

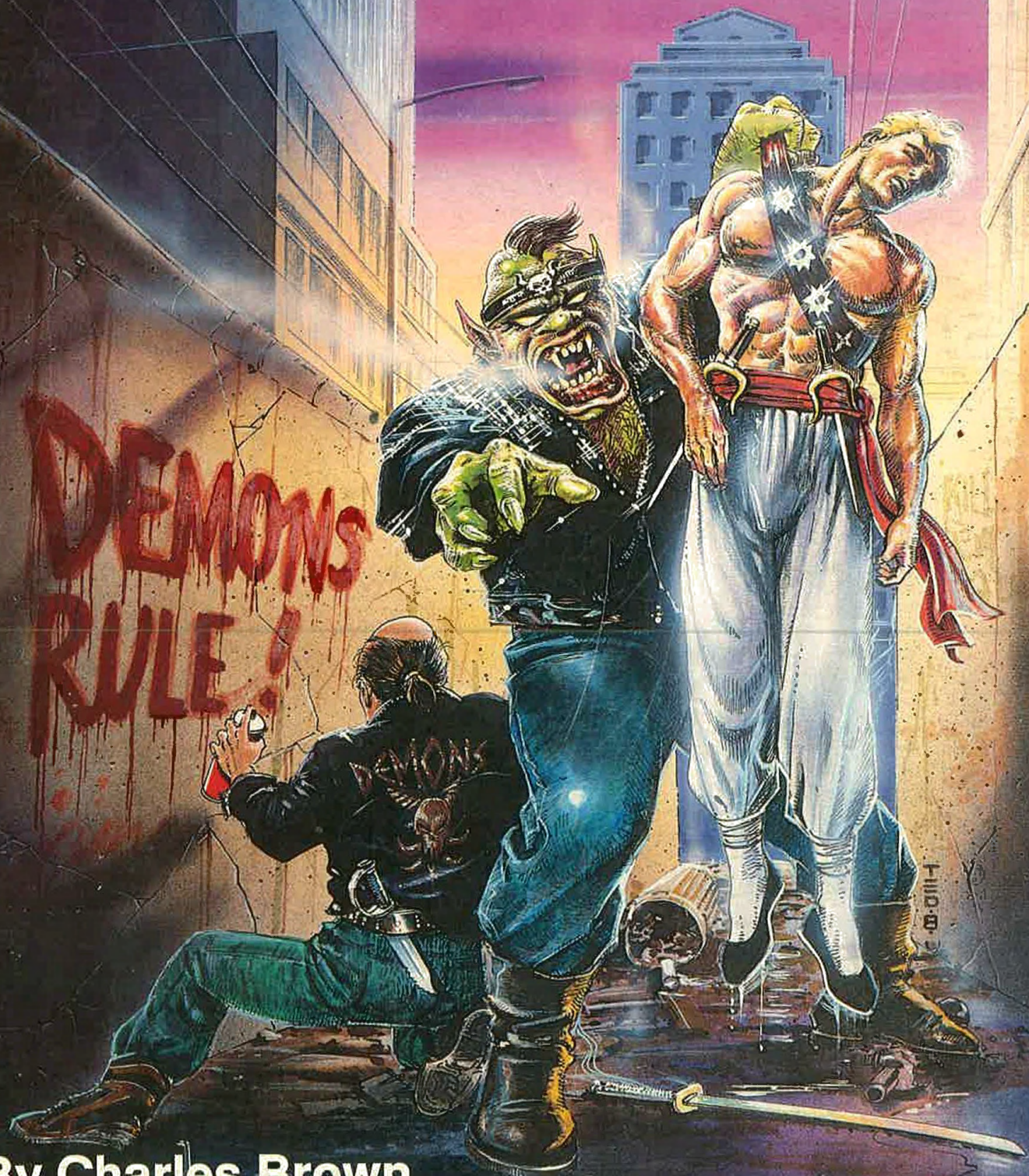


An Adventure Supplement for

**CHAMPIONS**  
THE ROLE-PLAYING GAME

#412

# DEMONS RULE™



By Charles Brown

# DEMONS RULE™

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## DEDICATION

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## CREDITS

**Author/ Designer:** Charles Brown

**Editors:** Rob Bell & Chad Brinkley

**Cover Illustration:** Ted Boonthanakit

**Interior Illustrations:** Joven Chacon

**Layouts:** B.T. Thompson

**Project Specific Contributions:** *Series Editor:* Rob Bell; *Pagemaking, Layout, Cover Graphics:* B.T. Thompson; *Proofreading:* David Mercier.

**ICE MANAGEMENT** — *Art Director/Production Manager:* Terry Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

**ICE STAFF** — *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Jennifer Kleine; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler; *Graphics & Production Staff:* Edward Dinwiddie, William Hyde, Andrew Christensen, Brion Thompson, Eric Bruns, Kevin Williams; *Sales & Customer Service Staff:* John Brunkhart, Jo Lori Drake; *Finance and Administration Staff:* Chad McCully, Karl Alexander Borg; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson, David Mercier.

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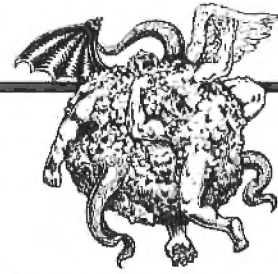
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# INTRODUCTION



This Adventure is intended for 2-8 *Champions* characters with Defenses between 20 and 30 and with 45-60 Active Point attacks. With minor modifications this adventure could be played by any number of characters in any point range.

Anyone planning to play in this adventure should stop reading at this point.

## PROLOGUE

The chamber stands shrouded in darkness so deep that the candles, set at several points around a rune inscribed circle, provide only dim illumination. Slowly, a dull green glow begins to fill the room.

This glow originates from the gems set into the foreheads of the three figures that sit around the circle. As the glow intensifies, one of the men removes a scroll from the center of the circle and begins to read. The others repeat the incantation and rise slowly to their feet. Green light lashes out from the gemstone in the forehead of the scroll-bearer, splits into two beams above the center of the symbol, and continues on towards the gems of the other two men. Soon all three are bathed in an eerie green aura, and the chanting grows louder.

The light reveals several armed men who wait around the perimeter of the chamber, with their heads bowed either in repose or reverence.

The point where the light-beams meet begins to expand. Tension mounts in the room.

Soon it will happen!

Without warning, two of the chanting cultists collapse in pain; the light from their gems dims. The armed figures around the room jump to attention. Something is going wrong!

Suddenly, the third man screams, the green light dims, then fades completely, only to be replaced by a malevolent red glow. A faint wind stirs in the room, and a figure begins to form above the center of the diagram. From this figure comes a voice that is not of this world.

"Free, at last! You, mortal, who think yourself a wizard, you shall aid me in retaking this world. Your guards are useless, as they will suffer the same fate as your allies did!"

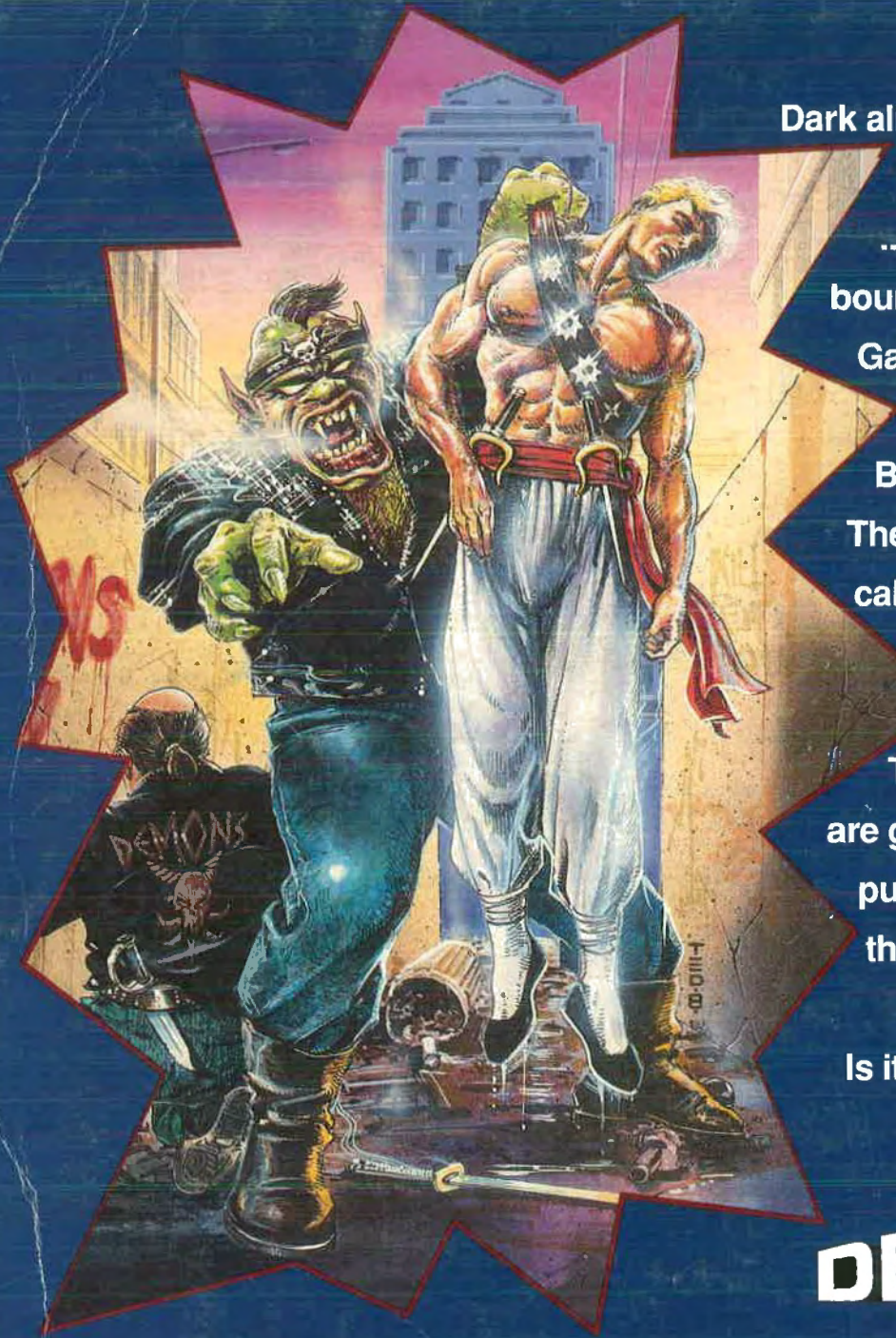
Looking at the smoldering skeletons of his fellow Morbanes, the man shudders. He fears that this creature is right, and that he now must do its bidding, regardless of his own desires. He also knows that now, because his DEMON Lair tried to summon and enslave a Nether Lord, his world is doomed...



## GM NOTES

### ADAPTING THIS ADVENTURE TO OTHER GENRES

This adventure is designed primarily for use with *Champions*. For heroic games, simply ignore the Demons and play up the street gang aspect of the adventure. In this case, the Demons really are just tough street punks, out to take control of the streets. For games set either in the era of pulp adventures or on fantasy worlds, the setting should be changed as appropriate, and the gangs may be replaced by small mobs, organized crime, or whatever else fits.



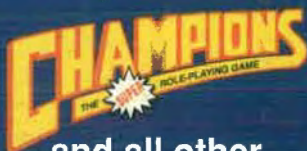
Dark alleys, back streets and condemned buildings – these are their homes ...their turf. No one dares cross the boundaries because to do so is death. Gang vs gang, cop vs gang, color vs color; these are these rules. But the rules are about to change... There's a new gang in town, and they call themselves the Demons. They're giving the orders now, and the other gangs are listening. The police are scared and normals are getting hurt. Rumors are these six punks can take on any other gang in the city. Some of them are so tough, they seem to have superpowers! Is it possible the *Demons* really are... demons?

# DEMONS RULE

Demons Rule is a Champions adventure featuring the Demons, a group of extra — dimensional horrors masquerading as street kids. It includes an intricate mystery, 10 fully detailed short encounters, complete write-ups for all six Demons, and maps for the major encounter locations. There are also details for other street gangs in the city.

The Demons rule the streets, and their turf is expanding. Can you stop them before they take over everything?

Playable with



and all other  
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