

1	Who summons me!?
2	Hitting the Snooze Button
3	Well that's just funtin' brilliant...
4-6	Roll on main table.
7	Rain of Fire
8	Demonic rage!
9	Perfect Conjunction
10	From the Eternal Void, I AWAAAAAAAAAAAAKEN!

Who summons me!?

The audacity of mortals angers their demon overlords, and they answer in kind.

The next summoning roll the Cabal makes suffers a -5 penalty. If the Cabal has summoned every Demon it owns, the Grand Warlock must succeed at an immediate Opposed will Check with the most expensive demon on the table or immediately lose it as if the demon had failed a Will to Fight Check.

Hitting the snooze button

The Dark Ones slumber, and will not be disturbed by mere mortals for the next five minutes or so.

The Grand Warlock immediately suffers D5 Stuns.

Well that's just funtin' brilliant...

Ye know Ray, I don't think we're in Downlode any more...

Deploy two Blitzers, one with two Handcannons (and Dual Shooter) and one with a Lawgiver (assume it can use it). They are moved randomly and get moved on by dimensional ninjas with neon bodysuits at the end of the battle.

Rain of Fire

As the rituals progress and the chants become more manic, the skies themselves split open, sending burning sulphur down to the ground below.

The Grand Warlock immediately casts Skies of Fire (p131). Enjoy.

Demonic rage!

With all the powers of whatever dimension they come from, the demons fight with renewed vigour, but begin to have trouble distinguishing one mortal from another.

All demons gain +1 Melee and Melee Dice for the rest of the battle, but suffer from 'Completely

Mad!' (p154) for the rest of the battle.

Perfect Conjunction

The stars align, the signs and portents are correct, now is the time...

For the next turn, all Cabalists add +1 to summoning rolls they help in without having to roll.

From the Eternal Void, I AWAAAAAAAAAAAAKEN!

Entertained by the efforts of the Cabal, one of the lesser princes of hell decides to take a closer look.

Immediately deploy a Major Demonic Pact as if the Grand Warlock successfully summoned it. If it is still on the table at the end of the game, the Cabal must buy it or the Grand Warlock must miss the next game as if it was Crippled.