Enhanced Defenses – don't add these again.

DR: Total DR from natural and supernatural sources. Demons can – and some do – wear armor, which would add to this score.

Attacks: Listed by attack name. For both natural weapons (claws, horns, etc.) and handheld ones, the number in parentheses is effective skill. For afflictions, curses, venoms, etc., it's the resistance roll, which might

be a simple attribute roll or a Quick Contest against the victim's score. Damage scores are *final*, and already take into account all bonuses for advantages, skills, and weapon quality.

Traits: Advantages or disadvantages important in dungeon fantasy. For brevity's sake, DR and attacks aren't listed a second time, and “color” traits don't appear at all. Demons vary widely – much of this supplement is devoted to ways the GM can change them.

Skills: Minimum skills for a demon of this type. The vast majority of demons are sapient (IQ 6+) and capable of learning *any* skill at *any* level, as the GM sees fit.

Class: Clearly, all demons belong to the *Demon* class! This means that where it matters, they count as all of “extradimensional” (affected by the Banish spell), “magical,” and “truly evil” (notably, the Protection from Evil and Sense Evil spells from *GURPS Dungeon Fantasy 11: Power-Ups*, p. 15 work on them) – but *not* “living.” As well, demons are affected by Spirit Empathy and Necromantic spells for manipulating spirits instead of regular Empathy and Mind Control spells. Any exceptions to this appear in the notes.

Notes: Anything else of importance – including likely gear and exceptions to listed stats or these guidelines.

CHAPTER THREE

CENSU

DAEMONIORUM

For GMs seeking many other demons – to drop into encounters, tweak using the rules in this supplement, or inspire all-new horrors – here’s a list of all the demons in *GURPS Dungeon Fantasy* and *Pyramid* as of this work. Where stats differ from what Chapter 1 suggests, consider adjusting them; e.g., this supplement would assign the demonic cloud FP 10 (not “N/A”) and Silence.

Demon: The fiend’s name, with base type placed before any qualifier; e.g., the demonic cloud and hellfire skull appear as “cloud, demonic” and “skull, hellfire” to distinguish them from other clouds and skulls.

Reference: The *Dungeon Fantasy* publication or *Pyramid* issue where the monster appears, along with the page number; e.g., “**40 Artifacts**, p. 22” for our demonic cloud.

Subclass: Diabolical creature, corporeal demon, semi-tangible demon, or intangible demon, as defined in Chapter 1. Hybrids list more than one subclass.

Demon	Reference	Subclass
as-Sharak	<i>Dungeons</i> , p. 21	Corporeal Demon
as-Sharak, Aloakasa	<i>Psi</i> , p. 41	Corporeal Demon
Bat, Foul (Leader)	<i>Dungeons</i> , p. 24	Diabolical Creature
Centipedaur	pp. 21-22	Corporeal Demon
Chara	<i>Pyramid</i> #3/101, p. 16	Corporeal Demon
Cloud, Demonic	40 Artifacts , p. 22	Semi-Tangible Demon
Clown, Horrific*	<i>Encounters</i> 3, p. 11	Diabolical Creature
Demon, Fireball	<i>Encounters</i> 1, p. 14	Corporeal Demon
Demon, Flame Servant	<i>Adventure</i> 1, p. 46	Corporeal Demon
Demon, Petty	<i>Summoners</i> , p. 32	Corporeal Demon
Demon, Red Rot	<i>Cold Shard Mountains</i> , p. 40	Corporeal Demon
Demon, Standard	<i>Summoners</i> , p. 34	Corporeal Demon
Demon, Third Circle Bull	<i>Cold Shard Mountains</i> , p. 42	Diabolical Creature
Demon, Xuchlazek Spirit	<i>Cold Shard Mountains</i> , p. 43	Semi-Tangible Demon

Demon	Reference	Subclass
Demon of Old	<i>Monsters</i> 1, p. 10	Corporeal Demon
Demon Prince	<i>Pyramid Dungeon Collection</i> , p. 100	Corporeal Demon
Devilkin	<i>Summoners</i> , p. 33	Corporeal Demon
Dolbok	<i>Pyramid</i> #3/108, p. 32	Corporeal Demon
Doomchild	<i>Dungeons</i> , p. 22	Corporeal Demon
Expituum	p. 22	Corporeal Demon/ Semi-Tangible Demon
Glurch	<i>Pyramid</i> #3/108, p. 29	Corporeal Demon
Goldipox	<i>Pyramid</i> #3/108, p. 33	Corporeal Demon
Hellhound	<i>Allies</i> , p. 26	Diabolical Creature
Hellhound, Garguk	<i>Pyramid</i> #3/80, p. 16	Diabolical Creature
Hornets, Demon	<i>Cold Shard Mountains</i> , p. 39	Diabolical Creature
Imp	<i>Allies</i> , p. 26	Corporeal Demon
Infernal	<i>The Next Level</i> , p. 12	Diabolical Creature
Lilithid	p. 23	Corporeal Demon
Needleman	<i>Pyramid</i> #3/113, p. 20	Corporeal Demon
Odifier	<i>Psi</i> , p. 44	Semi-Tangible Demon
Peshkali	<i>Dungeons</i> , p. 25	Corporeal Demon
Ringmaster*	<i>Encounters</i> 3, p. 9	Diabolical Creature
Servitor, Divine†	<i>Allies</i> , pp. 12-13	Corporeal Demon
Skull, Hellfire	pp. 22-23	Diabolical Creature/ Semi-Tangible Demon
Speeding Blade	<i>Adventure</i> 1, p. 48	Diabolical Creature
Stallion, Demon	p. 22	Diabolical Creature
Succubus	<i>Pyramid</i> #3/108, p. 36	Corporeal Demon
Toxifier	<i>Dungeons</i> , p. 26	Semi-Tangible Demon
Zaffeer	p. 23	Semi-Tangible Demon

* One possible explanation – but a likely one!

† Only when given the Unholy lens.

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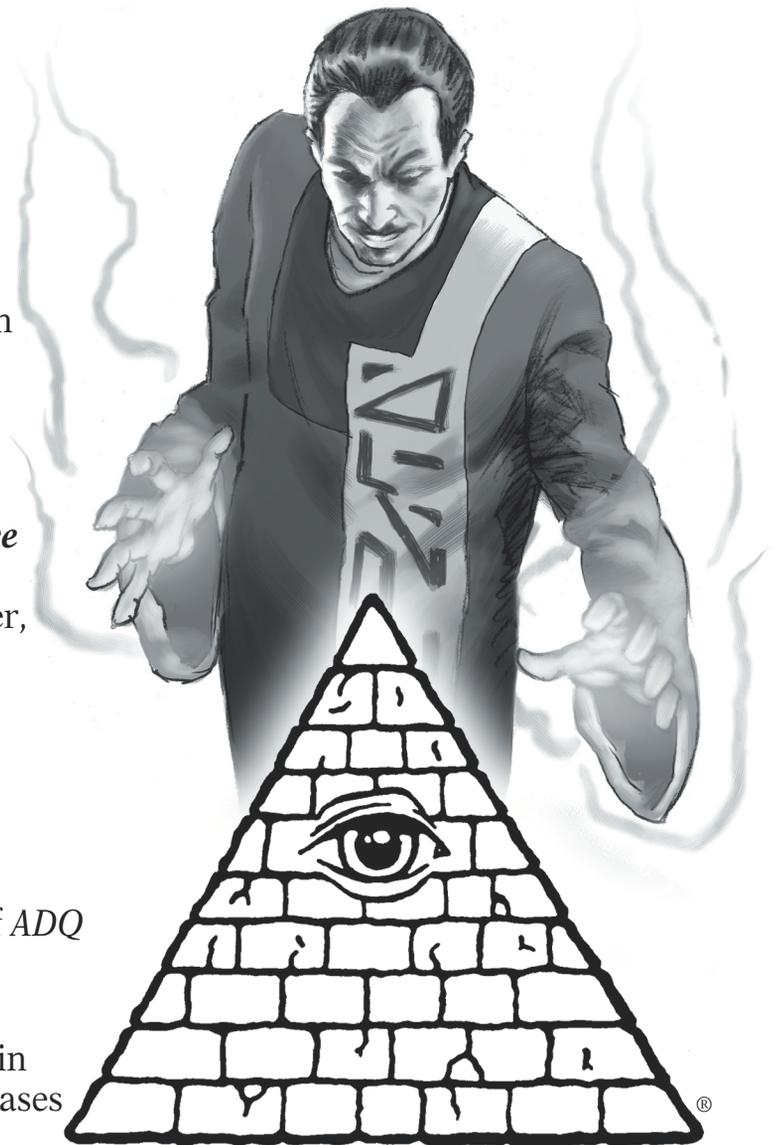
*One would never undertake such a thing
if one were not driven on by some demon
whom one can neither resist nor understand.*

– George Orwell, “Why I Write”

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