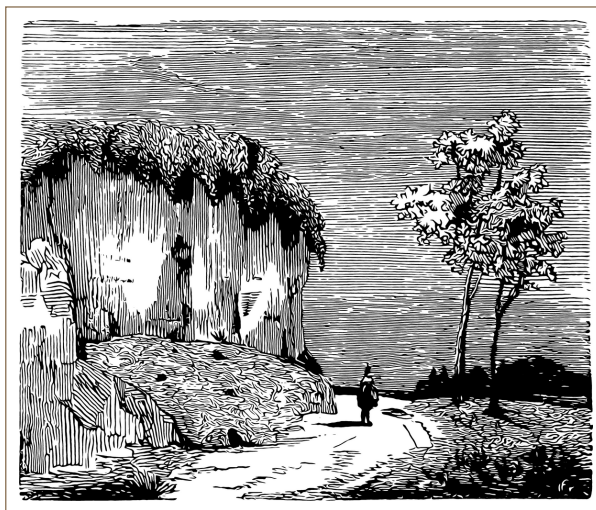


WIZARDS & LIZARDS

DEMONIC SUMMONING

A WIZARDS & LIZARDS SUPPLEMENT



B E T A

Version 0.10 · not yet playtested

Jon Mayo. PUBLIC DOMAIN (CC0-1.0)

CONTENTS

1. The Pact Clock	2
2. When the Clock Fills: The Collection	3
3. The Patron as a Character	3
4. The Dry Ember: Infernal Rebuke	3
5. Recommendations for a Playbook	4
6. Sample Spell List: The Infernal Compact	4
Cantrips (free, at will)	4
Spells (1 tick)	4
Greater Spells (2 ticks)	5
Rituals (time; a price the patron names)	5

Demonic summoning borrows its power. Every effect a summoner works is drawn from a patron beyond the world, against the only collateral that thing wants: the summoner's **soul**. Every working deepens the debt, and when the ledger fills, the **patron collects**. Alone in the family, this source's price is **external** (see *Alternative Magic Systems*): the cost is a character across the table with wants of its own, and the GM plays it.

This supplement swaps the core's **stress** fuel for a **pact clock** and its **falter** for a **collection**. Everything else, the 3d6 ladder, the four magnitudes, magical harm, durations, the dry-caster poke, stands unchanged. If a rule is not below, it works as the core book says.

THE PACT CLOCK

A summoner has a **pact clock** of **6 segments**, drawn on the sheet. Casting does not spend a pool; it **ticks the clock** toward the patron's collection. You can always cast, until the clock fills.

Magnitude	Ticks	What it does
Cantrip	0	A borrowed trick, at will. Never ticks.
Spell	1	One real effect now: a hellfire bolt, a bound imp, a curse, a charm.
Greater spell	2	A horde, an aura of dread, a possession, a wall of flame.
Ritual	—	The great summonings. Costs time and a price the patron names , negotiated, not ticked (see below).

On a **partial (9–12)** take the reduced effect free, or tick **+1 segment** for the full result. Always optional.

The **casting attribute is Presence**: you do not understand the fire, you **command** it, and a bargainer's will holds the entity to its word.

WHEN THE CLOCK FILLS: THE COLLECTION

When a casting fills the last segment (or overflows it), the **patron collects**. The GM chooses or rolls what the debt buys the patron now, then **resets the clock to zero**. Until the collection is resolved, the patron withholds its power: the summoner **cannot cast spells** (only the dry poke remains) until they have answered, at minimum through the rest of the scene, longer if the demand is a task.

	d6	The patron collects
	1	A task. A service the summoner must perform before power returns: a life taken, a thing fetched, a place defiled.
	2	A mark. A brand, horn, or blacked eye appears on the summoner, obvious and permanent; strangers distrust, the faithful recoil.
	3	A tithe of flesh. Take harm as the patron takes its due, and lose a Speed step until you next rest.
	4	A whisper obeyed. The patron dictates one action you must take at the next opportunity, against your interests.
	5	A hostage. The patron seizes a boon, a memory, a name, a loved one's safety, held until a later, larger service.
	6	A glimpse of the collector. Something of the patron manifests briefly and does as it pleases; the summoner is not in control of it.

Play the collection as a **story**. A summoner who serves the patron's ends finds the demands lighter; one who defies or ignores it finds them cruel. Escalate over a campaign: the price of power is a slow surrender.

THE PATRON AS A CHARACTER

Before play, define the patron with the player: its **name and nature**, what it **wants** in the world, and its **temperament** (a cold banker, a jealous lover, a mad prince). The pact clock is the patron's attention; the collection is its voice. Give it goals that pull on the summoner's, and it will run itself.

THE DRY EMBER: INFERNAL REBUKE

Every demonic bundle grants **Infernal Rebuke**, the at-will poke, borrowed hellfire that flows even when the patron is withholding: one action, **2 magical harm** (ignoring armor) *or* brief

Frightened on one target, rolled to hit. It never rivals a real weapon or the bolt. It ticks nothing; it is the ember the patron leaves lit to keep its servant useful.

RECOMMENDATIONS FOR A PLAYBOOK

- **Casting attribute: Presence.** Lean the L1 grant toward Presence; the summoner commands, charms, and browbeats.
- **Spellcasting Advanced Action** named in voice (the *Compact*, the *Invocation*, the *Binding*). Grant a starting bundle: one cantrip, the **Hellfire Bolt**, and one ritual, plus **Infernal Rebuke** as the poke. Define the patron.
- **The pact clock** (6 segments) on the sheet, with the collection rule.
- **Light armor, ordinary HP.** The summoner's exposure is the debt, not frailty; their conjured servants are their shield.
- **Speed 2**, baseline.
- **Niche and lack.** The summoner does summoning, fear, curses, and command better than anyone, and lacks trust, a clean reputation, and control over their own fate.

Setting flavors:

- **The Warlock.** A private bargain for personal power. Signature: a curse. Fits most fantasy worlds with a devil to deal with.
- **The Diabolist.** Calls and commands demons wholesale. Signature: **Summon the Horde**. Fits a war against, or with, the pit.
- **The Cultist-Champion.** Empowered agent of a dark lord. Pairs with *Eldritch Magic's* cultist; the patron may be an entity as much as a demon.

SAMPLE SPELL LIST: THE INFERNAL COMPACT

A ready-to-use demonic catalog, sorted by magnitude. Copy chosen entries onto a spell-book sheet. Damage numbers are the L1 default; a playbook's damage step scales them. All damage is **magical harm**.

CANTRIPS (FREE, AT WILL)

- **Infernal Rebuke.** The poke: 2 magical harm, or brief **Frightened**, to one target, ignoring armor.
- **Devil's Sight.** See through darkness, even magical dark, for a while.
- **Sense Sin.** Read the strongest guilt or desire in someone you speak with.
- **Whisper of Temptation.** Plant a single tempting thought; the hearer knows it is not quite their own.
- **Mark of the Pact.** Brand a harmless sigil on a surface or a willing person.

SPELLS (1 TICK)

- **Hellfire Bolt.** The workhorse: 4 magical harm to one target, ignoring armor. On 18+, the flames cling, 1 harm again next round.
- **Bind Lesser Spirit.** *Concentration.* Call a minor imp or servitor to fight or fetch for a scene while you hold focus.
- **Curse.** *Concentration or Anchored (a taken token).* One foe takes -2 to a chosen kind of action while the curse holds.

- **Charm.** One NPC treats you as a trusted friend briefly; a Presence contest if it resists. Ends if you harm it.
- **Drain Vitality.** 3 harm to one foe; you heal half as much.

GREATER SPELLS (2 TICKS)

- **Summon the Horde.** *Concentration.* Call several lesser demons, or one greater, to fight beside you for a scene.
- **Aura of Dread.** *Concentration.* A zone of terror; foes within are **Frightened** and cannot willingly approach you.
- **Infernal Contract.** Bind a willing or desperate NPC to a bargain enforced by the pact; breaking it costs them dearly.
- **Possess.** Seize a weak-willed foe for a round or two; a Presence contest each round to hold it.
- **Wall of Flame.** *Concentration.* A burning barrier fills a zone edge; crossing it deals 4 harm.

RITUALS (TIME; A PRICE THE PATRON NAMES)

- **Summon a Demon.** Call and bargain with a named entity for service or knowledge. The clock and the collection loom; the patron sets the terms.
- **Open a Hell-Gate.** *Anchored (a circle in brimstone).* Tear a lasting way to the pit. Closing it is another matter.
- **Soul Bargain.** Trade for a great boon at a lasting, personal price, a scar on the character that never fully heals.
- **Scry Through Fire.** Watch a distant place or person in a flame.
- **Bind the Name of a Fiend.** Learn a demon's true name to command or banish it.