

UNDER THE SEAL OF SOLOMON



AN
INTO THE
BRONZE

ADVENTURE FOR THE
#RPGLATAMJAM

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This adventure is designed to be played with INTO THE BRONZE by
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Baker and a healthy dose of Wikipedia occultism.

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King Solomon has chosen you to capture
the demons that run rampant around his
kingdom.

YOU ARE AUGURS, YOU ARE ASTRONOMERS,
YOU ARE SORCERERS, YOU ARE PRIESTS,
YOU ARE WARRIORS. **YOU ARE EXORCISTS.**

Entrusted with his seal, you bear his
authority over the people of the Kingdom
in the pursuit of your sacred oath to
deliver these demons to the Temple.



UNDER THE SEAL OF SOLOMON



YOUR OATH

King Solomon has graced your people with his presence, descending from the clouds atop his flying throne to choose you for his army of exorcist-warriors.

A sacred oath has been bestowed upon you: to capture the demons that assail his kingdom and use the power of his seal to command them to kneel at his Temple.

In your travels you're joined by fellow exorcist-warriors, banding together to undertake this sacred task against the powerful demons that threaten your people.

CREATE YOUR EXORCIST

For simplicity's sake, we'll refer to the characters as Exorcists, that is their duty, that is their purpose. Follow the character creation as described in INTO THE BRONZE.

Every one of you holds authority over King Solomon's subjects while you pursue the hunt. You may seek shelter, succor and even equipment as long as you can justify how it helps you fulfill your oath.

Capturing these demons is surely a deadly task, and if your player group is small, you may do well in considering creating at least two EXORCISTS to play.



THE KEY OF SOLOMON

Are a series of God-given commands that King Solomon has written on a table for you to enact. *Who holds the **KEYS**?* Write down the **KEYS** in your inventory sheet.

KEYS

Average Explosion: 5+

Unlike normal items, the table cannot be broken by usage. Although the **KEYS** never deplete, the implements you use to write them do. You can use the **KEYS** to damage a demon as long as you have Tools to write them.

THE SEAL OF SOLOMON

You were entrusted with a ring engraved with his sigil. This signet is necessary to seal the written **KEYS**. *Who holds the **SEAL**?* Write down the **SEAL** in your inventory sheet.

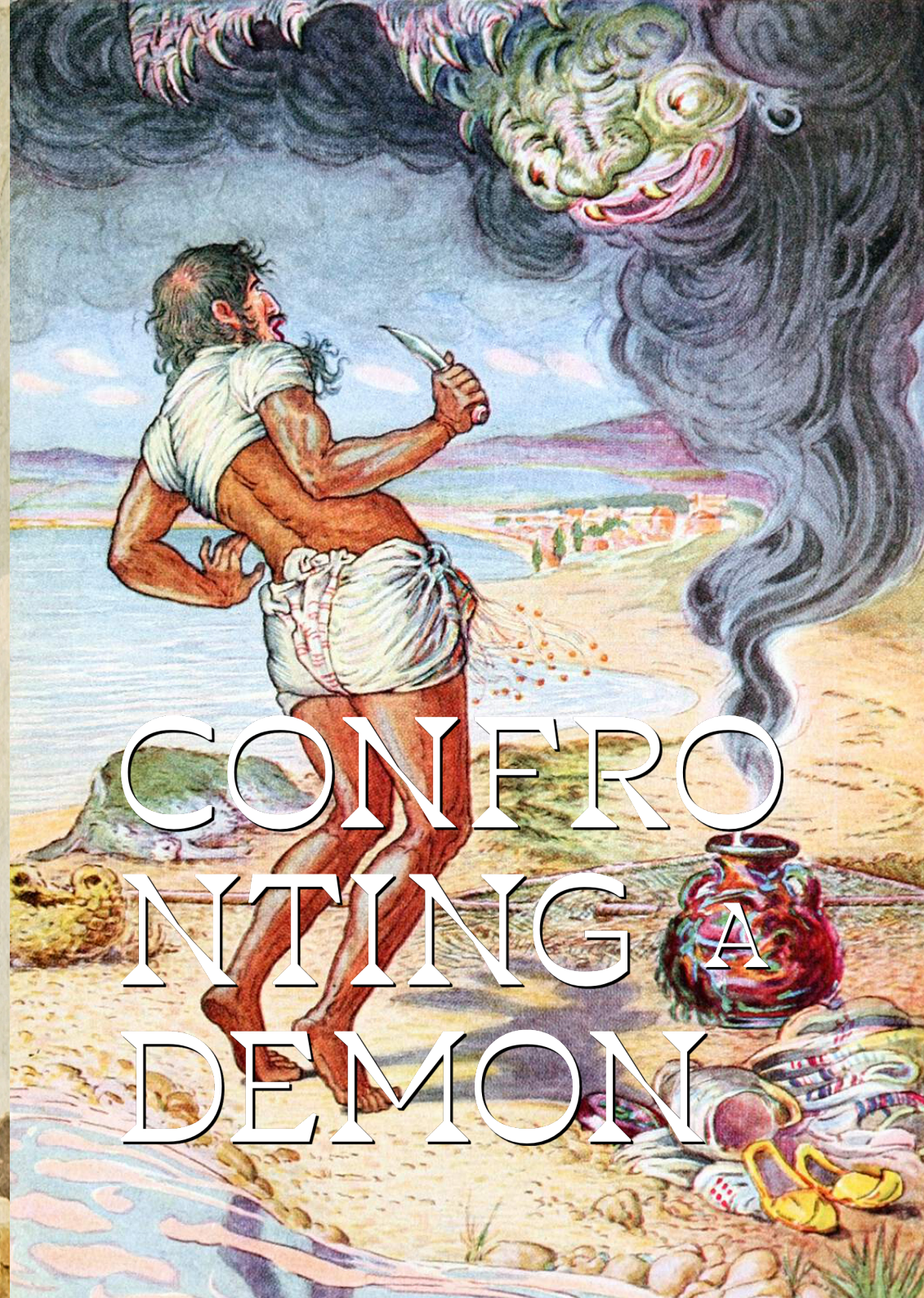
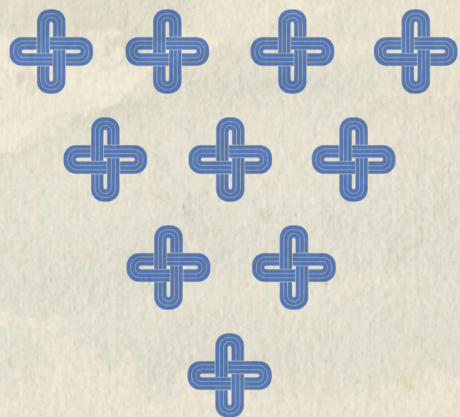
SEAL

Average Explosion: 4+

Unlike normal items, the ring cannot be broken by usage. The **SEAL** can only be used once the **KEYS** have been written.

THE JAR OF SOLOMON

As you will learn, true demons cannot be killed. If you write down the commands described in the **KEYS**, and **SEAL** them with his signet, you will defeat the demon's physical manifestation and compel it to enter the **JAR**. Once trapped, you can carry them back to the Temple of Solomon so they confess their corruptions. *Who holds the **JAR**?* Write down the **JAR** in your inventory sheet.

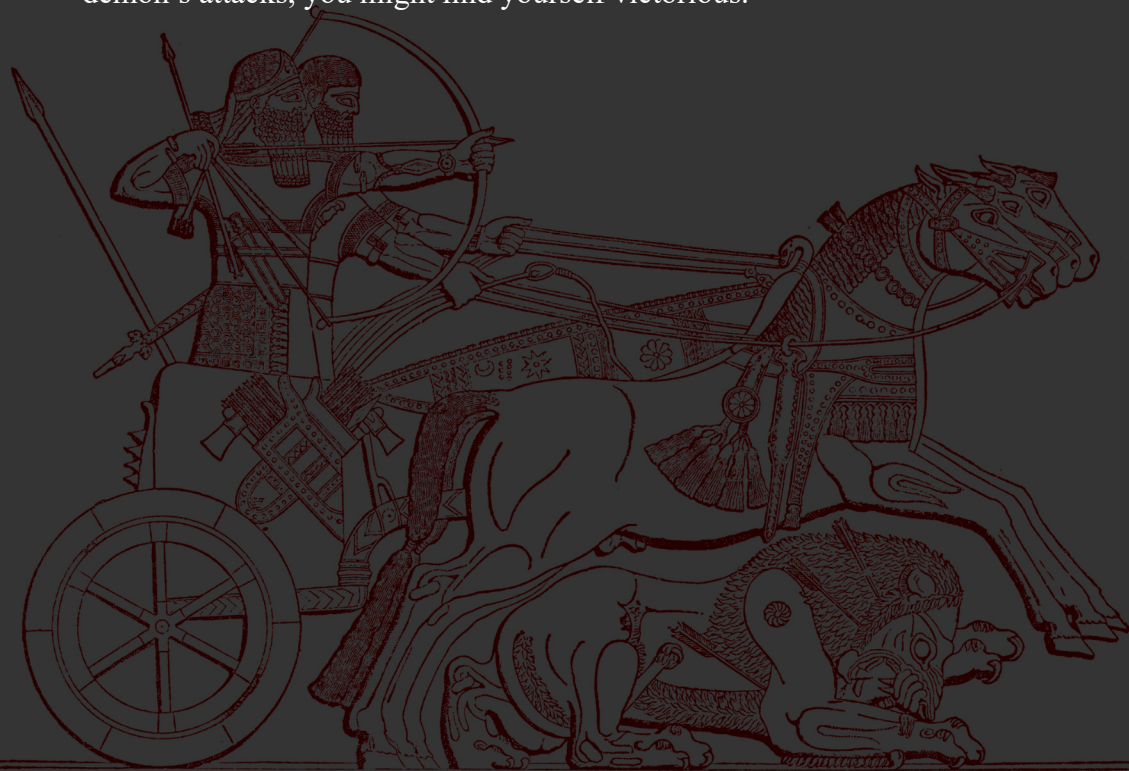


Once you have lured a demon out of hiding or faced it openly in its earthly domain, you will quickly learn that no mere mortal man can kill it. However, with the power held in the Table and the Ring, Exorcists can vanquish its manifestation and command it to be sealed in Solomon's Jar.

Common weapons cannot damage a demon; its HP can only be reduced by the use of the KEYS and the SEAL.

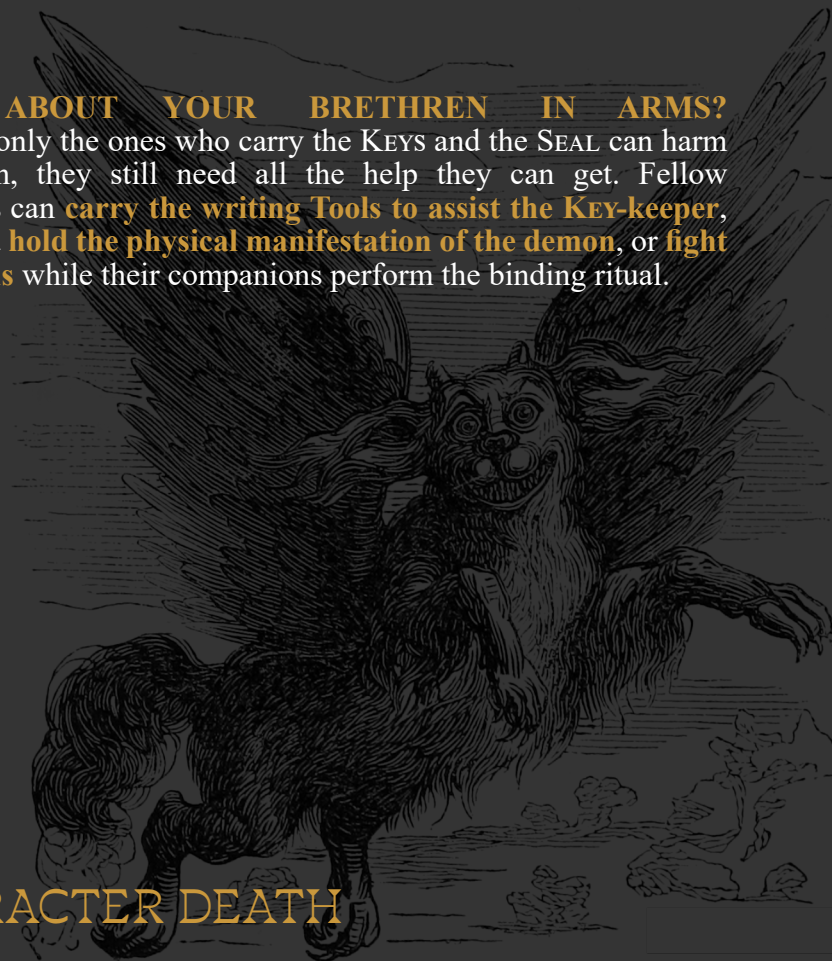
When confronting a demon, **one of the Exorcists must write down the KEYS**—over a vellum or clay tablet—commanding its surrender. Once the command is written, **you must imprint the words with the SEAL. When it reaches 0HP, it becomes trapped in the JAR.**

There is no tried and true way to defeat a demon. You must use your wits and any tools at your disposal to bring it down. Writing the words over a piece of vellum and beating the demon senseless with the Ring is as good a method as any, and if you can endure the demon's attacks, you might find yourself victorious.



WHAT ABOUT YOUR BRETHREN IN ARMS?

Although only the ones who carry the KEYS and the SEAL can harm the demon, they still need all the help they can get. Fellow EXORCISTS can **carry the writing Tools to assist the Key-keeper**, corner and **hold the physical manifestation of the demon**, or **fight its minions** while their companions perform the binding ritual.

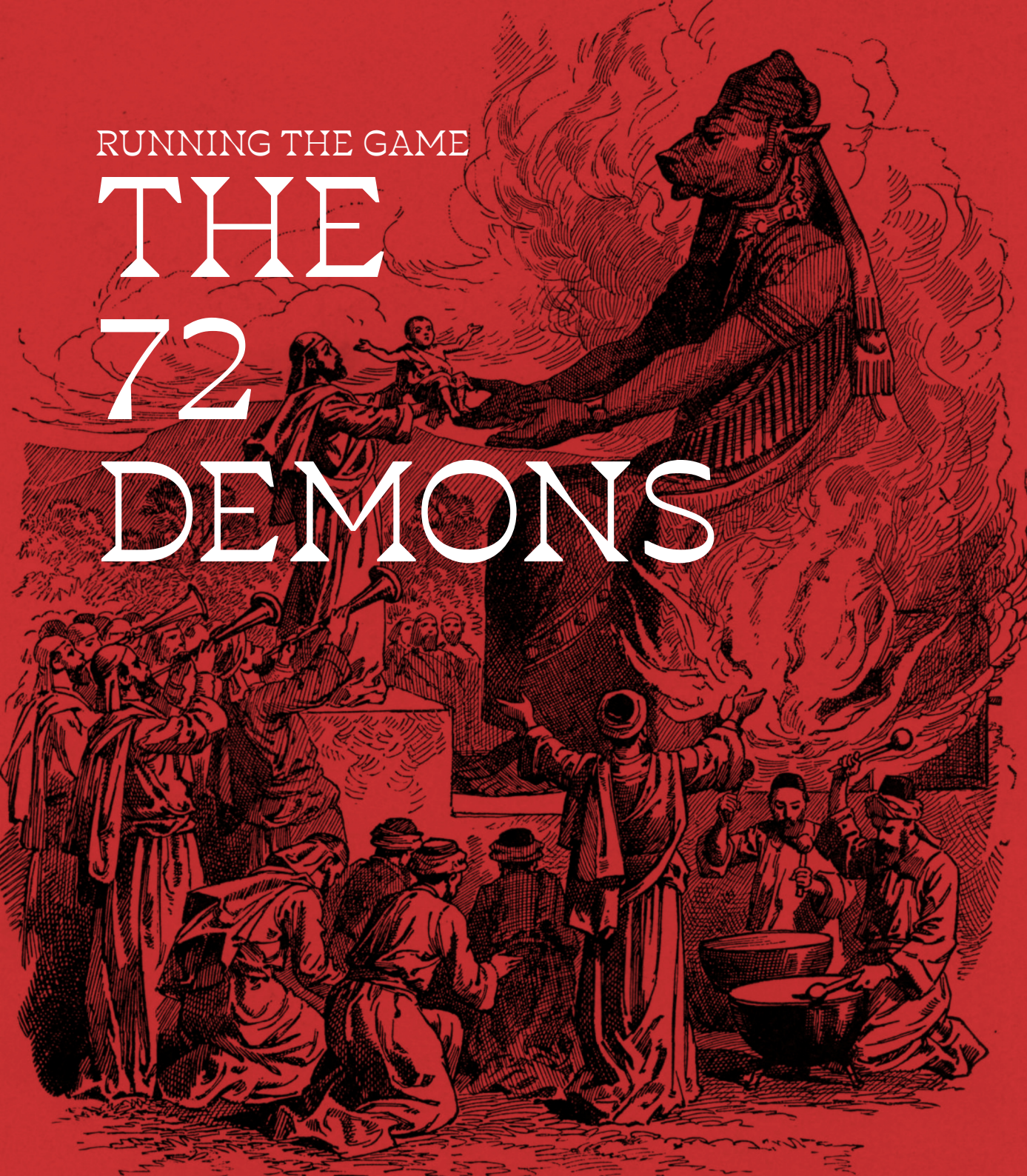


CHARACTER DEATH

Even the lower demons of The Hierarchy are supernaturally strong and vile, with powers far beyond the realm of human ability. There is no shame in dying fighting a demon, but an honor to fall while facing against one.

You will surely lose a fair amount of characters during your campaign. Don't fret it. In his wisdom, King Solomon has chosen a myriad of exorcist-warriors to join his sacred war, cruising the skies over his Kingdom to bestow the oath upon subjects from all walks of life.

When your character dies, create a new EXORCIST and ask the GM to introduce them as soon as possible. You will surely come across them during your journeys.



RUNNING THE GAME

THE 72 DEMONS

WHEN PREPARING A DEMON FOR THE PLAYERS TO HUNT

Assign **ATTRIBUTES**, **HP** and **DAMAGE** according to the demon's rank in The Hierarchy. Some demons hold more than one rank; since you would probably want to start from less to more powerful enemies, I placed them under their lower hierarchy, but you can easily move them upwards by upgrading their stats.

Each demon has a **MANIFESTATION** that describes how it presents itself to mortals; a **DOMAIN** that explains the power it holds over other demons; and an **INVOCATION**, which are the powers it grants to tempt the sorcerers that consort with them.



KINGS

ATTRIBUTES 20 HP 42
DMG EXPLOSION 4+

DUKES

ATTRIBUTES distribute 20, 18, 17 HP 30
DMG EXPLOSION 4+

PRINCES

ATTRIBUTES distribute 18, 18, 17 HP 24
DMG EXPLOSION 4+

MARQUISES

ATTRIBUTES distribute 18, 17, 16 HP 18
DMG EXPLOSION 4+

COUNTS

ATTRIBUTES distribute 17, 16, 15 HP 18
DMG EXPLOSION 5+

KNIGHTS

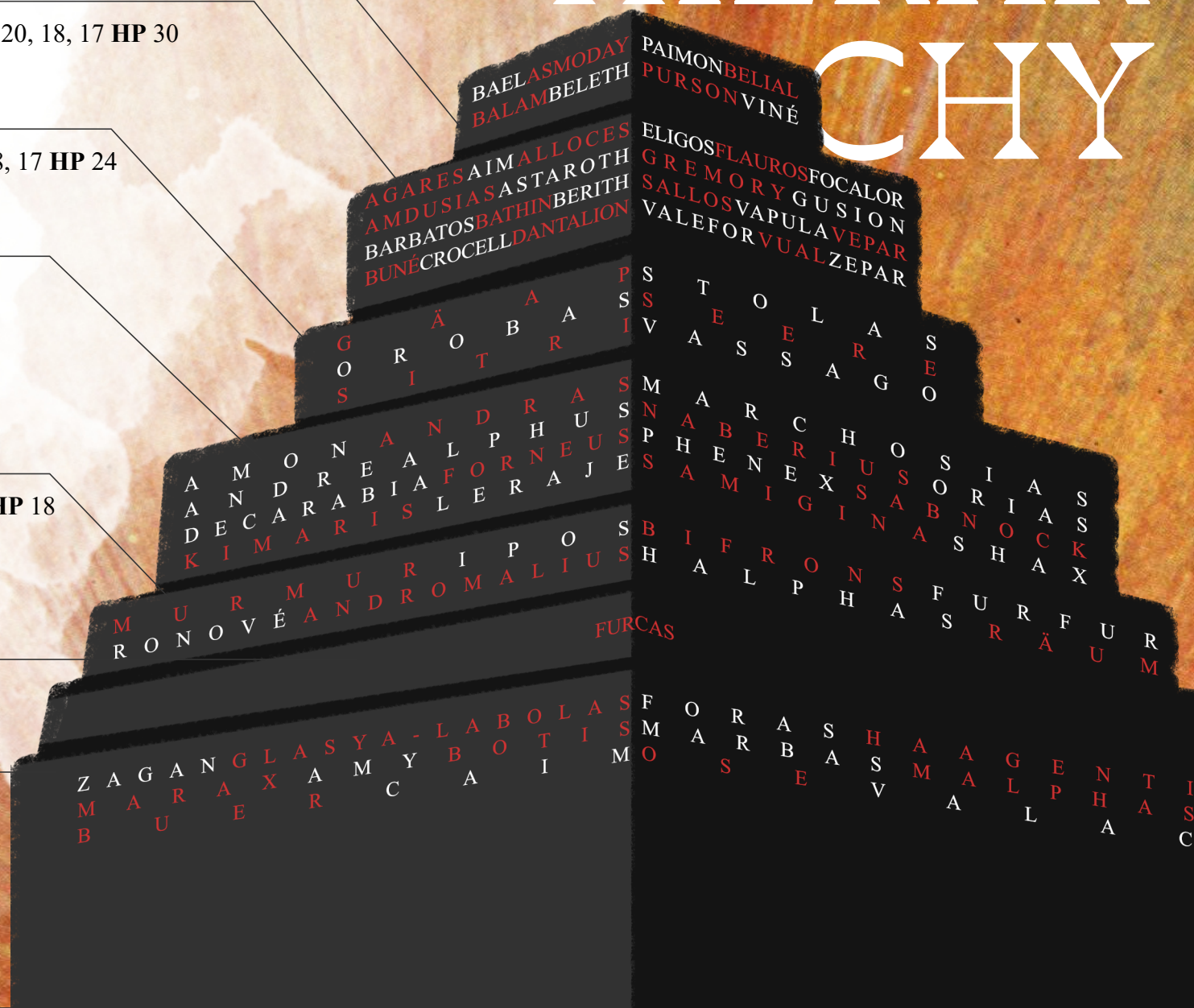
ATTRIBUTES 15 HP 15 DMG EXPLOSION 6

PRESIDENTS

ATTRIBUTES 15 HP 12 DMG EXPLOSION 6

THE

HIERARCHY



KINGS



ASMODAI (GREAT KING)

MANIFESTATION: a three-headed, fire-breathing creature with the head of a bull, a man and a ram, and the tail of a serpent, astride a dragon. It holds a spear and a banner.

DOMAIN: 72 legions of demons.

INVOCATION: -



BAEL (KING OF THE EAST)

MANIFESTATION: a three-headed amalgamation of a cat, a toad and a man.

DOMAIN: 66 legions of demons.

INVOCATION: Teaches sciences. Bestows Invisibility. Grants power over love.



BALAM (GREAT KING)

MANIFESTATION: a three-headed creature with the head of a bull, a man and a ram, his eyes are aflame, and he sports the tail of a serpent. He rides a bear and carries a hawk on his fist.

DOMAIN: 40 legions of demons.

INVOCATION: Perfectly answers questions of things past, present and future. Bestows invisibility and wit.



BELETH (GREAT KING)

MANIFESTATION: rider of a pale horse. A variety of music is heard before him.

DOMAIN: 85 legions of demons.

INVOCATION: Teaches mathematics. Grants all the love of men and women.



BELIAL (KING)

MANIFESTATION: a regal man.

DOMAIN: 80 legions of demons and 50 legions of spirits.

INVOCATION: Distributes senatorships. Grants excellent familiars.



PAIMON (KING OF THE WEST)

MANIFESTATION: a crowned man astride a dromedary. It is preceded by men playing loud music.

DOMAIN: 200 legions of spirits, some of who are Angels and Powers.

INVOCATION: Teaches sciences. Knows secret knowledge of the Earth, its waters and its winds. Reveals hidden treasures. Bestows dignities and lordships. Grants familiars. Commands thieves to return. Reanimates the dead. Bestows the power to fly and breath underwater. Makes people and armors appear.

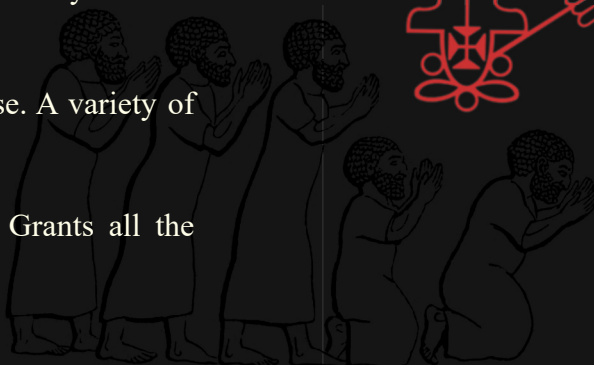


PURSON (GREAT KING)

MANIFESTATION: a man with a lion-head, carrying a viper, astride a bear. Trumpets blare around him.

DOMAIN: 22 legions of demons.

INVOCATION: Knows of hidden things. Find treasures. Speaks of things past and future. Reveals secrets of the divine and of the creation of Earth. Grants familiars.





VINÉ (KING/COUNT)

MANIFESTATION: a lion holding a snake, astride a black horse.

DOMAIN: 36 legions of demons.

INVOCATION: Speaks of things past and future. Discovers witches and hidden things. Creates storms and rough waters. Brings down walls. Builds towers.

DUKES



AGARES (DUKE OF THE EAST)

MANIFESTATION: an old man astride a crocodile, holding a hawk on his fist.

DOMAIN: 60 legions of demons.

INVOCATION: Teaches languages and immoral expressions. Retrieves runaways and stops escapees. Causes earthquakes. Grants nobility. Destroys dignities.



AIM (GREAT DUKE)

MANIFESTATION: a handsome three-headed man with the head of a serpent, a man and a cat. He carries a firebrand.

DOMAIN: 26 legions of demons.

INVOCATION: Sets cities, castles and great places on fire. Bestows wit. Perfectly answer questions of private concerns.



ALLOCES (GREAT DUKE)

MANIFESTATION: a knight of ruddy and leonine characteristics with eyes aflame, astride a giant horse with dragon legs.

DOMAIN: 36 legions of demons.

INVOCATION: Teaches immorality, liberal arts and all mysteries of the sky. Grants familiars.



AMDUSIAS (DUKE)

MANIFESTATION: a man with the head of an unicorn and claws instead of hands, holding a trumpet.

DOMAIN: 29 legions of demons.

INVOCATION: Gives concerts with a voice of thunder and invisible instruments. Makes trees bend at will.



ASTAROTH (DUKE)

MANIFESTATION: a crowned man with feathered wings carrying a viper, astride a dragon.

DOMAIN: 29 legions of demons.

INVOCATION: Teaches mathematics and handicrafts. Bestows invisibility. Leads to hidden treasures. Answer questions. Grants power over serpents.

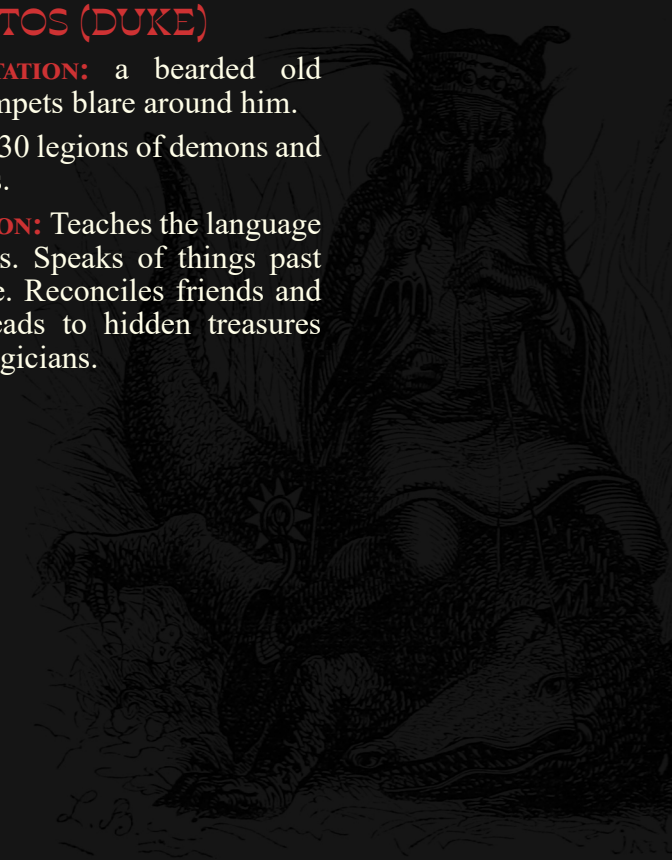


BARBATOS (DUKE)

MANIFESTATION: a bearded old man. Trumpets blare around him.

DOMAIN: 30 legions of demons and four kings.

INVOCATION: Teaches the language of animals. Speaks of things past and future. Reconciles friends and rulers. Leads to hidden treasures hid by magicians.





BATHIN (DUKE)

MANIFESTATION: a strong man with a serpent tail, astride a pale horse.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches the virtues of precious stones and herbs. Brings men from across countries. Astrally projects. Transports across countries.



BERITH (DUKE)

MANIFESTATION: a powerful, crowned soldier wearing red clothes, astride a red horse.

DOMAIN: 26 legions of demons.

INVOCATION: Speaks of things past and future. Turns metals into gold. Grants dignities.



BUNÉ (DUKE)

MANIFESTATION: a three-headed dragon, with the head of a dog, a griffin and a man.

DOMAIN: 30 legions of demons.

INVOCATION: Bestows eloquence. Answers truthfully. Grants richness. Changes the dead from their place of rest and turns them to demons.



CROCELL (DUKE)

MANIFESTATION: an angel who speaks in dark and mysterious ways.

DOMAIN: 48 legions of demons, former Power.

INVOCATION: Teaches geometry and liberal sciences. Heats up bodies of water. Creates the illusory sound of rushing water. Reveals natural baths.



DANTALION (GREAT DUKE)

MANIFESTATION: a creature of many appearances, with faces of all men and women, holding a book.

DOMAIN: 36 legions of demons.

INVOCATION: Teaches all arts. Reads and reveals secret thoughts. Incites love. Transports across the world.



ELIGOS (GREAT DUKE)

MANIFESTATION: a ghostly knight astride a skeletal horse, holding a spear, an ensign and a sceptre.

DOMAIN: 60 legions of demons.

INVOCATION: Discovers hidden things. Knows the future of wars. Attracts the favor of lords and knights.



FLAUROS (GREAT DUKE)

MANIFESTATION: a terrible and powerful leopard.

DOMAIN: 36 legions of demons.

INVOCATION: Perfectly answers things past and future. Speaks of the divine and of the creation of Earth, himself and other fallen angels. Burns enemies. Protects against temptation. Avenges against other demons.



FOCALOR (GREAT DUKE)

MANIFESTATION: a man with griffin wings.

DOMAIN: 3 legions of demons.

INVOCATION: Drowns and kills men. Overthrows warships.



GREMORY (DUKE)

MANIFESTATION: a beautiful woman with a duchess crown tied around her waist, astride a camel.

DOMAIN: 26 legions of demons.

INVOCATION: Speaks of things past and future and of hidden treasures. Incites the love of women.



GUSION (GREAT DUKE)

MANIFESTATION: a baboon.

DOMAIN: 40 legions of demons.

INVOCATION: Speaks of things past, present and future. Reconciles friends. Bestows honor and dignity.



SALLOS (GREAT DUKE)

MANIFESTATION: a gallant soldier wearing a ducal crown, astride a crocodile.

DOMAIN: 30 legions of demons.

INVOCATION: Incites love among men and women.

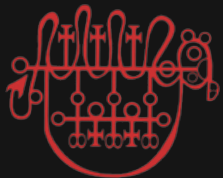


VAPULA (GREAT DUKE)

MANIFESTATION: a lion with griffin wings.

DOMAIN: 36 legions of demons.

INVOCATION: Teaches philosophy, mechanics and sciences.



VEPAR (GREAT DUKE)

MANIFESTATION: a mermaid.

DOMAIN: 29 legions of demons.

INVOCATION: Guides warships. Creates storms and rough waters, and the illusion of oncoming warships. Kills men in three days by putrefying their wounds, but can reverse the process on command.

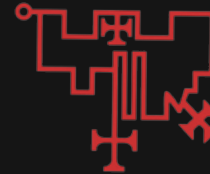


VALEFOR (DUKE)

MANIFESTATION: a lion with the head of a man.

DOMAIN: 10 legions of demons.

INVOCATION: Tempts people to steal. Reconciles thieves.



VUAL (GREAT DUKE)

MANIFESTATION: a deep-voiced dromedary who can turn into a man.

DOMAIN: 37 legions of demons.

INVOCATION: Incites love in women and friendship between friends and foes. Speaks of things past, present and future.



ZEPAR (GREAT DUKE)

MANIFESTATION: a soldier in red clothes and armor.

DOMAIN: 26 legions of demons.

INVOCATION: Incites women to love men and brings them together. Makes women barren.

PRINCES



GÄAP (PRINCE OF THE SOUTH/ GREAT PRESIDENT)

MANIFESTATION: a mundane person.

DOMAIN: 66 legions of demons of water.

INVOCATION: Teaches philosophy and liberal sciences. Incites love and hate. Bestows insensibility and invisibility. Steals familiars. Perfectly answers questions of things past, present and future. Transports across nations. Curses with ignorance.



OROBAS (GREAT PRINCE)

MANIFESTATION: a horse who can turn into a man.

DOMAIN: 20 legions of demons.

INVOCATION: Perfectly answers questions of things past, present and future, of the divine and of the creation of Earth. Bestows dignities. Grants the favor of friends and foes. Protects against temptation.



SEERE (PRINCE)

MANIFESTATION: a beautiful man astride a winged horse.

DOMAIN: 26 legions of demons.

INVOCATION: Grants abundance. Finds hidden or stolen treasures.

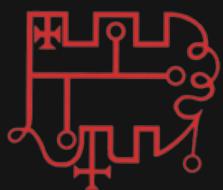


SITRI (GREAT PRINCE)

MANIFESTATION: a leopard with the wings of a griffin.

DOMAIN: 60 legions of demons.

INVOCATION: Incites love among men and women. Makes people bare themselves nude.



STOLAS (GREAT PRINCE)

MANIFESTATION: a crowned, long-legged owl.

DOMAIN: 26 legions of demons.

INVOCATION: Teaches astronomy, the virtues of precious stones, plants and herbs.



VASSAGO (PRINCE)

MANIFESTATION: an angel.

DOMAIN: 26 legions of demons.

INVOCATION: Speaks of things past and future. Discovers lost or hidden things.

MARQUISES

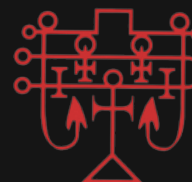


AMON (MARQUIS)

MANIFESTATION: fire-breathing wolf with a serpent's tail.

DOMAIN: 40 legions of demons.

INVOCATION: Speaks of things past and future. Incites feuds and reconciles friends and foes.



ANDRAS (GREAT MARQUIS)

MANIFESTATION: a winged angel with the head of an owl wielding a bright sword, astride a wolf.

DOMAIN: 30 legions of demons.

INVOCATION: Incites discord amongst people. Teaches how to murder enemies, masters and servants.



ANDREALPHUS (GREAT MARQUIS)

MANIFESTATION: a peacock who can turn into a human.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches astronomy, geometry and mensuration. Turns men into birds.



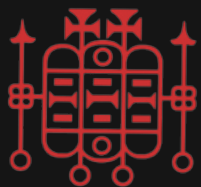
DECARABIA (GREAT MARQUIS)

MANIFESTATION: a pentagram star who can turn into a man or any kind of bird.

DOMAIN: 30 legions of demons.

INVOCATION: Knows the virtues of precious stones and herbs.





FORNEUS (GREAT MARQUIS)

MANIFESTATION: a great sea monster.

DOMAIN: 29 legions of demons.

INVOCATION: Teaches rhetoric and languages. Bestows a good name. Incites the love of friends and foes.



KIMARIS (MARQUIS)

MANIFESTATION: a warrior astride a great black horse.

DOMAIN: 20 legions of demons.

INVOCATION: Finds lost or hidden treasures. Teaches trivium. Turns men into a warrior after his own likeness.



LERAJE (MARQUIS)

MANIFESTATION: a valiant archer clad in green, holding a bow and quiver.

DOMAIN: 30 legions of demons.

INVOCATION: Incites great battles and disputes. Causes arrow wounds to become gangrenous.



MARCHOSIAS (GREAT MARQUIS)

MANIFESTATION: a wolf with griffin wings and a serpent's tail.

DOMAIN: 30 legions of demons.

INVOCATION: Perfectly answers any question.

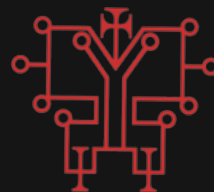


NABERIUS (MARQUIS)

MANIFESTATION: a three-headed dog.

DOMAIN: 19 legions of demons.

INVOCATION: Teaches all arts and rhetoric. Restores lost dignities and honors.



ORIAS (GREAT MARQUIS)

MANIFESTATION: a lion with a serpent's tail holding two vipers in his right hand, astride a great horse.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches the virtues of the stars and the mansions of the planets. Bestows dignities and the favor of friends and foes. Turns men into any shape.



PHENEX (GREAT MARQUIS)

MANIFESTATION: a phoenix who sings sweetly with the voice of a child.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches sciences and poetry.



SABNOCK (GREAT MARQUIS)

MANIFESTATION: an armor-clad warrior with the head of a lion astride a pale horse.

DOMAIN: 50 legions of demons.

INVOCATION: Builds towers, castles and cities. Grants familiars. Inflicts gangrenous wounds.



SAMIGINA (GREAT MARQUIS)

MANIFESTATION: a donkey who can turn into a man.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches liberal sciences. Reveals the souls of those who died in sin or drowned at sea.



SHAX (GREAT MARQUIS)

MANIFESTATION: a stork speaking in a hoarse voice.

DOMAIN: 30 legions of demons.

INVOCATION: Inflicts blindness, deafness, and removes understanding to any person. Steals money and horses. Discovers hidden things as long as they're not protected by evil spirits. Grants familiars.

COUNTS



ANDROMALIUS (GREAT COUNT)

MANIFESTATION: a man holding a serpent in his hands.

DOMAIN: 36 legions of demons.

INVOCATION: Commands thieves to return their stolen goods. Punishes thieves and other wicked people. Discovers hidden treasures, evil, and dishonest dealings.



BIFRONS (COUNT)

MANIFESTATION: a monster.

DOMAIN: 6 legions of demons.

INVOCATION: Teaches sciences and arts, the virtues of gems, woods and herbs. Changes the dead from their place of rest and lights magic candles upon their graves.



FURFUR (GREAT COUNT)

MANIFESTATION: a hart with angel wings.

DOMAIN: 26 legions of demons.

INVOCATION: Perfectly answers any question. Incites love between men and women. Creates storms and blasts of lightning. Teaches secrets of the divine.



HALPHAS (PRINCE/COUNT)

MANIFESTATION: a stork.

DOMAIN: 26 legions of demons.

INVOCATION: Builds towers.



IPOS (PRINCE/COUNT)

MANIFESTATION: an angel with the head of a lion, the tail of a hare and the feet of a goose.

DOMAIN: 36 legions of demons.

INVOCATION: Knows of things past, present and future. Bestows wit and bravery.



MURMUR (GREAT DUKE/COUNT)

MANIFESTATION: a crowned soldier astride a vulture. He's preceded by two ministers who play trumpets.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches philosophy. Invokes the souls of the dead to answer questions.



RÄUM (GREAT COUNT)

MANIFESTATION: a crow who can turn into a man.

DOMAIN: 30 legions of demons.

INVOCATION: Steals treasure from king's houses. Destroys cities and dignities. Speaks of things past, present and future. Reconciles friends and foes. Incites love.



RONOVÉ (MARQUIS/GREAT COUNT)

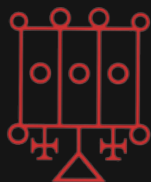
MANIFESTATION: a monster holding a staff.

DOMAIN: 20 legions of demons.

INVOCATION: Teaches rhetoric and languages. Grants servants, and the favor of friends and foes.



KNIGHTS



FURCAS (KNIGHT)

MANIFESTATION: a strong, white haired and bearded man holding a pitchfork, astride a horse.

DOMAIN: 20 legions of demons.

INVOCATION: Teaches astronomy, chiromancy, logic, philosophy, pyromancy, and rhetoric.

PRESIDENTS



AMY (PRESIDENT)

MANIFESTATION: a man shrouded in flames.

DOMAIN: 36 legions of demons, former Power.

INVOCATION: Teaches astrology and all liberal sciences. Grants excellent familiars. Bestows the favor of rulers. Reveals hidden treasures.



BOTIS (COUNT/GREAT PRESIDENT)

MANIFESTATION: a creature with big teeth and horns, carrying a bright sword.

DOMAIN: 60 legions of demons.

INVOCATION: Speaks of things past and future. Reconciles friends and foes.



BUER (GREAT PRESIDENT)

MANIFESTATION: a creature with the head of a lion and five goat legs.

DOMAIN: 50 legions of demons.

INVOCATION: Teaches natural and moral philosophy, logic and the virtues of herbs and plants. Grants familiars. Heals infirmities.



CAIM (GREAT PRESIDENT)

MANIFESTATION: a black bird carrying a sword, standing over burning coals.

DOMAIN: 30 legions of demons.

INVOCATION: Teaches the language of animals and water. Answers perfectly about the future.



FORAS (PRESIDENT)

MANIFESTATION: a strong man.

DOMAIN: 29 legions of demons.

INVOCATION: Teaches logic and ethics, and the virtues of precious stones and herbs. Bestows wit, eloquence, invisibility and longevity. Discovers treasures. Recovers lost things.

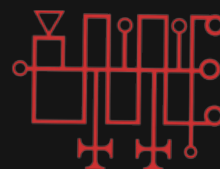


GLASYA-LABOLAS (COUNT/PRESIDENT)

MANIFESTATION: a dog with the wings of a griffin.

DOMAIN: 36 legions of demons.

INVOCATION: Murders. Speaks of things past and future. Incites love of friends and foes. Bestows invisibility.



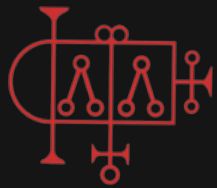
HAAGENTI (GREAT PRESIDENT)

MANIFESTATION: a big bull with the wings of a griffin.

DOMAIN: 33 legions of demons.

INVOCATION: Bestows wisdom. Turns metal into gold, and water into wine.





MALPHAS (GREAT PRESIDENT)

MANIFESTATION: a crow who can turn into a man.

DOMAIN: 40 legions of demons.

INVOCATION: Builds houses, towers and strongholds. Destroys buildings. Reveals and destroys the thoughts of enemies. Grants familiars. Transports artificers across the world.



MARAX (GREAT COUNT/PRESIDENT)

MANIFESTATION: a big bull with the face of a man.

DOMAIN: 36 legions of demons.

INVOCATION: Teaches astronomy and liberal sciences. Grants wise familiars that know the virtues of herbs and precious stones.



MARBAS (GREAT PRESIDENT)

MANIFESTATION: a great lion who can turn into a man.

DOMAIN: 33 legions of demons.

INVOCATION: Reveals secret or hidden things. Inflicts and cures diseases. Teaches mechanical arts. Turns men into any shape.



OSE (GREAT PRESIDENT)

MANIFESTATION: a leopard who can turn into a man.

DOMAIN: 3 legions of demons.

INVOCATION: Teaches liberal sciences. Answers perfectly about divine and secret things. Causes insanity.



VALAC (PRESIDENT)

MANIFESTATION: a poor boy with angel wings, astride a two-headed dragon.

DOMAIN: 30 legions of demons.

INVOCATION: Reveals hidden treasures. Discovers and brings serpents.



ZAGAN (GREAT KING/PRESIDENT)

MANIFESTATION: a bull with griffin wings.

DOMAIN: 33 legions of demons.

INVOCATION: Bestows wit. Turns water or blood into wine or oil, and metal into coins.

DEMONS IN YOUR CAMPAIGN

As powerful as demons can be, they are heavenly ordained to be below human beings. This means they have to be clever and tricky, finding positions of power and influence to leverage against Solomon's subjects.



- ▼ A demon can be **HIDING** amongst the population, possessing those who are vulnerable to its influence.
- ▼ A demon can be **COLLUDING** with a sorcerer, granting supernatural powers while manipulating them to corrupt the people around them.
- ▼ A demon can be **TEMPTING** the local population, posing as a false god to be idolized by a cult or even a whole city!
- ▼ A demon can be **ROAMING** the land, assailing travelers and isolated towns by following its bestial nature.

When running this campaign, have a demon take hold of a hex. The EXORCISTS will heed the call to help the population by excusing its corruption. Facing a demon counts at least as one Challenge (if not more) depending on its power and how many obstacles there are between it and the characters.

72 DEMONS IS A LOT OF DEMONS

Considering how powerful each demon is and the dominion they may have secured around themselves, confronting one can very much turn into an adventure onto itself. Now multiply that by 72. That's way too much, right?

First of all, this is no easy task, King Solomon has recruited hundreds of exorcist-warriors to fulfill this mission throughout the years. You can place your campaign at any point of this war:

- ▼ *Are the players the first chosen ones?*
- ▼ *Have your group inherited the Keys and the Seal from a former Exorcist to continue the fight?*
- ▼ *Is the Kingdom full of demons running amok?*
- ▼ *Or are we reaching the end of this war, with only a handful of demons left to capture?*



OTHER ENEMIES ON THE ROAD

As mentioned before, demons may pose as false idols to gather followers; hide by possessing people and mislead their community to protect them; or be escorted by an assortment of lesser demons and spirits. But those aren't the only enemies that stalk the land. In their travels, EXORCISTS may encounter:

- ▼ Wicked sorcerers who would try to steal the JAR and bind the demons therein.
- ▼ Common dangers of the road, like bandits and beasts.
- ▼ Beguiled followers retaliating against the EXORCISTS who took away the gifts the demon granted them.
- ▼ Rival exorcist-warriors who deem the characters unworthy of carrying the KEYS, SEAL and JAR, and want to claim them for themselves.

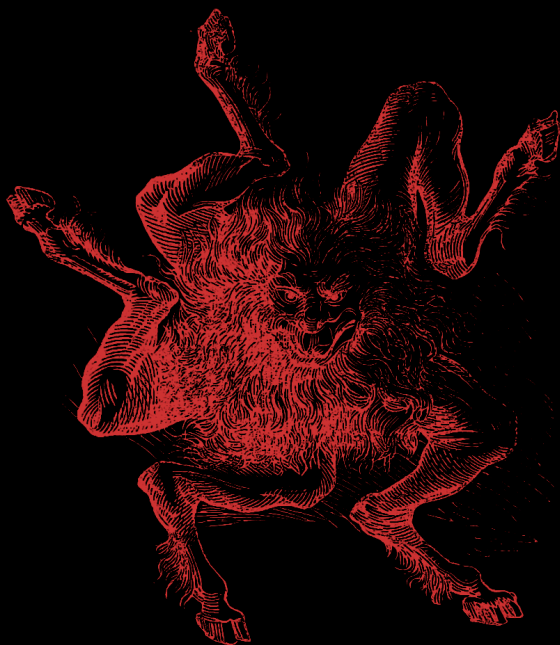
THE BRONZE AGE IS ENDING

This campaign takes place in the late period of the Bronze Age, and the dawn of the Iron Age.

More specifically, between the years 962 BC and 931 BC.

This is by no means an obligation for you to be historically accurate, but an invitation to seek inspiration from that historical period.





UNDER THE
SEAL OF
SOLOMON

AN
INTO^{THE}
BRONZE
ADVENTURE FOR THE #RPGLATAMJAM