

PEL008

The
Dying Earth Based on the work of Jack Vance

Demons of the Dying Earth™

By
Ian Thomson



Pelgrane Press



Based on the Dying Earth book series by JACK VANCE

Demons of the Dying Earth™

A Supplement for the Dying Earth RPG
Written by Ian Thomson

Credits

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(with special thanks for various additional ideas, which either migrated here or inspired my imaginings, to - Jim Webster, Peter Freeman, James Maliszewski, and other contributors to 'Turjan's Tome')

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What You Will Need To Use This Product

This product is a role-playing supplement for the game *The Dying Earth: RPG*; a copy of the *DERPG Rulebook* is required to complement it. Furthermore:

TURJAN-LEVEL: *Demons of the Dying Earth* is written primarily for this level of play. For GMs of Turjan-level gaming *Turjan's Tome* is also highly recommended in order to make the most of the work before you.

RHIALTO-LEVEL: GMs of this style are not neglected, and adaptation notes for this level are to be found within. Such folk will also find *Turjan's Tome* extremely valuable to fully avail themselves of the benefits of *Demons of the Dying Earth*.

CUGEL-LEVEL: In general, demons are not to be trifled with without a satchel stuffed with talismans or a head full of spells. Nonetheless, at this level lesser-witches, warlocks, and necrophages present their own problems, and minor demons become foes to be reckoned with. Experienced Cugel-level GMs will find *Demons of the Dying Earth* a most worthy addition to their campaign resources, and to assist their dedication we have included adaptation suggestions for using this book at this classic level of DERPG. (Access to *Turjan's Tome* is not so essential for running Cugel-level demon adventures. However, in its place the GM will need to devise supplementary information.)

ON LOCATION: On occasion *Demons of the Dying Earth* mentions locations from within the *Kaiin Players' Guide* and the *Scaum Valley Gazetteer*; however, ownership of these products is useful rather than essential.



Demonic Disclaimer

The author is aware of the existence of real-world individuals who call themselves witches or wizards, and of the existence of folk (both historical and modern) who study magic and/or profess to interactions with magical beings that may or may not include demons. Nonetheless, the author has no interest in (or knowledge of) the formal occult beyond the confines of role-playing games. Consequently, the following material is based entirely upon the fantasy fiction of Jack Vance and the author's imagination, and has no intended relevance to any aspect of real-world occultism.

The author and the staff at Pelgrane Press resolutely discourage actual attempts at congress with demons under any circumstances¹. Likewise, this product will not show you how to role-play a demon-worshipper or a black witch. In the interests of wholesomeness, and in keeping with the thrust of Jack Vance's stories, those who meddle and bargain with demons are greedy deluded fools who will inevitably suffer a calamitous end - though perhaps not before causing your adventurers an inordinate amount of trouble.

You have before you the foremost work of academic demonology produced in the last three aeons. No expense has been spared, no resources left untapped, and no clues bereft of thorough investigation. In short, those who subscribe to this almanac can be assured of absolute safety when exploring demonkind and their realms

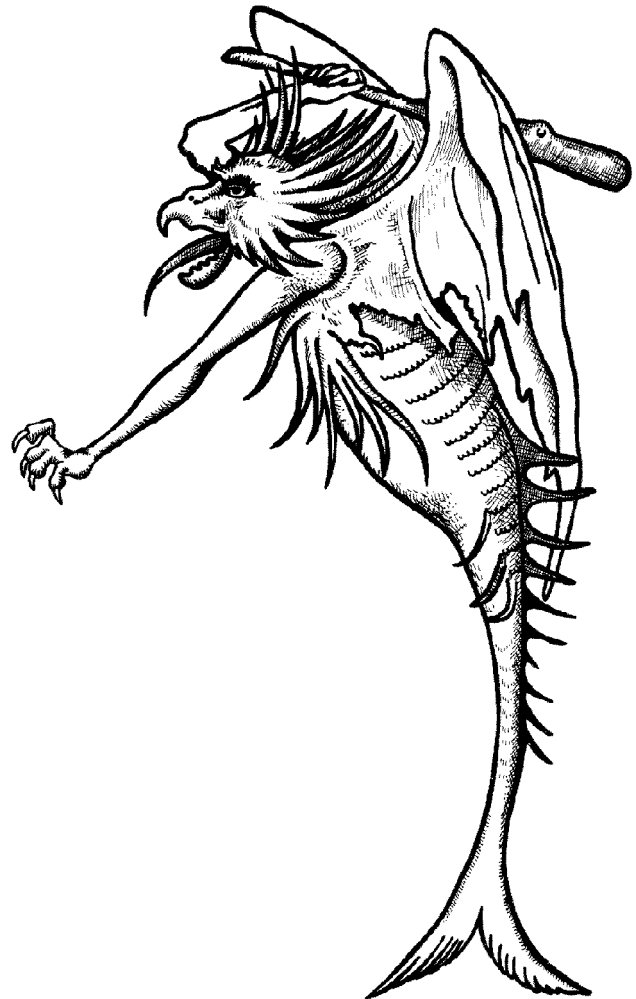
— Thrupp the Compiler

¹ The Health and Safety Executive will doubtless supply extensively illustrated leaflets showing in detail the dangers of these practices.



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I found Thrupp's much-vaunted almanac to be sadly lacking in precision, and in parts more or less apocryphal. On our first trip to Gnarre I lost my second and third best vat-creatures to some bloated being not even listed in Thrupp's index. My vat-bred bodyguard survived only due to a surprising turn of speed, of which not even I knew it was capable

— Angwat the Wary

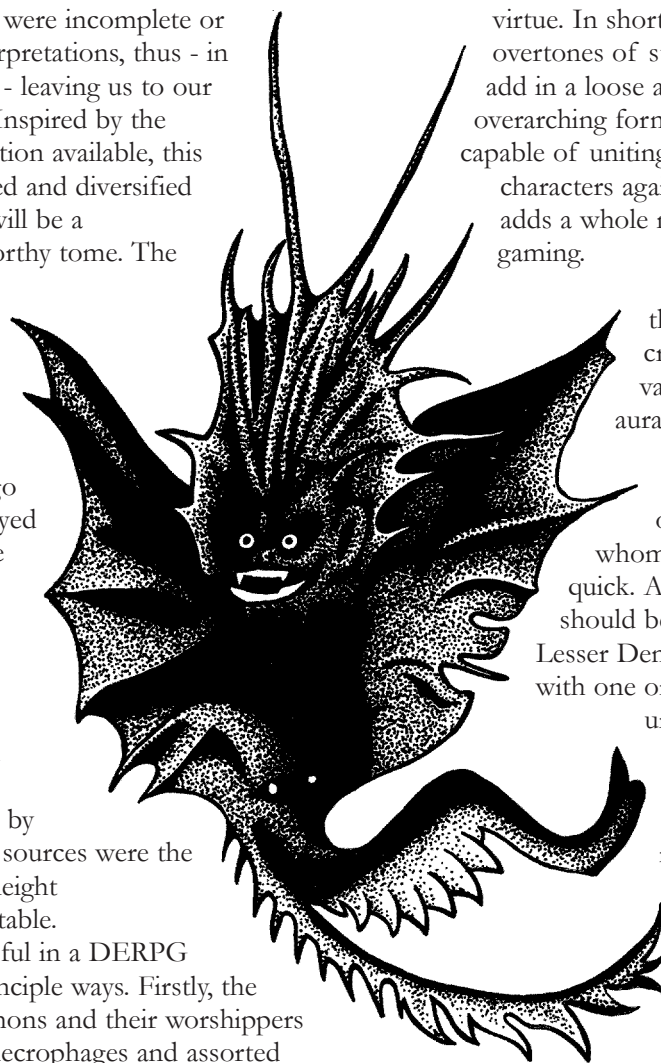
Introduction

Jack Vance used his superb descriptive prose to hint at demons and their nature throughout his Dying Earth stories. However, even the few facts and descriptions present were incomplete or open to various interpretations, thus - in classic Vancian style - leaving us to our own presumptions. Inspired by the snatches of information available, this work has extrapolated and diversified into what we hope will be a profoundly game-worthy tome. The Dying Earth subworld tales of Michael Shea provided inspiration only in that the author read those stories long ago and thoroughly enjoyed them - and therefore certain unconscious influences may have taken place. Any significant correspondence between his material and this work is coincidental, though by definition our initial sources were the same and so some slight convergence is inevitable.

Demons are useful in a DERPG campaign in two principle ways. Firstly, the whole milieu of demons and their worshippers (witches, warlocks, necrophages and assorted minions) provides something new - a class of "other" against which the characters can strive. In the world of the Dying Earth no widely-influential evil organizations exist that are readily observable and clearly working against the interests of those that are "right and good". And fair enough too - such concepts are out of place, since the characters themselves are by no means forces for justice and wholesomeness. Nonetheless, we have set out to show (as indicated in the Dying Earth stories) that demons

and those who traffic with them willingly are such a force of evil as to make even our self-interested adventurers and magicians stand apart as models of virtue. In short, we retain the gray moral overtones of standard Dying Earth gaming, but add in a loose association (rather than an overarching formal organization) of evil foes capable of uniting the disparate loyalties of the characters against them. This, we fondly believe, adds a whole new dimension to Dying Earth gaming.

Secondly, demons themselves are a new class of creature: all being resistant to various spells, some that project auras of fear that undermine the abilities of the characters, some that are partially resistant to ordinary weapons, and all of whom are at least relatively strong and quick. A well-prepared group of characters should be able to deal with three or four Lesser Demons without too much trouble, or with one or two Greater Demons. But, unprepared parties or isolated characters beware - ready death draws near. In a world where weirdness and opportunities for mortality are commonplace, demons by their very nature offer a new kind of opponent to add further zest to your campaign. And, as your characters grow stronger and



The pages of my copy of Thrupp's famous tome of demonic lore were of more use for cleaning our posteriors during the terrible incarceration we suffered in the dungeons of Dactza's iron metropolis. My companion, Hashmair (before we were unfortunately forced to consume him in order to assuage our pending starvation) suggested that we had been sold a forgery. This possibility has to be given some credence. When I regain my health, Fianosther will experience gross unpleasantness
— Malastor of Kaiin



more experienced, simply increase the numbers of demons and witches they encounter directly. CHAPTER ONE, THE DEMONS OF JACK VANCE'S DYING EARTH summarizes the demonic information available in Vance's stories in this milieu.

CHAPTER TWO, DEMONOLOGY discusses the physiology and motivations of demons, describes the foul pollution of the Demonic Taint, lists and describes sample demons and demonic entities from the various types, and presents brand new Dying Earth spells available for witches, witch-finders, and diabolists.

CHAPTER THREE, DEMONS ABROAD IN THE DYING EARTH covers demonic worship practices, how to summon and bind demons, how demons respond (or not) to the main canon of Dying Earth spells, and outlines the Demons of Lumarth and the Kaiin Witch Cult - as examples of two organizations that have brought demons onto this plane.

CHAPTER FOUR, THE DEMON REALMS encompasses capsule descriptions of several realms, how one might find oneself visiting such a place, which regular Dying Earth spells will function in these realms (and which will not), gives a list of entirely new demonic spells to terrify and inconvenience your characters, and provides hints on creating or expanding any demon realm that features in your campaign.

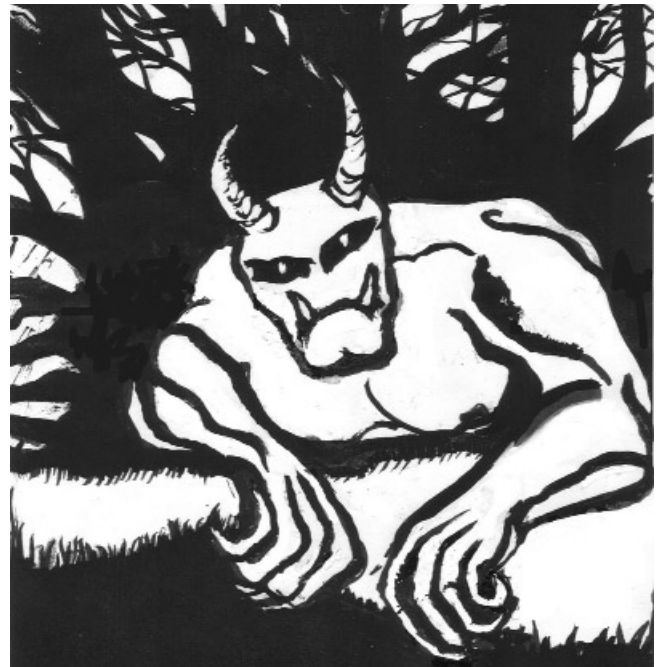
Abbreviations used in this work

ALFW: "Ascolais the Land of the Falling Wall",
Excellent Prismatic Spray Double Iss. 4/5
(Pelgrane Press, 2003)
DDE: Demons of the Dying Earth
(This supplement)
DERPG: Dying Earth RPG Rulebook - Laws, Snead
& Freeman (Pelgrane Press, 2001)
SVG: Scaum Valley Gazetteer - Jim Webster
(Pelgrane Press, 2003)
TDE: Tales of the Dying Earth - Jack Vance
(Millenium, 2000)
TT: Turjan's Tome - Laws, Thomson et al
(Pelgrane Press, 2003)

CHAPTER FIVE, entitled DEMONIC ARTIFACTS presents the demonic versions of artifacts, innately magical substances, talismans, protective devices and the like - some of which may assist demons and their worshippers, and others that can be used against them.

CHAPTER SIX, OTHER RULES AND REVELATIONS illuminates the character types of the Diabolist and the Witch-Chaser, and the GMC types of the Witch (or Warlock) and Necrophage. Furthermore, this section is a home for tweaks applicable to demonic scenarios, a discussion of how regular Dying Earth abilities affect demons, the compulsory list of optional taglines, and notes on sundry other rulings.

CHAPTER SEVEN, RUNNING DEMONIC ADVENTURES presents a discussion on running demonic adventures at the varying levels of DERPG gaming, offers up new Personages (allies and enemies), elaborates on what "assistance" one might expect from the bold and dangerous Green Legion of Valdaran the Just, and last - but not least - provides several detailed scenario seeds incorporating an introduction to a demonic campaign.



The Demons of Jack Vance's Dying Earth

1.1 The Dying Earth

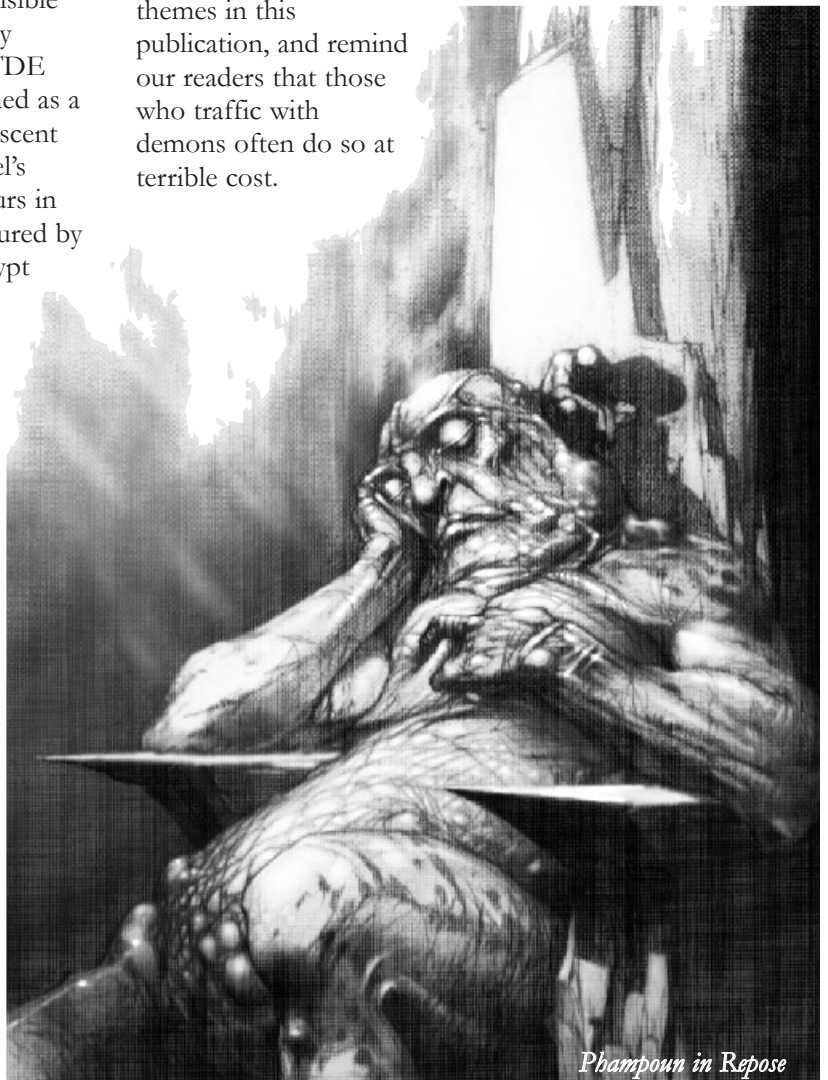
Cugel Level

Cugel directly encounters five demons during his wanderings; this is more than any other major character within the period covered by the stories - discounting Etarr's observations from a distance of multiple demons engaged in the Black Sabbath. Cugel is responsible for the recovery and reactivation of the Amulet of Slaye [TDE p177], which has thirty demons bound to its command - two of which are evoked in Cugel's presence. He was also responsible for raising the avatar of the Demonic Centrality Magnatz from its countless centuries of rest [TDE p204]. (Although Magnatz is not explicitly named as a demonic entity, his description is clearly reminiscent of Blikdak - see below - and Phampoun.) Cugel's most memorable encounter with a demon occurs in Lumarth, when he narrowly avoids being devoured by Phampoun [TDE p518], into whose temple crypt he is sent as a punishment for offending the Coramese Thurists. His most frustrating demonic experience is suffering ignoble transportation from Pergolo to Shanglestone Strand at the hand (or rather talon) of the demonic Agency of Far Dispatch - twice! [TDE pp141/142&p288]

Turjan Level

The first mention of what must surely be a demon is when Turjan aids Pandelume to escape from the after-effects of a summoning gone wrong [TDE pp 11/12]. Later, Etarr and T'sais observe numerous demons at a Black Sabbath [TDE pp 44-50], and Blikdak terrorizes Guyal and Shierl at the Museum of Man [TDE pp 119-130]. In this latter instance, Blikdak is clearly beyond the capacity of Guyal to defeat; only the potent Museum magics of Kerlin the Curator hold this entity at bay. Additionally, there is a case for claiming the Amulet of Slaye to be a Turjan-level magical item (although probably originally created by an arch-magician). As

noted in *Turjan's Tome*, in the original Dying Earth book (written prior to Cugel or Rhialto's escapades) the moral tone of the stories is far more prominent, as is a dark and ominous sense of brooding evil and grim danger. Despite a certain ethical turpitude on behalf of the main characters, the concepts of "right and wrong" exert an influence, and characters that are clearly evil (Mazirian, Javanne, Liane) tend to meet horrific fates. The callous disregard for wholesomeness and morality can have dire consequence, and lines are drawn between who is redeemable and who is not. We are mindful of these themes in this publication, and remind our readers that those who traffic with demons often do so at terrible cost.



Phampoun in Repose



Whilst Turjan-level characters may well be self-interested in the extreme, we continue in this publication, as suggested in Turjan's Tome, to illustrate the acute difference between the merely "unpleasant" and the demonstrably "evil".

Rhialto Level

Though Rhialto and his cronies do not deal with demons in Jack Vance's stories, Blikdak seems to be a Rhialto-level opponent. Likewise, Simbilis the Sixteenth [TDE p145] "pained" a demon named Unda-Hrada, and Simbilis is known to have been a magician of far greater powers than Rhialto. The single specific reference to demons in the stories about Rhialto [TDE pp 583/4] is lacking in detail. It mentions in a general way only that some demons (scientifically classed amongst the "daihak") can be used as conveyors of spell-like effects - although we are also warned that these demons are more fractious than elementals or sandestins. However, "Shrue the Diabolist" is listed as one of the magicians of Ascolais and Almery; therefore civilized study of the ways of demonkind has obviously not been entirely lost.



1.2 The Underworld

As the Curator at the Museum of Man makes clear [TDE p126], the manifold horrors of human evil pooled over time to form a "vast tumor" of corruption - that eventually gave birth to demons. Various more specific theories discuss the original creation of the Demon Realms by ambitious arch-mages, the discovery and molding of alternate realms by evil scientists, or even a war for dimensional domination that corrupted what were once simple creatures - transforming them into demon kind. Few of these explanations concur on many specific details, and most tangentially oppose one another. Even the Magician-Philosophers of the Grand Motholam were able only to put forward treatises of educated supposition - of which Thrupp's Almanac is the most famous.

Thus, whether the Demon Realms were created by arch-magicians or are a manipulated discovery is lost in the whirling speculations that pass as history. All that is now known for certain is that demonic dimensions exist - named variously as levels or aspects of the Underworld, as Subworlds, or simply as the Demon Realms. Their inhabitants are inherently magical, and some may be summoned and controlled for worthwhile effect. Yet the majority of them appear to be not that much stronger than the average human being, leading us to suspect that the creatures of the Underworld in some way reflect the residents of the Dying Earth above. The entities of the Underworld have long ago given up most such notions of order (if indeed they ever adhered to such things in the first place), and in general allow their realms to exist in degenerate despotism. The powerful dominate the weak, and the strong devour the feeble.

The theme of balance is recurrent throughout learned literature on the subject, but again theories are often mutually contradictory. Time and again the "Law of Equipoise" is evoked as if it were an explanation all to its own as to why "as above so below". Even this "explanation" is muddled when one reads that as well as an Underworld there is also an "Overworld", and that the Dying Earth is apparently located between the two.

1.3 The Overworld

The Overworld too has elicited various speculations throughout the ages as to its nature. Some say that it is a collection of divine realms (such as Bloplar, Jamjain and the other purple sub-heavens), and that it reflects the goodness that resides within the human soul (in the same ways as the Underworld reflects its baseness). In the past, certain Overworld champions (such as the multi-nodal entity Sadlark) have come to Earth to try and thwart the plans of their Underworld rivals, though arch-magicians may have called these champions hence.

In the Dying Earth stories, only Sadlark is described [TDE pp 300/1 + 571-574], and it is portrayed as being just as self-important and aggressive as any sandestin or demon (though perhaps less bestial than the latter). Thus, we know little of substance about the Overworld. Even Iucounu's claim that Overworld beings consider internal organs "unnecessary" and "vulgar" [TDE p572] may simply refer to those over-dimensions that he personally has explored. (This cannot be taken as an ultimate truth, especially as Iucounu spread his researches thinly across many dimensions with little regard for the widely accepted methods of cataloguing.) It seems



"The choice, if it lies between a sortie into the demon-world of La-Er and the spell of Forlorn Encystment, is moot. Frankly I am at a loss for a decision."

... Cugel resists the offer of an involuntary vacation

that the only certain commonality between Underworld and Overworld is that whatever they used to be, they have over the endless aeons degenerated in the same way that the Earth itself has lost the luster of its previous high achievements of civilization and the arts.

Judging by Jack Vance's overarching narrative tone in the Dying Earth stories, a visit to one of the overworlds would continue to include pomposity, decadence, archaic customs and exotic vistas. (Even if by and large such places are more wholesome than the subworlds.) The various inhabitants might view themselves as noble and magnificent, yet their rulers might continue to act with ruthless and insensitive regard for individual dignity and advancement. All would no doubt be locked into ancient (and no longer appropriate) bizarre behavioral patterns.

Finally, it is worth briefly elaborating on the common misconceptions related to identifying Underworld and Overworld beings. Many purportedly learned tomes repeatedly confuse the two realms. For instance the incompletely entitled, D'munoth's Compendium of Denizens of the Subworlds [SVG p41] covers minor demons and sandestins with equal imprecision; an approach that has led to more than a few gruesome fatalities. Unfortunately, pedantic precision is now so lax that non-specialists in the study of other realms freely misassociate the origins of interstitial beings.

For instance, the demon Mishka [SVG p80] is mistakenly described as returning to the Overworld, when in fact it would be considered far too indecorous to be allowed entry to these realms - for Mishka is a subworld being. In a similar fashion, the sandestin Krovitz [SVG p135] is mistakenly called a "demon" - despite his clearly mentioned origin in the Overworld. Likewise, Bauntberd [SVG pp82/83] is also called a "demon", although in this case the problem is most likely a mistranslation of the word "daihak", which pertains to any potent being of another dimension¹ [TDE p583/584].

1 All such confusions result from the efforts of lesser pedants to classify and comprehend inter-dimensional variances that are utterly beyond their grasp. We prefer to heed those structures put in place by classical scholars of the likes of Thrupp.

Chapter 2

Demonology

2.1 The Demonic Taint

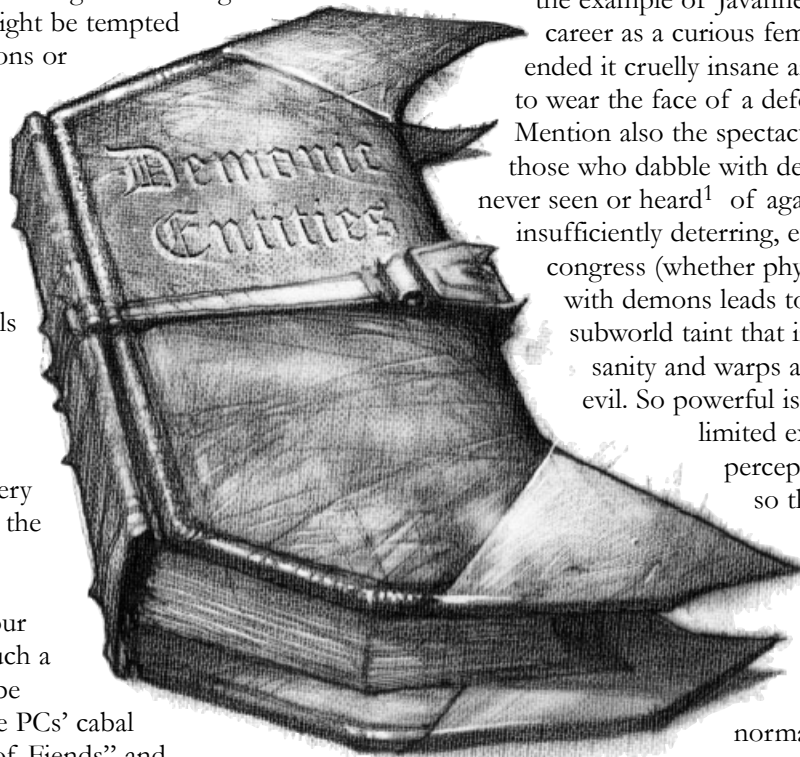
In the basic rulebook [DERPG pp142/143], the Rule of Underlying Justice is discussed at length. Because of the typical willfulness of Turjan-level adventurers, we suggest that the Sympathy Points Table [DERPG p143] is insufficient as a ruling to discourage those characters that might be tempted to commune with demons or use demonic magic.

In this book we encourage the situation where characters see any willing association with demons (beyond the well-known simple spells and the profession of Diabolism that some respected - or at least feared - powerful magicians hold) as a “very bad thing”. This allows the creation of a vast and mysterious “otherness” against which to test your characters. Note that such a state of affairs cannot be achieved if amongst the PCs’ cabal are “Harcazar: Master of Fiends” and “Kalathak: Demon Rider”! Resist the impulse to allow demonology to become readily accessible to magician characters, and you will find an entire new dimension of shadowy enemies and unfathomable evil to pit your characters against. Give in, and the resultant graying of boundaries between good and evil substantially detracts from this rich environment of contrasts - making foes and dangers far less potent.

During the game, ambitious characters may need more of an incentive to regard interaction with demons and their followers as something unwholesome than mere concern for “natural consequences”. After all, the final days of the Dying Earth are a time where many people choose to sacrifice an uncertain future for the promise of immediate benefits, and notable degrees of

ruthlessness may be evident amongst your adventurers.

At the first sign that one of your players is considering that it might be “a fun thing” if their magician character learns the specialty of Demonism or similar, you must act at once. Alert the players to the example of Javanne, who began her career as a curious female magician and ended it cruelly insane and cursed forever to wear the face of a deformed demon. Mention also the spectacular failure rate of those who dabble with demonology and are never seen or heard¹ of again. If this is insufficiently deterring, explain further that congress (whether physical or otherwise) with demons leads to a tangible subworld taint that inevitably erodes sanity and warps ambition towards evil. So powerful is this taint that even limited exposure twists one’s perceptions of the world so that one can no longer stand the company of untainted folk, and one quickly departs from any semblance of normal society.



All witches and warlocks are considered to have a Demonic Taint rating in the 10's or 100's. Even the minor followers will have a rating of 1 for every ceremony they have attended.

And What of Sympathy?

It must be stressed that acts of murder (even those that have apparent justification) will never accrue positive Sympathy points. If a demon that is slain as described in the table below is helpless (unless this is the immediate result of a contest in which it fought against the characters) when killed, no Sympathy points are gained. Similarly, no Sympathy points are gained for slaying a witch or witch-cult member,

1 Save occasionally for a final distant agonized shriek

The Uncompromising Ruling of Demonic Liability

Unless forced to do so in immediate peril of their life, or in some rare situation where they act out of dire necessity only in order to benefit the greater good, a magician gains 1 point of Demonic Taint for any of the following actions:

- Casting a spell from the demonic list (4.4);
- Willingly participating in a demon-summoning ceremony that succeeds (unless you were actively attempting to sabotage it);
- Commanding/persuading a demon to do somebody harm (except turning a demon against its summoner or other demon worshippers);
- Engaging willingly in physical congress with a demon;
- Similar activities at the GM's discretion.

Thereafter, each time a character with a Taint rating again engages in any activities from this list, the GM rolls a single die. If the result is lower than the Taint rating, at the first convenient opportunity the GM declares that this character has "turned to evil" and removes them from play. Thus, a character may gain a single point without undue concern; however, repeated demonic actions will inevitably result in their removal from play. This ruling allows for exceptional intentional demonic interaction for personal gain, whilst making clear the terrible potential cost to one's soul.

NOTE 1: On occasions where players claim that such an action was unavoidable, but the GM suspects chicanery or is otherwise uncertain, awarding of a half-point is considered acceptable.

NOTE 2: GMs may allow negation of Taint points via acts of unusual wholesomeness or selflessness - as per the rule of Underlying Justice [DERPG p142].

NOTE 3: Magician characters will only know of the Taint through rumor, and one is best served to visit a sage in order to have its intricacies explained.

NOTE 4: Once a person has their first point of Taint, they become automatically aware at the moment they are about to undertake any action that will result in their gaining a further point. (The GM describes this as a feeling of crawling loathsomeness, accompanied by barely-conscious awareness of distant gleeful demonic howlings - and faint visions of cavorting devilish figures in the mind's eye.)

unless doing so directly prevents the summoning of a demon or some equally abhorrent occurrence like ritual sacrifice of an innocent. However, if one is significantly involved in the presenting of a witch (plus genuine proof of her foul allegiances) to the appropriate authorities (for instance the Headquarters of the Green Legion or Prince Kandive's Office of Vigils) one Sympathy point is gained. GMs should be flexible - for instance if seven characters and assorted hired bullies ambush a minor witch on her way to a summoning ceremony, and end her existence, nobody accrues positive Sympathy points - even if she had attacked them with potentially deadly spells on some previous occasion¹. Likewise, casual slaying of minor unintelligent demonic entities by simple spells or force of arms also attracts no points.

Sympathy Points Table

Action	Change
Assisting significantly in slaying a Lesser Demon	+1
Assisting significantly in slaying a Greater Demon	+2
Solely (or almost so) slaying a Lesser Demon	+2
Solely (or almost so) slaying a Greater Demon	+3
Pivotal involvement in dispelling a Lesser Demon	+1
Significant assistance in dispelling a Greater Demon	+1
Pivotal involvement in dispelling a Greater Demon	+2
Slaying a witch in circumstances that directly prevent a demon-summoning	+2
Slaying a witch-cult member in these same circumstances	+1

2.2 Thrupp's Almanac of Demonic Entities

Thrupp the Compiler was a magician of the Grand Motholam, a specialist in demonic taxonomy. Whilst still newly accepted as an arch-magician he had the fortune to stumble upon some ancient texts discussing the origins and nature of demons and half-men. Thrupp used these as a basis for his own research, and throughout his long life painstakingly collected and collated as much current and historical data on demonic entities and their realms as he could. At a ripe old age he produced his famous Almanac.

¹ Should this witch turn out to be armed with terrible demonic magics, and put up a terrific fight, GMs might vary this ruling - especially if her general intent included the slaughter of innocents.



This tome was so well received that numerous copies were produced, and many of these still exist today.

Thrupp's classification index is often a source of puzzlement to new magicians; for instance Unda-Hrada from La-Er is listed as "16-04 Green". Thrupp identified an astonishing one hundred and twenty-one subworlds with certainty, and claimed to have evidence of even more. In his classification of demons, his first numerical refers to the Realm. (Thus 16 = La-Er, 44 = Jeldred, etc.). Some less precise indexes portray these figures in reverse, which makes accurate classification even more taxing.

Secondly, Thrupp ranked demonic beings into rough species classifications. Since he began with "1" and simply moved on, there is no sensible progression in this system. Similar species may be many numbers apart, although within his Almanac itself are extensive cross-reference notes. It is surprising how many demonic forms seem to be classifiable into very similar species - even between beings that live in entirely different subworlds.

Lastly, Thrupp ranked demons and their kind according to power sorting (Demonic Centralities, Greater Demons, Lesser Demons, and Demonic Entities). To do this he used a color-code classification that has been the focus of much debate as to its precise significance. Not wishing to dispel the aura of mystique that quickly emerged around this system, Thrupp could not bring himself to reveal that this color-coding referred to the differing hues of the storage cabinets he used for housing his copious notes.

GREEN: Demonic Centrality (e.g. Blikdak, Unda-Hrada, Magnatz)

BLUE: Greater Demon (e.g. Phampoun, Vanille)

YELLOW: Common Demons (inc. deodands, erbs etc)

RED: Demonic Entities (e.g. imps, scions & accessors)

Note: It is worth mentioning that the overall accuracy of the Almanac is entirely dependent on the whim of the GM. It seems certain that Thrupp's assignment of demons into Greater, Lesser and other categories is to some extent arbitrary, as demons can vary widely within these classifications. Also, demons vary further in terms of intelligence, even sometimes within the same classification. (Those listed later without statistics for Persuade and Rebuff have insufficient intelligence to communicate verbally.)

2.3 Demonic Physiology

Many demons are basically anthropoid, often dreadful caricatures of human beings rather than anything like real people. Many have four limbs (two arms and two legs), plus one head and (rather repulsively) functioning sets of genitalia. The greatest difference from a human being (other than the loathsome skin tones and deformities of size) is most often the face and head, which may frequently be bestial or otherwise malformed.

Though demons appear to be creatures of biological form and function, such is not the case. One cannot for instance examine a slain demon in order to categorize and label its organs - for it has none. Demons are created from skeins of force wrapped around a central crystalline node. What appears to be flesh is no more than the outer surface of the unwholesome substance that is woven into pseudo-organs between the invisible lines of force.

When a demon is slain on the surface of the Dying Earth its form quickly dissolves, often sparking or bubbling unpleasantly as it does so. Providing the central node is intact, its essence retreats to be reabsorbed by the Demonic Centrality of its realm. This process takes some minutes, after which the node in any case crumbles to dust; and eventually a new node is sprouted and it is "reborn" in that subworld. If the central node is somehow abruptly destroyed (a feat requiring immense strength or powerful magic), the demon's individual existence is extinguished. When a demon is slain in its subworld of origin, its body decomposes more gradually (providing its former comrades do not devour it) - gradually rotting and liquefying.

Demons feed in a way that appears to be normal, but they actually digest the life-force of their food, rather than the substance of its flesh. Demons indiscriminately devour humans, animals, and their own kind. They gain more sustenance from their own kind but seem to have a taste for "man flesh" when it is available. This applies mostly to Greater Demons, as Lesser Demons have usually become used to a less exotic diet, and most are unlikely to have the opportunity to develop a taste for human beings.

Demonic reproduction is a singularly unpleasant topic for scholarly conjecture. Normally demons engage in congress with their own, and produce offspring that resemble one or both parents. They do

Demons and Sunlight

Most demons are sensitive to the rays of the surface world's sun. This does not mean that their own realms are shrouded in darkness, as most Demon Realms have their own gloomy or otherwise unusual illumination. However, even the fading sun of the Dying Earth is at best irritating to the skin of all true demons, and it causes great pain or even physical burning to many of them. Some demons are so sensitive to the sun that it sears their eyes and drives them insane after only a few moments of exposure. Since half-men are widely believed to have a strong demonic taint, this explains why these creatures prefer to hunt and stalk at night rather than during the daylight hours.

Should you wish to incorporate this demonic disadvantage into your game, we suggest the following table of penalties to be applied when demons roll abilities that require sight, concentration or determination:

Entity	Sunlight	
	Bright	Dim
LESSER DEMON	-1	—
GREATER DEMON	-2	-1

NB: Since in the Dying Earth stories some half-men seem to shun sunlight, GMs may like to consider that creatures like deodands and ghouls suffer the same disadvantage as lesser demons, and that only their desperate hunger propels them into the open in full daylight.

The Innate Magic Resistance of Demons.

Being from magical realms, demons are innately magical - whether or not they are able to learn and cast spells of any kind. The way they respond to metaphysics (that is to say magic) is quite different to how humans interact with such laws. Rather than delving into complex new rules mechanisms to deal with this, those demons with no active Magic rating have simply been given a passive "resistance only" rating. (Those with the "Innate" style have natural magic but no spells.)

not usually give birth in any standard fashion; more often they bud smaller versions of themselves or lay repulsive eggs that quickly grow and hatch. Demonic reproduction is not normally possible within the natural environment of the Dying Earth.

In distant aeons past, certain insalubrious arch-magicians discovered how to incorporate demonic essence into their vat-creations. This is believed to have resulted in the creation of various servitor races that evolved beyond their creators' control, and now populate the world as deodands, gids, erbs, pelgrane and the like - a dire warning on the perils of meddling with the forces of nature.

As reflected in the sample demons, these entities are tough. Lesser Demons are roughly of the same level of danger as many half-men, although it is reasonably common for Lesser Demons to have some kind of innate magical ability - whereas most half-men do not. Even the weakest of the Greater Demons is as powerful as a very tough deodand, and again they have innate magical abilities - at the very least a partial resistance to damage from non-magical weapons. To be on the safe side, it is far better to employ magical means for dealing with demons of any kind.¹

Various technical and magical means also exist to destroy demons. For instance, as the Curator at the Museum of Man says: "an ancient principle specifies that in order to destroy a substance, the nature of the substance must be determined. ... We must discover his elemental nature." Blikdak was constructed from an interconnected skein of force, and fortunately the Museum of Man housed an immense magical weaving machine, onto which Blikdak's essence was wound until he was no more. Other demons might not be created in such an orderly fashion - thus requiring alternate means to arrange their demise. Similarly, Blikdak was unused to effective opposition and was wedged into an aperture between his realm and the Museum of Man, contentedly assuming his invulnerability. Other major demonic entities (Magnatz for instance) would be unlikely to sit idly by whilst their very essence was taken from them spindle by spindle.

Members of the Green Legion of Valdaran the Just carry tubes that spray fans of galling light. Should this light contact a demon they topple to earth and explode in black dust. Valdaran might share the secrets of these tubes with like-minded persons.

¹ We applaud the authors' kind advice but would add our own. To be on the safe side, it is far better to employ someone else to deal with demons of any kind.



The Substance of Evil

Demons are expressions of pure evil, although some are less impelled to evil than others - and a very few might appear relatively wholesome. Every creature and every plant from a demon realm is composed at its core from the essence of evil, but only the demons themselves are by their nature absolutely tied to this. The various other flora and fauna of a subworld are tainted by evil, and spring from the evil substance of the subworlds, but are not compelled to act abhorrently in every instance. In short, not every subworld plant is highly toxic, and not every mindless subworld creature will attack humans or other creatures for no reason. Whilst the essence of the subworlds has polluted the Dying Earth, so has the energy of the Dying Earth affected the subworlds - and boundaries have begun to blur. Some amongst the Lesser Demons (though few of those mentioned in this supplement) are even capable of emotions resembling pity and altruism. With demonic animals, characters may not at first be able to tell a simple beast of the subworlds from an animal-like demon, save through its actions. The former is more likely to be following something resembling natural instincts (albeit in highly unusual surroundings) - and have no particular dislike of human beings; the latter will seem somehow abhorrent and probably be engaged in acts of unwholesomeness.

2.4 Demonic Centralities

The term “Demonic Centrality” is a nominalization of a type of entity that is little understood. Though such beings can have physical form, these are often subject to easy mutability, and though they appear to have personality, they are somehow tied to the very existence of the realms that they inhabit. Some say that each Demonic Centrality is a corrupted evolution of a former arch-mage that once ruled a dimensional kingdom¹. Others disclaim such notions and explain that the Demonic Centralities are the intelligent expressions of the original nodes of putrescent evil around which each Demon Realm formed.

This was Thrupp’s least successfully deliberated category, and fortunately the type of demon that explorers are least likely to meet. For some reason, even when adventurers are crossing a Demon Realm, the Centralities rarely make themselves manifest. It is possible that over time they have lost intelligence and

Demons Resisting Non-Magical Damage

STANDARD RULING: Greater Demons appear at first to look not so much tougher than their “lesser” cousins. However, one thing that Thrupp was correct in identifying is that many demons are partially resistant to damage from non-magical sources. When struck by non-magical weapons, Greater Demons make their Health check rolls at a bonus of 1. This makes them significantly harder to damage with old-fashioned pluck and steel.

OPTIONAL ADVANCED RULING: We pondered for a time whether all demons on the surface of the Dying Earth are invulnerable to non-magical weapons. However, it was quickly decided that this would make any demon way too potent for Cugel-level characters (and possibly even for those of Turjan-level unless enchanted weapons are commonplace). Consider this option at these levels only if you think it will add to the quality of your campaign without making demons too powerful to ever be overcome. However, at Rhialto-level since a sandestin can simply restrain a demon or render it unconscious it would be extremely easy for an arch-magician (or more likely their burly retainer) to cut off its head - or otherwise terminate it - whilst it was so inconvenienced. Thus at Rhialto-level we suggest that most demons can only be damaged by magic, and that regular weapons simply bounce from their magical hides. This creates the situation where a spell or enchanted weapon must be used to dispose of the demon, and such an attack that is not immediately fatal is likely to break the sandestin’s magical restraint - allowing the demon to respond. This situation presents a much higher entertainment value, we are sure you will agree.

motivation, in the same way that the folk of the Dying Earth have found their grand civilizations slipping into memory. Perhaps nowadays the Demonic Centralities are more abstract than actual, and yet as was seen with Blikdak, their destruction can mean the cessation of the entire realm.

It is a sign of how closely Demonic Centralities are tied to the magical substance of their realms that Guyal was able to break one of Blikdak’s tongue tendrils simply with brute strength - albeit a feat that

¹ Some scholars will say any damned thing to get into print!

required tremendous effort. The only certain weakness known amongst the Demonic Centralities is that if they extend themselves from their realms whilst in their true forms they become more vulnerable. (Not that this is “vulnerable” as a regular magician might understand it, but it is certainly a state of comparative weakness that might prove crucial in any encounter between a Demonic Centrality and a powerful arch-magician or a conclave of worthy lesser mages.) Hence, these beings prefer to manufacture avatars or scions and send these abroad instead.

No Game Statistics are given for the

Demonic Centralities, who are major entities that must be designed with your actual campaign adventurers in mind. Any arbitrarily designed Demonic Centrality could simply devour an entire party of such hopefuls without breaking stride - and still be feeling somewhat peckish. As with Blikdak, GMs may find themselves designing only a part of this type of entity: Blikdak's Head, or Magnatz's Stomping Foot etc. Even so, Magnatz's foot might simply apply a single die for how many humans were squashed to a pulp by it each round.

Blikdak [44-09 GREEN]

The grotesque visage was the disparity and dissonance a lunatic might have created.

Ugly and vile was the face, of a gut-wrenching silly obscenity

Blikdak's known physical form was that of a horrendous anthropoid. It was so huge that its repulsive sloping face alone was taller than a man. This visage was horrible, with dull eyes half hidden within slanting folds of greenish tissue, its nose a fetid lump, and its mouth a gross pulpy slash. Its head rested upon a thick bull-neck that was wreathed with slimy purple wattles.

Blikdak's innate magical powers include the ability to sprout motile mucosal tendrils from its great gray tongue - tendrils that could mutate into any convenient shape, including grasping hands, and other

less wholesome members. It used these to inflict gross perversions upon the unfortunate couples sent as sacrifice from Saponce to the Museum of Man.

Blikdak was also able to extrude a ghost - “a tall thing in a white robe; a thing with a drawn face and eyes like holes in a skull. Whimpering and mewing in distaste for the light...”

In the end, this ghost caused Blikdak's downfall, as one was trapped within a prison of light, attached to a magical bobbin, and wound up onto spindles.

Because a magical filament remained attached to Blikdak itself, eventually sixty massive

bobbins wound up the entire essence of the

Demonic Centrality, so destroying him. It is important to note that within its subworld, Blikdak's powers were undoubtedly far more impressive.

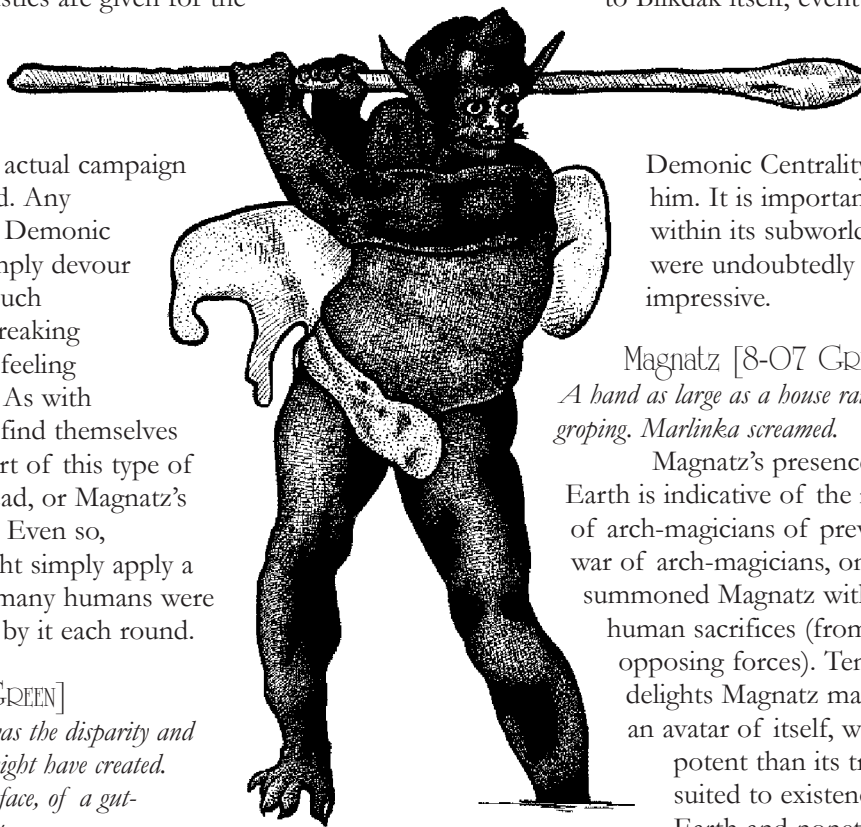
Magnatz [8-07 GREEN]

A hand as large as a house raised from the water, groping. Marlinka screamed.

Magnatz's presence on the Dying Earth is indicative of the massive potency of arch-magicians of previous aeons. In a war of arch-magicians, one of the rivals summoned Magnatz with offers of many human sacrifices (from the ranks of the opposing forces). Tempted by such delights Magnatz manifested through an avatar of itself, which though less potent than its true self was more suited to existence in the Dying Earth and nonetheless massive

compared to regular beings in its new environment. This being was the equivalent of an “ultimate weapon” and the summoning was an action designed to finish the war once and for all. In the end, that is what occurred. Various opposing factions united against the magician who summoned Magnatz, utterly obliterating him (although not before Magnatz had destroyed several of their armies).

Once the summoner was destroyed, it was expected that Magnatz's avatar would return to its creator, but this did not occur. Instead, Magnatz decided the taste of human flesh was far too





wonderful to ignore, and took to roaming the mountain range that to this day bears its name. It even tore a vast palace for itself from a mountainside next to a lake, where it rested for weeks or months in between feeding frenzies.

Eventually, one of the most powerful mages of the day - a certain Vull-Falris - bound Magnatz into the lake and erected a series of enchantments to hold it in a state of unnatural slumber. Unfortunately, these enchantments depended upon Vull-Falris' eternal watchfulness from the top of a stone spire. After several decades, one of Vull-Falris' followers introduced a ruse into Magnatz's dreams, convincing the demon that any person standing watch upon the spire was actually Vull-Falris. At last the master sorcerer was able to descend, and resume his normal life. Before departing the area he had the village of Vull built, and left careful instructions as to the role of the town's Watchman.

In appearance, Magnatz's avatar is a typical demonic anthropoid, but is vast - even one of its hands is as large as a village hut. Whilst it is present on the surface of the Dying Earth its innate powers are mostly dormant. Its special ability is that it is highly magically resistant, although this means that it cannot utilize any demonic magical effects in the surface world. Magnatz's immense size and unusual resilience to magic make it a daunting opponent. After Cugel frees it from its watery prison, Magnatz's rampage across the regions adjacent to the Mountains is suitable scope for a Turjan- or Rhialto-level scenario of marked difficulty.

Orsadrán [26-21 GREEN]

This Demonic Centrality rules only a small realm, but it is nonetheless a fearsome adversary and dangerous contact. Typically, it allows its avatar to be summoned by unscrupulous and dangerously over-ambitious magicians, and demands sentient sacrifice in return. Then it will use its knowledge of the earth's history to locate ancient treasures - and sometimes even to transport its summoner to their locations. Like Magnatz, Orsadrán's avatar is humanoid in general form, though much less grand in bulk, standing only three times the height of a man. Its skin is adorned with sparkling green-silver scales, and its head is peculiarly reminiscent of some kind of aquatic equine. Diabolically cunning, once summoned Orsadrán typically appeals to a magician's greed, desire for

revenge, and feelings of superiority in relation to his colleagues. This leads to increasing acts of violence and other unpleasantness, which Orsadrán is happy to assist with (for a price) - allowing the magician to assume that such things were his own ideas. Interactions with this Demonic Centrality's avatar inevitably lead to the unfortunate summoner becoming drawn into a web of demon-worship and spiritual corruption.

Unda-Hrada [16-04 GREEN]

Unda-Hrada was known in appearance to resemble a vast blob of protoplasm, weaving with myriad eyestalks and other obscene appendages. During the Cutz Wars of the Eighteenth Aeon, Unda-Hrada pushed four hundred and fourteen tendrils out onto the surface of the Earth, each tipped with a magical cusp. Unda-Hrada had been summoned to aid one side of the battle, but was attacked swiftly by Simbilis the Sixteenth, and was so badly injured that it at once retreated to its realm and has never again tried to make its presence felt in the Dying Earth.

2.5 Greater Demons

Their prevalence in the Dying Earth stories (Vanille and its slayer and Phampoun and the other Lumarth demons) reflects the fact that arch-magicians chose to summon and bind the larger and more impressive demons - rather than the more run of the mill members of demonkind. In any Demon Realm the Greater Demons are the minority; with the intelligent Greater Demons being the elite, and the unintelligent members of this group serving as their protectors and enforcers. Indeed some smaller realms hold only a handful of such powerful entities - although larger realms may be home to more significant numbers. A GM may feel free to invent Greater Demons of any form to swell the ranks of these unpleasant specimens. (We remind GMs at this point of the increased resilience of Greater Demons to non-magical damage, as discussed earlier in this work.)

Axawafjub [50-61 BLUE]

Looking like a distorted humanoid bird of prey, Axawafjub is in fact one of the more approachable Greater Demons¹. It recalls the days when trading caravans brought slaves from the surface world, and eager merchants arranged lavish spectacles in its

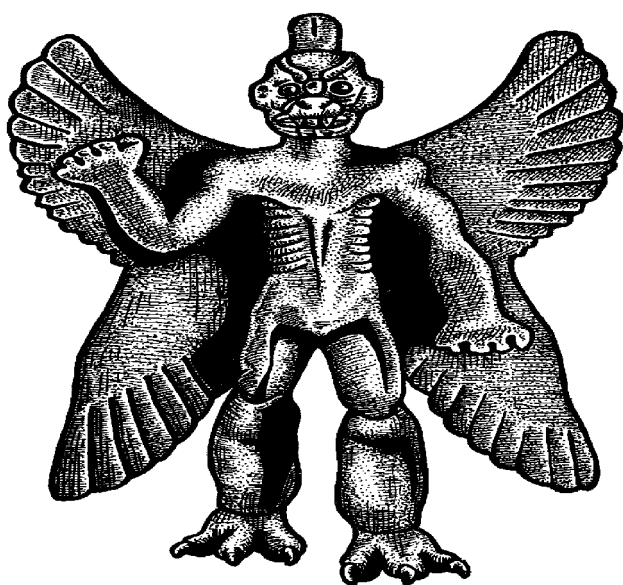
¹ An approachable Greater Demon is not necessarily a good thing.

honor. When combat is unavoidable it uses a large whip that is enchanted to never break.

GAME STATISTICS

Persuade (Eloquent) ~+4, Rebuff (Penetrating) ~+2, Attack (Caution) ~+6, Defense (Dodge) ~+4, Magic (Demonic) ~+7, Health ~+6, Athletics ~+6, Perception ~+3, Wherewithal ~+7.

SPELLS: Chaard's Erosive Cone, Herglup's Turbulent Wormyds, Polgrak's Grey Bulwark, Tazan's Looming Restriction, The Deadly Distension.



The Value of ~

When calculating the ability ratings of demons, as in the standard DERPG rules the symbol “~” indicates the average ability amongst the group of player-created characters. It is important to clarify that these averages are those from the initial scores generated, and not from the scores as they stand some time into the campaign when the demon in question is first encountered (after the characters' ability ratings have risen). Thus, the GM will ideally note these averages at the start of the campaign - neatly here in the book - to avoid confusion as the campaign advances. NB: Unlike the suggestion for half-men, and other more standard monsters, in Turjan's Tome, the value of ~ is not capped at 8 for demons.

Corbrimak [7-66 BLUE]

Corbrimak resembles a humanoid fish, with gills, great bulging eyes (on the sides of its head), and tattered webbing between its arms and behind its knees. It is fiendishly intelligent and loathes human beings. It fights with a barbed trident. If summoned it will use its innate abilities to assist the summoner, and always demands nubile young human adults as its payment for services rendered.

GAME STATISTICS

Persuade (Intimidating) ~+2, Rebuff (Contrary) ~+3, Attack (Cunning) ~+7, Defense (Dodge) ~+6, Magic (innate) ~+7, Health ~+7, Athletics ~+4, Perception ~, Wherewithal ~+8.

INNATE MAGIC: Can pour a great gout of water from its mouth once per day, rushing out with the force of a mountain stream (costing 2 from its Magic pool) and requiring those in its path to resist Athletics 14 or be pushed along the ground. It can also make itself invisible when immersed in any liquid that is mostly water (also costing 2 from its Magic pool).

D'Treff [14-29 BLUE]

D'Treff is vaguely humanoid, but has several thick arms like a spider's radiating out from its upper chest. It is covered in dark blue-black short fur, and has compound eyes.

GAME STATISTICS

Attack (Cunning) ~+9, Defense (Sure-Footedness) ~+8, Magic (innate) ~+6, Health ~+5, Athletics ~+5, Perception ~+1, Wherewithal ~+7.

INNATE MAGIC: D'Treff can project webbing from the ends of its arms, wrapping its prey in a matter of moments. (This acts like a net attack at a bonus of 1 to its Attack roll, and each use costs 2 from its Magic pool.) It can also run up walls and along ceilings (costing 1 point from its Magic pool per feat).

G'mak [33-27 BLUE]

It is larger than a human, with the body of a giant snake and the upper torso of a savage serpent-man, and it revels in slaughter. It fights with a thick spear, topped with a long-curving blade, and despite some level of intelligence has never been known to engage in meaningful conversation (though it will of course reluctantly obey the binding commands of its summoner).



GAME STATISTICS

Attack (Strength) ~+11, Defense (Parry) ~+8, Magic (innate) ~+6, Health ~+8, Athletics ~+3, Concealment ~+2, Perception ~+2, Wherewithal ~+6.

INNATE MAGIC: G'mak, despite its size, has the unnatural ability to blend into its surroundings when motionless; Perception rolls against this are at a penalty of 2 - except at very close range when the penalty is only 1. (Each use costs only 1 point from its Magic pool per feat.)

Moskolotril [33-41 BLUE]

This demon has two heads sprouting from its neck, and an extra arm emerging from its chest. Other than that it looks like a classical demonic humanoid, standing tall and muscular. Its intelligence lacks the edge of some of the other sentient Greater Demons. Moskolotril fights with three long clubs that are inlaid with chunks of jagged black stone and designed to cause grievous wounds.

GAME STATISTICS

Persuade (Obfuscatory) ~, Rebuff (Obtuse) ~+2, Attack (Cunning) ~+11, Defense (Dodge) ~+8, Magic (innate) ~+7, Health ~+8, Athletics ~+4, Perception ~+3, Wherewithal ~+5.

INNATE MAGIC: It resists Dying Earth magic with a bonus of 1 on its rolls.

Vanille [103-20 BLUE]

Vanille (whom Cugel encountered in the land of Cil) was typical of the type of summoned demon required for acts of physical violence. It was more than half as tall again as a tall man, and so broadly muscled as to give the appearance of being hunched low to the ground. It was of an eerie green coloring, with bright scarlet eyes, and great splayed feet. On death it

decayed quickly into a sparking green slime. Vanille is a battering ram of a demon, and has no inherent magic and virtually no sign of meaningful intelligence.

GAME STATISTICS

Attack (Strength) ~+13, Defense (Dodge) ~+10, Magic (resistance only) ~+6, Health ~+10, Athletics ~+4, Perception ~+2, Wherewithal ~+6.

Wenshrab [14-11 BLUE]

Wenshrab is only human-sized, but it is extremely intelligent. It is hairless and green-skinned, with teeth like a razor-fish and eyes like a startled hoon.

GAME STATISTICS

Persuade (Glib) ~+5, Rebuff (Lawyerly) ~+7, Attack (Finesse) ~+8, Defense (Misdirection) ~+8, Magic (Demonic) ~+8, Health ~+6, Athletics ~+5, Perception ~+6,

Wherewithal ~+4.

SPELLS: The Dark Simulacrum, Felgin's

Subservient, Lepalwat's Offensive Wingspan, The Scream of Dissolution, Xanxang's Revelation of Mindlessness

Xankalastro [33-39 Blue]

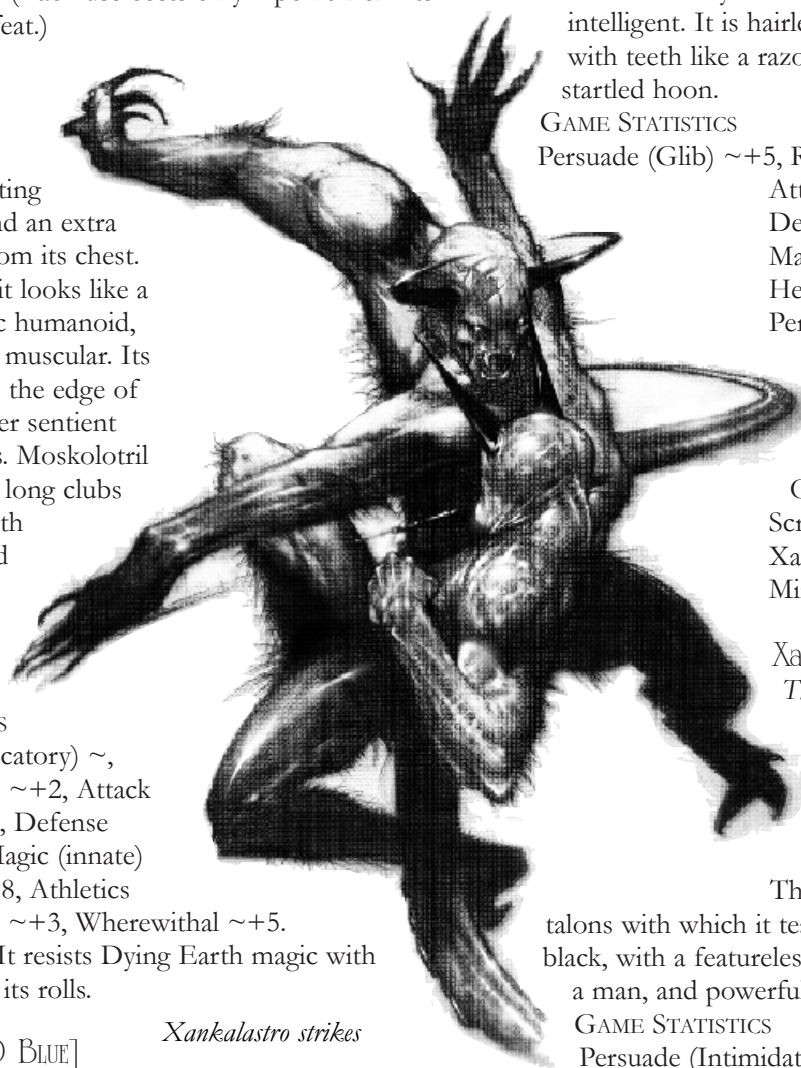
There was a great fluttering, and an enormous black shape stood at the back of the hall. "Who torments me?" it moaned. "Who will give me surcease?"

This demon has great curved talons with which it tears into its prey. It is black, with a featureless visage, much taller than a man, and powerfully muscled.

GAME STATISTICS

Persuade (Intimidating) ~+6, Rebuff (Lawyerly) ~, Attack (Strength) ~+14, Defense (Parry) ~+12, Magic (innate) ~+6, Health ~+11, Athletics ~+4, Perception ~+3, Wherewithal ~+6.

INNATE MAGIC: Edan's Thaumaturgic Poulitice (and other regular DERPG spells) cannot heal wounds from Xankalastro's claws.



Xankalastro strikes

2.6 Lesser Demons

The Lesser Demons are the ones most often summoned to black gatherings. Roughly the same size as a human being, and often anthropoid, they are not so daunting as the more powerful and larger Greater Demons. A vast array of lesser demonic types exists; some intelligent and (comparatively) sociable, others bestial and unable to keep up even a pretence of consideration for warm-blooded creatures. The Lesser Demons are by far the most common type of demon but that does not mean they are the most commonly summoned for the purposes of binding into spells. The old spells mostly call upon Greater Demons.

Dassara [7-82 YELLOW]

The Dassara resemble humanoid goats, somewhat like the classical concept of lesser devils. These are definitely a demonic sub-species, as they have been encountered in groups. Experienced at imitating human speech and mannerisms, more than once these evil entities have posed as traveling monks in order to pursue foul errands across the Dying Earth. They fight with whatever weapons are at hand, often rapiers. Some leader types also learn demonic spells.

GAME STATISTICS

Persuade (Charming) ~+4, Rebuff (Penetrating) ~+4, Attack (Speed) ~+4, Defense (Parry) ~+3, Magic (innate) ~+2, Health ~+6, Athletics ~+2, Perception ~+4, Wherewithal ~+1.

INNATE MAGIC: Each Dassara may – by spending 3 points from its Magic pool – form the illusion of appearing human. This lasts for several hours and normally can only be challenged by someone with good reason to suspect that they are not what they seem. In this case the challenger pits their Perception or Magic rating against the Dassara. (Or simply lets fly with Calactus' Instant Dispulsion – note that the Liberation of Warp is not effective against this enchantment.) Anyone whose Perception wallops the Dassara's Magic rating gets one free roll for every 15 minutes in their company, and on a Prosaic or Illustrious Success notices their true form wavering slightly beneath the illusion.

SPELLS: Some leader Dassara learn demonic spells. They typically have a Magic rating of ~+5.

Famhonx [33-54 YELLOW]

With its great bulging cheeks and prominent incisors, the Famhonx look vaguely like some kind of hideous humanoid rodent. They are not furred, but have shiny green skin. As well as their teeth they use sharp claws in combat.

GAME STATISTICS

Persuade (Intimidating) ~, Rebuff (Obtuse) ~+2, Attack (Cunning) ~+6, Defense (Dodge) ~+3, Magic (innate) ~, Health ~+3, Athletics ~, Perception ~-1, Wherewithal ~+1.

INNATE MAGIC: The teeth can inject demonic venom with Potency 3 (see DERPG p59). Each bite costs 1 point from its Magic pool.

Jarak [50-69 YELLOW]

A Jarak has black armor-like scales across the front of its body, providing a bonus of 1 to its Defense rolls when engaged in face-to-face physical combat. Its head is similar to that of a wolf, and it is dark-skinned, thin-limbed, and extremely quick. It fights with clawed hands, the pointed fingers of which are made of some kind of natural metal. This demon is a mindless fighter, and it is known that more than one of them exists.

GAME STATISTICS

Attack (Ferocity) ~+7, Defense (Parry) ~+5, Magic (innate) ~+3, Health ~+8, Athletics ~+4, Perception ~, Wherewithal ~+2.

INNATE MAGIC: Wounds from the claws of a Jarak cannot be healed by standard DERPG spells such as Edan's Thaumaturgic Poultice.

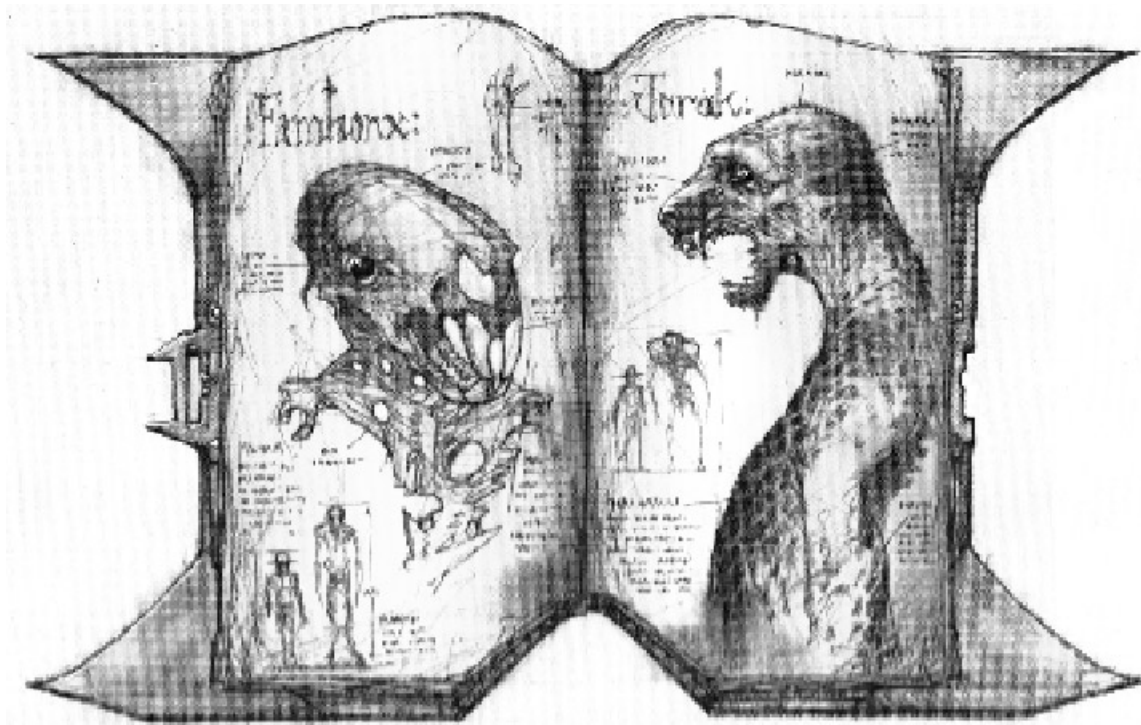
Kudwih [33-68 YELLOW]

Kudwih is somewhat devilish in appearance, hairless, with red-eyes, horns and an angular sub-human face. It also has a prehensile and pointed tail and clawed feet at the end of legs that have reversed knee joints. It typically fights with a barbed whip, and bites when it gets the opportunity.

GAME STATISTICS

Persuade (Forthright) ~, Rebuff (Contrary) ~, Attack (Speed) +6, Defense (Dodge) ~+4, Magic (Innate) ~+2, Health ~+6, Athletics ~+2, Perception ~+2, Wherewithal ~+2.

INNATE MAGIC: Kudwih's bite injects demonic venom with Potency 2 (see DERPG p59). Each bite costs 1 point from its Magic pool.



M'hana [14-70 YELLOW]

M'hana is particularly disgusting, having a nose like a three-fold white worm, a mouth that resembles nothing less than a putrefying blotch, mottled dangling jowls and a grotesquely prominent malformed forehead. The rest of its squat body is typically anthropoid. Despite its having a species classification, some commentators have averred that M'hana is an individual.

GAME STATISTICS

Persuade (Intimidating) ~+3, Rebuff (Contrary) ~, Attack (Strength) ~+5, Defense (Dodge) ~+4, Magic (innate) ~+2, Health ~+6, Athletics ~+4, Perception ~, Wherewithal ~+2.

INNATE MAGIC: M'hana can malform its body to squeeze through gaps that a large cat could move through. (Each such action costs it 1 point from its Magic pool.)

Roralutt [16-83 YELLOW]

Roralutt has legs but no arms. The rest of it looks like a very large newt-type creature with a human face but great bulging eyes. It is a messenger, capable of running extremely fast and reciting messages from memory. It will never fight if it can avoid it, but when

forced to do so kicks with its legs and lashes with its strong tail. Some dark magicians summon Roralutt to deliver their commands and requests across the subworlds, or to distant locations across the Dying Earth.

GAME STATISTICS

Persuade (Forthright) ~-2, Rebuff (Wary) ~, Attack (Caution) ~+3, Defense (Dodge) ~+5, Magic (innate) ~, Health ~+2, Athletics ~+6, Perception ~+3, Wherewithal ~.

INNATE MAGIC: It can vomit clinging gooey black liquid that obscures an opponent's vision for a number of rounds equal to double the success level (2 for a Hair's-Breadth, 4 for a Prosaic, etc), and stinks abominably. (Each such attack costs it 1 point from its Magic pool.)

Senjal [103-25 YELLOW]

The Senjal are formed like comely blue-skinned human females, though each has blank white eyes and pointed ears. Senjals do not fight unless they have to, and prefer to engage in physical congress with humans whenever possible

GAME STATISTICS

Persuade (Charming) ~+4, Rebuff (Obtuse) ~+4, Attack (Cunning) ~+4, Defense (Intuition) ~+3,

Magic (innate) ~+2, Health ~+3, Athletics ~+5, Perception ~+2, Seduction ~+7, Stealth ~, Wherewithal ~-1.

INNATE MAGIC: Senjal have a magical ability to drain human life essence (Health points) during coitus if they wish. They match their Magic rating against the victim's Health every round, and if successful drain 1 Health. The victim may not break off congress except through use of magic, or if they win one of these contests.

Ultravonis [14-34 YELLOW]

This being is unpleasantly cadaverous, but more or less humanoid, though incredibly spiky. Small points emerge from all over its body; and its ears, nose, elbows and knees sport particularly impressive sharp spines. Despite this formidable natural weaponry it normally fights using a large serrated scimitar.

Engaging Ultravonis in combat requires courage, dexterity, and - ideally - robust plate armor.

GAME STATISTICS

Persuade (Intimidating) ~+3, Rebuff (Wary) ~+2, Attack (Ferocity) ~+7, Defense (Parry) ~+4, Magic (innate) ~+2, Health ~+6, Athletics ~+4, Concealment ~+5, Perception ~+2, Stealth ~, Wherewithal ~+2.

INNATE MAGIC: Ultravonis can climb and leap like a monkey, passing hither and thither with very little noise. It makes a good assassin. (Each time it so clambers costs 1 from its Magic pool per feat.)

Wesletrin [76-69 YELLOW]

This being is almost serpentine, despite having the requisite number of anthropoidal limbs - although they end in great flopping pads rather than hands or feet. Its thick limbs emerge from a chunky snake-like body, and its head is rather like that of a bloated frog.

GAME STATISTICS

Persuade (Forthright) ~-2, Rebuff (Contrary) ~+4, Attack (Strength) ~+4, Defense (Sure-Footedness) ~+5, Magic (innate) ~+3, Health ~+6, Athletics ~+2, Perception ~, Wherewithal ~+1.

INNATE MAGIC: This demon can cling to any solid surface as if it were normal ground - although if the surface is too weak it will still collapse under the creature's weight. (Each time it so clings costs 1 point from its Magic pool.)

2.7 Other Demonic Entities

"I am no one, nothing. I am an abstraction, an emotion, the ooze of terror, the sweat of horror, the shake in the air when a scream has departed."

DEMONKIN

Demonkin are generally the more powerful of the (usually) unintelligent demon creatures found in various subworlds. Many other less powerful creatures may exist on any subworld, and the GM should design them as required. Only those likely to be summoned onto the surface world are covered here. Any of these could be used as templates for lesser versions to appear as more casual subworld encounters. In cases where their numbers are unclear, it is up to the GM whether these creatures are individuals or representatives of a species.

Ashgeev [19-79 RED]

Resembles nothing more than a cross between a giant squid and a large burned tree. Typically twice as tall as a man it appears to have no mouth, ears, eyes or other sensory organs. It attacks by smashing foes with its limbs, and seems to be able to sense their presence even without sensory apparatus.

GAME STATISTICS

Attack (Strength) ~+5, Defense (Parry) ~+3, Magic (innate) ~+2, Health ~+7, Athletics ~-1, Perception ~-3, Wherewithal ~+3.

INNATE MAGIC: Its skin is damp with viscous ooze that resists fire - giving it a bonus of 1 to any Health roll resisting damage from flames. Its bulk also is so hard to damage that it has a boon of 1 on its Health rolls against standard physical attacks. (These benefits cost no points from its Magic pool.)

Iajangril [7-88 RED]

The Iajangril are definitely a species or subspecies of demon. The psychopathic despot Golickan Kodek (known as the "Cruel Conqueror") used hundreds of these beings as part of his cavalry in his march of conquest. In appearance these beings look a little like a reptilian horse, but without a head. Instead each has growing from the middle of its back the grotesque upper body of a lizard-man with huge straining arms. These beings are cruel and hungry, and none since Kodek have been able to command them into any meaningful force. (Although some have used them



individually or in small groups, to perform terrible deeds.)

GAME STATISTICS

Persuade (Intimidating) +3, Rebuff (Contrary) ~+1, Attack (Ferocity) ~+3, Defense (Parry) ~+2, Magic (resistance only) ~+2, Health ~+4, Athletics ~+4, Perception ~-2, Wherewithal ~+3.

Loochil [33-97 RED]

This creature is a great mass of flesh that seems to have no skeleton, and propels itself on numerous crab-like legs. Hidden within the mass are numerous small mouths filled with savage teeth. It is approximately the size of a juvenile mermelant.

GAME STATISTICS

Attack (Ferocity) ~+3, Defense (Misdirection) ~+5, Magic (innate) ~+3, Health ~+5, Athletics ~-1, Perception ~-3, Wherewithal ~+4.

INNATE MAGIC: On any Illustrious Success resisting magic, the spell is reflected back at the caster - if possible, otherwise it is merely neutralized. (Each such benefit costs 1 point from its Magic pool.)

Mazzak [7-99 RED]

This being looks somewhat like a large scabrous bear with a fox's face; it also has large bat wings. Its needs and ambitions are few, and revolve around rending humans limb from limb and devouring their entrails.

GAME STATISTICS

Attack (Ferocity) ~+5, Defense (Parry) ~+4, Magic (innate) ~+3, Health ~+3, Athletics ~+3, Perception ~-4, Wherewithal ~+3.

INNATE MAGIC: Mazzak regains 1 Health instantly for every great bite and swallow of a portion of fresh human prey. (This benefit costs it nothing.)

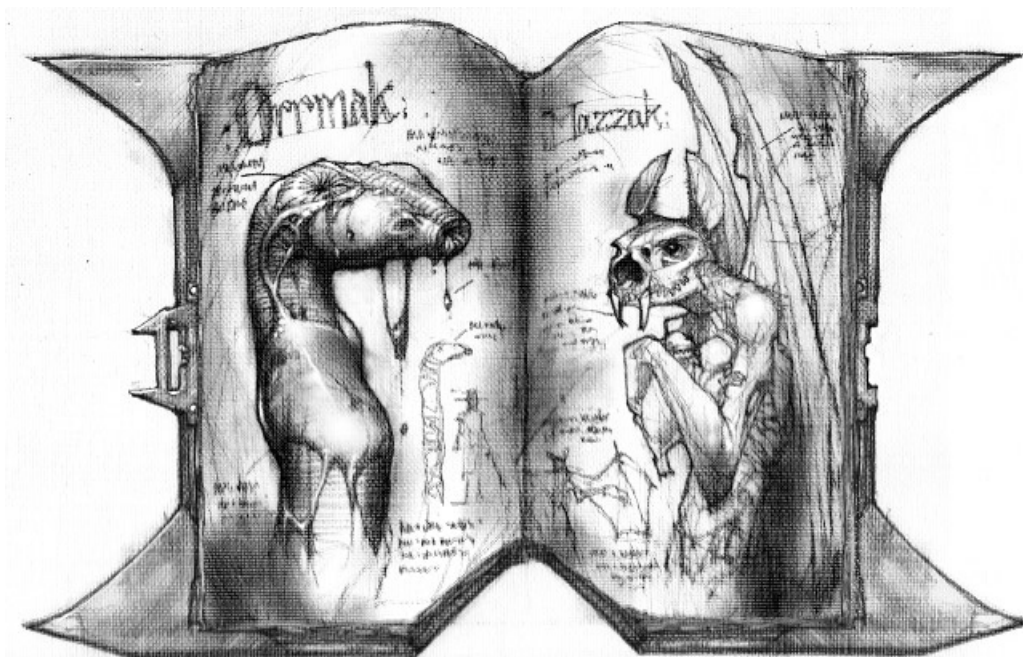
Orrmak-Tchseth [76-84 RED]

These huge worms ooze poisonous muck from their skins. They appear to be blind but have holes on the sides of their forebodies that might well be ears. In any event they have no difficulty in locating prey. They can burrow quickly through the earth and thus enter dwellings quite by surprise when they burst through the floorboards or squirm up out of the cellar. Usually several are summoned at once, dependent upon the perceived strength of the victims.

GAME STATISTICS

Attack (Speed) ~+3, Defense (Dodge) ~+2, Magic (innate) ~+3, Health ~, Perception ~-2, Wherewithal ~+2. (Creature Venom: DERPG p59.)

INNATE MAGIC: Can tunnel through earth silently and swiftly. (Each such action costs 1 point from its Magic pool for every 100 yards tunneled.) These tunnels are large enough for humans to clamber along, though are somewhat cramped and collapse after a few minutes unless artificially supported.



Quortutch [99-77 RED]

Somewhat of a cross between shark and large deodand, this aquatic beast is summoned when foul deeds must occur upon the waters or along a coastline. They can breathe air for several minutes without suffering ill effect, but are somewhat slowed and weakened when out of their normal environment. They typically grab their prey in great claws and then attempt to sever heads or torsos with a single bite – succeeding on any Illustrious Success with Attack. (Statistics where varied are Land/Water.)

GAME STATISTICS

Persuade (Intimidating) ~-2, Rebuff (Penetrating) ~, Attack (Strength) ~+4/~+6, Defense (Intuition) ~+2/~+4, Magic (innate) ~+3, Health ~+4, Athletics ~, Perception ~-2/~, Wherewithal ~+3.

INNATE MAGIC: Breathing air costs 1 point from the Magic pool per feat – after which they must return to the water for an equal amount of time to top up the pool.

Scodorp [50-74 RED]

A shambling dwarfish reptilian humanoid, with tiny black eyes and a huge mouth filled with vicious yellow teeth.

GAME STATISTICS

Persuade (Intimidating) ~, Rebuff (Obtuse) ~, Attack (Ferocity) ~+2, Defense (Dodge) ~, Magic (resistance only) ~+2, Health ~+4, Perception ~-3, Wherewithal ~+2.

INNATE MAGIC: Its springy resilient flesh protects it against damage from falls and quite resistant to blunt weapons - It makes Health rolls at a bonus of 1 against damage from blunt weapon attacks. (This effect costs it nothing.)

Zift [74-89 RED]

A plant-like entity with a cluster of thick tentacle-vines around a large milky crystal node the size of a young mermelant. Its serrated tentacles exude a corrosive pale sap.

GAME STATISTICS

Attack (Speed) ~+5, Defense (Misdirection) ~+6, Magic (innate) ~+4, Health ~+6, Perception ~-5, Wherewithal ~+2.

INNATE MAGIC: The magical sap oozes Creature Venom of Potency 1. (This mechanism costs it nothing.)

DEMONSPAWN

Demonspawn are in a class of their own - being “offspring” more or less of existing demons. In general they are of a comparable power level to the other demonic creatures here and have thus been loosely grouped with them. Demonspawn are really classes of being, and wide variants may occur from the examples given.

Accessor

A prime example of an accessor is Pulsifer; the gray homunculus who was attached the end of Phampoun’s tongue. This being was the size of a human child. Accessors are by definition attached in some way to the demon’s body - at the end of a tongue or tail, or growing out of a shoulder or knee etc. They act often as independent beings and seem to be outside of the complete control of the host demon. Most are useful to the demon and respectful of it, but some are fractious and constant irritants - acting almost like separate entities. (NB: Most accessors are no more frightening than half-men, and usually less so, and thus do not project an aura of terror as described in the Wherewithal rules at 6.4)

Pulsifer (accessor of Phampoun)

Persuade (Eloquent) 6, Rebuff (Wary) 6, Health 9, Gambling 2, Pedantry 2, Perception 3, Wherewithal 8.

Imp

An imp is the “offspring” of a demon, a concentration of an evil separate to the parent and capable of developing into a true demon across a period of an aeon or so. Imps can also be brought into existence by the concentration of demon taint created through careless use of the Third Retrotopic. They are mischievous but usually only truly dangerous in large numbers. In appearance they may take on characteristics of one or more of the demonic parents, or any form based around the distorted hairless anthropoid template. (Any Imp with a Wherewithal of more than 10 does exude an aura of terror.)



Skaratan the Imp

Skaratan lives in the Kaiin sewers. It was budded from a demon many years ago, and during the confusion caused by a slightly mispronounced summoning incantation managed to slip away from the otherwise occupied coven of witches before it could be bound. It is roughly the shape and size of a human child, but hairless and with shiny blue-green skin. Its head is bulbous and bald, its eyes slanted, ears pointed, and large mouth lined with unpleasantly sharp teeth. Its voice is surprisingly melodic and its manner carefree and without guile. Skaratan lives upon rats, fish, and incautious sewer explorers.

It also stalks the streets at night looking for anything it can steal and take back to its underground lair. Skaratan is intelligent but absolutely immoral. It might take a liking to a thief or other notable criminal, and help them out in return for loot, or it might just as easily ambush a former ally without warning - given the chance. Those who have seen Skaratan from a distance and lived have generated various rumors. These generally refer to it as the "Devil Child of the Sewers".

GAME STATISTICS

Persuade (Charming) 12, Rebuff (Wary) 12, Attack (Ferocity) 17, Defense (Sure-Footedness) 14, Magic (resistance only) 17, Health 20, Athletics 13, Concealment 16, Perception 15, Sneak 14, Wherewithal 16.

Scions

Scions are conscious products of a Demonic Centrality. They are independent, but powerful only in proportion to size. Each scion is produced from the mind and physical form of the Demonic Centrality and goes forth into the world for a time before being reabsorbed by their host. This category is extremely broad, and a scion can range from the simple hungering and complaining devilish ghost-like entity that Gual encountered at the Museum of Man to man-like physical beings that walk amongst demons - or even amongst humankind - performing the work of their host and master. The largest and most potent such avatar documented was the massive Magnatz -

Blikdak's Ghostly Scion

"Floating slowly down through the darkness came a shape robed in white. Under the cowl, and glowing with eer-light a drawn face with eyes like the holes in a skull."

This entity appears as a pale and insubstantial-cloaked figure, glowing with an eerie light. Up close, beneath its cowl one can vaguely make out a drawn face with deep black eye-sockets. From time to time one may be unfortunate enough to see its claw-like hands or feet protrude as it moves or gesticulates.

GAME STATISTICS

Persuade (Intimidating) 7, Rebuff (Contrary) 3, Magic (resistance only) 14, Perception 4, Wherewithal 20.

INNATE MAGIC: When in proximity to Blikdak, the Demonic Centrality can cast straightforward spells through the scion - which otherwise knows no magic of its own.

a being that devoured regiments. Fortunately, few scions reach anything remotely like this size.

Scions can communicate telepathically with their host over distances of several miles, providing that host and scion are on the same plane. On the other hand if they are in different dimensions magical means are necessary for them to commune and exchange information and orders. In essence a scion is a condensed version of the host, but has a much-reduced level of potency and intelligence. (Those that are closest in scale to the host, and resemble the host - in terms of intelligence and motivation - are commonly known as "avatars".) Scions separated from the host long enough gain their own personality traits, and may even forget their origins. Any type of scion, but especially the more intelligent, has tremendous scenario potential.

NB: Every scion that might otherwise pass as human will have some kind of disfigurement or mark that shows them to be demonic in origin, but may be able to hide this beneath clothes or other coverings.)

DIVERS ELDRITCH HORRORS

The demonkind in this book need not be the only types that exist in your campaign. We have simply included entities that in our opinion most reflect the style of the Dying Earth stories. As mentioned in Turjan's Tome, other writers of classic fiction (notably Clark Ashton Smith and HP Lovecraft) have explored even darker beings. Should you have the stomach for it, other demonic entities can include vampiric horrors from beyond, living pools of acidic goo, massive bat-winged monstrosities, possessed and mutated former colleagues, gibbering ape-like cannibals, huge pseudopodic horrors, and far worse.

Nonetheless, link such creations to some aspect of Dying Earth lore. New beings might be escapees from a nearby subworld portal, spawn from an insane demonistically-orientated magician's vats, beasts or half-men warped by a witch's fell magic, or the manifestation of a terrible Demonic Centrality intent on snacking upon humanity.

Whilst Jack Vance's later Dying Earth stories do not cover such manifestations, had his tales moved in the direction that the initial chapters seemed to be heading no doubt far off provinces would have included settlements of demon-worshippers. Likewise, deep in forgotten mountain ranges many terrible things would still have lurked, and on distant continents would have been situated cities and towns more reminiscent of Lovecraft's weird

"Dreamlands" than of Kaiin or Azenomei.

However, remember also that in the Dying Earth these beings and locations should occur in relative isolation, often brought into existence through misunderstood ancient magic, or being the last remnants of civilizations from previous eras or other dimensions. They are not parts of some major occult or pan-dimensional conspiracy. After all, even the most ravaging eldritch horrors find the Dying Earth an

insipid and pointless place. All intergalactic horrors worth mentioning have found far more promising planets to threaten.

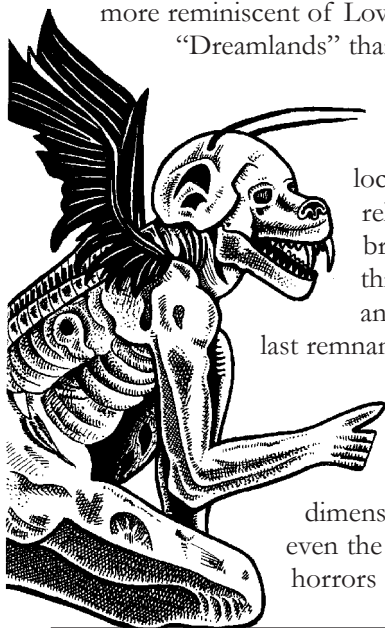
2.8 Demonic Psychology

Motivations

What stimulates your average demon? What inspires and satisfies them?¹ Demonic Centralities remain largely unfathomable. Blikdak's presence, and the few other examples of insurgence onto the Dying Earth by such an entity, suggests that these beings exist only to inflict suffering, devour what is wholesome, and engage in senseless infliction of pain and perverse agonies for their own amusement. This indicates that these beings are the purest reflection of actual evil. Overall such entities will be outside of the scope of your characters' explorations of the Demon Realms, although Gual's encounter [TDE pp 118-129] shows one unusual means of association.

The Greater Demons are easier to understand, or at least to deduce some inherent motivation from their actions. Within their own realms they are the rulers and leaders; they command respect, instill whatever order exists, and oversee unusual demonic projects. Some of them know of humans and hate them, others know of humans but simply do not care about them, and a few have never heard of a human and would simply assume such a being was just a type of demon not previously encountered. Most would recognize a human as an ancient enemy and attempt to kill or capture them.

Greater Demons vary enormously in physical power. Some, like Phampoun and Vanille, possess prodigious strength and are capable of smashing down walls and tossing armed men around like rag dolls. Others are considerably weaker (hardly any more capable than an unusually large and healthy human male). Likewise they vary in scale, from approximately human size to as large as a small house. Those summoned and controlled will resent humans even more than usual. In the subworlds themselves, Greater Demons are just as capricious as any intelligent entity, and whilst it is unlikely any would ever befriend a human, alliances might be formed - and sometimes even kept to. Those Greater Demons who are used to dealing with underlings and equals (and not simply throwing their weight around in order



¹ For a virtually nominal sum, visitors to our Kaiin office may purchase a focus group report.



to frighten other beings into submission or obedience) are as open to Persuasion, Trickery and Flattery as any human.

Lesser Demons will sometimes be found in the Dying Earth attending a Greater Demon, but normally operate on their own. Although a group of Lesser Demons could deal with any number of disorganized peasants, an armed mob could slay a few Lesser Demons given luck and a good leader. In their subworld of origin the tables are turned with regard to morale and support. Here Lesser Demons are the “common folk”, and live in their own strange societies. Lesser Demons are more likely to be summoned to attend demon-worshipping ceremonies, since they are happy to be participants, and do not demand excessive tribute just to put in an appearance.

These lesser entities are even further removed from an innate hatred of humankind, although most will consider humans fair game for hunting, robbing, and using as handy sacrifice to any local dangerous creature. In their subworlds they live to serve, or simply exist to fulfill whatever unusual practices their society is engaged in. Some exist in gross parodies of human culture; others roam in wild bands or even alone. All have disgusting personal habits, and no understanding of proper etiquette or comportment. Demons are notorious for simply devouring even the most elegant of five-tiered hats, without even a thought towards a suitable garnish.

Demons and Resistances

It is sometimes possible to communicate with intelligent demons, or to try and Persuade or Seduce them. Their values and perceptions are not the same as those of humans. GMs may apply a bonus of 1 to resistance rolls if the tempters are considered “inferior creatures”, or are mistakenly believing that, in the case in question, human and demonic desires are closely related.

ARROGANCE - Intelligent demons are normally arrogant in the sense that they see all humans as lesser creatures of another realm. As long as the person trying to tempt them knows roughly what the demon values and what it does not, little changes in this case. **AVARICE** - As with arrogance this all depends on what the demon finds valuable. Some love treasure, others want slaves, still others hunger for human flesh...

GOURMANDISM - Again, what do demons like to eat? Flesh, peculiar fungi from obscure subworlds, valuable gems, or human brains?

INDOLENCE - This varies very much from demon to demon. Some intelligent Lesser Demons are much closer to humans when it comes to the avoidance of labor. It is suggested that Greater Demons get a bonus of 1 on all rolls to resist Indolence, but the GM may decree that some Greater Demons are unusually idle and fail to gain this benefit.

PETTIFOGGERY - Some have total resistance to this peculiarly human predilection, whilst others like nothing more than to argue a point for hours on end - whilst their fellow debater prattles on and nervously keeps eyeing the giant spit in the corner. (At Turjan-level in most campaigns such considerations will be moot, as Pettifoggery is largely abandoned.)

RAKISHNESS - The GM will need to decide on a case-by-case basis how to deal with this. It is more appropriate to consider the Seduction ability in those cases where a demon might be approached in such a fashion. The GM must decide how relevant such things are in her game, and apply them appropriately - as the demons in this book have not been given resistances¹.

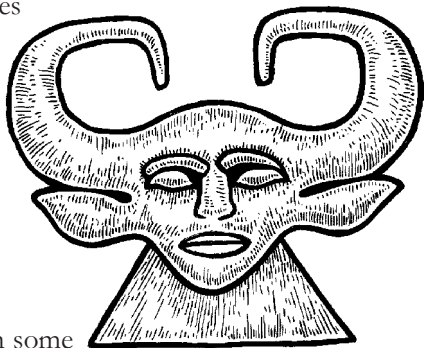
2.9 New Dying Earth Spells

Listed here are spells for three different types of characters: Diabolists, Witches/Warlocks, and Witch-Finders. These character types are described in more detail elsewhere. In brief, a diabolist is normally an Arch-Magician with a magical specialism in one of the aspects of “Diabolism”; a Witch/Warlock is spell-caster that uses dark magic; and a Witch-Finder is a magician dedicated to ridding the world of witches and warlocks. These spells are the results of the work of magicians of previous aeons, whose demonic engagements allowed them to fashion certain spells that became added to the general grimoires. (Thasdrubal’s Laganetic Transfer is an example of one such spell listed in the DERP rulebook and Thasdrubal’s Enfeebling Gaze is one from Turjan’s Tome.) Various spells listed below, as being suitable for witches might seem little or no different from these two, and thus potential additions to any resourceful magician’s spell book. None of these spells will attract points of Demonic Taint (2.1) to the caster, though Sympathy ratings might well be

¹ Rakishness is way too mundane a word to be applied to the erotic activities of demons in any case.

adjusted, dependent on wholesomeness and application.

One need not technically be a member of the noted profession in order to learn these spells, it is more that the spells were created or discovered by members of these professions and are easier to find within the ranks of people pursuing those interests. In keeping with the official concept that it is widely believed that only a limited number of spells still remain extant, it is suggested that these spells are extremely uncommon. They are generally held by small numbers of individuals who share them only with trusted professional associates and apprentices, and then only rarely. In game terms this means that a magician would discover one of the following extremely rarely, probably as part of an adventure where some ancient lore was rediscovered. As noted elsewhere, magicians these days generally adhere to the main body of known spells. The spells below are the few magics available to specialists that allow them to branch out from the normal spell lists - which remain as the heart of most magicians' spell-casting repertoire. Only some witches and warlocks might have a wildly different battery of spells, since they may also sometimes



call upon some of the demonic spells listed elsewhere (4.4). The Witch/Warlock spells listed below are amongst the few that remain extant from a vast battery of unwholesome Dying Earth magics that used to be available to ruthless magicians of previous aeons.

NOTE 1: Some overlap occurs between the professional spells of Diabolists and Witch-Finders. The former tend to more academic magics and the latter to more utilitarian effects. The GM can decide to what extent these cross over. Possibly a diabolist will know one or two witch-finder spells and three or

four Diabolist spells, and vice versa. Both will in any case have regular Dying Earth spells (DERPG or TT) forming the bulk of their repertoires.

NOTE 2: These spells were all designed for use on the surface world; thus whilst some will function in the subworlds others will not. (See 4.3)

Diabolist Spells

Amberlin's Impediment to Evil

Range: Touch

Duration: Hours

Difficulty: Complex

Summary: Imprisons demons inside a force that prevents their spellcasts and attacks.

This spell creates an imprisoning sphere of energy, through which no subworld creature can pass nor cast magic. The caster prepares the spell by casting it upon a crystal, and to initiate the magic the crystal is thrown as the activation word is called out. Wherever the crystal lands, or whatever it strikes, becomes the center of a faintly visible static sphere approximately ten yards in diameter. On a Dismal Failure the caster is trapped and also unable to pass through the sphere, which then collapses after ten rounds.

Style Affinity: Daring

Calanctus' Diabolical Balm

Range: Touch

Duration: Instant

Difficulty: Straightforward

Summary: Heals demon wounds.

This healing magic works on any demon-caused wound or poison that normal healing magic will not work upon. In effect it functions to restore up to 10 Health or 3 injury levels on an Illustrious Success, 7 Health or two injury levels on a Prosaic Success, and 4 Health or one injury on a Hair's-Breadth Success. On a Dismal Failure the wound becomes resistant to any healing for the next hour.

Style Affinity: Studious

Klopag's Demonic Identifier

Range: Touch

Duration: Instant

Difficulty: Straightforward



Summary: Identifies the origin of demonic substance.

The caster must make skin-to-substance contact with something believed to be from a subworld. If it is indeed of demonic origin, the caster will instantly be aware of the name of that subworld, the approximate length of time the object has been in its current dimension of existence, and (if it was once part of another being) the object's physical origin. On a Dismal Failure the caster is affected by the evil essence of the subworld object and becomes fretful and confused for several¹ rounds. (All abilities operate at a penalty of 1.)

Style Affinity: Curious

Phandaal's Demonic Circumspection

Range: Near

Duration: Special (ceremony)

Difficulty: Complex

Summary: The means by which respectable Diabolists commune with intelligent demons (for purely academic purposes you understand).

Phandaal's rumored dealings with demons were of more substance than most magicians care to contemplate. This spell is the only surviving example of several that allowed magicians to contact intelligent demons without attracting points of Demonic Taint. (In fact, for every point of Demonic Taint the caster has, all rolls required as part of the ceremonial part of this spell are made at a penalty of 1.) Like the Imperative Demonic Application, this spell is also a ceremony - and cannot be encompassed. The greatest difference between this spell and the Demonic Application is that no sentient sacrifices are required. Nonetheless, the Circumspection is still costly and risky. The GM needs to invent suitably expensive, rare, and hard-to-come-by components that must be destroyed during the ceremony (see 3.2 for details of potential levies attracted by failing to perform these sacrifices with sufficient attention to detail). Each demon, or representative of a demon species, has different requirements, and the difficulty in obtaining these will always be high (as will the financial cost) - increasing proportionately with the strength and intelligence of the demon target.

As part of this ceremony, the magician inscribes a binding circle, and at the crescendo of the ceremony is able to pit their Magic rating against that of the chosen demon. Greater Demons resist with a boon of

1; however, the caster is able to use points from their Disputation pool to assist this attempt. If the caster is successful, the target demon is pulled into the binding circle, although on a Hair's-Breadth Success, this is a slightly different demon from the one the caster had specified - and it will always be a Lesser Demon - and be suitably scornful of the caster with a boon of 1 to its Rebuff (see below). On an Illustrious Success, the demon is relatively civil - having been cowed by the caster's obvious magical potency (demon instead takes a levy of 1 to its Rebuff - see below); on a Prosaic Success the demon is rude and recalcitrant. On an Exasperating Failure the attempt simply fails; on a Quotidian Failure the caster loses a permanent point from their Magic rating (absorbed by the destructive subworld energies); on a Dismal Failure the caster still loses this point and additionally the demon arrives - but is not restrained by the binding circle.

Questioning the Demon:

Presuming that a demon is now bound into the circle, the caster is able to pit their Persuasion against the demon's Rebuff. (Greater Demons use Rebuff with a boon of 1.) Greater Demons will answer up to three questions before departing, and Lesser Demons will answer up to six. Exactly how many depends on the caster's Persuasion success: Illustrious Success - 3/6, Prosaic - 2/4; Hair's-Breadth - 1/2. The GM must of course decide on the depth of knowledge that any demon possesses. If the Persuasion results in a Dismal Failure, the demon is enraged and swears enmity against the caster. On any other failure, it simply departs - booting in derision.

In a Turjan-level campaign, knowledge of even the existence of this spell should be retained from the characters - and players - for as long as possible. (The gulf between humanity and demonkind is enhanced the longer one is without a means to - relatively - safely contact demons.)

Style Affinity: Studious

Simbilis' Diabolical Observance

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: A viewing portal into the subworlds.

The caster must have researched a particular Demon Realm extensively, and have some material (or native body part?) to use as a component of this spell. Once cast, the spell opens a viewing portal onto the

1 In this and similar instances, the word "several" can be quantified through the total produced by roll of a single die +2.

Arch-Magicians Summoning Lesser Demons

The Editors in Chief have requested the author to provide a means by which Lesser Demons can be created to the summoner's specifications. (In rules terms, assembled through expenditure of points from one's Magic pool). This does not suit the original design intent of this book except as an option for arch-magicians. However, in advanced campaigns - where the newness and "otherness" of demons has been fully explored - GMs might wish to also allow magician-level Diabolists greater control over the type of demon that is summoned. The author recommends leaving such complexities to the later stages of a campaign, for the reasons (as also stated elsewhere) that any significant control over - or familiarity with - demons tends to drastically undermine the campaign backdrop of a chilling, unfathomable realm of evil with which sane and wholesome people will have no part. (The author believes such an atmosphere more closely reflects the tone of the stories in the original Dying Earth novel.) NB: If the GM has reason to be so specific, she could also adapt this variant option for witches and warlocks. (Also note that Greater Demons cannot be summoned in such an arbitrary fashion. This opens speculation that Lesser Demons may actually be created through the use of this variant summoning - whereas all Greater Demons already exist as independent personalities.)

Within a Rhialto-level campaign (or an advanced campaign that allows this option for magician Diabolists), any summoner with a Disputation [TT p81] rating of 10 or more may attempt a more specific version of the Circumspection spell. This version allows the calling of a Lesser Demon whose name is not known; a demon for whom one has a specific task in mind and therefore that the summoner requires to have a specific set of abilities or strengths. Since the caster is refining the spell on the spot, then the risks and costs are higher. The caster must score an Illustrious or Prosaic Success with the initial summoning, and must ideally retain at least a half-dozen points in their Magic pool (an important aspect of the process - see below). Treat a Quotidian Failure as if it was a Dismal Failure as described in Phandaal's Demonic Circumscription above; and on a Dismal Failure with the variant summoning described here the magician accidentally calls forth a powerful demon that cannot be easily controlled or overcome - and will dispel itself even if it is defeated. (GM may simply choose a Greater Demon from the list, adding only an "unusually bad attitude" to its description.)

THE DEMON'S RATINGS

The ratings as calculated below indicate the base values to which the remaining points in the summoner's Magic pool will be added. (These points are assigned once the summoning is a success - that is after the demon has used up its entire Magic pool and has failed to resist being summoned.) If the summoner has no points left in their pool, then a stock-standard demon is summoned (as calculated here). Thus, the more successful in the summoning, the more points the Diabolist will have left to "customize" the demon. In story terms, the Diabolist knows exactly what type of demon is required, but may find that he is too exhausted magically to force the magic of this spell to match his requirements exactly.

In this case it is optional whether the GM uses ~ to equal the average ratings of the party at the start of the campaign or at the time of the summoning. This decision will make the basic demon stronger or weaker, dependent on your conception of the effects and usefulness of this spell.

A) MAGIC/WHEREWITHAL: ~-4(+points equal to one die roll)

(Wherewithal and Magic ratings are exceptional. They may not be adjusted. Note of course that the Magic rating will need to be calculated before the summoning is attempted.)

B) PERSUADE (typically Intimidating), Rebuff (typically Contrary): If the summoner wishes the demon to be intelligent, this fact alone costs 2 points from their remaining Magic pool. These ratings then begin at ~-2.

C) ATTACK (typically Strength or Ferocity), Defense (typically Dodge): ~.

D) HEALTH, ATHLETICS: ~+2.

E) CONCEALMENT, PERCEPTION, STEALTH, TRACKING: ~-4.



F) SPECIAL ABILITIES: The ability to fly, swim, tunnel, breathe without air indefinitely, or any other comparable adaptations, may be required. The first such costs 1 from the caster's remaining Magic pool, the second costs 2, the third 3 etc. (These points are required merely to establish the ability at a rating equal to Athletics: ~+1.)
G) INCREASING ~: Every 2 points spent from those remaining in the pool increases the value of ~ by 1. (Effectively raising each ability rating – except Magic and Wherewithal – by 1.)
H) THE SPECIFIC ENHANCEMENT: A single point from the caster's remaining Magic pool may be spent to increase any ability by 6 points – even a special ability.

Whether the summoning magic used is that of Diabolists or Witches, once this type of summoning is achieved if the demon is intelligent the magician enters a Persuasion contest - with the desire to engage the demon's services in wider activities than mere responses to questions. (See part 3 of Section 3.2 for specific details). Diabolist characters must be warned that the GM will be impelled to apply points of Demonic Taint to acts of more than normal unwholesomeness (see 2.1). That is to say that diabolists might send a demon to gather substances from demon worlds, have the demon enchant an item with protective properties, or have the demon teach them a non-violent demonic spell. The Diabolist would not send the demon to slay his foes, learn demonic spells to melt human flesh, or inquire of arcane ways in which to curse his enemies with hideous demise.

subworld in question and allows the caster to gaze unseen at this place. With sufficient practice the caster can move the window around and view different areas and angles on that plane. Rumor says that this spell once had an auditory factor, but this is now lost. Companions can see the window as a cloudy featureless ovoid, unless they are in physical contact with the caster - in which case they can observe clearly. On a Dismal Failure the caster (and anyone touching him) is sucked through the window - which then promptly closes. (The window is normally invisible from the other side.)

Style Affinity: Curious

Shabat's Obliging Demon

Range: Touch

Duration: Feat

Difficulty: Complex

Summary: Calls up a recalcitrant Lesser Demon for one task.

This spell summons a Lesser Demon from one of the subworlds. This entity is compelled to fulfill one task set by the caster to the best of its ability. Those most familiar with this magic (that is they have made an Illustrious Success at least twice during previous summonings) may attempt to call a specific type of demon, varying from the half-armored Jarak, to the alluring Senjal. (At least a Prosaic Success in casting is required for this attempt to succeed.) If the caster

does not have such facility, then the GM simply chooses from the list (2.6) of lesser demons. The minor demon is often (roll of 1-5 on a single die) far less obliging than Shabat indicates in his casting summary. In fact it is usually so brusque that its unpleasant manner and attempts to subvert the caster's orders could be surpassed only by a sandestin. Nonetheless, it must obey the letter of the caster's instructions, even to the point of risking injury - though it would draw the line at sacrificing its own existence. (The main differences between this and other demon-summoning spells - such as the Laganetic Transfer - are the random nature of the being summoned, the flexibility of tasks that may be allotted, and the demon's usually fractious nature.) The consequences of a Dismal Failure during casting result, at best, in an energetic exercise in demon slaughtering and the considerable disarray of one's workroom. (This is the most borderline of the Diabolist spells in relation to what is considered wholesome and what is not.)

Style Affinity: Studious

Thasdrubal's Doughty Resolution

Range: Self/Touch

Duration: Hours

Difficulty: Straightforward

Summary: Resists the demonic aura of terror.

The effect of this magic is to give a boon of 1 to the caster/target's Wherewithal contests in relation to demons (and other supernatural horrors) and their magic and abilities. On an Illustrious Success the effect lasts for 24 hours. A lesser success lasts anywhere from 7-12 hours. On a Dismal Failure the caster's Wherewithal instead operates at a levy of 1 for an hour or more.

Style Affinity: Daring

The Utilitarian Demonic Repulsion

Range: Near

Duration: Instant

Difficulty: Complex

Summary: Disperses demons.

It is unfortunately not unheard of for demonic beings to venture beyond their own realm and into the mundane world. It was long ago that a forgotten diabolist created magic to force these evil entities back into the Demon Realms¹. The magic only works on entities that are entirely otherworldly and have arrived in the mundane world either through summoning or via a portal. Using this magic, the caster pits his Magic rating against that of the demon. On a Hair's-Breadth Success the demon is unfortunately able to attempt one action before it departs. With a Prosaic Success, the demon is banished, and disappears instantly (often with an unfortunate sulfurous odor). On an Illustrious Success the entity is also unable to return by any ordinary means for one year. On a Dismal Failure the demon still leaves, but takes the caster (or some more convenient victim) with them.

Style Affinity: Insightful

Witch/Warlock Spells

Unlike pure demonic spells (4.4), these are a special case. Where appropriate, their effects can be countered by both regular Dying Earth magics and by the new anti-demonic spells of this book.

Call Frit

Range: Near

Duration: Feat (task)

Difficulty: Straightforward

Summary: Calls a demonic being with a terror-inducing scream.

On casting this spell, a frit (see box) appears – and will attack any human in the vicinity, as indicated by the caster. On a Dismal Failure, the caster is

attacked instead. A variation of this spell (used as part of a summoning ceremony) will instead call a frit that can be bound into an object, to act as a guardian.

Style Affinity: Forceful

Chorb's Expedient Egress

Range: Near

Duration: Feat

Difficulty: Straightforward

Summary: Calls a winged demon to carry you to safety.

On casting this spell, a winged demon from Jehane is summoned instantly from its subworld, appearing before the caster. It must allow the caster to climb upon its back, and then to fly by the swiftest route away from the summoning location - with appropriate consideration for its passenger's safety. (I.E. it would not fly through fire or obvious magical defenses, unless no other way was possible.) Once the caster is transported to a safe distance, the demon must deposit them safely at a place of the passenger's choosing. On a Dismal Failure the passenger is carried back to Jehane. Typical ratings: Health 14, Athletics 16, Magic resistance 12

Style Affinity: Forceful

The Curse of Lox

Range: Near

Duration: Instant

Difficulty: Straightforward

Summary: Warps and ruins the target's limb.

The target of this spell is inflicted with a palsied and wasted limb; roll randomly to see which limb it is. Magical healing is required to redress this affliction. If the limb is an arm, spell casting is made more difficult (all casting rolls are at a penalty of 1). On a Dismal Failure the caster succumbs to a general palsy for several rounds².

Style Affinity: Forceful

Dlimak's Deepening Gloom

Range: Near

Duration: Concentration

Difficulty: Straightforward

Summary: Hides the target in a pall of shadow, or protects a demon from sunlight.

This spell causes a spherical area of two yards radius around the target to become magically darkened, making them harder to see in environments

¹ The creator's motives were far from altruistic; he required a method of revoking his failed summonings.

² Calanctus' Diabolical Balm is one possible counter to this spell, with a Prosaic Success required. Another possibility is the Second Retrotropic, which is more easily successful but can be more distressing to the patient.



Frits

Frits are semi-intelligent demonic spirits that delight in causing terror. When supplied with blood from the veins of their summoner, they will seek and attack a human target. They manifest as hideous, semi-solid, winged imps - made partially of flesh and partially of shadow. They attack with a scream - which is an aura of terror that focuses the frit's Magic rating against the victim's Wherewithal. (Resistance with Wherewithal has no restriction on rerolls, though each three attack/resistance rolls are taken to indicate an entire round has past - and thus the frit might be disabled before it can finish its scream. Anyone resisting the scream is unable to act in any other way.) If possible, the frit times the attack to occur at the most inconvenient moment for the victim - such as during combat. Some witches bind frits into wands, skulls, or other objects and use them as guardians against theft or intruders. (Some may be bound for as many as 12 attacks.)

Frit's Success Level

ILLUSTRIOUS SUCCESS - victim falls into terror-induced coma for a day or more (weak individuals may even die of fright)

PROSAIC SUCCESS - victim falls comatose for up to three hours (roll a die - 1 = 30 mins, 2 = 1 hr, etc)

HAIR'S-BREADTH SUCCESS - victim is at a penalty of 1 to all actions for the next ten rounds (due to extreme fear)

EXASPERATING FAILURE - The victim is at a levy of 1 to all actions for the next three rounds (due to the fright caused by the attack)

QUOTIDIAN FAILURE - The frit is dispelled or returns to its binding; if returned to its binding,

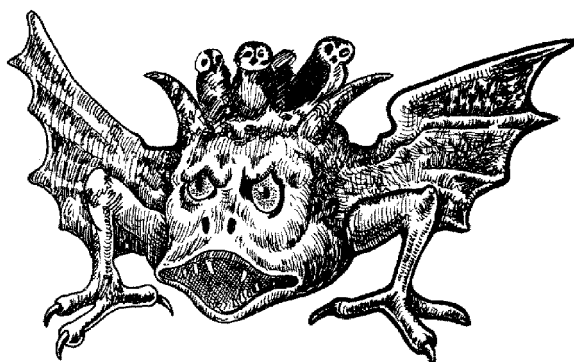
after a few rounds it may attack a second target if one approaches

DISMAL FAILURE - The frit is dispelled - even if bound to an object

NB: Anyone nearby who hears the scream is highly discomforted, but does not take any penalties.

Frits can only attack one target at a time, and then must depart - whether they succeed or fail. If the frit is bound into an item - and the binding has charges remaining - it may retreat to the binding for three rounds after the completion of an attack, and then emerge to attack again. It may continue in such a fashion until all the charges in the binding have been used up, until all viable targets have left the area, or until it is physically or magically slain (in which case it is dispelled). Frits are invulnerable to non-magical weapons, and to spells that affect physical tissue or sentient minds. Also, most regular spells do not affect frits, with the exception of the Second Retrotropic (dispels them instantly), and Drumphilo's Adequate Illuminator (causes loss of 2 Health points if cast on a frit; but then this spell ends). Specialist spells effective against them are Calantus' Immanent Splendor (user is immune, and any nearby targets defend at a boon of 1), Simbilis' Diabolical Restraint (frit dispels itself rather than suffer the effects), Simbilis' Righteous Mantle (user is immune), and the Virtuous Blade of Motholam (which allows a sword to engage a frit as if the frit were a regular physical being, though a frit has no physical attacks). Also, frits cannot attack in full sunlight, and shun bright magical light sources.

TYPICAL FRIT: Defense (Dodge) ~, Health ~-5 (immune to non-magical weapons), Magic (innate) ~, Wherewithal 1.5~.



other than full sunlight (penalty of 2 on Perception rolls at 5-10 yards range, 3 at greater distance, and 1 when closer than 5 yards). The Deepening Gloom also negates the deleterious effects of sunlight onto demon flesh when a demon is used as the target of the spell – but the penalty when trying to see them is reduced by 1. On a Dismal Failure the caster is struck blind for several rounds.

Style Affinity: Devious

Felgin's Subservient

Range: Near

Duration: Day

Difficulty: Straightforward

Summary: Brings a half-man under your control.

The caster must meet the gaze of a half-man that is native to the surface world of the Dying Earth. Then the caster's Magic rating must defeat the creature's

Wherewithal (or Magic resistance if available). If so, the creature falls under the command of the caster and must obey their wishes for a full day. (Certain half-men have been known to continue working for a successful caster of the spell in return for certain abominable sacrifices - even without recourse to this spell after the first instance.) On a Dismal Failure the caster stands confused for several rounds¹.

Style Affinity: Forceful

The Imperative Demonic Application

Range: Near

Duration: Special (ceremony)

Difficulty: Complex

Summary: The standard demonic summoning ceremony.

The Imperative Demonic Application is the cornerstone spell of demon worship, for many consider it the only "proper" way to call a demon into a binding circle for the purposes of bargaining for its services. If the spell is cast without proper research, one rolls the summoning attempt (see 3.2) at a penalty of 1, and on a Hair's-Breadth Success a random

demon will be called. (See also Zammik's Seven Bindings below.) Therefore this spell is designed as an adjunct to exhaustive inquiry. The execution of this spell involves a certain amount of unpleasantness, such as the spilling of one's own blood, the occasional sacrifice of warm-blooded creatures, and the gradual yet inevitable slide into ravening insanity. We need not further detail such things here. (This spell cannot be encompassed, and must be performed as a ceremony.)

Style Affinity: Forceful

Inquisition of the Avatars

Range: Near

Duration: Feat

Difficulty: Complex

Summary: Engages the attention of a Demonic Centrality, so that a question may be asked.

The avatars of Demonic Centralities could once be called by powerful magicians in a similar way to Greater and Lesser Demons.

However, none of the witches or magicians of the Dying Earth these days have sufficient power.

Thus, this spell is the only remaining known way to contact a Demonic Centrality (though a Centrality's avatar might conceivably

contact you²). This spell may not be encompassed, and must be cast as part of a ceremony. (See Summoning and Binding rules if necessary to create details.) If

sufficient sacrifice is made, the Centrality's avatar will condescend to listen to your request, and will set its price. Since this price is usually inordinately high, this spell

is rarely used, and mostly only for

uncovering some long-lost piece of information - such as the location of a surviving copy of a particular lost spell, or the most crucial weakness of your arch-enemy.

Style Affinity: Forceful

Javanne's Irresistible Glamour

Range: Self

Duration: Hours

Difficulty: Straightforward

Summary: Boosts Seduction and Persuasion.



¹ It is unwise to stand confused in the presence of an unrestrained deodand.

² Should you be so very unlucky



This spell works equally effectively against humans or demons, boosting all Seduction and Persuasion (Charming/Forthright only) attempts – through applying a levy of 1 to the target's Rebuff or Resistance. On a Dismal Failure the caster looks less appealing than usual (a penalty of 1 to related rolls) for the next hour or so.

Style Affinity: Devious

Llorio's Deleterious Menial

Range: Near

Duration: Hours

Difficulty: Complex

Summary: Calls forth a minor demonic servant.

A small demon (the size of a child) is summoned from one of the subworlds, and may be commanded by the caster. The demon is relatively intelligent, as strong as a hearty human male, and has a tough hide that partially deflects conventional weapons (boon of 1 during appropriate Health contests). Swift and silent on his (green and grotesque) feet, this demon can spy, slit throats, impersonate short and cowed retainers, and engage in repellent conjoining. On a Dismal Failure the summoned demon will appear to act as expected but is actually totally recalcitrant. It will sabotage the caster's plans at the most amusing opportunity, perhaps even conspiring with the intended victims to turn the tables on its summoner. Typical ratings: Persuade (Intimidating) 10, Rebuff (Penetrating) 12, Attack (Strength) 11, Defense (Sure-Footedness) 13, Magic (resistance only) 12, Health 14, Athletics 8, Perception 7, Stealth 12, Wherewithal 14.

Style Affinity: Forceful

Llorio's Projected Sentience

Range: Touch

Duration: Hours

Difficulty: Complex

Summary: Places the caster's consciousness inside a small mammal.

The caster must have a small relatively unintelligent mammal at hand. Traditionally cats and bats are preferred. The caster assumes a meditative state and projects their mentality into the mind of the creature. Whilst in this form the caster can travel unsuspected hither and yon, moving the animal up to a mile or more away from the caster's recumbent form - although manipulating a flying creature this way takes practice. The caster can be detected in this

form by some spells (such as the Revelation of Veracity [IT]) and some magic items (such as the Eyes of the Overworld), and may only return to their body when the animal is within reasonably close proximity. If the animal is killed at a distance from the body of more than half a mile then the caster's mind is set adrift and may or may not ever safely return. On a Dismal Failure the caster lapses into a trance for an hour or more, and the animal is unaffected. (This may confuse observers.)

Style Affinity: Forceful

Shadow Armor

Range: Self

Duration: Feat

Difficulty: Straightforward

Summary: Makes it harder for your attackers to see you, and resists Dying Earth magic.

A veil of shadow surrounds the caster. This not only makes them more difficult to hit (levy of 1 on all attacks relying on sight), but also gives a boon of 1 to the caster's Magic when resisting normal Dying Earth spells.

Style Affinity: Devious

Spectral Dagger

Range: Self

Duration: Concentration

Difficulty: Straightforward

Summary: Conjures an evil magic dagger.

A short thin magical blade of faint "darklight" springs from the caster's palm. This acts in all ways like a regular dagger, except that it ignores magical defenses - and injuries caused by it will not heal normally. (Magical healing is required and if this is not applied within a few rounds, an additional toxic effect -potency 3 - occurs.)

Style Affinity: Daring

Velok's Captivator

Range: Sight

Duration: Feat

Difficulty: Complex

Summary: A demon is called and can be commanded to kidnap someone from a few miles away and bring them back to the caster.

A partially-intelligent winged demon is summoned from Hrandu-Ur, and can be commanded

flees into the surrounding countryside looking for humans to terrorize and devour.

Typical ratings: Persuade (Intimidating) 7, Rebuff (Obtuse) 18, Attack (Strength) 19, Defense (Dodge) 16, Health 15, Magic (resistance only) 14, Athletics 11, Perception 8, Wherewithal 15.

Style Affinity: Forceful



Yasbane's Attendant Minuscules

Range: Near

Duration: Hours

Difficulty: Straightforward

Summary: Summons murderous imps.

This magic summons a dozen or more imp-like creatures of minimal intelligence. They may be given relatively simple tasks like theft and ambush, and although individually weak they can easily set about murder and sabotage as a group. They are dexterous and have sharp needle-like teeth. Well-prepared adventurers are unlikely to be harmed by them directly, as their teeth and claws are not even as dangerous as a cat's. But with the benefit of surprise as a group they are capable of restraining someone in a net with Attack (Speed) 18 from ambush (reduced to 12 for an attack that is spotted before it begins). Each successful attack on them kills one of their number and reduces their Attack rating by 1. After a few hours they forget their purpose and gradually slip away back to wherever they came from. On a Dismal Failure these entities run amok. (50/50 whether they attack the caster or flee the area seeking random victims.)

NB: Liberation of Warp does not dispel these entities.

Style Affinity: Devious

Yasbane's Grim Warden

Range: Near

Duration: Day

Difficulty: Complex

Summary: Calls up a Jarak to guard your property.

A Jarak (see 2.6) is summoned to guard the premises of the caster. It can receive and understand simple instructions. This demon will stay in a given area and defend it virtually to the death. (When near defeat its contract ends and it returns to its subworld home in a flash of acrid darkness.)

Style Affinity: Forceful

Zammik's Seven Bindings

Range: Near

Duration: Hours

Difficulty: Complex

Summary: The standard magic for binding a summoned demon to your will.

If the Imperative Demonic Application is the cornerstone of demon worship, the Seven Bindings are the foundations. Once a demon has been summoned by the Application, what is to prevent it from simply plucking up the summoner and their assistants and feasting upon their tasty flesh? The answer is - one of the Seven Bindings. Yes, this is not one spell, but seven, and again is an adjunct to exhaustive research. When a demon is called, it is essential that the correct Binding is associated to the Imperative Demonic Application - otherwise the demon is free to act as it wishes. (And demons are notorious for being willful, destructive and ravenous.) During research it is helpful to cross-reference, as not all demonic tomes are uniformly accurate. In fact, some sages have suggested that demons have intentionally created misleading reference works, in order to provide food and amusement for themselves. Another factor worthy of consideration is that at one point during his unpleasant career Zammik the Activator postulated on the possibility that he had overlooked an Eighth Binding. Considering the horrific nature of his death, it is entirely possible that he should have applied greater attention to this line of inquiry. On a Dismal Failure the caster has indeed used an inappropriate binding.

Style Affinity: Studious



Witch-Finder Spells

"The fires and furious powers I control are not valid in the air of the demon world, where substance and form are of different entity." ... Kerlin bemoans his inability to blast Blikdak into instant nothingness

Amberlin's Discontinuity Determiner

Range: Near

Duration: Concentration

Difficulty: Straightforward

Summary: Find dimensional rifts.

This spell reveals to the caster the whereabouts of any dimensional instability, such as rifts between dimensions, portals to and between subworlds, and other magical gateways. These become visible due to an unpleasant blue-green haze that forms around them for the duration of the spell. On a Dismal Failure the spell indicates such a rift where none is present.

Style Affinity: Curious

Calactus' Immanent Splendor

Range: Self/Near

Duration: Concentration

Difficulty: Complex

Summary: An aura of holy radiance that harms demons.

The caster bursts into a powerful radiance, presumably reminiscent of the pure yellow-white light that the Earth's sun used to emit. This is extremely painful and damaging to demons: causing burns that destroy 3 Health points every round. (For half-men the damage is only 1 point per round, though the pain is still intense.) Sufferers usually try and flee from spell range, or get behind objects (or others) and therefore suffer less. On a Dismal Failure the caster suffers burns that cause them an injury, as a momentary intense heat flash causes their clothes to catch fire in numerous patches.

Style Affinity: Daring

Edan's Cerebral Physic

Range: Touch

Duration: Instant

Difficulty: Straightforward

Summary: Heals mental damage caused by demonic magic or aura.

Using this spell, the caster may heal any mental damage that a human being has taken as a result of magic, magical special abilities, or simply through the presence of an otherworld being. On a Dismal Failure the duration of the affliction is increased by one fifth. (This spell will *not* remove points of Demonic Taint.)

Style Affinity: Studious

Edan's Thwart of the Unholy

Range: Near

Duration: Instant

Difficulty: Complex

Summary: Removes spells from the mind of an evil spell-caster.

The caster must target one person for this powerful spell, and it was originally intended that this person be a witch or warlock. (Indeed for the spell to function, the target must have a Demonic Taint rating.) If choosing to resist the spell, the target is at a levy of 1 - because the potent nature of the spell brings an enhancement to the process. On an Illustrious Success against them the target loses all spells in their sensorium or active through concentration, and all enchantments about their person are dispelled or temporarily suspended (see "Liberation of Warp" DERPG p107). On a Prosaic Success only the spells currently held through concentration and the enchanted effects are ended. On a Hair's-Breadth Success only the effects are terminated. Additionally, this spell is also efficacious against various demonic enchantments, allowing the caster to pit his Magic rating at a boon of 1 against the Magic rating of the caster of the demonic effect in order to dispel it. On a Dismal Failure whilst casting, the spell-user simply loses this spell plus another (random) from their own sensorium. (If no other spells are currently encompassed they lapse into deep confusion for three rounds.)

Style Affinity: Forceful

Phandaal's Primary Dissolution

Range: Near

Duration: Instant

Difficulty: Complex

Summary: Closes a dimensional rift.

This spell brings certain elemental forces to bear - to seal any dimensional rift that is in the vicinity of

the caster. Smaller or long-disused gaps between dimensions have a surmountable defensive Magic rating to resist this (typically 12-20). If a portal is known it may have a higher defensive rating and/or be protected. Those that are more powerful may have resistances of 30 or more, and additional ceremonies (or other assistances) will be required to boost this spell. A guardian entity bound to a portal can also try and resist the effect. Few entities retain the knowledge to re-open or create such portals with ease once one is closed.

Style Affinity: Forceful

Phandaal's Secondary Dissolution

Range: Touch

Duration: Instant

Difficulty: Straightforward

Summary: Heals demonic contamination.

This spell excises demonic taints (but only those that have been forced upon the victims by an outside agency rather than achieved by one's own demonic meddling) and other strange magical effects that directly result from interactions with a being of the subworlds. If the problem was purposefully inflicted (a curse, wound, or currently active demonic spell effect), the caster of this spell must overcome the Magic rating of the being that caused it – but makes this contest at a boon of 1 if the enemy caster is not concentrating on the effect. NB: Special demonic wounds that fail to respond to regular healing will lose this unhelpful resistance after a successful application of the Secondary Dissolution.

Style Affinity: Forceful

Simbilis' Abhorrent Distraction

Range: Near

Duration: Hours

Difficulty: Straightforward

Summary: Hypnotizes demons into a stupor.

A whirling and wriggling, slightly repulsive geometric shape about the size of a man's upper torso appears in the air. It remains in existence for a number of minutes equal to the caster's Magic pool at the time of casting multiplied by 10. Any demons that see it within three rounds of it being cast must make a single roll to resist it. This is at a penalty of 3 if their Magic rating can be trumped by the caster's, a penalty of 2 if their Magic rating is equal or less to the caster, a penalty of 1 if it is higher, and no penalty

if they can trump the caster. Any that fail become preternaturally fascinated by this manifestation and cannot be distracted unless they suffer notable injury. Additionally, demons who come into the area after three rounds must also resist this fascination, but at one less point of penalty. When the spell does end (either on expiration or when cancelled by the caster) any demons that were held enthralled are unaware that anything out of the ordinary has occurred, having lost all memory of that time period – as if it never existed. On a Dismal Failure whilst casting the GM rolls a die, and the caster is distracted by the creation for that many rounds (although demons are not).

Style Affinity: Devious

Simbilis' Diabolical Restraint

Range: Sight

Duration: Instant

Difficulty: Complex

Summary: Holds one demon inside pain-inflicting circles of energy.

Glowing circles of green light shoot forth from the caster's out flung hands, and head towards the nearest demon in the general direction that the caster is pointing. They encircle and bind the demon, causing the creature agonizing pain in the process if it attempts to move or cast any magic. (A point is lost from its Health pool for each such unwise action attempted.) A demon may attempt to break this binding every ten rounds using the same penalty options as for the Abhorrent Distraction above. On a Dismal Failure the caster is incapacitated by agonizing pain for a number of rounds equal to a single die roll.

Style Affinity: Forceful

Simbilis' Righteous Mantle

Range: Self

Duration: Concentration

Difficulty: Straightforward

Summary: An aura that resists demonic magic.

This spell gives the caster (or target) a protective aura that resists demonic magic (including special abilities). Effectively, the beneficiary of this magic gains a bonus of 1 for appropriate resistances. A faint golden glow surrounds the recipient, and as demonic magic interacts with this shield it flashes with coruscating gold and silver sparkles. On a Dismal Failure the caster receives a penalty of 1 against all



demonic magic attacks over the following several rounds.

Style Affinity: Insightful

Thasdrubal's Baneful Notifier

Range: Self/Touch

Duration: Day/Concentration

Difficulty: Straightforward

Summary: Warns when demons are in the vicinity.

The caster uses this spell personally or upon a willing target. It remains in place and dormant for a single day. If a demonic being comes into range (a distance of double the caster's Magic rating in yards) during this time, the beneficiary of the spell is alerted. They instantly know how many creatures there are, more or less how powerful they are (compared to the target's own Magic rating), and approximately how far away they are. This perception will then last for as long as the beneficiary can concentrate. At the time of casting the magician must decide whether this spell will also be sensitive to half-men or only to full demons.

Style Affinity: Insightful

Near the middle of the night a ghost appeared, wearing pale robes and a silver fillet supporting twenty pale moonstones on long silver stalks. It swirled close to Cugel, staring down with vacant eye-sockets into which a man might lose his thoughts. Cugel pressed back against the wall so that his bones creaked; unable to move a muscle.

The Virtuous Blade of Motholam

Range: Touch

Duration: Feat

Difficulty: Straightforward

Summary: Enchants a bladed weapon to cause greater harm to demons and witches.

The caster calls forth an enchantment upon any bladed weapon. This weapon now ignores all innate demonic protections and all defensive effects of subworld magic. In essence it is free to hack into demonic flesh unimpeded, and if no such resistances are in effect it instead gives a bonus of 1 to attack rolls against demons and half-men – and anyone with more than 1 point of Demonic Taint. For the duration of combat the blade is also effectively unbreakable - being vulnerable only to direct attack from the mightiest of magics. Several magicians of the Grand Motholam are rumored to have been the originators of this magic, and indeed perhaps its creators were a co-operative enclave. The blade also strikes ghosts, etc. for normal damage.

Style Affinity: Daring



Demons Abroad in the Dying Earth

Whilst humanity seems to like nothing better than to identify a convenient foe and disclaim all responsibility for unpleasant events, it seems probable that most interactions with demons on the face of the Earth have been the result of initial contact made by humans. Unscrupulous arch-magicians such as Yasbane the Obviator garnered the dangerous knowledge of demonology, and harnessed mighty subworld beings to their will. Other powerful wizards - possessing the stalwart character of such as Simbilis the Sixteenth and Calantus the Great - opposed him. It was probably such as these who were responsible for the summoning of Sadlark from the Overworld to attempt to counter the demon threat.

Some unscrupulous magicians secretly established portals to the Demon Realms, and explored ways and means to interact profitably with the creatures there. From time to time, incautious magicians found they had over-estimated their competences, and were taken by the demons that they had sought to enslave. Such unfortunate events have left unguarded portals through which Demonic Centralities or their lesser minions have passed for their own dark purposes. At some times they even established theocracies of demonists who would worship them, although eventually an enclave of arch-magicians would rise and slaughter them or drive them back into their subworld.

All such interactions are now things of ancient history. The last days of the Dying Earth do not host epic battles or provide a backdrop against which

demonic hordes ravage the land. This does not mean of course that in some lands demons might not hold local dominance - far from it; such is the diversity of these days that such is even likely. Nonetheless, presently the majority of demon encounters

experienced by adventurers on the Dying Earth are likely to be with a demon that has been summoned. Most are still under the control of the summoner, or remain enslaved after the summoner is long-since

deceased, but some will have broken free and be acting under their own volition. Very rarely, a demon might independently break through the barrier between its

realm and this world, and emerge to prey upon the hapless inhabitants. A minority of encounters will be with a group of summoned demons undertaking some task, or a whole conclave of them cavorting at some black ceremony.



Magnatz rises from the Deeps

*In the center rose a dais of stone, as high as a man.
About the fire, about the dais, two-score figures, robed in
gray monks-cloth, reeled sweatingly, their faces unseen.
... Etarr and T'sais observe the witch-cult*



3.1 Worshipping Demons

In the Dying Earth stories, a demon cult is described during its Sabbath celebration [TDE p47-50]. Also introduced is the Green Legion of Valdaran the Just, which is dedicated to wiping out demon worshippers. These clues indicate the fact that covens of black magicians (warlocks) and witches exist across the Dying Earth. It seems to be indicated in that story that persons from all across the Dying Earth came to this Sabbath, which presumably was a special event, perhaps the major annual or three-yearly ceremony.

"All manner of men and women, old and young, orange-haired witches of the Cobalt Mountain; forest sorcerers of Ascolais; white-bearded wizards of the Forlorn Land, with babbling small succubae. And one clad in splendid silk was the Prince Datul Omaet of Cansapara, the city of fallen pylons across the Melantine Gulf. And another creature of scales and staring eyes came of the lizardmen in the barren hills of South Almery. And these two girls, never apart, were Saponids, the near extinct race from the northern tundras. The slender dark-eyed ones were necrophages from the Land of the Falling Wall. And the dreamy-eyed witch of the blue hair - she dwelt on the Cape of Sad Remembrance."

Thus, we can suppose that this major Sabbath was a much larger version of small unpleasant ceremonies that occur in hidden places of the wilds and cities of the Dying Earth. Another significant coven event is noted in the Scaum Valley [SVG p165]. (The summoning of an Overworld entity to possess a prisoner is particularly diabolical, as it not only slays the prisoner through over-consumption but also taints the Overworld being before it returns to its realm.)

The Black Sabbath

This event took place in a natural rocky amphitheater, lit by two large bonfires, and at the center of the arena was a stone dais as high as a man. Forty or more worshippers danced frenetically in gray monks' habits, and many others came to join them. A chant built up amongst the reveling figures, and a middle-aged witch jumped onto the dais to dance lewdly, encouraging and focusing the chant, and leading the dancers into a mass miming of any number of perversions.

This obscene energy was sufficient to activate the powers inherent in the dais, and open a portal to one or more of the subworlds, from which many foul demons leapt and flew - to join in the revelry. While a

few of these may have been Greater Demons, it is likely that most were of the common Lesser kind - since the story does not note them as retaliating with effective force. (Indeed they flee Valdaran's forces with little thought of defense.) This would also make sense when related to the power-levels of the worshippers. No organized force in the Dying Earth during these times is capable of controlling a mass of Greater Demons.

As the dancing and unnatural congress continued, the chief priest stood upon the dais and drew sufficient power from the ceremony to summon an avatar of Ethodiea the goddess of mercy. This priest shouted spells, wove glowing runes into the air, and chanted. Ethodiea appeared as a towering glowing figure, but was trapped above the ceremony - and the priest-magician cast bolts of purple energy against the goddess - causing her great pain and delighting the crowd.

Probably, despite her size, Ethodiea was only one of many benevolent spirits from a previous aeon - one who was glorified with the epithet goddess (rather than actually being a divine being responsible for the creation or guidance of mankind). The purpose of this Sabbath (an unusually powerful one) would have been eventually to cause her agonized demise. It is fortunate indeed that Valdaran and his Green Legion had arranged to ambush this particular ceremony.

Why Join a Cult?

The question remains: why do people join a cult of demon-worshippers? The answer as always is: "for power and prestige"¹. A demon-worshipping cult will begin when a worshipper from elsewhere is forced to relocate, or a magician turns to the demonic forces to try and find a solution to some particular problem. In this latter case, it all starts simply enough, when the demons that come along are relatively helpful and demand simple payment like cups of blood, the corpses of animals, sacrificial half-men, and the chance to cavort with captive villagers and transients whom "surely no-one will miss". The demons have centuries upon centuries of experience at slowly drawing in new converts. They do this through teaching spells, gifting of peculiar magical items and enchanted substances, and offering lesser demons as bonded servants or as channels for magic otherwise unavailable on the Dying Earth.

1 Although there are some who claim they joined for the healthy outdoor activities and the chance to meet interesting people

In the past some of the powerful arch-magicians were able to manipulate demons with ease, getting the best from the bargains. Now it appears that the demons themselves have the upper hand, insidiously drawing converts deeper and deeper into their clutches. Those who rise high enough in these secret cults continue to gain great advantages, but must now pay the demons through kidnapping, secret murder and loathsome acts of unnatural debauchery. The converts have become tainted through their continued association with demons, and to all intents and purposes are now insane - though most can still hide these personality changes well enough from their non-demonist colleagues and acquaintances.

Whilst several hundreds of demon-worshippers exist across the Dying Earth only a few score of the highest-ranking worshippers actually gain powerful benefits from their association with demons. The others are mere unwitting pawns, who have sacrificed the purity of their souls for largely intangible gain. In short they are desperate underlings, following powerful human leaders in the hopes of slowly gaining the same levels of power and influence as these stronger folk seem to have achieved. The capacity of all interactions with demonic entities to enthrall human beings should also not be underestimated. It soon becomes unclear when talking about demon summoning as to who is the master and who is the slave.

A variant example of a demon-worshipping community is the unwholesome hamlet of Scarholm [SVG pp 47/48]. GMs with SVG will also note "Valdaran's Aunt". Those preferring his origin in a previous era (as suggested in DDE) can assume she is an aging and deranged witch who has obtained Valdaran's appendix, which was once the unsuccessful component of spells against him. When it is burned, he senses this and arrives post-haste seeking witches.



3.2 Summoning and Binding Demons

Note that this section covers the manipulations of witches and warlocks; the more wholesome activities of diabolists calling demons are covered in the entry for the spell Phandaal's Demonic Circumpsection.

Why would someone summon a demon?

- i) Demons are mostly tough and fearless. They can be used to attack one's opponents and rip them limb from limb, or simply to encourage compliance through their presence.
- ii) Magical items and substances are available in many Demon Realms that cannot be found anywhere else. Magicians are notorious for seeking obscure items, and stopping at nothing to obtain them. For a price, a demon will bring something with it from its realm, or return to fetch it.
- iii) Various minor demonic entities can be called and bound to perform a service. Typically these demonic animals have limited intelligence but one or more formidable natural (or should we say "unnatural") weapons and/or abilities. In cases where the desired result is the murder of an ordinary person it often matters little what kind of demonic beast is called. If the victim is well protected, or knows magic, a little more discernment might be required. The greatest advantage of summoning a demonic creature (rather than a Greater or Lesser Demon) is that they mostly have limited intellect (even the ones capable of rational communication) and therefore will not resent the summoner (as intelligent demons tend to do). The downside is that they are only capable of following orders of restricted complexity.
- iv) Some demons have spells, or have a spell-like function as a magical ability. A successful summoner can command the demon to use a magical ability on their behalf, can temporarily enchant the ability into a magic item, or can even force the demon to teach them a Demonic spell. Once this act is done, the demon instantly returns to its plane of origin. Thus, despite the availability of impressive powers, many demons are bound and harnessed only in order to be able to command their brute force or temporarily take advantage of one of their abilities or spells. Accessing



their spell-like magic was once much more common - when the powerful magicians of previous aeons held sway. Sometimes demons were permanently bound into (or as) magical items, and such objects might still be found. (Weapons were one common binding form, since these allowed the demon to continue to drink blood, making it easier to force it into the binding conditions.)

v) Some demons have specialist knowledge, now lost to the current batch of magicians of the Dying Earth. For a fee they will reveal this knowledge.

Working Out the Figures

Whilst normally we do not encourage GMs to make contests of rolls on behalf of GMCs, in the case of demon summoning perhaps we can make an exception. The reason for this is that demon-summoning is risky, and open to catastrophe. Thus, whilst the players need not see the rolls (and whilst the GM should definitely have all of the relevant statistics immediately to hand prior to commencing the gaming session) the random chances of failure might legitimately play a large part in how a scenario unfolds. Alternatively, of course, the GM may simply decide on the success level achieved by a particular summoning as best suits the scenario, and dispense with dice-rolling altogether.

Note that summoning and binding a demon normally requires two principle witches. Although the main participant in ritual summonings must cast the appropriate one of the Seven Bindings, it is normal for an associate to initially cast the Imperative Demonic Application. (It is the caster of the successful Binding with whom the demon is impelled to communicate.)

1) Summoning

A) CASTING THE IMPERATIVE DEMONIC APPLICATION:

Casting this spell (see 2.9) must be done as part of a typical demonic ceremony (see "1b" here below for details). The witch need not roll to see if casting the spell itself is successful; rather at the culmination of the ceremony she simply pits her Magic rating against the Magic rating of the targeted demon. (*Note that a summoner with the Magical specialization of Disputation - see Turjan's Tome - may use points also from this pool to assist the attempt.*)

B) THE VARYING CHANCES OF SUCCESS:

If the combined Magic ratings of the assisting ceremonialists totals 50 or more¹, the witch makes

Mechanics of Demonic Persistence

If a summoned demon is effectively challenged and repulsed by its target, it will eventually give up and return to its binding location to report a failure.

Demons of the Dying Earth are not the indefatigable entities of other forms of fantasy literature, which hound their victim for years or decades until the job is done. Dying Earth demons are sullen and resentful when summoned, and make their own decisions on when enough is enough. Each will give up after it has suffered a number of setbacks. A setback is classified as a significant failure, which could be evidenced either as a wound, a Persuasion defeat, or even the sudden arrival of powerful allies of their target.

UNINTELLIGENT DEMON

BINDING RESULT	SETBACK
Illustrious Success	4th
Prosaic Success	3rd
Hair's-Breadth Success	2nd

INTELLIGENT DEMON

PERSUASION RESULT	SETBACK
Illustrious Success	5th
Prosaic Success	4th
Hair's-Breadth Success	3rd
Exasperating Failure	2nd
Quotidian Failure	1st

this challenge at a boon of 1. (Though Greater Demons resist at a boon of 1 regardless.)

Each demon or member of a demon species also requires variant components as adjuncts to the ceremony. These range from slaying of small animals, burning rare plants and herbs, crushing valuable gems into powder, a cup of blood from each ceremonialist, butchering a half-man, or sacrificing a close relative on a black altar. (The GM decides these requirements if the characters are in a position to know them.) The summoner must also specify exactly which demon or demon-type she is calling, and use its correct title or name within the Application. Using appropriate components does not increase the chances of success, but if the ritual is discharged without sufficient

¹ The lesser members of a coven tend to have Magic ratings ranging from 3 to 7 due to the training they have had in demonology; although most of them will know few - if any - spells, only how to participate in ceremonies.

components a levy of 1 (or even 2 for the grossly inept) is applied. If these requirements are met with impressive zeal (e.g. an extremely large number of sacrifices, a bounty of rare botanical specimens, multiple crushed gemstones) a boon of 1 is merited instead¹. Note also that after an intelligent demon has been called for the first time, and performed a successful task, it resists subsequent summoning attempts - by the same witch - at a levy of 1.

c) THE RESULT:

If an Illustrious Success is made during summoning, the binder gains a boon of 1 for the following binding attempt. On another success, the ceremony is simply successful. However, if the ceremony fails, the disappointed summoner loses a permanent point of Magic rating (absorbed by the subworld energies that they could not master). On a Dismal Failure the witch loses 3 permanent points of Magic rating.

NB: Once successfully summoned into this world, a demon's Magic pool instantly refreshes.

2) Binding

A) ZAMMIK'S SEVEN BINDINGS:

A binding spell is encompassed in the normal manner; however, a binding circle must also be chalked or scribed on an appropriate flat surface prior to casting. In order to successfully bind the demon, as they cast this spell the would-be binder must contest their Magic rating against the demon's Wherewithal (rather than against its Magic rating).

B) THE VARYING CHANCES OF SUCCESS:

If the combined Magic ratings of the other ceremonialists (not including summoner and binder) totals 50 or more, a demon suffers a levy of 1 to resist being bound in this way². Greater Demons ardently resist being bound - gaining a boon of 1.

C) THE RESULT:

If the binding is an Illustrious Success, the demon is unusually compliant. If the binding attempt results in a Dismal Failure, the would-be binder (and possibly also their associates) are fair game for the demon -

An Example Summoning

Pasfane and Javanne decide to summon Xanakastro, to send it after a meddlesome minor magician who has resisted their several attempts to assassinate him. Following the sensible tradition of sharing the workload, Pasfane encompasses the correct one of Zammik's Seven Bindings, and Javanne prepares to read out the Imperative Demonic Application from her tome. They also gather to them a dozen willing ceremonialists.

1) At the crescendo of the ceremony, Javanne completes the Demonic Application spell and is instantly in magical contest with Xankalastro. She has a Magic rating of 16, and the demon has a rating of 18 (in the campaign in question). The combined total Magic ratings of the other ceremonialists is fortunately just over 50, and so Javanne gains a boon of 1, which annuls the resistance boon that Xankalastro would otherwise get for being a Greater Demon. The witches' preparations (copious research, the on-the-spot execution of six deodands, plus the crushing of a gem worth 500 terces to mix with their blood) are adequate, so no other adjustments are applied. (Had they instead sacrificed a full two-score of half-men, or ten cityfolk, the boon may have been

increased to 2. However, the witches are pushed for time and the witch cult is trying to main a discreet presence in Kaiin.) Javanne also knows the Disputation specialty, and with the help of additional points from its pool eventually scores a Prosaic Success against Xankalastro, who promptly appears in the binding circle that Pasfane has prepared. (Xankalastro's Magic pool instantly refreshes as he appears.)

2) Pasfane pits her Magic rating (14) against Xankalastro's Wherewithal (15 in the campaign in question). Again Xankalastro gains a boon of 1 to resist, due to his being a Greater Demon, but a levy of 1 cancels this out because the assisting ceremonialists have a combined Magic rating of more than 50. Despite her slightly lower score, Pasfane scores a Hair's-Breadth Success against the demon, and it is bound. (Xankalastro's Wherewithal pool instantly refreshes after it has been successfully bound.)

3) Since Xankalastro is intelligent, Pasfane pits her Persuasion (13) against its Rebuff (11 in the campaign in question). The witches want the demon to find the irritating magician and bring them back his severed head. The standard price for murder is the

¹ In these latter days few witch-cults have sufficient influence to meet such extra requirements, and we include this reference only for completeness

² If the total is 500 or more the levy is 2.



which will either attack with intent to devour or try and carry them away back to a subworld. It is worth remembering that whilst sandestins are fractious, demons are deadly. Far too many promising mages have been carried off to one of the subworlds due to a clumsy error of syntax¹.

NB: The demon's Wherewithal pool is refreshed the moment it is successfully bound.

3) Performing the Task

A) UNINTELLIGENT DEMONS:

Each will have some kind of standard task (or options from a small list of tasks) that it is familiar with carrying out. The GM must invent this task/list from such things as theft, carrying messages, committing murder, kidnapping etc. The successful binder states this task clearly and simply, and may provide appropriate adjuncts, such as locks of a target's hair, or a piece of their clothing. Each demon also has some kind of standard payment (usually something simple like the opportunity to dine on living human flesh, or acts of unwholesome congress² once the

presentation of a human sacrifice to the demon on completion. Since the witches don't know where in Kaiin the magician is, Xankalastro will have to find him. This gives the demon a boon of 1 on its Rebuff unless the witches up the ante. Xankalastro suggests that a particularly comely human female would be very tempting, and Pasfane agrees (her eye alighting on the most recent member of the coven, who is unlikely to be missed). However, the end result of the contest is an Exasperating Failure for Pasfane. As noted above, she does not know of this rules concept, only that Xankalastro was particularly tortuous in its wheedlings - and hard to be pinned down to a straight yes or no. Also as noted, only a Dismal Failure means the whole attempt goes belly-up. In the case of this Exasperating Failure, Xankalastro sets about its task with a certain amount of disinterest, and if the magician is sufficiently alert and wily he may gain a boon as he tries to somehow distract or avoid the demon - and thus escape decapitation. (NB: Xankalastro's Rebuff pool refreshes as it steps out of the binding circle to begin its task.)

4) If Xankalastro fails to return with the head, the witches are angered but can do little about it. The

task is complete. Again the GM decides - dependent on the depths of their imaginations. When the task is complete the demon returns to the place of summoning (perhaps with proof of completion, such as a vital organ, severed head etc), receives its reward, and then vanishes in a burst of sulphurous smoke.

B) INTELLIGENT DEMONS:

If the demon is intelligent then the task may be as complex as the creature will agree to. Again there will be some kind of standard payment (or options from a list of standards) that is required upon completion. The binder must spend Persuasion points against the demon's Rebuff to get it to perform the deed. Promises of supplementary tempting rewards (again best left to the GM's discretion) will give suitable levies to the demon's Rebuff. Complex or risky (for the demon) tasks give a boon instead. Those who do not already understand what demons require as payment will most likely be in for a very rude - not to mention horrifying - surprise when it makes its repugnant demands.

demon must come back to the binding circle, and will likely merely grumble its apologies and then vanish. If it does return with the head, it will demand its reward. Since in this example the Persuasion attempt failed, if the demon failed in its task it may attempt to fool the witches with the head of an innocent bystander (suitably disfigured). If they are taken in, then it will claim its reward unjustly. (If the Persuasion attempt succeeded - but the demon failed in the task - it must admit this failure, however reluctantly, and is not entitled to its reward.)

NB: Xankalastro also has a special innate magical ability; his claws cause wounds that normal magic cannot heal. If the witches had only wanted to temporarily enchant an item with this special property (rather than send the demon to commit murder), the cost would be much less - perhaps only several cups of blood. As a Greater Demon, such an enchantment would be more potent than one commanded from a Lesser Demon with a similar innate ability.

From these examples you will see that witches of average statistics stand a fair chance of failing in an attempt to summon a Greater Demon. This is deliberate, in order to show that this is something that they would only attempt when without other options.

¹ The attitude of publishers to editorial oversights is somewhat similar.

² Those of civilized sensibility may wish to have all such activities remain as half-understood rumors of things that occur off-stage. It is not our intention to force GMs to bring such things vividly into the realms of their game.

C) POSSIBLE PROBLEMS:

Intelligent demons will attempt to subvert any agreement (unless they are familiar with the summoners and choose to maintain a good working relationship in anticipation of continuing agreeable rewards for services rendered - in which case they resist Persuasion at a penalty of 1). Thus, it is essential that the summoners know exactly what they want the demon to do, and ensure through careful wording that the demon must do it to the letter. In short, the words of any commands given to demons must be meticulously phrased. On an Illustrious Success, the demon is especially resistant to any attempts to divert it from its task, and the GM may grant it boons to resist attempts at such. On an Exasperating Failure at Persuasion, the demon will allow or make some minor subversion of their task. On a Quotidian Failure this will be a more significant subversion - and in fact the task may quite possibly fail¹. Achieving a Dismal Failure at this Persuasion is a special case situation: the demon demands extra payment of a kind that it is hard for the summoners to come up with at short notice. If they are unable to do so within a period of hours, the whole summoning fails and the demon disdainfully departs. Note that the binder/persuader is not conscious of the concepts of degrees of success or failure, and is merely conscious of dealing with a recalcitrant demon to the best of their ability - hoping that it will obey them to the letter.

NB: *An intelligent demon's Rebuff pool is refreshed as it steps out of the binding circle to embark upon its mission.*

Other Types of Summoning

The process of summoning and binding is not the only way to call a demon. Thasdrubal's Laganetic Transfer evokes a specific demon for instance, and any magician can use this spell without fear of acquiring a demonic taint. This is because, as mentioned elsewhere, magicians of great potency crafted these very specific spells in previous aeons. No opportunity remains for a demon to abuse such a process (unless the spell is miscast), which explains the uniformly acrimonious attitudes of such entities.

"The creature displayed the qualities reminiscent of both coelenterate and echinoderm. A terrene nudibranch? A mollusc deprived of its shell? More importantly, was the creature edible?"

— Cugel fails to grant the respect this interstitial being is due.

3.3 Demons and Dying Earth Magic

Whilst wandering the Dying Earth, demons are vulnerable to much regular magic, and if spells slay them the GM need often only describe suitably unusual after-effects (such as the fizzing dissolution of a demon's corpse, or the strange nature of its momentarily-visible ductile entrails). The granting of significant Magical resistance to all demons (even those with no spells or innate magic) is a deliberate illustration of the metaphysical difference between demons and humankind, especially how spells can bounce off the hides of demons if one is insufficiently potent. (Refer to the Magic Resistance Rules [DERPG pp 91/92].) This single fact alone makes any demon potentially more dangerous than the most ferocious half-man or well-armed and armored warrior. This indeed is our intention, as demons are meant to be formidable evil entities from other realities (not stock monsters to be arbitrarily vanquished with a casual cantrap).

Why the Variance?

Listed here are those Dying Earth spells that have a variant effect (or no effect at all) when targeted at demons abroad on the surface world. (We have scoured not only the DERPG Rulebook and Turjan's Tome, but also the Scaum Valley Gazetteer in our quest for totality. Spells published later must be adjudged by each GM for their effectiveness.) GMs who wish to expand or vary this list should bear in mind the following: Dying Earth spells are powered by elemental entities. What restricts some spells from functioning in the subworlds is the inability of these entities to remain active in such places. Other spells are simply completely inappropriate: for instance magic that is designed to affect human minds or emotions cannot be effective against any demonic being. Furthermore, spells that target Dying Earth physiological forms or affect organs that demons do not possess (e.g the Angwantibo's First Chilling Preservation or the Alchemist's Curse) are likewise useless. Providing the GM bears this in mind, they might find reason to slightly alter this list, but if choosing to do so - in order to be fair to the players and retain game consistency - should make a decision and stick to it.

¹ In game terms these levels of failure typically give the target a chance to escape their fate. When the targets are player-run characters, the GM might give the demon a levy of 1 or 2 on pivotal skills, especially resistances to Persuasion and temptation.



DERPG Spells with Variant Effects on Demons

AGENCY OF CARNAL AFFECTATION [SVG] – no effect

ALCHEMIST'S CURSE [TT] - no effect

ANGWANTIBO'S FIRST CHILLING PRESERVATION [SVG]
– no effect

CALANCTUS' INSTANT DISPULSION [TT] - will not
dispel demons, but otherwise affects their magic
normally

CHARM OF PERCEPTUAL DISARRAY [TT] - no effect

CLAMBARD'S REIN OF LONG NERVES [DERPG]
- no effect

CLAMBARD'S REMOTE UTTERANCE [SVG] – no effect

CURSE OF THE UNDIGNIFIED ANCESTOR [TT]
- no effect

CURSE OF UNWITTING MERRIMENT [TT] - no effect

DIBARCUS' WONDROUS REDUCTION [SVG] – no effect

DRUMPHILO'S ADEQUATE ILLUMINATION [TT] – if cast
on a demon's face its actions that require sight receive
a penalty of 1

EDAN'S THAUMATURGIC POULTICE [DERPG] - causes
one injury level when applied to a demon (presuming
you can get the demon to sit still for the “treatment”)

ENCHANTMENT OF THE STILLED TONGUE [TT]
– no effect

FELOJUN'S FIRST AND SECOND HYPNOTIC SPELLS
[DERPG, TT] - no effect

FIRST RETROTROPIC [TT] – This will not dispel a
demon, but will revert them to normal form, including
removing any self-generated illusions

FORMULARY OF EXPEDIENT AMBIGUITY [TT]
– no effect

ILLUSION OF VILE ARTHROPODS [DERPG] - no effect

IMPERCEPTIBLE INTELLECTUAL ANALYZER [TT]
- no effect

IMPROPRIATORIOUS TONGUE [TT] - no effect

IMPUDENT QUEROR [TT] - gives vague and sinister
descriptions only

ISSUANCE OF THE PRIMORDIAL WHISPER [TT] - most
demons find this a pleasing sound

JAVANNE'S ENERVATION OF WILL [DERPG] - no effect

KLOPAG'S INACCURATE RECOLLECTION [TT]
- no effect

LIBERATION OF WARP [DERPG] - if the demon has
been summoned, this spell will dispel it - providing
the caster overcomes the demon's Magic rating, but
the caster's attempt is at a levy of 1. Otherwise the

LoW is ineffective against demonic items, spells and
magical effects

LITERAL ORGANIC EXPULSION [TT] - this spell is
exceptional: being a fine anti-demonic tool (keep this
from common knowledge until discovered during
game play)¹

LLORIO'S SPELL STEALER [TT] – no effect

LLORIO'S SUPERIOR RESTRAINT [TT] – demons might
be restrained, but take a long time to suffocate

MAZIRIAN'S IRRATIONAL HATRED [TT] - no effect

MUPOUCHAR'S RELIABLE PROSCRIPTION [TT] – does
not work on demonic spells

PATTERN OF ACTUAL PROPOSAL [TT] – does not work
on demons, except to indicate any that are using
Imposture or Illusion

PECULIAR PERIL [TT] - the tentacles may ignore the
demon/s altogether

PETRITAURO'S MONITORY ATHEISM [TT] - no effect

PREDATORY LAMENT [TT] – caster rolls at a penalty of
1 against Lesser Demons, and a penalty of 2 against
Greater Demons

RHIALTO'S GREEN TURMOIL [DERPG] - no effect
(other than making it feel momentarily discomfited)

SECOND RETROTROPIC [DERPG] - if the demon has
been summoned, this spell will dispel it - providing
the caster overcomes the demon's Magic rating
(otherwise works as normal)

SECOND DEFINITE REDUCTION [TT] – caster rolls at a
penalty of 1 against Lesser Demons, and a penalty of
2 against Greater Demons

SPELL OF MUNDANE REALITY [TT] - no effect

SPELL OF SUDDEN IRRITATION [TT] - no effect

SPELL OF THE SEDUCTIVE FRONTIER [TT] - no effect

SPELL OF THE TWELVE INAUDIBLE QUESTIONS [TT]
– no effect

THASDRUBAL'S ENFEEBLING GAZE [TT] - caster rolls at
a penalty of 1 against Lesser Demons, and a penalty
of 2 against Greater Demons

YASBANE'S DISPLACEMENT OF WOE [SVG] – no effect

*From the under-pommel issued a searching glare; the
ghost tall before them screeched and fell into twinkling
ribbons like pulverized tinsel. There were a few
vagrant motes in the air; he was gone.*

¹ Demons explode in a mass of ichor and unnatural ropy innards, and this resultant mass dissolves fizzing.

Making Adjustments

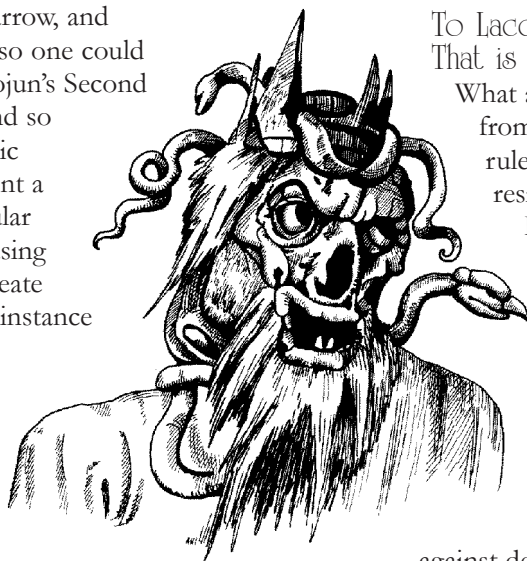
Some magicians might wish that some of the spells that are useless against demons were in fact superbly efficacious. For instance, the aforementioned Angwantibo's First Chilling Preservation (a spell for freeze-drying anything up to the size of a deodand) might be very handy as a last-ditch defense against smaller demons. As it stands, the spell fails to work against demons because the elemental that powers the spell does not register a demon as a potential foodstuff (since it is not natural to this plane, nor indeed edible). Those magicians capable of inventing or simplifying spells (DERPG p93) might be able to adapt a spell so that it can affect a demon. The GM needs to decide if this is remotely logical: i.e. the Alchemist's Curse affects bone marrow, and demons don't have bone marrow, so one could not adapt this spell. However, Felojun's Second Hypnotic targets human minds, and so could be adjusted to target demonic minds. Any magician that can invent a new spell can take an existing regular spell as a base, and theoretically (using the Inventing New Spells rules) create a version that affects demons: for instance "Felojun's Second Hypnotic: Demonic". However, this is so difficult that only Straightforward spells can be so adapted, and the new version is always a Complex spell. (Although further down the line, after sufficient practice, this new version might eventually be simplified back to a Straightforward spell.) Whether in this fashion creating or simplifying a demonic spell, a magician must have a rating of at least 10 in an appropriate Magic specialty, such as Demon Lore. (If they do not, all rolls in the attempt are at a penalty of 1.)

Spells with Variant Effects

We here present the comprehensive list. The possession of this list (or versions of it) by characters within a campaign would of course be extremely beneficial. We advise that any extensive and accurate derivation of this list be available only through a challenging scenario. One such possibility might be having such a thing exist within a tome stored in the

Black Tower of Turnool (see section 7.4). One cannot simply roll one's Pedantry to recall if a specific spell affects demons or not. Such knowledge has been "lost", and is known to so few that it must normally be obtained within play. The only possible exceptions are Diabolists and Witch-Finders that have a rating of at least 10 in an appropriate specialty. They roll at a penalty of 2 (no rerolls allowed) when trying to recall if a particular spell affects demons; and the GM should note which spells they do not know about in this capacity.

NB: If not specifically mentioned below, the new spells under the professions of Diabolist, Witch/Warlock, and Witch-Finder will work against demons on the surface world (unless clearly inappropriate for a particular application).



To Laccodel or Not to Laccodel? That is the Question

What about resisting magical attack from demons? In the DERPG rulebook, four items specifically resist magical attack (The Forthright Amulet of Puissant Shielding, The Just Amulet of Virtuous Reflection, Khadl's Redoubtable Talisman, and Laccodel's Protective Rune). Doubtless various similar devices will appear in other publications. The crucial question is of course - how well do these devices protect against demonic magic?

The simple answer is that they do not. Of course, each GM is at liberty to create their own rulings, but we advise that on the whole these items are ineffective against demonic magic; otherwise demons would just be big deodands from far away! In an environment where weirdness and extreme danger are commonplace one needs to grasp every opportunity to emphasize the unusual threat of a new type of foe. If you allow an exception it should be only the Just Amulet of Virtuous Reflection, as this sounds as if it was deliberately designed to deal with evil magic. (It is also only directionally effective, therefore having less of a terror-reducing impact on the game than Laccodel's Rune.)

In order to imbue demons with a true sense of "otherness", and to imbue your resourceful and



experienced adventurers with a true sense of “quaking terror”, how better than to shatter their preconceptions when it comes to how well their valued magical protections can shield them? Yes, their neighbor Monbrigg the Ferocious might have Laccodel’s Rune indelibly tattooed on his left buttock, but what consternation to turn up at his manse for afternoon tea to find his spell-blasted and partially devoured corpse lying on the portico! What unearthly horror could possibly have done this?

NB: Elsewhere in this work alternative protections are suggested, but such things should be only slowly heard of, and even more slowly attained, during the progress of a campaign in which demons feature.

3.4 The Demons of Lumarth

The most complete account of a demonic encounter given in the Dying Earth stories is when Cugel visits Lumarth. [TDE pp 514-523]. See also Lumarth article - ALFW pp 52-61.

To the east of the Saponid Tundra lie the great Vale of Coram and the ancient city of Lumarth. Long ago during the high years of the Great Magics, Yasbane the Obviator - the most proficient demonologist of the age - ruled the city. In order to thwart his enemies and improve his own powers, Yasbane forged links with no less than five separate Demon Realms and bound five demonic emissaries (Greater Demons) into specially constructed “temples” in Lumarth. The five demons are Yaunt, Jastenave, Phampoun, Edelmar, and Suul.

These creatures were “fed” in secret, and a conclave of demon worshippers engaged in foul practices under the cover of a morass of ceremonial process and double-speak. The demons in their turn by their very presence kept open energy portals to their respective Demon Realms. This meant that Yasbane and his allies were able to use demonic magics to defend their city, as well as to enhance their private warbands. In any temple they could encompass the spells from that particular subworld, and continue to use these as if they were regular magic. Eventually the cost in human sacrifice became too great for the populace to bear, and a conclave of magicians led a bloody revolt that overthrew Yasbane and his allies. Unfortunately, the demon binding held and the demons could not leave. Neither was any surviving magician powerful enough to dispel them. An organization known as the Coramese Thurists was

formed and appeased these beings through continued human sacrifice, in order to prevent them from rising up and destroying the city.

The sacrifices were reduced to the absolute minimal requirement as noted in certain of Yasbane’s captured tomes (before they were thrown into the furnaces), and sacrifices were always of outsiders or dangerous criminals. The Thurists developed their own ceremonial code to hide the magnitude of their permissive evil. In order to forestall any possible social backlash, the Thurists declared the “Era of Love” - a flagrantly idealistic nonsense that nonetheless appealed to the citizens who were very eager for an end to the constant wars and political unrest. Under the guise of their Doctrine of Absolute Altruism, sacrifices were renamed “ambassadors”, and sent to convert the demons to this enlightened way of thinking. Again this was nonsense, and few sacrifices were able to find a way to avoid their fate. The preferred sacrifice is an outsider who has committed some heinous crime, as this causes the least stirrings amongst the citizenry.

Oddly enough, with the possible exception of a super-secret cult amongst the Thurists, nobody in Lumarth is actually a demon-worshipper. Even the powerful Chaladet the Great realizes that demonic bargains can only lead to betrayal and corruption. Be that as it may, Chaladet and most Thurists are quite content to restrict themselves to the minimal practice of human sacrifice (one person per month) in order to keep the demons contented. Unfortunately, a faction of the local people finds even this far too unwholesome to tolerate and have begun inciting dissent. The Thurists have banned magicians of all kinds from the city because of their fears of another popular uprising.

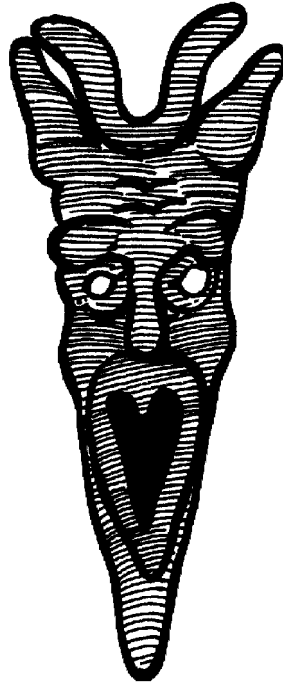
Phampoun’s temple is the only one described in the Dying Earth stories [TDE pp 517-522]. It is approached via worn marble steps through an enormous arched portal, into an echoing hall distinguished only by its high dome and the altar at its far side. A side chamber is illuminated by high circular windows and paneled with dark blue wood. When facilitating the redemption of those who have broken the Doctrine’s precepts, the Chief Adjudicator conducts his scrutiny of the miscreant here. When the process has been explained, the Adjudicator need only touch a button to open the central portion of the

room's floor onto a spiral chute that leads to Phampoun's chamber.

Each demon slumbers in a massive stone chair in a subterranean room beneath his temple. Gold and other treasures (that Yasbane gifted to them long ago in exchange for services) surround them. The chair itself rests atop a magically powered elevator that the demons formerly used for rising to the public chambers of their temples to engage in public rites best described as unpleasant. These days the elevators are grimy and stiff with misuse. The only other features of note in each chamber are a magical lamp and a secured iron door. The purpose of each lamp (which may be turned on and off by the demon through pulling on a chord that dangles next to his chair) was an invention of Yasbane's. They were devised so that each of the victims would be able to see the nature of the demon and suffer even further before their demise. Each iron door (magically locked) leads to a network of passages that link the demon temples. The inner priesthood of Yasbane's demon cult once used other rooms down here, and certain egresses still lead to various demon planes.

Despite Persuade and Rebuff skills that might possibly be bettered by the verbally accomplished, each demon knows that they are talking to their next (extremely rare) meal. Thus only minor victories may be won over these creatures. Many people have come this way before and tried to trick and beg their way back to the surface. Each demon has succumbed at least once, and this has only resulted in their being exposed to the harsh light of the sun and (when insufficiently alert) the loss of their meal with no forthcoming replacement. Persuasion successes may delay the devouring, but the only entity that could be easily tricked into operating the elevator is Pulsifer (see 2.7). Pulsifer is fortunately lacking in duplicity (since he is in effect merely an automatic cleaning device). Thus Cugel's trick could easily work more than once. (Much to the discomfort of the unfortunate Phampoun.)

NB: All demons have a boon of 1 when Rebuffing attempts by "ambassadors" to escape their clutches.



Yaunt [103-44 BLUE]

Tall, thin, and yellow, Yaunt is built somewhat like a demonic praying mantis - thicker in build and with claws, and with a face that reveals an innate cunning - but otherwise quite resembling that creature. When stood straight it is roughly the same height as two men, but only as wide as a normal human male. On its hind legs Yaunt can lope along at a terrific speed. It can also scoop victims up to its fearsome serrated mandibles with terrible ease. (The resultant pulp is not pleasant to behold.) Despite its manner, Yaunt is intelligent and enjoys a fine banter with its ambassadors before ripping them into bloody segments.

GAME STATISTICS

Persuade (Eloquent) 16, Rebuff (Lawyerly) 14, Attack (Speed) 23, Defense (Sure-Footedness) 20, Magic (resistance only) 19, Health 18, Athletics 17, Pedantry 12, Perception 10, Wherewithal 19.

Jastenave [19-52 BLUE]

This demon is the least intelligent of the group. An ape-like, hairy creature, it sits slobbering upon its throne, clearly having long ago gone insane with boredom. Jastenave usually grabs its ambassadors at the first opportunity and tenderizes them against the now darkly stained walls of its room. Its warped mind can no longer deal with rational conversation, though it often chortles gleefully to itself whilst engaging in the all too rare opportunities to commit slaughter.

GAME STATISTICS

Attack (Strength) 20, Defense (Dodge) 16, Magic (resistance only) 16, Health 19, Athletics 12, Perception 7, Wherewithal 19.

Phampoun [76-46 BLUE]

"The gray torso wallowed almost the length of the dais; the massive splayed legs were planted flat to the floor. Arms, each as long as Cugel himself, terminated in fingers three feet long." Phampoun sits with two black hemispheres shuttering its enormous eyes against the room's light. It has a huge gray torso, massive legs and arms as thick as a human male's torso. Its fingers alone are three feet



long, and bedecked with massive jeweled rings (a further sign of the prestige and reward it once commanded). Phampoun's head is the size of a wheelbarrow, and has a huge snout and an enormous loose-wattled mouth. Within its mouth dwells Pulsifer, an intelligent semi-autonomic homunculus attached to the end of Phampoun's tongue. Pulsifer regards himself as Phampoun's caretaker, almost as if he were a separate entity, and carries on conversations and even games of chance with visitors whilst his host remains slumbering. It was through tricking the gullible Pulsifer that Cugel was able to escape.

GAME STATISTICS

Persuade (Intimidating) 19, Rebuff (Wary) 10, Attack (Ferocity) 23, Defense (Dodge) 17, Magic (resistance only) 17, Health 21, Athletics 15, Perception 9, Wherewithal 18.

(For Pulsifer see "2.7: Other Demonic Entities".)

Edelmar [33-49 BLUE]

Crafty and cunning, Edelmar looks like a green-skinned hairless and genderless human, although it is almost the height of two men and has a smooth unfinished appearance. It resents this entrapment, and longs for the day, many years hence, when the binding that holds it here wears out. Edelmar curses the name of Yasbane, as belonging to the cruel sorcerer that bound it. (It conveniently forgets the scores of screaming human sacrifices that it consumed one by one after long hours of their terrible torture.) Nowadays it is so bored that occasionally it will postpone its meal and keep a prisoner chained here, so that it has someone to talk to. One of the magical items stored in this subterranean room is a magical tureen that keeps replenishing itself with soup, so the prisoner does not starve. Edelmar is also the only one of these demons that knows spells.

GAME STATISTICS

Persuade (Forthright) 16, Rebuff (Penetrating) 16, Attack (Finesse) 18, Defense (Intuition) 17, Magic (Demonic) 17, Health 18, Athletics 13, Pedantry 12, Perception 13, Wherewithal 18.

INNATE MAGIC: Edelmar is utterly immune to fire.

(This effect costs it nothing.)

SPELLS: The Black Annulment, Curse of the White Flame, The Lashing Agony, Mutable Appendage, Rokkorok's Illuminative Resilience, Fingreeg's Inner Compulsion.

Suul [50-50 BLUE]

Old Suul resembles nothing more than a humanoid rat. It stands little taller than a man but is immensely corpulent, and has huge front incisors. Suul is quite noticeably male and takes full advantage of this fact when the opportunity presents itself. Though capable of intelligent speech, this is not something it normally bothers with. These days it suffers from variable senility (halve non-physical abilities when in this state), and this presents an opportunity for crafty characters to effect an escape from its clutches.

GAME STATISTICS

Persuade (Intimidating) 16, Rebuff (Contrary) 13, Attack (Ferocity) 19, Defense (Cunning) 16, Magic (innate) 18, Health 20, Athletics 8, Pedantry 12, Perception 10, Wherewithal 16.

INNATE MAGIC: Suul is capable of biting through metals as if they were limp vegetable fibers. Although all the demons are bound into these chambers and unable to interact with the mysterious iron doors. (This metal biting ability costs it 1 point from its Magic pool for each meal.)

3.5 The Kaiin Witch Cult

Origins

Five years ago, the Diabolical Sisterhood of Changa the Witch was ambushed during one of their ceremonies by Valdaran the Just and soldiers of his Green Legion. Changa was the last in a line of powerful demonologists who had been operating a small black sect in the city for over two centuries. This sect had members scattered in various positions of influence, and a number of Lesser Demons under its command.

Valdaran and his agents studied this sect for more than three years before they were ready to act, and caught the majority of members in compromising positions during an unwholesome ceremony in the large sub-basement of Changa's house in Odkin Prospect. All of the black sorcerers were slain, as were several demons and three of Valdaran's men. After the battle, the house "somehow" burned to the ground. Kandive the Golden (who had been privately kept informed of Valdaran's investigation and plans) decreed that no one would discuss these events in public ever again. (Making it hard for characters to

gain whatever historical information the GM elaborates from this description.)

Pasfane the Wretched (apprentice to Moslorik the Grim - who was beheaded during the assault on Changa's house) was suffering from swamp fever on the night of the ceremony, and resting at the home of a relative. After the event, Pasfane salvaged what few dark tomes and scripts she could from various secret caches. After almost two years spent studying them, she felt bold enough to summon her first imp, and went on from there. Although she took on an apprentice straight away, it was another year before she felt confident enough to begin a new coven, and another year or so before this really began to take shape.

The Witch Cult Today

The Witch Cult of Kaiin has existed in its present form for less than a year, created as it was from a disparate group of petty magicians, would-be witches and warlocks, and rich dabblers seeking obscure powers and pleasures otherwise unattainable in polite society. Since the spectacularly violent demise of its previous incarnation, its members have learned the arts of absolute secrecy.

These members are no more powerful than the average band of local magicians, and even Pasfane herself is nowhere near becoming an arch-witch. Nonetheless, their unusual powers, expertise in secrecy, and ability to summon the occasional demon, make them a force to be reckoned with. They might be encountered in any number of ways. Perhaps they have kidnapped someone to use as a sacrifice, or stolen something valuable from one of the adventurers in order to give it to a demon. It is quite likely that at some point a summoning will go awry and a demon be let loose upon the

streets of Kaiin. Although most of the witches will survive this, someone will have to destroy this being or bind it and send it back where it came from.

It is largely up to the GM how the Witch Cult is presented. They might be bumbling incompetents, desperately trying to recreate the ceremonies of the real witches who were all slain by Valdaran, or they might be sinister and insane demon-worshippers engaged in numerous evil plots. These plots could include raising demons, sacrificing upstanding citizens, and gathering evil powers for the ultimate purpose of enslaving all of Kaiin beneath the will of a fell demonic overlord. In this latter case, consider plots where demonic beasts and unfamiliar dark spells appear alongside kidnappings and brutal mysterious murders. The Cult could even become a recurring source of trouble for the players' adventurers.

Membership

The Players' Guide to Kaiin provides a number of notables who might be involved with this diabolical organization. (* = Highly recommended)
Canal Town and the Mud Flats: Fladgna (Bowler Priestess), The Vlack*.

The Fringe: Pioni* (Resilient Beggar).

The Market Place: Dombetha (Beggar in Chief), Sidhujne (Tax Collector), Vjejuar* (the slave dealer)
Scholasticarium: Thrump* (Maugifier)
The Threek: Nagesya (Workshop Manager)

The Tracks: G'ja (Gaming Magnate)

Note also that perhaps Pasfane is not necessarily the sole survivor of the previous cabal. One or two more senior members might have eluded detection, and be allowing Pasfane to run the new operation whilst he, she, or they co-ordinate or observe from behind the scenes.



"The witch-chaser finally arose to retire to his chamber. Before departing he approached Cugel and spoke in a frank manner: 'I have noticed your cloak, which is of a quality rarely seen in this backward region. Since you are as good as dead, why not bestow this cloak upon me, who has need of it?'"



Chapter 4

The Demon Realms

Jack Vance's stories do not describe any of the Demon Realms in detail, and indeed few are mentioned in even casual reference. We hear of the "sub-world" or "demon-world" Jeldred [TDE p125] and La-Er [TDE p139]. And alongside Jeldred, two others - Kalu and Fauvune - are also mentioned by name only [TDE p45]; as are Gnarre [TDE p429] and Jehane [TDE p449].

Regardless of their conjectural origins, numerous Demon Realms indisputably exist at strange angles to the surface world of the Dying Earth. These realms vary greatly in manifestation. Some are large, some are small; some are utterly alien and practically inhospitable to humans, whilst others are just very strange and yet capable of supporting human life. In short, the GM is quite free to invent them to suit her own purposes. The following are examples suitable for entertaining game play. Many others exist that may be more or less bizarre and more or less hospitable. Some of them might be entirely submarine, others mere collections of intelligent gases.

4.1 Some Different Realms

Daczta [THRUPP 103]

Daczta is not a fashionable¹ destination for inter-dimensional travelers. Plains of burning sand cover mile upon mile of its gently undulating surface, and above this blistering plain huge obscene cities float. Within these cities, dungeons, cells, torture chambers, and other horrific entertainments engage the demonic ruling class. It is unknown who originally constructed these cities, or how they remain afloat. Thrupp's Almanac lists Postakan as the most powerful demon of this world, and he apparently lives in the largest of these settlements.

Fauvune [THRUPP 14]

Fauvune is a huge craggy planetoid circling endlessly through a nebula of strange lights. These illuminate its surface with a sinister diffuse glow. The planetoid itself is this plane's Demonic Centrality, though it seems to lack recognizable intelligence. The demonkind live in clans on its surface, or in shallow

cave systems and bleak fortresses. These clans are intermittently at war with themselves, and use giant insects as their battlewagons, cavalry chargers, winged steeds, and beasts of burden. One clan or another usually dominates (except during the height of a war), and has hundreds of prisoners from the other clans. Though all demons here are humanoid, each clan is a distinctive demonic sub-race quite different from the others.

Gnarre [THRUPP 33]

This subworld is made entirely of tunnels and caves cut through rock. It seems that giant worms chewed the majority of the passages from the stone, although many of the caves appear to be natural formations. Rivers flow through the caves, huge mushrooms and toadstools are farmed and provide a basic sustenance, and several races of demons and underground creatures live in mutual antagonism and temporary alliances - as each tries (and fails) to gain the upper hand. Many of the tunnels are huge, and some chasms descend to dangerous lower levels where it is said that the giant worms still breed.

Jehane [THRUPP 7]

The Ruler-Divinity of this subworld is the dog-faced Aloplax. Aloplax rules his kingdom as if he were a human feudal overlord, although the social and economic practices of this land are far less savory than anything that does (or did) exist in the Dying Earth. Crops in this world are thorny vines and unpleasant slimy fungi, subhuman slaves are livestock, and the lives of the many Lesser Demons are considered expendable raw materials for dangerous mining projects, private wars, and sporting battles for the entertainment of the demon leaders and their families.

Jeldred [THRUPP 44]

Blikdak was the Ruler-Divinity of this realm, and exerted his force in a desperate and long-term effort to devour the contents of the great Museum of Man on the Saponid Tundra. Due to the cunning of Guyal, Blikdak's plans were unraveled, as was the demon

1 We find the term 'fashionable' vaguely disturbing, redolent as it is with connotations such as chic, stylish and modish. Yet for all this, the author is undoubtedly correct. Demon realms are rarely chic.

himself. When he was completely dissolved, his realm also ceased to be - since his existence was the keystone to its reality. Prior to his demise, this relatively small subworld was home to various Lesser Demon races that lived in a hierarchy of pain and domination, under the pitiless scourges of Blikdak's Ebon Guards. Survivors from Jeldred are known - including Chkarain [SVG pp 45/46]; which leads to the unpleasant speculation that this realm may have reformed.

Kalu [THRUDD 76]

Woe betides any poor fool who journeys to Kalu. The Greater Demon Yastrak rules this land as if it were a human hell. It is the cruel purpose of his existence to trick humans from the Dying Earth into entering this realm. He and his senior servants amuse themselves through secretly observing the desperate struggles of the captives, and in some cases interacting with them in certain pre-set roles. At the center of this realm is a single portal through which one may return to the surface world, but only the luckiest and most resourceful visitors have any chance of reaching it alive. Most who are drawn here remain as corrupted slaves, or bound in agonizing traps. (Although many of the apparent former visitors are magical creations of Yastrak and his cronies - installed to give the appearance that many thousands of humans are held in endless torment.)

La-Er [THRUDD 16]

During the Cutz wars of the Eighteenth Aeon, the Demonic Centrality Unda-Hrada made an effort to assist certain magicians of his acquaintance. This vast blubbery entity thrust numerous appendages from La-Er onto the surface of the Dying Earth, but Simbilis the Sixteenth acted promptly against it, and its efforts came to naught (other than leaving a large number of violet cusps behind). Unda-Hrada was horribly injured, and retreated into protected caverns within this huge realm.

Before Unda-Hrada's defeat, various portals connected La-Er to the Dying Earth. Some say that Simbilis destroyed all of the portals bar one, and entered the subworld through this door, disappearing forever from the Dying Earth. Perhaps Simbilis and his followers were wiped out in a final clash with the demon hordes, or perhaps he still lives in some part of this realm, engaged in strange and potent projects

that only the greatest of living sorcerers could possibly understand.

Though trade with this demon world ceased for countless generations, and the great portal remained sealed, in this aeon it is rumored that a faction within the demons has gained the upper hand. It is further rumored that these demons have re-opened both the portal and trading arrangements with the local humans (who are by and large no longer demon-worshippers). Reports made by those few traders who are both brave and powerful enough to venture below (and return safely) claim La-Er is a vast subworld of many regions. Some are bizarre wilderness, others are vast fungal forests, and others contain endless acres of fetid swamp. Roaring rivers criss-cross this polluted landscape, with sources in jagged mountain ranges and emptying into vast dark lakes.¹



¹ It is notable that there is a degree of confusion as to where exactly the portal giving access to this demon realm is. Ask in Kaiin and you are told it is to the north and east, not too far from Old Romarth. Ask in Romarth and you will be told that it is in fact across the ocean at the center of a grim desert. We have declined, for reasons of good taste, to expand our queries that far.



Napang [THRUPP 27]

The demons of this realm are mostly insipid colonies of scavengers who wander the surface as pitiful hunter-gatherers. Rumor has it that an arch-magician enslaved their Demonic Centrality long ago, binding him beneath the massive Azrakiel Mountain. Whether or not this is true, this huge mountain is the only stable place amidst a landscape that is frequently shifting. Though whole days can sometimes go by without spontaneous land shifts, it is not uncommon for entire ranges of hills to be pushed up from the ground in only a few hours - diverting rivers and causing lakes to flow across the land. Life here is often short, and always eventful. If a valley forms beneath your campsite, though you might well survive its relatively slow sinking, what happens when a nearby river system now seeks this low-lying region? Perhaps due to these natural hazards, the demons here spare little time for hating outsiders, even humans. Any sentient beings encountered here are considered fellow sufferers, and may even be assisted to survive¹. Fights occur between different groups only when resources are scarce. Thrupp suggested that the demons of Napang once formed a treaty with a kingdom of humans on the Dying Earth, and for this betrayal of their evil natures they were cursed - this being the origin of their planet's shifting surface.

Hranda-Ur [THRUPP 19]

This realm seems to have no solid ground, and be a bottomless sky. Chunks of rock float beneath the light of a bright green sun, and all inhabitants greater in size than a tree-weasel are winged. No central demonic power seems to exist, although it is possible that the few tentative magicians who have been here simply never detected it. Some of the rocks are smaller than a man, whilst others are as large as major towns. One reference even cites a massive floating island that the observer swore was bigger than Kaiin. Abnormal vegetation grows across all such bodies of any significant size, and weird larval worms as thick as a man's arm are commonly found burrowing in the mulch. Flying creatures include winged apes, small draconic beings, and at least three species of demonic humanoid - the larger of which have wings only capable of assisting a controlled descent; and instead flies by riding a type of unintelligent pelgrane.

Perr-Enlek [THRUPP 38]

For some reason, Perr-Enlek is collapsing in on itself. Apparently it was once a comparatively habitable subworld with various demon types living in some semblance of mutual balance. Then the edges began to fray, and the ecology (such as it was) started to unravel. The unfortunate arch-magician Wybloren the Redoubtable was trapped here when some of his more complex spells ceased to function. At the center of this realm a wide area of terrain still exists in a habitable condition, but this region is constantly encroached upon by desperate demons and creatures from further afield, looking for some ways to save themselves. Wybloren and two local Greater Demons (Hanksh and Tootoomaal) have formed an alliance, and their followers work together to defend this place, whilst their leaders struggle to find some way to end the unraveling or to escape to another dimension. Their worst fear is that the Demonic Centrality of this place is dying and could at any moment expire, plunging them all into oblivion.



Yarranos [THRUPP 50]

Similar to La-Er in many ways, this vast subterranean land hosts a variety of regions. In some of these one Greater Demon or another rules, while other areas are just wasteland or swamp. As with many other realms, it is no longer clear which entity is the supreme ruler. Since the realm still exists, this ruler is doubtless still alive, but no longer exerts recognizable control over its minions. Some amongst the Greater Demons claim to remember when an overlord named Ezeral bound them to fealty. Some who remember him say that Ezeral was no demon but in fact a human arch-magician.

1 Indeed it has been known for demons to generously assist humans to overcome their fears and banish all their problems. Admittedly they do this by eating them, and admittedly it is difficult to see how being eaten by a demon in Napang differs significantly from being eaten by a demon elsewhere but somehow we feel that it is the thought that counts.

4.2 Entering the Demon Realms

i) Various ancient portals still exist. Most are deactivated, but the enchantments that seal some of them are aeons old, and may be weakening. It is entirely conceivable that demons are also working from the other side of such protections, resolutely attempting to undermine these seals so as to regain access to the lands of mankind. A party with good reason to enter a subworld might research the location of such a portal, and learn how to temporarily open it for passage across the dimensions. Such projects are best discouraged.

ii) A handful of portals remain active, and providing their location is discovered, one may simply travel across the Dying Earth and walk through to one's destination. None of these lead to Demon Realms whose inhabitants are dedicated to conquest of the Dying Earth; but demons are notoriously untrustworthy, and only exceptionally powerful and resourceful expeditions could hope to return from such an escapade. If these portals are known from the other side, then they will be guarded and trapped. If they have not been used for centuries, then such precautions have probably been allowed to lapse.

iii) It is still possible (with sufficient knowledge, protections, and wherewithal) to summon a demon gatekeeper to transport small groups from the Dying Earth to one of the subworlds (and hopefully back again later). These rare powerful demons usually demand distasteful payment for their services, and are not necessarily bound to keep the presence of explorers from the perception of their demonic overlords. Alternatively, a powerful magician with sufficient grievance might banish vulnerable enemies to one of the subworlds using such a method. Summoning a gatekeeper is a dangerous feat. Thus it is more probable that rather than banishing the characters, their enemies would send them on a mission with at least a nominal chance of success thus justifying the risk taken by the summoner in transporting them.

iv) Some demons can be summoned and bargained with. Although those who are not gatekeepers cannot offer transportation, if the summoning goes wrong a temporary one-way portal might drag all nearby adventurers (and their servants) into the subworld from which the demon was called.

v) Dimensional anomalies can come in all shapes and forms. For instance, long ago an arch-magician may have meddled with dimensional rifts, and in the basement of his ruined manse perhaps a large ornate mirror opens directly onto Yarranos - although by rights such magic should have long since collapsed. Alternatively, magicians that fail dramatically when performing inter-dimensional magics might inadvertently catapult themselves and their fellows into some place as uncomfortable as one of the cities above Daczta. In rare cases, points of weakness in the fabric of dimensions might occur quite without design - perhaps connecting similar geographic phenomena of the Dying Earth and a subworld.

vi) Portals also exist connecting one subworld to another. These are most likely to be found in the palaces of Greater Demons, or possibly in the ruins of manses constructed by arch-magicians in a section of subworld over which they once held lordship.

"Then came an appalling screech, so wild and demoniac that Turjan's brain sang. Mighty pinions buffeted the air; there was a hiss ... Then, amidst muffled roaring, an icy wind bit Turjan's face. Another hiss - and all was quiet."

... Turjan assists Pandelume to send home an unwanted guest

4.3 Using Dying Earth Magic in the Demon Realms

It is hinted in the stories [TDE p120, 125 & 572] that the magic of the Dying Earth, Underworld, and Overworld are incompatible - even different sciences. Thus, with certain exceptions, one must study the magic of the Demon Realms if one wishes to cast spells there.

Following is a list of spells taken from the DERPG Rulebook, Turjan's Tome, and the Scaum Valley Gazetteer, (and indeed from the new regular DERPG spells presented in the work you are currently reading). If a particular spell from these publications is not mentioned below, it simply does not work in the subworlds, and if encompassed prior to entering a subworld is instantly forgotten as the



realm is entered. Those spells listed overleaf will work (one way or another) in the Demon Realms.

i) A number of spells work as normal in the Demon Realms, only provided they are encompassed prior to entering. However, these cannot then be relearned whilst in one of the subworlds - the magic simply fails to crystallize in the magician's sensorium. Effectively one-use only on any Demon Realm adventure; such are denoted "one use".

ii) Another group of spells only work in a subworld if cast prior to entering, and continue until the normal expiration criteria are met. Once they finish, they cannot be cast or encompassed within a subworld. These are noted as "precast only". (NB: *Wards of all types are in this category, but will not activate spells that are excluded from the list.*)

iii) A few other spells are special, and in a subworld can be used and relearned as normal. Such are marked "exceptional".

It is up to the GM whether her wizards know of these restrictions before entering a Demon Realm (presuming they do so as part of a premeditated plan). It is likely that any well-educated magician will have at least heard rumors that many spells do not function in other dimensions. Presuming that this is the case, a degree of research will hopefully uncover which spells are so limited. (Bearing in mind that the results of research are not always infallible.) Even vaguely-accurate lists of what spells work in the subworlds should be obtainable only during play, and at considerable risk and/or cost.

Cantraps

The magics of small cantraps (such as those in Cugel's Compendium) are generally far too weak to be able to take effect on any subworld environment, entity, or material. GMs might excuse from this blanket ban those cantraps cast by the magic wielder directly upon themselves, or upon personal belongings brought with them from the Dying Earth.

The Innately Magical

Three rules decide whether innately magical items will function in one of the subworlds:

i) Powerful articles such as IOUN stones and Demiurge scales remain at full potency. (Though, apart from with those spells marked "exceptional", IOUN stones cannot be refilled whilst in one of the subworlds.)

ii) Complex things like crystallized dreams will warp and become tainted, and therefore become either useless or damaging to the user.

iii) Natural magical substances such as Ossip Wax function properly for a certain amount of time when exposed to the energies of a subworld. After this they cease to function, or warp in their effect.

Should an innately magical item not be assessable by one of these rules, the GM must make her own decision.

Talismans and Amulets

Again, three rules exist:

i) Simple magical creations such as Ever-Lengthening Rope and the Tablet of Sufficient Nutriment continue to function as normal.

ii) Compounds such as Blue Concentrate and Glimmister of Sharpness will function normally over a short length of time during which they are exposed to the atmosphere of a subworld, and then if any doses remain these will either warp in their effect or simply become inert.

iii) Talismans and Amulets enchanted to contain a spell or spell-like effect must be judged as if they were spells. (See list above.) The most pronounced difference is that if an amulet replicates a spell that is listed above as "one use", that amulet will probably function normally until it has used up all its charges. It cannot then be recharged until returned to the surface world.

Sandestins

Their limited efficaciousness is discussed in Section 7.1.

Devices

Deciding whether devices will function in one of the subworlds is accomplished by analyzing the nature of the magic that powers the device. Refer to the list for clues. Some devices will work normally; others will work with only limited effect. Still others will corrupt, and some will simply become inactive whilst away from their normal plane of operation. Above all, decide whether or not a device functioning, or failing to function, will enhance or retard entertaining game play and your campaign realism¹, and decide accordingly. To be fair to your players, once you have made such a decision, note it and stick to it.

1 For "entertaining game play and campaign realism" feel free to substitute the phrase "GM's whim".

SPELLS THAT FUNCTION IN THE SUBWORLDS

Straightforward Spells

ADVANTAGEOUS AEROSTATIC ASSOCIATION [TT] - precast only

AGENCY OF CARNAL AFFECTION [SVG] - one use (only works if both targets have human blood)

AGONIZING IMMOLATION [TT] - one use

ALTERATION OF COMPELLING ADVOCACY [TT] - one use

AMBERLINS DISCONTINUITY DETERMINER [DDE] - exceptional

AMBERLINS STARTLING DEFENDER [TT] - precast only

ARRANT VERBAL ACCOMPLISHMENT [TT] - precast only

ARCHEMANDS UNLIKELY SELF-RESTRAINT [TT] - one use

ARNOULTS SEQUESTRIOUS DIGITALIA [DERPG] - one use

ASTOUNDING ORAL PROJECTION [DERPG] - one use

BEHEMOTHS BOUNTY [DERPG] - exceptional (appears to work as normal, but creates a horrible bounty of nauseating demonic provisions. Oddly enough, these provisions are nonetheless edible and nutritious to humans.)

BERGIS TRIUMPHANT COMPRESSION [TT] - precast only (items shrunk prior to entering a subworld can be restored to normal size in the subworld)

CALANCTUS DIABOLICAL BALM [DDE] - exceptional

CALANCTUS IMMANENT SPLENDOR [DDE] - one use

CALANCTUS INSTANT DISPULSION [TT] - exceptional

CALANCTUS SUBSTANTIVE GUARDIAN [TT] - precast only

CHARM OF BRACHIAL FORTITUDE [DERPG] - one use

CHARM OF NECROPTIC INVEIGLEMENT [TT] - one use (but only on a human deceased within the last day)

CHARM OF UNTIRING LEGS [DERPG] - one use

CHARM OF UNTIRING NOURISHMENT [DERPG] - exceptional

DEODAND QUADRILLE OF AJHA-KHAIL [SVG] - exceptional (works on four Lesser Demons if their Magic rating is overcome - however, caster suffers a levy of 1)

DRUMPHILOS ADEQUATE ILLUMINATOR [TT] - one use

EDANS CEREBRAL PHYSIC [DDE] - exceptional

EDANS THAUMATURGIC POULTICE [DERPG] - exceptional

ELEGANT COMBATANT [TT] - exceptional

ENCHANTMENT OF ANOTHERS FACE [DERPG] - exceptional (but only when copying the visage of a being native to the subworld you are in, or a person accompanying you)

ENCHANTMENT OF THE STILLED TONGUE [TT] - precast only

EXCELLENT PRISMATIC SPRAY [DERPG] - one use

EXTENSIBLE AUDITORY RANGE [TT] - one use

FIRST RETROTROPIC [TT] - one use

IDOMDORS EXPEDIENT PROXY [TT] - precast only

ILLUSION OF VILE ARTHROPODS [DERPG] - exceptional (but summons a horde of uncontrollable actual arthropods)

IMPROPRIATORIOUS TONGUE [TT] - exceptional (but only works on beings with human blood)

INVIOLEATE ATTIRE [TT] - precast only

JAVANNES ENERVATION OF WILL [DERPG] - one use (only works on beings with human blood)

KHULIPS NASAL ENHANCEMENT [DERPG] - one use

LLORIOS SUPERIOR RESTRAINT [TT] - exceptional (but jelly vanishes after a number of rounds equal to the casters Magic pool - and few demons will suffocate in such a brief time)

MALAKANS EXPANDED GRASP [TT] - one use

MALAKANS SILVER SKIN [TT] - exceptional

MORBID RECOLLECTIONS OF FADDAR JALGASH [SVG] - exceptional (but only works on beings with human blood)

PECULIAR PERIL [TT] - exceptional (but a tentacled entity appears and attacks indiscriminately)

PHALAJUNS PERFECTION OF MANNERS [SVG] - one use

PHANDAALS CRITIQUE OF CHILL/WARMTH [DERPG] - precast only

PHANDAALS INCOMPARABLE ELOCUTION [TT] - exceptional

PHANDAALS INSTANTANEOUS TRANSLATION [TT] - exceptional

PHANDAALS PRIMARY DISSOLUTION [DDE] - exceptional

PHANDAALS REPUDIATION OF CURSES [TT] - one use

PHANDAALS SECONDARY DISSOLUTION [DDE] - exceptional

PUISSANT WORD [TT] - one use



SEVENTH SETS WEB OF HIDING [DERPG] - one use
SHABATS RESOLUTE SEEKER [TT] - precast only
SHADOW ARMOR [DDE] - exceptional
SIMBILIS ABHORRENT DISTRACTION [DDE] - exceptional
SIMBILIS RIGHTEOUS MANTLE [DDE] - one use
SPECTRAL DAGGER [DDE] - exceptional
SPELL OF THE LOYAL SERVITOR [DERPG] - one use (seems to work as normal, but summons a being from the Dying Earth - usually a casual acquaintance or underling of the caster)
SPELL OF THE SLOW HOUR [DERPG] - one use
THASDRUBALS DOUGHTY RESOLUTION [DDE] - one use
UNASSAILABLE INTELLECT [TT] - exceptional
VERONIFERS DISEMBODIED PROPULSION [TT] - one use
VIRTUOUS BLADE OF MOTHOLAM [DDE] - exceptional
WARDING EYES [TT] - one use
YIMBOLOS DANCING BLADE [TT] - one use
YIMBOLOS MYSTERIOUS PROPULSION [TT] - one use

"One can never go wrong with the magical works of Phandaal. Though most like to remember him simply as a magician of uncommon power, his standing as a Diabolist of uncompromising audacity should not be underestimated. It was to his spectacularly voluminous "Images and Appreciations of the Underworlds" that I turned for my first inspirations on commencing my almanac. Some call him a madman, but I say genius!"
— Thrupp the Compiler

Complex Spells

AMBERLINS IMPEDIMENT TO EVIL [DDE] - one use
BLACKWEBS EXPLOSIVE CHATTELS [TT] - precast only
CALANCTUS PRECISE DECEPTION [TT] - one use (but may include a demonic likeness)
CALL TO THE VIOLENT CLOUD [DERPG] - Special Case (This spell will transport you to a subworld, but the entity that powers the spell is a demon, and in the subworlds is no longer compelled to obey.¹)
CHARM OF FORLORN ENCYSTMENT [DERPG] - one use (transports target instantly to the surface world - where they come bursting up from the ground in some random location on the Dying Earth²)
GILGADS INSTANTANEOUS GALVANIC THRUST [DERPG] - one use
GOMOSHANS DEMONIC PRESENCE [TT] - exceptional (but half-man form appears more demon-like than normal)
ILDEFONSES ACCELERATED COMPREHENSION [TT] - one use
PERSONAL PHANTASM [TT] - one use
PHANDAALS PRIMARY DISSOLUTION [DDE] - exceptional
SECOND RETROTROPIC [DERPG] - one use
SHABATS ADMONITORY BOLT [TT] - exceptional
SIMBILIS DIABOLICAL RESTRAINT [DDE] - exceptional
THANDAVALS STOLEN LIFE [DERPG] - one use (seems to work as normal, but if the life-force stolen is from demonic beings then the recipient will gain a point of Demonic Taint - see 2.1)

4.4 Demonic Spells

Encountering Demonic Magic

In these decadent last days of the Dying Earth, no mighty arch-magicians master demonic magic for the precise purpose of acting against the forces of evil. Thus, the spells listed in this section are only likely to be encountered when cast by the uncommon demonic magicians in their subworlds, or when human warlocks, demonologists, or witches - or others that have turned to the ways of evil - use them in the surface world against the characters.

In the Demon Realms, as in the Dying Earth, magic-wielders are rare. Whilst most of the Demonic

Centralities have access to magical powers that resemble some of the following spells, encounters with such entities are (fortunately) rare. Few Greater Demons - even the more intelligent ones - have the discipline or mental ability to study magic.

Nonetheless, certain rare demons do develop the capacity and inclination to seek out the old repositories of demonic lore or the last remaining true demon sorcerers. Though few and far between, such demons are terribly feared. Fortunately, as with the Dying Earth's magicians, they hold themselves above the common demonic populace, preferring to pursue personal goals rather than use their magic for the general benefit of demon kind. As always, GMs may come up with exceptions - but are advised to

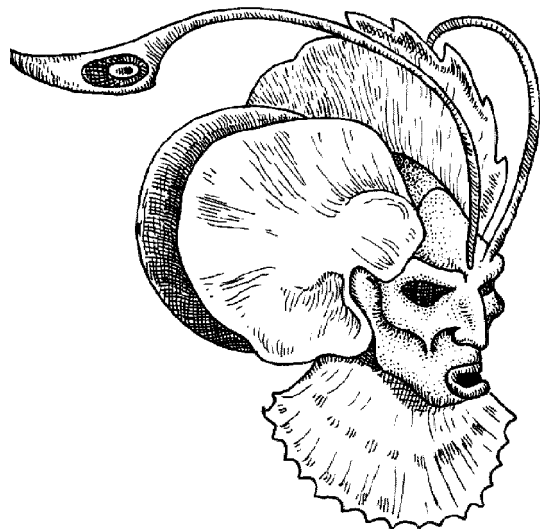
1 It is fortunately still restrained from attacking the spell-caster, so normally restricts itself to abusive taunting before abrupt departure. It will not bother to return for this shallow pleasure a second time.
2 Returning to a world with many seas, such escapes can often end in fatality.

think carefully before doing so. Demons are inherently evil and should rarely, if ever, be played for comic relief¹.

Casting Demonic spells in the Dying Earth
The spells below suffer from the same restrictions (in reverse) that regular Dying Earth spells face when cast in a subworld. For simplicity, all demonic spells listed here will work once when cast on the surface of the Dying Earth - presuming that the caster encompassed them either: (I) in a subworld - before arriving at the surface world, (II) from a demon whilst it was bound and present in the surface world, or (III) within a location attuned to one of the subworlds. Once cast, they can only be re-encompassed under similar conditions.

Thus it is rare to find even a senior witch or warlock who bothers to learn and use these spells regularly on the Dying Earth. Therefore, someone wielding such magics is by definition someone who communes with demons and/or spends time in one of the subworlds. (Note that these spells can be stored in special magical devices for the purposes of casting them on the Dying Earth, and thus the well-designed and well-equipped archenemy may still have multiple applications of particularly memorable subworld spells.)

NB: It is not possible to encompass any of these spells, unless you already have at least 1 point of Demonic Taint. It is possible to cast them from an "evil tome", but if you don't have a rating of Demonic Taint then Dismal Failures cannot be re-rolled.



Disrupting or Halting Demonic Magic Effects

Some of these spells have hideous, rapidly-effective, consequences to their victims. Unfortunately, Liberation of Warp and similar regular Dying Earth magics are insufficient to halt these effects. Instead, specialist spells such as Calantus' Immanent Splendor, Edan's Thwart of the Unholy, Phandaal's Secondary Dissolution, Simbilis' Righteous Mantle, or the Utilitarian Demonic Repulsion must be engaged as appropriate. Similarly, spells that enhance a demon or demon-worshipper, such as Lepalwat's Offensive Wingspan and Dezul's Monstrous Motility are also resistant to the Liberation of Warp. Again, Edan's Thwart of the Unholy or Phandaal's Secondary Dissolution might prove efficacious.

STRAIGHTFORWARD SPELLS

The Blue Bolt

Range: Near

Duration: Instant

Difficulty: Straightforward

Summary: Disrupts Dying Earth enchantments and spell effects

This blast of blue energy flies from the caster's out-thrust fist and expands from a small ball of blue light into a bolt the size of a writing desk. On impact with the target it explodes. The bolt can affect only one being or item, and dissipates non-demonic magic and enchantments associated with the target. (See "Liberation of Warp", p107 DERPG, for further details.) It effects only magic that is not linked to the powers of the subworlds. Despite the apparent voracity of the explosion, even if the target is a human being they suffer no damage to body or psyche, only to magical items or effects upon their person - and to spells in effect or lodged in their sensorium. Enchanted effects are automatically dissipated, but each spell held by a magician (whether active through concentration or encompassed) may attempt resistance. (Each has a single roll to save itself, and unless the target's Magic rating is higher than the caster's this roll is at a penalty of 1.) On a Dismal Failure the spell backfires and the caster is hurled through the air, suffering an injury unless extremely robust (Health 12+).

Style Affinity: Demonic

¹ Jests by demons always have a cruel punchline and can be expected to leave a sour aftertaste.



Chaard's Erosive Cone

Range: Near

Duration: Instant

Difficulty: Straightforward

Summary: Destroys inorganic matter

A blast of sickly yellow light comes from the caster's hands and expands into a cone that reaches the height of a tall man in diameter before winking out. It reaches out up to five paces from the caster. Anything inanimate caught within the confines of this cone is totally annihilated, although it has no effect on living flesh or vegetable matter, or enchanted objects. A human caught in the cone would have his dead skin and hair-ends vaporized, along with any non-magical clothing and possessions. It is more often used for cutting one's way through stone, metal or wooden obstacles.

Style Affinity: Demonic

Churtringal's Diabolical Aura

Range: Self

Duration: Concentration

Difficulty: Straightforward

Summary: Makes a demon even more terrifying, or gives a witch an aura of terror.

This spell enhances the demonic aura of terror (6.4), giving the demon a boon of 1 to their Wherewithal as they project terror. Or this spell can be cast on a half-man or a human with a rating in Demonic Taint, and will give them a standard aura of terror as if they had Wherewithal 12.

Style Affinity: Demonic

Curse of the White Flame

Range: Near

Duration: Feat

Difficulty: Straightforward

Summary: Freezing flame that causes cold burns.

The caster breathes out a fiery lick of white flame, capable of engulfing several persons in a close group. This burns with a terrible coldness, but will not actually set fire to anything. Instead, it causes freezing burns as if the target/s were exposed to flames across 60% of their bodies. [DERPG p56] On a Dismal Failure the caster suffers burns as if exposed to fire on 20% of their person.

Style Affinity: Demonic

Derezul's Monstrous Motility

Range: Self/Touch

Duration: Feat

Difficulty: Straightforward

Summary: Demonic legs aid the target's mobility.

The caster or target (which must be a demon/half-man or have some demonic taint) grows a large set of demonic chicken legs. These legs replace the standard set and are capable of running at considerable speed without tiring for an hour or more, and leaping in great bounds. In an hour they may cover up to 40 miles. When jumping they can leap into a second floor window from a standing start (and otherwise grant a bonus of 1 to appropriate Athletics rolls). The legs may also be used for fearsome kicking attacks using Attack (Ferocity) 18. On a Dismal Failure the caster begins to dance in an ungainly fashion and cannot stop for several rounds, though they may flee in this odd fashion if this is to their benefit.

Style Affinity: Demonic

Herglup's Turbulent Wormyds

Range: Near

Duration: Instant

Difficulty: Straightforward

Summary: The caster controls ferocious large worms.

This spell must be targeted upon an area of bare earth - and a significant one, such as at least a small flowerbed, not just a plant pot. From this patch of ground emerge slimy, loathsome, white worm-like creatures, which are a longer than a man is tall. They stink abominably, wriggle ferociously, have mouths filled with razor sharp teeth, and attack the nearest living beings but not the caster. On a Dismal Failure the creatures attack the caster. NB: *All spells that affect demons will affect wormyds.*

Style Affinity: Demonic

Typical Wormyds

Attack (Ferocity) 8, Defense (Misdirection) 9, Health 7

"You would do well to halt at once; why wait until dark? Death comes with less horror while the light shines."

The Lashing Agony

Range: Near

Duration: Instant

Difficulty: Straightforward

Summary: Demonic shards discommodate your foes with terrible agonies.

The caster breathes out a violent spray of white and silver shards capable of targeting two or three individuals standing in a close group. This spray inflicts agonizing pain upon each victim, who cannot do anything but roll around howling. Victims are incapable of voluntary movement, or coherent thought, during this time, but are otherwise unharmed (at least by this spell). The duration of this spell is indicated by one die roll plus the number of points higher the caster's Magic rating is than the target's Wherewithal. If the spell is an Illustrious Success the target also loses two from their Health pool. On a Dismal Failure the caster is incapacitated by agony for three rounds.

Style Affinity: Demonic

Lepalwat's Offensive Wingspan

Range: Self/Touch

Duration: Hours

Difficulty: Straightforward

Summary: Target gains utilitarian leathery wings.

The caster or target (which must be a demon/half-man or have some demonic taint) grows a large pair of leathery deformed wings like those of a bat. The target also develops the mighty muscles in their shoulders and chest necessary to use these wings, and may then fly conventionally. Flight is not necessarily an easy task to those unfamiliar with the effects of this spell, first time users must make a successful Athletics roll (bonus of 1 if Athletics is 10+) when they try a new maneuver, but those with experience can be dangerous aerial combatants. On a Dismal Failure the wings are way too small, and utterly ineffectual except for encouraging deleterious comment.

Style Affinity: Demonic

Mutable Appendage

Range: Self

Duration: Concentration

Difficulty: Straightforward

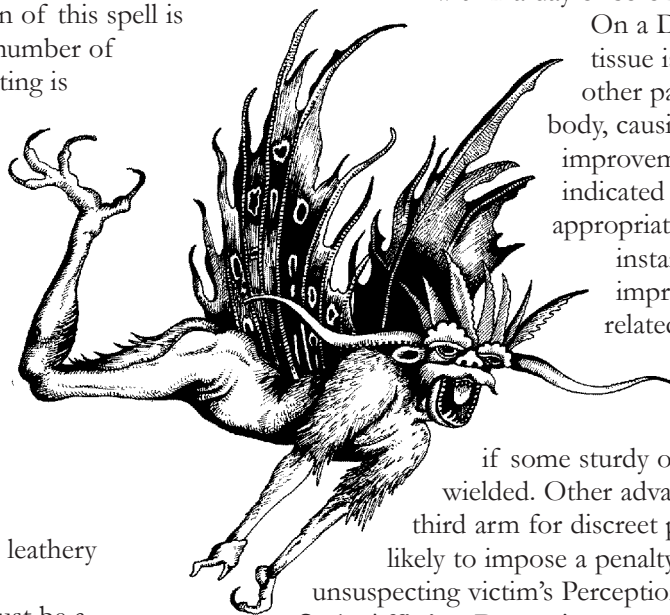
Summary: Mould yourself a new body part – to your own design.

The caster is able to mould a new appendage according to its own wishes. This magic calls on energy from the surroundings, so does not actually diminish the caster's original form. Though often used by demons in order to engage in lecherous pursuits, it also has another application. Any demon (or being with demon taint) that has lost a limb can regrow it through using this spell - provided the spell is cast within a day or so of the limb's removal.

On a Dismal Failure the tissue is taken from some other part of the target's body, causing an injury. Ability improvements are typically indicated by a boon of 1 in appropriate contests. For instance, an extra leg improves Athletics when related to running and jumping; an extra arm improves Defense (Parry)

if some sturdy object can be wielded. Other advantages (such as a third arm for discreet pick-pocketing) are likely to impose a penalty of 1 on an unsuspecting victim's Perception.

Style Affinity: Demonic



Osmolokin's Ooze

Range: Near

Duration: Concentration

Difficulty: Straightforward

Summary: Target chokes on their own mucous.

The caster picks a target and conjures up inside them a mass of repulsive phlegm. This afflicts the unfortunate victim as if they were breathing water. Drowning commences. Once the spell has taken hold the only non-magical escape is to stagger out of the caster's line of sight, or for the caster to be significantly distracted - say by being physically attacked or targeted by offensive magic. On a Dismal



Failure, choking phlegm incapacitates the caster for three rounds. [For Drowning rules see DERPG p54.]
Style Affinity: Demonic

Dolgrak's Grey Bulwark

Range: Self

Duration: Concentration

Difficulty: Straightforward

Summary: Increased resistance to Dying Earth spells.

This spell creates an unhealthily glowing gray barrier of force around the body of the caster. This force resists Dying Earth and Overworld magic by applying a levy of 1 to such attacks. The caster may continue to cast Straightforward demonic spells whilst the barrier is in place, but may attempt no complex actions or else will lose concentration. On a Dismal Failure the caster is caught within a gray straitjacket of energy for three rounds and can take no actions.

Style Affinity: Demonic

The Rending Hunger

Range: Self

Duration: Feat

Difficulty: Straightforward

Summary: Caster grows fearsome jaws.

The caster grows large slavering jaws that are capable of biting and chewing their way through any natural substance. In combat this equates with a formidable bite attack capability (Ferocity 19, or gives a boon of 1 to creatures that already have a bite attack). On a Dismal Failure the caster's mouth seals over, or any natural weaponry in that area malforms in an unhelpful fashion.

Style Affinity: Demonic

Rokkorok's Illuminative Resilience

Range: Self/Touch

Duration: Hours

Difficulty: Straightforward

Summary: Demonic target can resist the debilitating effects of sunlight.

A pall of shadow cloaks the caster or target, resisting the corrosive and demoralizing effects of natural sunlight. On a Dismal Failure the caster becomes even more sensitive to light for the next few hours.

Style Affinity: Demonic

The Scream of Dissolution

Range: Near

Duration: Instant

Difficulty: Straightforward

Summary: Scream that renders enemies unconscious.

The caster emits a hideous wailing that is capable of melting the minds of the weak-willed. Any enemies within close earshot must attempt a single Wherewithal roll at a penalty of 2 (or of 1 if their Magic rating is equal or higher than that of the caster of this spell). Those who fail become temporarily deranged. Such inflicted insanity usually causes the victim to fall down in a drooling, quivering heap. Suffering an Exasperating Failure this lasts for 5 rounds, for five minutes on a Quotidian failure, and fifteen minutes on a Dismal Failure. On a Dismal Failure when casting, the caster bursts their own eardrums. (This automatically inflicts one injury and they must make successful Perception rolls to hear anything spoken to them from then on until healed.)

Style Affinity: Demonic

Tazan's Looming Restriction

Range: Near

Duration: Hours

Difficulty: Straightforward

Summary: Tentacles spring up and block the way.

This spell creates a disgusting living barrier of tentacles and other blasphemous appendages, capable of blocking an area the size of a very large corridor. The barrier is as thick as half the height of a man and immensely strong. It can be destroyed by natural means, but attacks all assailants with multiple appendages – something that causes a levy of 1 to such attacks. On a Dismal Failure the caster is caught at the center of the barrier as it forms around them.

Style Affinity: Demonic

Typical Tentacle ratings

Attack (Strength) 18, Defense (Speed) 16, Health 20.

The Whip of Shaarsh

Range: Near

Duration: Feat

Difficulty: Straightforward

SUMMARY: Creates a magical whip of dark energy.

A huge buzzing black whip composed of dark force appears in the hand of the caster. When wielding this weapon, the caster's Attacks gain a boon

of 1. Striking the wielder for damage does not cause this whip to disappear (except with an Illustrious Success), but each time it causes damage it uses up 1 point from the user's Magic pool. On a Dismal Failure the force burns the caster as the spell backfires, and an injury is taken.

Style Affinity: Demonic

COMPLEX SPELLS

"Careful Etarr, lest I mischief you with magic. You may go limping, hopping hence, with a body to suit your face. And your beautiful dark-haired child shall be play for demons."

...Javanne's idea of Etiquette

The Black Annulment

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: Resists Dying Earth spells

The caster summons a great crackling black bar of dark energy that hangs in the air before them. This bar acts as primary defense against all Dying Earth magic that would otherwise affect the caster, including even those magical energies that cannot normally be resisted. The caster cannot activate any other spells whilst concentrating on the Annulment. Mechanically the spell has its own Magic rating and pool of 25. On a Dismal Failure whilst casting, the bar is not created and any spells held in the caster's sensorium are instantly forgotten.

Style Affinity: Demonic

The Dark Simulacrum

Range: Touch

Duration: Feat

Difficulty: Complex

Summary: Creates a controllable evil twin of the target.

Prior to using this spell, the caster must create a roughly formed body (using means similar to - and almost as painstaking as - those used to manufacture vat creatures) on which the spell will focus. This need not be in the immediate vicinity (although it usually is) for the spell to work, but the caster must have been in physical contact with it within the last twenty-four hours. When the victim is touched, if the caster can use his own Magic rating to overcome the victim's Health, the victim's likeness is bestowed on the host, and an "evil twin" is created. This twin does not

know all that the victim knows, but is able to act and speak in the same way as the victim, and resembles this person to a close degree. The twin is controlled by the caster, but also has a mind of its own. Whilst the twin still exists, the victim is ill and listless and all abilities take a levy of 1. A magician may only control one "evil twin" at a time, and the spell may not be recast until the prior application has been relinquished. On a Hair's-Breadth Success there is a 50% chance that the evil twin will suffer an identity crisis and soon come to believe itself to be the genuine character. On an Dismal Failure either (50/50) the spell will appear to work but the twin will gain a will of its own and plot against the caster, or the caster drains himself as the victim would suffer (see above), for no benefit whatsoever, recovering only after a full day of bed rest.

Style Affinity: Demonic

The Deadly Distension

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: Causes victim to expand and possibly explode.

After the spell is cast, the victim begins to slowly swell, effectively losing 1 Health point per round. This is painful and dangerous, not to mention terrifying and repulsive to observe¹. On losing all of their Health, the victim explodes. If distracted through physical injury or successful spell attack the caster loses concentration and the spell ends. On a Dismal Failure the caster takes an immediate painful injury, as their organs swell and threaten to burst.

Style Affinity: Demonic

Fingreeg's Inner Compulsion

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: Take control of your victim's mind and body.

This simple mind-control spell allows the caster (if successful) to control the victim like a puppet. Whenever the victim is required to perform some action utterly abhorrent to their nature (rather than just terribly unpleasant), then they may make a resistance roll, using their Wherewithal against the caster's Magic rating. If they overcome the caster they

¹ We are reliably informed "the screams are something awful" We unreservedly take our informant's word on this matter - not wishing empirical experience in the matter.



break the control. If distracted through physical injury or successful spell attack the caster loses concentration and the spell ends. On a Dismal Failure the caster suffers total amnesia for several minutes.

Style Affinity: Demonic

The Lesser Putrescent Plague

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: Tiny demons swarm the target with voracious intent.

As this spell is evoked, a quantity of dingy matter appears in the caster's hand. When this is thrown to the ground (which must be before the caster breaks concentration) it explodes into black dust that quickly forms into wriggling insects, which dart towards 1-3 individuals in close proximity. As the target is neared they transform again, this time into tiny scuttling demons with ape-like heads. These beings then swarm all over the target, biting and clawing, and without going into further unpleasant details, demise is swift: an individual loses of 3 from the Health pool per round. (Loss is 2 if there are two targets, and 1 if there are three). If distracted through physical injury or successful spell attack the caster loses concentration and the spell ends. On a Dismal Failure the caster is attacked, suffering an injury before they are able to terminate the spell.

Style Affinity: Demonic

Osmolokin's Curse of Decrepitude

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: Causes rapid aging.

If the caster overcomes the target's Magic rating, the target begins to age, effectively losing 1 Health point for each round that the caster continues concentrating. Upon the exhaustion of their Health, the target collapses into a heap of brittle bones and dried skin. If the caster's concentration is disrupted (and thus the spell effect halted) prior to death, magic is required to restore the victim to full health and back to their rightful biological age. On a Dismal Failure the caster loses 1 point permanently from their Health rating and ages five years in an instant.

Style Affinity: Demonic

Queeg's Abominable Excrescences

Range: Near

Duration: Concentration

Difficulty: Complex

Summary: Demonic boils fatally afflict the target.

Should the spell succeed, the victim begins to sprout large pustulent excrescences. These soon burst and reveal living tendrils waving from the caster's skin. These begin to burrow and tear into the victim's flesh. On an Illustrious Success by the spell, the victim will die within three rounds, on a Prosaic Success they die within ten rounds, on a Hair's-Breadth Success the victim takes three full minutes to die. If the caster is human and makes a Dismal Failure, the spell affects them as if it was a Hair's-Breadth Success. If the caster is demonic they instead take an injury before the excrescences disappear some minutes later. If cast prior to the death of the victim, some spells will halt this effect, thus saving the victim. (See information at the start of this section.)

Style Affinity: Demonic

The Terrible Warp of Lagash

Range: Near

Duration: Instant

Difficulty: Complex

Summary: Curses the victim with a repulsive transformation.

Unless this is cast in a subworld, the target must be in a demonic shrine or temple, or restrained inside a demonic binding circle for this spell to function. The spell creates rolling rivulets of sickly green force that surround the target, and give it a demonic taint (some warping of feature or limb and a point of Taint - see 2.1), or turn it into a half man. The rivulets pour from the caster's hands/tentacles/whatever, and roll across the victim causing significant pain. The GM decides randomly if the victim grows tentacles, gains a deformed head, torso or limbs, grows scales, or transforms into a deodand or other half-man. The caster's personality is left intact, but one can be assured that ballroom invitations will be less forthcoming from now on. Abilities may also be affected. Anyone attempting to live with the Warp will furthermore find that they slowly begin to think more demonically, turning gradually to the ways of evil over the coming days or weeks. (Each full week one remains affected one gains a further point of Taint.)

On a Dismal Failure the caster suffers a magical backlash, becoming disorientated for several minutes and losing 1 from their Magic rating and 1 from their Health (permanently).

Style Affinity: Demonic

Xanxang's Revelation of Mindlessness

Range: Touch

Duration: Instant

Difficulty: Complex

Summary: Obliterate your target's mind; possibly permanently.

As the spell takes effect, the caster's eyes glow red, and their hands become shrouded in a sickly green mist. They must then touch the victim for the spell to fully activate. Effectively the victim has been exposed to the essence of evil and should this spell succeed their mind collapses. On an Illustrious Success by the spell this is permanent. On a Prosaic Success it lasts for a week. On a Hair's-Breadth Success it lasts for one day. On a Dismal Failure the caster (if human) is driven mad for one day, or if a demon is disorientated and disengages - fleeing back to its lair. Magic exists to counter this, but if the target was beaten by an Illustrious Success, typically the healing spell (such as Edan's Cerebral Physic) will reduce the effects to the Prosaic Success level, rather than cure it completely.

Style Affinity: Demonic

4.5 Designing Demon Realms

Should you decide to create your own Demon Realm adventure several principles exist to assist you.

Subworld Ecology

Each subworld is not just a pale imitation of the Dying Earth, but its own realm with its own strange ecology. You might consider outlining what the demons live on (a basic food chain). This can be as simple as fungal vegetation, as complex as a chain of cannibalism, or as horrid as gardens of human body parts grown like crops. For simplicity's sake it is wise to assume that most demons in most Demon Realms exist through the consumption of either fungal vegetation or demonic beasts, or a mixture of the two. Doubtless in the demon realms it will be a sign of superiority that one's diet is more adventurous than

this, and that is where the more imaginative ideas¹ come into play.

Subworld Geography

Next, think about the terrain. If the subworld is large, does it have different regions? If it is small, it probably only has one distinct section. If it contains more than one region, what is each region like? Those of any significance should be somehow strange, and such oddness should be reflected to some degree in the landscape itself. For the spirit of such devising, we urge you to refer again to the paragraphs on "Strange Vistas" and "Ruined Wonders" [DERPG p134]. Blackened ash deserts are fine, but can get a little boring². Weird and horrible vegetation should be conjured up, plus bizarre (and likely repulsive) reptilian or otherwise unusual animal life³. Twisted rock formations are commonplace, as are any landmarks that are corruptions of surface world phenomena; for instance - massive ugly and stinking flowers, huge rotten trees, forests of dangerous slimy vines, swamps of fetid mud and noxious gases. Also commonplace across any realm are strange magical landmarks. These might include:

- A huge crystal skull half-buried in the dirt
- Petrified forests of the rigid corpses of a thousand demon warriors
- A great wave of slime held in stasis
- A deserted town of partially melted houses of dire and unwholesome design
- A series of weird towers;
- A huge river down which giant unidentifiable mechanical objects float.

Some of these will be pertinent to the scenario; many will be merely intriguing backdrops.

Other incidental landmarks might be reflective that long ago mages used to journey to these parts:

- The remains of a fortified manse in its own overgrown garden
- A large statue of a human mage standing in the middle of nowhere
- A colony of half humans;
- A community of demons still engaged in a bizarre task that was commanded of them in some previous aeon.
- A sea of repulsive goo alongside which stands a ruined harbor.

¹ The more imaginative ideas of both Demons and GMs

² Here we merely accept the assurances of experienced Estate agents and Realtors.

³ Never forget the power of contrast. Mix exceptional beauty with utter degradation.



Subworld Inhabitants

In the small subworlds only a few types of intelligent demons exist, even in these places the species are distinct. Though demonic classification has long-since fallen from the curriculum of most of the remaining halls of study in the Dying Earth, it used to be a serious science. Although each of the larger subworlds has a number of separate demon species, some of these are shared - although often with regional variations. For instance, the semi-intelligent red koloptra of La-Er are almost identical to the slightly larger blue koloptra of Jehane. Nobody has any idea of how or why such parallels occur.

In many subworlds the equivalent to animals also exist. These are often large insects or arthropods (usually deformed), or unwholesome mutations of regular animals. Most of these are without intelligence, but some rival mermelants and the like in their reasoning and communication abilities¹. In some subworlds only Greater and Lesser Demons exist, with the more powerful preying on the weaker, and the weaker ones consuming each other.

Subworld Lifestyles

Across the Demon Realms, demonic societies engage in various bizarre projects and tasks. Whilst some farm fungal crops, or rear odd beasts for their meat (and other menial tasks that allow demonic "society" to continue to exist), others operate mines, run slave camps, construct strange buildings, and drive unpleasant merchant caravans across endless plains of dust and bone.

Not every encounter in a subworld will be with creatures engaged in some weird task. Many encounters will be with wandering demons of one kind or another, or with small communities of entities living in squalor and abominable hygiene. Some communities will be listless and harmless², others will be vibrant and dangerous, and yet others will be weird and sinister.

Demonic society is extremely varied. It could be feudal, or militaristic, or anarchistic, or even quasi-religious. Most probably - in any reasonably sized subworld - several types of communities exist. That being said, it is rare these days to find any subworld social system that is not based on strength or intimidation.

Receiving Visitors

How the inhabitants respond to visiting humans depends on the scenario. In realms where human contact was once commonplace, and beneficial (if rather unwholesome) trade frequently took place, the demons may be keen to impress visitors in the hopes of re-opening such interactions. In subworlds where the last contact with humans was when some mage or hero rampaged through with an army slaying every demon in their path, receptions will be somewhat cooler (or even downright unfriendly).

Other realms may have little or no recollection of humans at all, and their inhabitants regard visitors as simply some kind of previously unknown demon³. Perhaps the most awkward to visit are demons that remember humans all too well, as a food item or torture plaything - or both. In these realms, visitors will be quickly hunted and sold to the highest bidder - soon thereafter meeting a hideous fate.

Even within these broad outlines there are variations. In the realms where humans are remembered favorably, some demons might still have sinister purpose - and vice versa. Some demons are extremely intelligent and can understand the value of ransom - although terces are not something they would want from the surface world.

In their own realms, Lesser Demons may or may not be surprised at the appearance of humans from elsewhere. How they react depends on the perceived powers of these humans, the frequency of human contact the demons are used to, and just how hungry they are for human flesh.



1 Which quite frankly is not saying much. Mermelant conversation is tedious at best.

2 The introduction of a harmless community is a truly cunning ploy by the GM as it will reduce the characters to a frenzy of paranoid suspicion.

3 This automatically means that they will be subtly tested and if found to be weak will be mercilessly exploited.

Demonic Artifacts

The following lists resemble an ambitious magician's Birthday Wish-List (presuming a magician with no scruples when it comes to dealing with demon kind). We willy-nilly mix artifacts that affect demons with those created or used by demons or witches. The distinction between the different types should be obvious and we hope that readers can accept our decision not to create various smaller distinct sections.

5.1 The Innately Magical

Oozenbaf Seeds

(2 points per seed)

Summary: Seeds that can be ground and made into a sleeping draught.

Description: Oozenbaf seeds are said to come from a plant that originated in one of the subworlds and was (in a rare example of horticultural exchange) successfully transplanted to the surface world. Sadly, this was not likely an act of altruistic cultivation, since the only known use for these

seeds is to grind them up for use as the basis of a strong sleeping draught. When such a draught is imbibed, the drinker must resist it as if it were a toxin with potency 4. Any failure brings shorter or longer periods of restless sleep in which one dreams of terrible demons and their unthinkable pleasures.

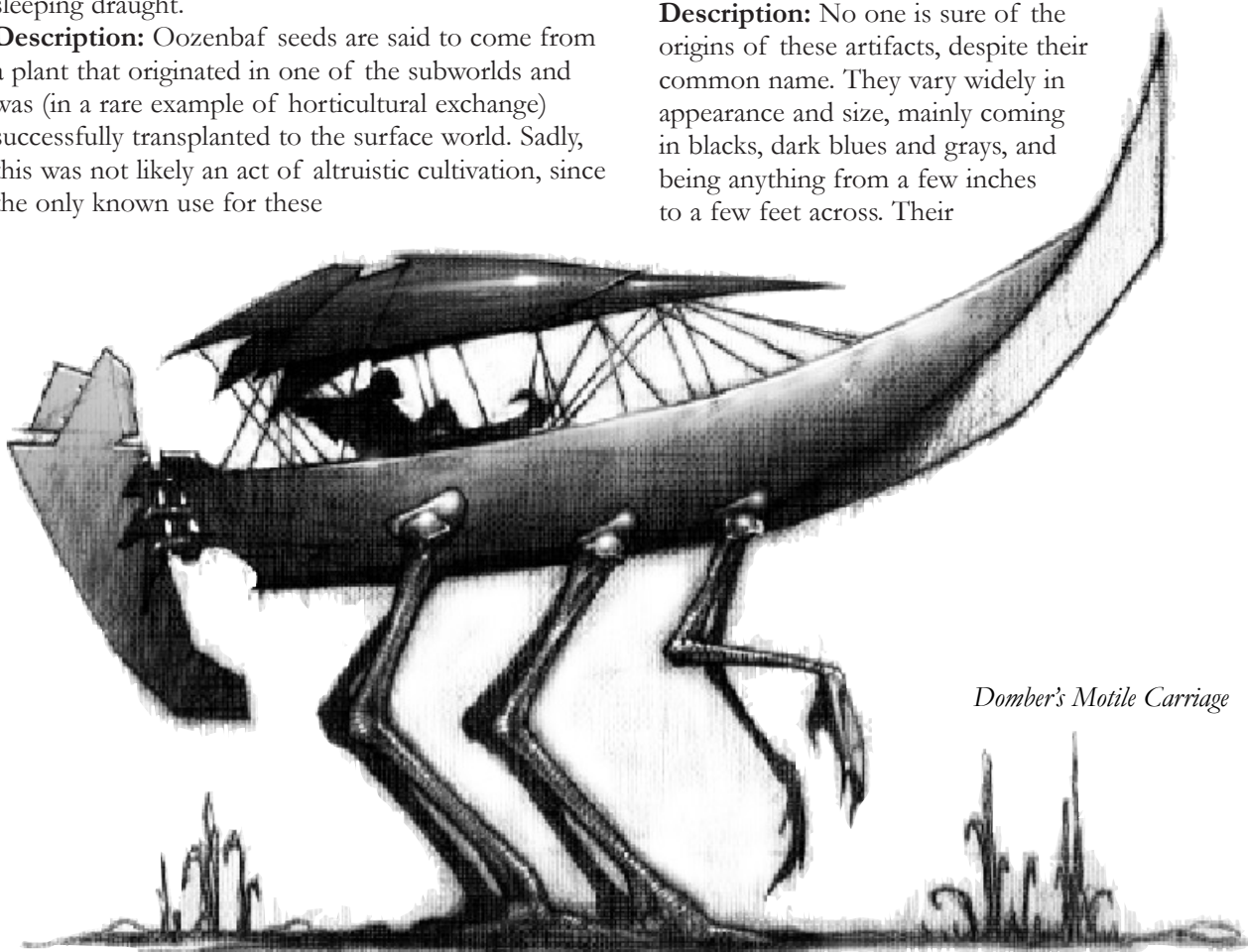
Purported Location: Most covens will have access to these seeds, and they can even be purchased from purveyors of recreational narcotics - especially those with links to demon worshippers.

Scales of the Demon Prince

(5 points per scale, Permanent)

Summary: Demonic scales - each capable of storing one demonic spell.

Description: No one is sure of the origins of these artifacts, despite their common name. They vary widely in appearance and size, mainly coming in blacks, dark blues and grays, and being anything from a few inches to a few feet across. Their



Domber's Motile Carriage



forms are usually jagged (though not sharp) flattened and extremely tough flakes of otherworldly carapace. Any scale is capable of storing a single spell, as if it was an IOUN stone, but only spells that carry a dark magic component. It is said that in ages gone by certain black warrior mages wore armor made from such scales, and although they soften blows no more than regular armor they are virtually unbreakable by mundane means.

Purported Location: It is rumored that several are stored within a crypt deep in the Valley of Graven Tombs.

Shendle Water

(4 points per potion)

Summary: Potion that heals demonic wounds.

Description: Shendle water is a potion derived from berries of the rare shendle bush that grows in the frozen north. When treated according to the tried and trusted methods the resultant liquid cures an imbiber from wounds (mental or physical) taken from creatures of the subworlds. Each potion is a generous dose sufficient to cure a single such wound.

Purported Location: The bushes are native to the area where the Great Erm meets the ice sheets. Occasionally merchants traveling south from Cutz have them for sale.

Thyle Dust

(4 points per bag)

Summary: Dust that kills demons and injures half-men.

Description: Thyle Dust is created from the bark of a certain species of tree that is now extremely rare. The creator must also have access to Thrupp's Almanac, as Thrupp's twenty-third footnote is the only known reliable source for correct formulation process. Since so few Thyle trees exist, those magicians who do know of them guard their locations jealously, and generally only release bags of Thyle Dust onto the market through ignorant third parties (in exchange for significant quantities of terces or equally valuable magical items). A standard small leather bag of Thyle Dust usually contains 6-8 handfuls.

Thyle Dust is anathema to any creatures with demon taint, and being covered by a handful of the dust at close range will cause the demonic being's physiological processes to stop working. With

creatures that are only partly demonic (such as deodands and erbs) this is painful and discommoding, typically causing the creature to fall down into a fit for several rounds, and then to require several more rounds of rest as the pain recedes. Full demons take actual physical harm from Thyle Dust, since it burns their skin and attacks their bodily processes.

To hit a demon with Thyle Dust, it must be thrown at close range. This requires a single die roll. The thrower may gain a bonus of 1 for either or both (bonus of 2) of these occurrences: if the demon is unaware of his presence until he is within five feet; if the demon's Perception can be walloped by the thrower's Athletics, Quick-Fingers, or Attack (Speed). Illustrious Success - the demon takes an injury and is incapacitated for a number of rounds equal to a single die roll plus 5; Prosaic Success - the demon takes an injury and is incapacitated for a number of rounds equal to a single die roll plus 1; Hair's-Breadth Success - the demon is incapacitated for a number of rounds equal to a single die roll plus 1; Exasperating Failure - the demon is incapacitated for two rounds; Quotidian Failure - the dust misses the demon; Dismal Failure - in their terror the adventurer slips and drops the bag and the handful of dust.

Purported Location: Even if you do not know of the location of any trees, the dust can normally be purchased in major cities such as Kaiin, Azenomei or Val Ombrio. Purchasers should expect to pay over a thousand terces a bag.

Unda-Hrada's Tears

(9 points per tear)

Summary: Crystals highly desired by demons.

Description: When Simbilis pained the Demonic Centrality Unda-Hrada, some say that it shed tears of discomfort; others that Simbilis actually blasted gobbets of flesh from its substance. Whatever their origin, the Tears are large red or orange crystals that used to be easily uncovered by large excavations around the coastal marshes of the Shanglestone Strand. These crystals are highly prized by intelligent demons, and grant a boon of 1 to a witch's Binding and Persuasion rolls if offered to a demon during its summoning - as part of the reward for fulfilling a task. Should you be a foe of witches, the tears are additionally one of few known items of sufficient value and magical potency to give the chance to convince such a demon to break the conditions of its

binding. If you offer a crystal - and are sufficiently strong to prevent the demon from just taking it - you retroactively reduce the success level of the Persuasion attempt that sent the demon after you (see Summoning and Binding rules) by 2. (If this is now classed as any degree of Failure, the demon will abandon its task in return for the Tear.) Some rumors also say that - like certain demonic scales - each Tear can store a subworld spell within it, like an IOUN stone.

Purported Location: Shanglestone Strand.

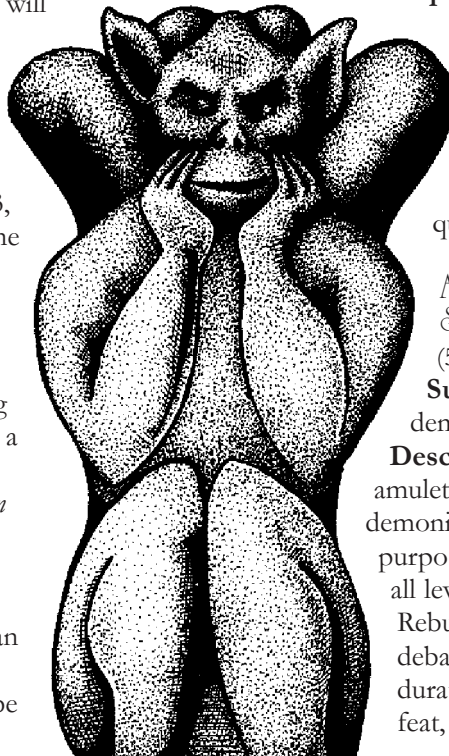
Ustendrax Vine

(6 points per vine)

Summary: A murderous plant.

Description: This sickly green vine is another subworld vegetative product that can apparently be grown under special conditions on the surface world. Few know what these conditions are, and none will admit to knowing. This plant's only useful feature is to respond to the directions of the person who has tended its growth, and hunt down a victim prior to grappling that victim with intent to injure unto death. It tracks a victim either by scent or vibration: it is unclear which. Some piece of the victim's clothing must be touching the vine when it is uprooted and given the command to kill. Then it will slither off in search of this victim, and upon finding them will attempt to entangle them and then pierce their flesh with numerous thorns prior to drinking their blood. [Attack (Caution) 12, Defense (Misdirection) 9, Health 13, Athletics 6.] During this process the vine takes root in the victim's body and grows into a vibrantly ugly demonic bush that has teeth in every repulsive flower. Sadly (for this bush) in this form the plant is incapable of surviving on the surface world, and it dies within a few short hours after setting seeds and ensuring the next generation. *NB: When using the vine as a murder weapon, it is most effective when released into the victim's bedchamber whilst they are sound asleep.*

Purported Location: The seedpods can be found on the dead vine lying across the body of the victim. They can also be sought from summoned demons.



5.2 Talismans, Amulets, and Artifacts

Adatkran's Elemental Node

(16 Points, Charged)

Summary: Amulet that blasts sanity and repulses demons.

Description: This primary node from an Overworld being was discovered after the Cutz Wars and enchanted into this extremely dangerous item. It is a gemstone of coruscating blueness, now supported as an amulet upon a necklace of enchanted silver. When active, the amulet's utilities are thus and so:

- 1) Any nearby human or half-man who so much as glances at it must match their Magic rating against its own or suffer the consequences - see next page.
- 2) Demons with Magic rating 15 or less cannot approach it within 10 yards. Demons that do come within this range lose 3 Health from burns each round.
- 3) The wearer gains a boon of 1 against demonic spells or innate demonic magical abilities.
- 4) When casting Dying Earth magic in the Overworld, the wearer does not suffer the usual levies and penalties.

Purported Location: Turjan of Miir stole it from Prince Kandive and gave it to Pandelume. An archveult purloined it from Pandelume and in turn lost it in a card game. Its current owner is a female magician of questionable merit.

Amulet of Diabolical Supremacy

(5 points, Charged)

Summary: Assists in Persuading demons.

Description: This is a small silver amulet shaped in the fashion of a demonic being's head. Its magical purpose is simple, allowing one to avoid all levies or penalties to Persuade and Rebuff attempts when engaging in debate with an intelligent demon. The duration of the charge's effect is one feat, and a specific target must be



Adatkran's Elemental Node

(Resisting a Glance at the Active Node)

- i) All glances are against the node's Magical aura. No rerolls are permitted, but for every full 4 points of Magic rating a person has above 12 they gain a bonus of 1 to their resistance roll.
- ii) Should the GM believe that the person does more than glance (i.e. an unprepared person with no reason to fear danger would naturally be curious as to this strange object), rolls are at a penalty of 1.
- iii) A person who does know of the amulet, and is alert, may match their Perception against the wearer's Quick-Fingers if it is abruptly pulled from somewhere. If they win, they do not have to roll, and may simply look away. Even if they fail, they gain a bonus of 1 to their roll to resist the amulet's effects.
- iv) On any Success, resistance involves closing one's eyes or turning away - as continuing to gaze brings only madness.

ILLUSTRIOUS SUCCESS - Snapping your eyes tightly closed, you suffer no ill effects, but remain so well aware of the location of the amulet's wearer that you may launch a spell, or attack this round without penalty (presuming they are in range).

PROSAIC SUCCESS - You close your eyes and the amulet does not affect you. Your attack on the wearer this round will be at a levy of only 1.

HAIR'S-BREADTH SUCCESS - You are disorientated for one round and unable to act.

EXASPERATING FAILURE - You are so disorientated you fall to your knees; unable to act or think for three rounds.

QUOTIDIAN FAILURE - With a feverish cry you collapse unconscious. You remain so until you roll an Illustrious Success with your Health (one single roll attempt per five minutes, with a bonus of 1 to the roll if your Health is 10 or more).



DISMAL FAILURE - Your sanity is blasted from you. With luck you may be healed by magic or eventually recover. Until then you are bereft of wit.

GM's Notes:

This is an attempt to bring Kandive's amulet [TDE pp10-12] into a form that can be incorporated into a DERPG campaign. Its best use might be to appear as an item wielded by a major adversary, and later stolen by the characters and used as a potent anti-demonic in a desperate situation. After this it might be disposed of, or the characters might realize that by wrapping it well in some resilient obscurative material its dangerous visual properties can be nullified - leaving it as a very useful protective charm.

i) Each charge lasts for approximately twenty minutes, and the device can hold up to 12 charges. To recharge it requires not only the standard procedures (see DERPG pp 93/94) but access to either *Calanctus: His Dogma and Dictum* or Simbilis' *Third Overworld Discourse*, and also to the still-beating heart of a deodand or other intelligent half-man.

ii) Should the amulet be 10-15 yards distant a bonus of 1 is applied to the glance-resisting roll. Should the distance be 16-20 yards this bonus is 2. A glimpse of the amulet from more than 20 yards has no effect other than nausea and disorientation. If characters persist in staring at the amulet from such distances, the GM must decide upon suitable consequences.

iii) Being absolutely blind (or otherwise totally unable to see the amulet) makes a human immune to the amulet's effects, but demons need not have eyes in order to suffer as described.

iv) If one's vision is completely obscured, one challenges the wearer at a levy of 2 on all abilities requiring sight as a component. (If the wearer is significantly injured reduce this levy to 1.) Should one attempt to fight the wearer whilst shielding one's eyes from the amulet all sight-based attacks are at a levy of 1, and if at any time the player rolls two 6's in a row the character inadvertently glances at the node.

v) The wearer is immune to the effects of the node whilst the amulet is worn. However, once active the amulet can be thrown or placed. The former wearer becomes susceptible to its effects within three seconds of taking it off, and would normally leave the area until the charge has long since expired.

chosen. Useful applications include confusing a demon that has been sent to destroy you (and the opportunity to question it whilst you are effectively in disguise).

Purported Location: Valdaran the Just is rumored to wear one of these amulets beneath the rolled neck of his cloth under-jerkin.

Demon Skin

(7 points, Charged)

Summary: A skin in which you can disguise yourself as a demon.

Description: Several of these enchanted relics have been reported throughout the recent centuries, though mostly as curiosities rather than functional items. As the story goes, each of the skins was taken by Phandaal himself from a different demon, and enchanted so that its human wearer would pass rudimentary inspection from other demons without giving away the wearer's true species. (Only an Illustrious Success from someone with reason to suspect the deception will convincingly reveal this trick.) Apparently one speaks the relevant cantrap whilst dressing oneself in the skin - and the magic does the rest. Phandaal no doubt knew how to recharge these useful items, but that secret has been lost. After a certain number of uses (each use generally lasts for a few hours) the skin simply shrivels up and then disintegrates. (Each use attracts one half of a point of Demonic Taint.)

Purported Location: The last proven extant one of these skins was known to belong to Fanuklir the Diabolist, once resident in Old Romarth, but he hasn't been seen for almost three decades.

Domber's Motile Carriage

(10 points, Permanent)

Summary: Boat-shaped transportation device with swan-like legs.

Description: This peculiar carriage is shaped like an elegant small boat perched atop three pairs of giant, and incredibly lifelike, swan's legs - each taller than a man. At one time long ago the pride of the house of Domber, its interior is fitted out as a divan of pink down, and it is protected from the wind and rain by a magical shield of gentle force. What few know is that it is formed from a bound demon, forced to take this configuration by the first Lord Domber, and tied thus until the sun dies. The boat has three speeds: walking

(human jogging speed), loping (a sprightly human could outpace it over a relatively short distance), and running (the speed of a fit and healthy human sprinter). It is controlled through code words and steered by a discreet brass handle attached to a control panel at the rear of the vehicle. One advantage of this odd carriage is that it can adapt to almost any terrain, even water. Another advantage is that two of the legs (the central ones) can be given simple instructions and sent away from the carriage to perform basic errands - usually of a defensive nature.

Purported Location: This carriage was recently owned for many years by Derwe Coreme, the heir to the House of Domber (having been left to her as a birth gift by her aunt); before Derwe was ousted by the new Lord Slaye and forced to flee south with Cugel. No doubt Slaye currently enjoys this odd contraption and rides in it round the land of Cil. However, it may not be unique.

The Eyes of the Overworld

(4 points for one cusp, 7 points for two cusps, Permanent)

Summary: Cusps that make the wearer see ugly things as beautiful.

Description: A somewhat ill-named set of artifacts, the "Eyes" are actually Underworld creations, violet cusps created by the Demonic Centrality Unda-Hrada. Long ago, Unda-Hrada sent up observant tentacles to look out across the upper world. Each tentacle was tipped with a viewing cusp that would make the visions of the surface of the Dying Earth pleasant to its senses. Simbilis the Sixteenth pained this entity, which retreated so abruptly to its subworld that 414 cusps fell from the tips of its tentacles into the Marshes of Cutz. A wizard from the House of Domber carefully collected all of these, but they were later (upon his untimely death) salvaged from the ruins of his manse by a local entrepreneur.

A pair of these "Eyes" may be fitted over one's own true eyes, and allow one to view the Dying Earth through a shared illusion of wealth and grandeur. All things that are foul look magnificent, and only those already of extremely high visual merit remain unchanged. Dangers are transformed but not ignored - for instance armed brigands will appear as dour mercenaries, and a deodand as a grim-faced knight or some noble manbeast of legend. Additionally, those wearing even one of the eyes also have their sense of taste and touch subtly transformed, so as to fully



appreciate the illusions in which they are involved. This indicates that Unda-Hrada may have used them as more than viewing aids.

The “Eyes” would appear to have little practical utility to adventurers upon the Dying Earth, save as marvels to be stolen and sold. However, they do have some uses:

I) Should a person be tricked into using only one cusp and looking through both eyes, the dissonance of realities is such as to cause several rounds of confusion, or even short-term unconsciousness.

II) Any being that has a Magic rating of 10 or more will appear to the viewer in its natural form amidst the otherwise splendid vistas that are evoked. This applies whether or not the being is using an illusion as a disguise. Thus, a person using cusps sees the regular folk around them as noble knights and ladies, but sees Ildefonse the Preceptor as a “portly middle-aged gentleman with thin blond whiskers and a balding pate”. (Although Ildefonse’s magic causes all without cusps or similar revelatory magic to view him as a “stalwart young bravo with golden curls falling about his ears”).

III) Any being or item that is naturally magical will be seen in its normal form. This includes demons that are using illusions, and magical clothing and artifacts - which will not change the way they look to the cusp-user. Note that sandestins are immune to this effect and whatever image they are projecting to the world is the same one that a cusp-user will continue to see.

IV) Anyone wearing cusps in a subworld will be immune to any penalties applied for the horrific nature of any parts of that world that would otherwise cause distress. (Since they will see an ordinary Dying Earth environment instead of the demonic unpleasantness.) This can make for some amusing play as the cusp-user is directed to attack certain beings that to him look relatively benign. Likewise a cusp-wearer is immune to the fear-based

penalties for viewing demons (see 6.4) – perceiving them as merely large and unusual half-men.

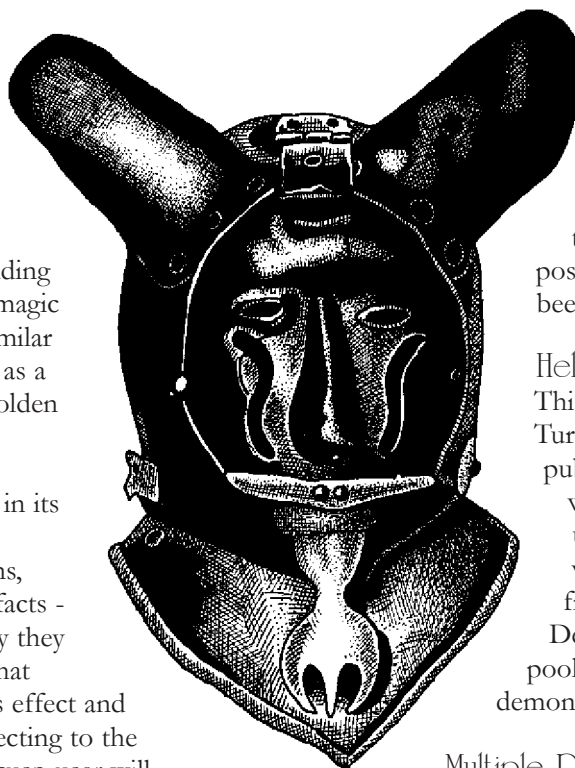
Note that although they are reasonably robust, dropping a cusp onto a hard surface has a 50/50 chance of shattering it.

Purported Location: Prior to Cugel’s visit to Smolod [TDE pp 142-157], 412 cusps were in the possession of the villagers, 1 was in the possession of Iucounu the Laughing Magician, and 1 was missing. (The folk of Smolod mistakenly believed that both missing cusps remained at the bottom of the ocean.) After Cugel returned to Alмеры, 410 remained at Smolod, 1 had been destroyed, and presumably Iucounu for a time owned 2 - although these may later have been traded away, since they do not enter the stories again.

Most likely to come into play amongst adventurers in the south are either the 2 cusps briefly owned by Iucounu (perhaps by now amongst Fianosther’s wares - SVG p54) or the 1 that legitimately was never located by any of the stories. However, it is also possible that further cusps have been stolen from Smolod.

Heliosdactum

This magical item is described in Turjan’s Tome. That worthy publication fails to point out that when the brilliant flash effect is used, this injures demons that are within ten yards. (5 points lost from the Health pools of Greater Demons and 3 points from the pools of Lesser Demons and other demonic entities)



Multiple Demon-Binding Contrivance (10pts, plus 5 pts more for each demon whose name is known, Charged)

Summary: A housing for demonic bindings, through which these subworld servants may be called forth.

Description: Although only one such device [the Bracelet of Slaye: TDE pp 161-178] is described in the Dying Earth stories, several such devices were in fact created during the Eighteenth Aeon. Typically constructed of a black metal, some shine with a purple luster, and others glow with greenish or yellow

tings. Each binds a number of demons (typically 7-11 in the lesser devices, and up to one score and ten in the major artifacts).

For ease of access, most of these were constructed as bracelets or amulets, and usually represented each demon bound to its influence with its name rune marked on a separate protruding node. How the demons were bound is long forgotten - even arch-magicians of these latter days can only speculate on the powers it took to arrange these conditions. It seems likely that the demons are not actually bound within, but bound to the objects. That is to say that they continue to live and act in their own realms, but must come at the call of the owner of the apparatus. Summoning the demon is accomplished through pressing on one of the nodes and saying the demon's name. The creature then appears.

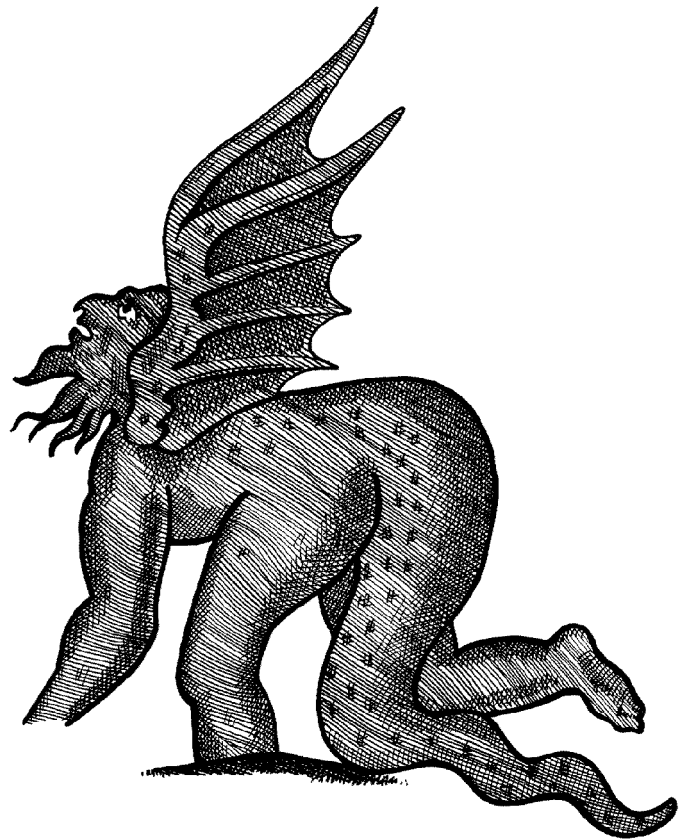
It is dependent on the original agreement (and on intervening uses since the device's creation) as to how many times an individual demon will arrive and obey the caster. Additionally, many of the more powerful devices can communicate with each bound demon through delivering pain into its being whenever one of the nodes is pressed. This can evoke impressive audible groaning, which temporarily assists Intimidating Persuasions (bonus of 1) or possibly Imposture as a diabolist or warlock. Presumably such features were added by arch-magicians who wished to remind fractious demons who was in charge.

It is advised that the total number of demon summonings that can be arranged through such a device be no more than a dozen. Although this precaution may be unnecessary since the high number of possession points required means that a properly charged version is likely to be soon stolen or broken, or otherwise disappear. A good way for the GM to impose a use of charges is to present a succession of powerful foes. Remember also that it is likely that much arduous study will be required to match each Rune to the correct name of the demon concerned.

Purported Location: One such device is in the possession of the Lord Slaye of Benbadge Stull in the land of Cil, another is rumored to be in the hands of Shruue the Diabolist of the Scaum Valley. Kandive the Golden also owns one that has eleven nodes - each of which summons a Senjal of divergent sensual competences. None of these worthies are likely to part with these treasured possessions.

"Javanne called the creatures; they settled flapping on great leather wings. She placed them under a pact of safety, and they whined and stamped with disappointment."

... More than one way to travel to the Land of the Falling Wall



Narb's Crystal Skulls

(6 points per skull, Charged)

Summary: Small black crystal skulls; each allowing one Dying Earth spell to be cast in a subworld.

Description: Who was Narb? Nobody knows. Nonetheless, he created, enchanted, or found a number of small black crystal skulls each being capable of holding any Dying Earth spell and transporting it to any subworld. Here the spell may be cast without difficulty, and within a short distance of the skull (Range: Near) will work exactly as if it had been cast as normal on the Dying Earth. Note that



whilst the spell may also be re-encompassed into the skull - even a spell that will normally not function in a subworld - it may not be replaced by a different spell. (To recharge the skull whilst in a subworld the magician normally sits with the skull in his lap and re-encompasses as normal - though the spell goes into the skull instead of their sensorium.) Each skull resembles a somewhat distorted human skull with narrow eye-sockets and no nasal opening or teeth. Once all the charges are used, each skull needs to be revitalized in a magician's workroom - using certain rare and expensive components.

Purported Location: Kandive the Golden has one of these on the desk of his study, holding down a stack of papers to prevent them being disturbed by the soft summer breezes drifting from the gardens in across his wide balcony.

Talane's Whistle

(16 points, Charged)

Summary: Whistle that calls a Lesser Demon.

Description: Talane was a ranking demonist in the Caucus of Jeldred. The whistle produces a tone inaudible to terrestrial life, instead creating etheric vibrations that can be sensed by Lesser Demons. One will be drawn to the sound, and appear near the blower of the whistle. The GM rolls randomly from the list at 2.6, except when the whistler rolls an Illustrious Success - in which case they may choose any Lesser Demon that they know of. The creature will perform one service, although it must be Persuaded to do this (see 3.2 for things that demons like). If the Persuasion attempt is not successful, the creature will most likely attack the caller, or use its special ability to their detriment. The Whistle may be recharged through reciting Talane's Demonic Concordance over it while dousing it in fresh blood. How one might learn to perform the Concordance is unknown. NB: Using this whistle does not attract any points of Demonic Taint, but the terrible purposes to which you put the demon might.

Purported Location: Talane seems to have produced several of these devices. One is in the possession of rogue archvult "Oridias" who dwells in a bubble of force under the Black Lake. Another is the property of one of the curio sellers in Kaiin's Marketplace. This person has been unable to sell it because it apparently makes no sound, but has kept hold of it because of its obvious historic nature.

Thrupp's Automated Identifier

(6 points, Charged)

Summary: Sandestin-powered machine that identifies demons and their powers.

Description: The sandestin is bound into a clockwork device the size of a large lantern (but much more intricate and with many mechanical parts). In the presence of a demon (or a suspected demon) the wide aperture at the front of the device is pointed at the target and a lever pulled. The device then whirs away for a number of rounds equal to a die roll plus 2 before emitting a long strip of paper on which a neat hand has inscribed the name of the demon species, Thrupp's classification code, and its level of intelligence. A manual should come with the model explaining in detail how to replenish its charges, and if not simply refer to Footnote 30 in Thrupp's Almanac. **Purported Location:** Shrue the Diabolist has one of these in his secure basement workshop.

Yasbane's Migratory Carpet

(12 points, Permanent)

Summary: A demon-powered flying carpet.

Description: Yasbane's Migratory Carpet appears to be simply a thick, worn and faded oblong rug of many colors. It is large enough to carry four with comfort, six in rude proximity, or eight standing and clinging to each other. (GM rules how much baggage takes the space of one passenger.) The carpet is capable of aerial travel at the speed of a galloping hoon (less if overloaded) for hours at a time. It responds to simple verbal commands, and at the end of each trip it needs to be allowed to rest for an equal number of hours before reuse.

The carpet's secret is that it is a bound demon, enslaved for many centuries by Yasbane the Obviator. Consequently it will also work in the subworlds, though nobody would automatically assume that this would be the case (nor even know its unpleasant secret). NB: In the subworlds the carpet is capable of speech and may need to be Persuaded each time it is commanded into action. (GM invents ratings.)

Purported Location: Brefilimi, Master of Masters at Kaiin's Scholasticarium bought this carpet from the city's market a few weeks after Valdaran the Just destroyed the city's Witch Cult some years back. It now decorates the center of his reception room, its arcane sigils barely visible from beneath the thick

coating of dust and the grime deposited from the feet of a thousand witless students.

Zheek's Claw

(11 points, Permanent)

Summary: Demon-tainted clawed glove.

Description: This single demonic claw is as large as a big man's mailed battle glove, and indeed has been hollowed so that it can be worn as such. The spirit of its deceased originator is bound into this rigid exoskeletal relic and affords it several magical properties. Firstly, the claw gives its wielder a boon of 1 when resisting regular Dying Earth magics. Secondly, it stores the spell Dlimak's Deepening Gloom [p 30] and automatically refreshes this every day. Thirdly, it causes an injury every time it successfully strikes the flesh of a being not from one of the subworlds. (See also the rules on the "Demon Taint", since using it to harm a being that is not either a demon or a witch/warlock attracts a point of Taint – though casting the spell does not.)

Purported Location: One of the members of Kaiin's current Witch Cult owns this.

5.3 Magical Protections

Calactus' Demonological Absorber

(10 points, Charged)

Summary: Nullifier of demonic magic.

Description: Fashioned in the manner of a decorative metal armband of the Seventeenth Aeon, this magical item has been imbued with an enchantment devised by one of the world's greatest ever mages. In order to accomplish its task, the wearer of the Absorber must be the target of the spell.

When she is so attacked, the amulet activates, and the



wearer resists the demonic spell at a bonus of 1 to defensive rolls. Any time the wearer rolls an Illustrious Success during this defence the offending spell is instantly nullified, and the attacker can do nothing about this.

Purported Location: Valdaran the Just and several of his senior lieutenants each have one of these Absorbers. Rumor suggests that last year one of these lieutenants was killed and his effects plundered. Anyone recently acquiring one of these would be well advised not to wear it openly in Kaiin.

The Rose Amulet of Mael Lel Iaio

(14 Points, Permanent)

Summary: Amulet of Purity; that demons find painful to be near.

Description: Shaped like an open rose, and carved from a pink crystal, these amulets are imbued with the wholesomeness of all that is bright and worthy; they echo through all continuums with a bright cadence otherwise unknown in this world of hopeless depravity. They are things from a forgotten age, creations of a time when arch-magicians could call upon such powers. Anyone wearing such an amulet gains a boon of 1 whenever their Wherewithal is challenged. Also, demons attack the wearer at a levy of 1 whenever an attack is magical or depends on sight or physical proximity. (So abhorrent is the wearer to demonic senses.)

Purported Location: One is thought to be on the altar of the abandoned temple of Zel, the great god, in his aspect of the Bibliotaph just outside the township of Huldoltile not far from the city of Mar. Another is buried in a secret cache near the Scaum shrine of Gilfig (SVG p37).

The Sensible Tocsin of Gilph the Nervous

(7 Points, Permanent)

Summary: Device that warns of the approach of entities from other dimensions.

Description: Gilph the Nervous constructed this device to warn him of the presence of entities from other dimensions. Exactly why this was such a worry to him is no longer known. Formed like a solid silver bell no larger than a human thumb it typically hangs on a leather thong around the owner's neck.

Whenever an entity whose origins are another dimension approaches the wearer within a distance



approximately equal to thirty strides, the bell sets up a furious tinkling chime.

Purported Location: Fianosther the trader recently acquired this bell in a job lot from the contents of a recently deceased magician's manse. He is not yet aware of its purpose.

Zaxamander's Demonic Deluder

(10 points, Charged)

Summary: Device that creates a field in which one may hide from the senses of demons.

Description: Small enough to fit into a pack, but too large for a pocket or satchel, the "Deluder" is a lightweight cube of yellow metal that glows feebly in the dark. This has no effect on beings of the surface- or over-worlds but bypasses the senses of full demons of any kind, creating a small region around the cube that they are incapable of noticing. This region can be set to snugly hide an individual, or to be large enough to contain several people (in this case its boundary can be viewed from the inside as a silver glow). The device has a Magic rating of 22, and can only be challenged by someone with reason to suspect that hidden intruders are nearby. (If the path of a demon passes directly over that hidden person/people, the demon will feel a strange compulsion to slightly change route, and will turn aside if there is any possibility to do so. Though this will not alert that particular demon, the deviation may arouse the suspicion of observers if a detour seems blatantly pointless. If there is no physical way to go around the area, and a demon must continue - they will enter the field and the device's charge will end.)

NB: Unfortunately this device does not function in the subworlds.

Purported Location: There are hints in the literature that the Demonic Deluder lies beneath the debris of the collapsed workroom of Zaxamander's ruined manse a score of miles along the coast to the west of Val Ombrio.

"There it lay, shrouded in dust, the last of the fabled machines of Calanctus. According to the texts we carried, its conduits once glowed with the power of righteousness. We had high hopes to power the thing once more and carry our cause into Jeldred at the forefront of a band of holy knights. Alas, upon lifting the upper envelope we found the device to have long been the home to a family of tasps - and these beings had devoured its innards."

-Nosk the Indomitable



Other Rules and Revelations

6.1 Diabolists & Witch-Finders

Diabolists

A Diabolist is a regular magician who specializes in the study of demons and/or subworlds. He or she may technically also be referred to as a “Demonologist”, though this epithet is considered uncouth in polite society, and an expression of disparagement. (It is in fact little better than declaring someone a warlock!) In DERP, fully-fledged Demonologists - or “Warlocks” - who work only with the black arts are either figures of history or evil arch-enemies, and are not people who will be welcomed in any conclave of regular magicians. Whilst some see little substantive variance between a diabolist and a warlock, the differences are crucial. Diabolists are thus named because of an academic Magical specialization, but are otherwise normal magicians. Warlocks summon and worship demons regularly, engage in human sacrifice, study the Dark Arts to the exclusion of most other magic, and attend black mass and evil ceremonies where they pledge their very souls to entities that feed on pain and depravity. We hope this distinction is now clear.

To become a Diabolist, one must choose an appropriate Magical specialization from the fields of Diabolism (see next page). We recommend that “Diabolism” be established in your game background as something that these days only the greatest of magicians sensibly aspire to. Should the GM be confident that a magician’s player will not abuse this access to demonic lore¹ in a fashion that railroads your carefully crafted scenarios, then it might be acceptable for a regular magician to attempt to enter this broad field.

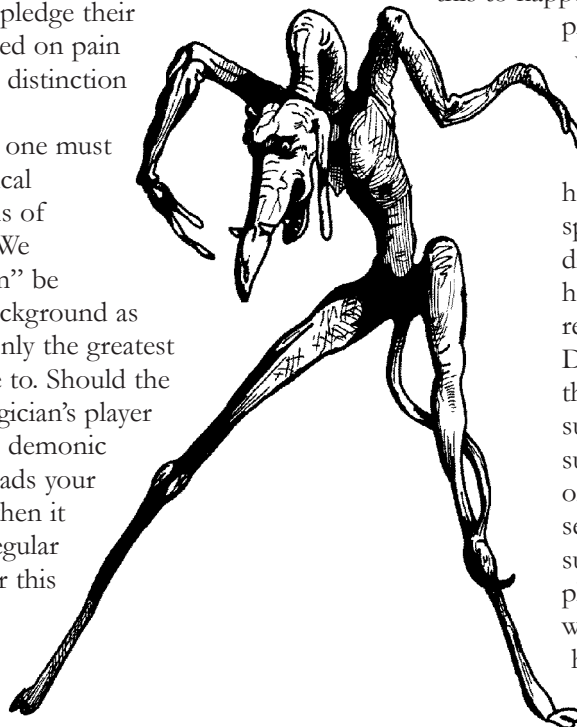
Be aware that having a Diabolist in the adventurer group may

detract from some of the feelings of “otherness” you may be wishing to establish in relation to demons and their worshippers. It is recommended that a magical specialization in one of the fields of “Diabolism” may only be learned after your campaign is already established. (GMs wishing to deny players initial access to Diabolist characters need only exclude this field as a Magical specialization option during character generation.) This also assists our assertion that such folk are nowadays extremely rare.

In these latter days of the Dying Earth we are not dealing with intrepid arch-magicians of epic power who explore and catalogue Demon Realms and face their fiercest defenders in duels of magic; those days are long gone. Whilst some amongst the current crop of magicians have the wherewithal to attempt such acts, they lack the magical potency². Whilst a few of the most powerful arch-magicians have sufficient powers to at least consider visiting a subworld or two, to do so would still present the uncomfortable possibility of an untimely and hideous demise. For

this to happen just when one has reached the pinnacle of comfort and capability would be a wasteful shame, and is thus beyond serious consideration.

A modern day “Diabolist” may have expanded his Magical specialization via one of several different magical paths. We cover here the four most common. (We recommend at Turjan-level that any Diabolist character start learning this trade only in-game, thus summoning demons or travelling to subworlds for research purposes only take place as part of a gaming session. Again, we emphasize that such things should ideally not take place until well into a campaign, when the “otherness” of demons has been deeply explored for its full atmospheric potential.)



¹ There are few as inherently vulnerable to GM retribution as those who abuse demonic lore.

² In all candor, when faced between exploring and cataloging a demon realm, or attending a society function in Kaiin, the latter, while potentially more dangerous and rank with secret evil, has to be the obvious choice.



Possible Magical Specializations

LORE OF THE SUBWORLDS: The magician has read widely in an academic fashion about many subworlds, and studied diagrams, illustrations, and metaphysical treatises. A GMC is unlikely to have travelled to these dimensions, but may have observed several by means of magic. Rolls for general information on a named subworld are always at a levy of 1, and at a levy of 2 for specific information.

[NAMED DEMON REALMS]: This specialist has investigated up to three different demonic dimensions both in academic and practical capacities. He knows little, other than general principles, about any other subworlds. However, he has general information readily available on the inhabitants, geography, and magic of his specialty subworlds. If a GMC, his visits to these subworlds will have been brief, but fascinating. Rolls for information about other subworlds are always at a penalty of 1 (or of 2 for very specific information).

DEMON LORE: The magician has read widely on all types of demons. A GMC may possibly have (very carefully) summoned one or two minor specimens in order to practice interacting with them, and knows much about magicians of previous aeons and their interactions with demons. This same GMC may once have visited a subworld, very briefly. Rolls for general information on a named demon or demon type are always at a levy of 1, and at a levy of 2 for specific information.

[NAMED DEMON TYPES]: This specialist has investigated up to six individual demons or demonic species. Rolls for general information about other demons are always made at a penalty of 1, and at a penalty of 2 for specific information. If a GMC, he will have taken part in several summoning and questioning sessions. This is the least likely option here for a regular magician Diabolist to take.

As described in the main rules [DERPG pp90/91] and in Turjan's Tome [Magical Specializations], one's specialty allows one to perform minor effects in one's workroom and about one's person. This is not particularly relevant to these specializations, as any magic involving demons and the subworlds needs to be carefully considered and executed - in short not lending itself to arbitrary usage. Nonetheless, the GM may allow minor inventions of magician characters as they are suggested.

To create a Diabolist character you must also adhere to the following: Persuasion - Fortbright or Intimidating; Rebuff - Wary, Penetrating or Lanyerly; Magic Style - Studious, Forceful or Devious; Pedantry specialty: Diabolism; Wherewithal - min. rating of 10.

Witch-Finders

In the Dying Earth stories it is not stressed that witch-finders (occasionally known as witch-chasers) are magicians, but this must obviously be the case. Any person with no magical ability, or even a Dabbler, would never be able to stand up to a real spell-user, especially one familiar with the dark arts. Thus, a bona fide witch-finder (as opposed to someone using Imposture to represent themselves in this fashion) is a magician who has chosen to specialize in the eradication of folk who dare to meddle with the dark forces. (This of course does not include the more respectable "Diabolists"¹, whose connection to the Demon Realms are purely academic.)

Therefore, a witch-finder is a magician, who has taken the magical specialty of Witch-Finding. Since the folk of the Dying Earth are most often little motivated for noble pursuits, a witch-finder character is either the representative of a social group or family that suffered badly at the hands of witches in the past, or the member of an institution such as the Green Legion. Their unusual choice of career needs to have some kind of explanation - as it strays so far from the norm. Such a person uses regular magic to complement their abilities at detecting and defeating witches, seeing themselves as a witch-finder first, and a magician second (though this is a matter more for personal identity than anything that affects abilities or any rules practicalities).

In Turjan-level campaigns this is not such an out-of-place choice for a character as might first be imagined. A witch-finder is a purposeful and disciplined individual, but does not need to have given up all of the worldly pleasures. Joining a band of itinerant adventurers can be a good way to travel in relative safety and scour the world for demonic foes - encountering places and situations one would never survive alone. So long as one's companions do not have any intentional dealings with witches or demons,

1 It may more accurately be stated that they do not harass Diabolists of established power who would crush them if sufficiently irritated - respectability is a strange quality and who knows how it is best defined.

one can overlook petty-larcenies and intimidations – after all such behavior is pretty much the norm these days. A dark cape, broad-brimmed hat, sinisterly scarred face, and glinting silver rapier could characterize such an enigmatic individual.

Whilst the Green Legion has its own witch-finders, it does not automatically accept as an associate any independent witch-finder that it encounters. No magician is beyond suspicion in the eyes of the Legion, and only those able and willing to utterly dedicate themselves beneath the watchful (nay all-pervasive) eyes of Valdaran and his agents might eventually pass muster to be accepted as a member. Should you wish to create an independent witch-finder character, we again advise that Witch-Finding is not available as an initial choice for a Magical specialization. Rather, such lore should be obtained only within the game.

Witch-Finding

Unlike with Diabolists, there is but one Magical specialization - that of Witch-Finding itself. Additionally, most witch-finders tend to disdain the unrelated specializations and concentrate on developing this one to the exclusion of others. As with Diabolists, this is not a specialization that lends itself to arbitrary creation of random effects about one's person. (Witch-finders are by definition itinerant - those with workrooms and manses are "former witch-finders" at best - thus comments about effects in their workrooms are largely superfluous.) One may also use this specialization instead of Pedantry for appropriate general knowledge rolls, and the GM must apply levies or penalties as she deems appropriate.

Witch-Finder characters must also adhere to the following principles: Persuasion - Eloquent, Fortbright or Intimidating; Rebuff - Wary, Penetrating or Lanyerly; Magic Style - Studious, Insightful, Forceful, or Daring; Pedantry specialism: Habits of Demons & Witches, Wherewithal - min. rating of 10; Resistances - Indolence and Avarice at least 3, Gourmandism and Rakishness at least 2.

6.2 Witches & Necrophages

By now you will have surmised that we recommend that such folk as these be used only as GMCs, and not adopted as characters. Thus the information we present is not so exacting as that for Diabolists and Witch-Finders.

Witches (and Warlocks)

Female magicians are less common than males, due to the pronounced ingrained chauvinism left from the war against the witches in the days of Calactus. Nonetheless, they exist as equal members of the more enlightened enclaves of spell-casters. To name one of these female magicians as a "witch" is a sign of absolute contempt, and may incur harsh consequences. A witch in the true nature of the word is a female demonologist, someone who embraces the black arts and uses dark magic as a large component of her spell repertoire. Warlock is the comparable name for male practitioners of the dark arts, though to some extent "witch" is used as a cross gender reference. Most in this field take "Demonology" as their primary magical specialization, and usually advance it to the exclusion of other specializations. A few instead choose to dedicate themselves to the study of specific demon types or demon realms, but this is unusually academic. Their Pedantry specialism is simply "Witchcraft".

The Mythical Arch-Warlock

One who controls sandestins may not control other daihak with any reliability. Such people may exist briefly, but inevitably find that various clashing dimensional anomalies lead them speedily to personal eradication. However, mighty magicians do exist that do not control sandestins, and these might bind a Greater Demon (or several Lesser Demons) to their service. Only one such as Pandelume could properly bind an avatar of a Demonic Centrality – the only daihak capable of acting with powers remotely resembling a sandestin. Even then, as we all know, demons are notoriously unreliable (making sandestins appear to be positively diligent), and such a mage would likely soon meet an untimely end.



Necrophages

A necrophage is a witch or warlock who specializes in utilizing the remains of the dead, sometimes causing corpses to walk or making monsters from them. Such a person also uses the bodies of the recently slain in foul rites, and drains the life energies of the dying to enhance their own spells and ceremonies.

Necrophages are mentioned only in passing during the Dying Earth stories [TDE p48, and possible allusion on p415]; however, the primary reference mentions them as taking part in the demonical Sabbath. Their participation here gives a clue as to the unpleasant nature of these repulsive folk.



The art of bringing false life into a corpse is made possible through calling upon the powers of the subworlds. Except in rare cases, it is not the original spirit that reanimates its host; rather, a demonic essence is summoned to replace it. This foul joining creates a new entity - a hybrid of corpse and demonic motivator. Similarly, many demons greatly relish the anguish of victims sacrificed horribly by a necrophage as parts of diabolical compacts. These days, the presence of necrophages in the Dying Earth is minimal. The necroptic arts are largely (and fortunately) mostly forgotten. No longer do dark lords arise with armies of undead at their beck and call, but still a few remain who participate in such horrors.

Unlike the difference between warlocks/witches and diabolists, the variance between a necrophage and a necrope is far wider. The necrophage seeks power

without restriction, abusing and using the remains of the dead, and forming pacts with demonic entities. He cares nothing for his own sanity or the opinions of his peers. The necrope is a regular magician with an unusual specialism - who uses the spirits of the dead as a research tool, prying into the mysteries of the past by making enquiries of those who were present at those events. A necrope does not animate corpses, nor call upon the powers of the subworlds; however even this profession is largely viewed with suspicion by those (that is to say most folk) who do not fully appreciate this distinction.

In the interests of good taste, we shall draw a discreet veil over the actual practices of the necrophage. GMs are advised that even more so than with demon-worshippers, necrophages should be viewed with absolute abhorrence. Knowledge of their activities will typically be gained only through grim experience, whether as a victim or as an implacable enemy. Thus, the GM may invent ceremonies, and occult paraphernalia at whim; none will be of interest to any magician who values their soul and their sanity. The Magical Specialization of such folk is usually Demon Lore, and their Pedantry specialism tends to be Necromancy.

Undead in the Dying Earth

Since necrophages work with the dead, and can create or command undead beings to attend them. These beings may also be bound to the control of witches. We provide samples of such creatures here to add to the varied foes your characters might face.

Ghosts

Mentioned more than once within the Dying Earth stories are ghosts. Several are the demonic scions of Blikdak (see 2.7) - simply named as "ghosts" because of their semi-corporeal nature. However, others are independent entities [e.g. TDE pp159/160].

Necrophages sometimes bind ghosts as bodyguards or messengers, but these beings are very willful and may frequently be insane or malicious. It is just as likely that a ghost will be encountered in some remote ruin - cursed to remain at the site of some former tragedy or misdeed. Ghosts vary in power, some being little more than wisps of memory (or "ghosts of ghosts"), others are magical beings with recollections and purpose. In between are malicious spirits who seek to

drain the vitality of the living in order to vicariously experience this state once more. All ghosts, save for the weakest, exert something akin to the demonic aura of terror (see 6.4); however, in the case of ghosts this must be resisted each and every time, as if it were the first.

Typical Weak Ghost:

Persuade (Eloquent) ~-2, Rebuff (Wary or Contrary) ~-2, Defense (Dodge) ~+3, Health 8, Magic (innate) ~-3, Athletics ~, Concealment ~+5, Perception ~, Stealth ~+6, Wherewithal 8.

OTHER CONSIDERATIONS: Weak ghosts can only complain and cajole. These are the type most often employed as watchers around the sacred precincts of a necrophage, or even a witch's premises. Otherwise, numbers of them may be encountered haunting grand ruins. They can squeeze themselves through narrow gaps, or dematerialize, in three rounds. In appearance they are merely phantasms of indeterminate identity.

Typical Standard Ghost:

Persuade (Glib, Eloquent, Forthright, or Intimidating) ~+3, Rebuff (Penetrating or Lawyerly) ~+5, Defense (Dodge) ~+6, Health ~, Magic (innate) 1.5~, Athletics ~+4, Concealment 1.5~, Stealth ~+8, Pedantry ~, Perception ~+ 3, Wherewithal 1.5~.

OTHER CONSIDERATIONS: A standard ghost can touch a living target and then match its Magic rating against the victim's Health directly, draining them of life force as if it were a spell. They can squeeze themselves through narrow gaps, or dematerialize, in two rounds. These are the type most often bound into an item owned by a witch or necrophage, and called out to assist in combat. Normally such a ghost is bound to assist their summoner up to 12 times before they are free to depart to the spirit world. These ghosts may be faint representations of whatever personality they had in their former life.

Typical Powerful Ghost:

Persuade (Intimidating) 1.5~, Rebuff (Penetrating) 1.5~, Defense (Dodge) ~+9, Health 1.5~, Magic (innate) 2~, Athletics ~+8, Concealment 2~, Pedantry 1.5~, Perception ~+5, Stealth ~+10, Wherewithal 2~.

OTHER CONSIDERATIONS: A powerful ghost can also weaken the living with its touch, and furthermore some of them may retain knowledge of spells. These

ghosts squeeze may themselves through narrow gaps, or dematerialize, in only one round. Typical spells known to such a ghost would be three or four from: Agonizing Immolation [TT], Alchemist's Curse [TT], Curse of the Reluctant Dead [TT], Felojun's Second Hypnotic [DERPG], Literal Organic Expulsion [TT], Phandaal's Observational Confinement [TT], Revelation of Veracity [TT], and Shabat's Admonitory Bolt [TT]. Those involved with necrophages might know some demonic spells such as: The Blue Bolt [DDE], The Curse of the White Flame [DDE], The Lashing Agony [DDE], or the Scream of Dissolution [DDE]. These ghosts might be bound to a location by former enemies (or evil deeds), or can be relatively autonomous, perhaps acting almost as equal associates amongst a coven of witches or a conclave of necrophages. Ghosts who are magic-users are capable of cursing those who betray them or otherwise commit unprovoked grievous acts against them; but not someone who merely annoys or attacks them. (Thus witches cannot call up ghosts in order to have people cursed.) A curse costs the ghost the full quota of total points from their Magic pool (thus can only be cast if the pool is full); and after a curse the ghost becomes inactive for a full week.

GHOSTLY INNATE MAGIC: All ghosts can dematerialize and travel through the spiritworld to emerge at another location. This costs 1 point from their Magic pool for every 50ft (or every 10ft through solid rock or earth), and takes one round for every point spent. They can also remain hidden inside a solid object for any length of time; this costs only 1 point from the Magic pool each time they so hide. Ghosts are invulnerable to most spells, with the following most notable exceptions: Calanctus' Immanent Splendor is uncomfortable for ghosts, and they retreat out of range; Phandaal's Primary Dissolution banishes a ghost back to the spirit world for a day (if its Magic rating is overcome); a user of Simbilis' Righteous Mantle is immune to the ghostly fear effect; and the Virtuous Blade of Motholam allows a sword to strike a ghost as if it were physical (hence the inclusion of their Health rating). All ghosts can float across the ground and over obstacles (hence they have an Athletics rating); this ability costs them nothing. When a ghost's Magic pool reaches zero it fades into the spiritworld and cannot return for three days. Otherwise it can refresh its pool by one point for every hour spent in the spiritworld.



Ghoul

As with ghosts, various types of entity exist that go by the name “ghoul” - dependent on the region through which you pass. The type of ghoul we describe here is not actually undead, but is assumed by most folk to be such, so we include it nonetheless. These beings are the rare spawn of deodands that are born possessing far more of the demonic characteristics of their race than is usual. Less than one in a hundred deodand births produce such a creature, and many are slain by their parents whilst young (lest they usurp the dominance hierarchy within the extended family). Those scholars who have studied this creature claim that its existence is a perfectly natural throwback due to the origins of deodands through breeding between human and demon. Ghouls have a sullen, brutally lascivious, nature, and a taste for human flesh surpassing even a normal deodand. They grow much stronger than their parents, resist magic more powerfully, and will dine upon human carrion if this is easily to hand. Although they are intelligent, this is a base sentience - normally expressing itself only through subhuman grunts. Those very few who have held an actual conversation with a ghoul, and lived to tell the tale, speak of its disturbingly moribund predilections. These beings do not even share the grim humor or sickening necessity of the deodand, nor the gluttonous nervousness of their parents. Instead, ghouls are strong, self-assured and possessed of a bestial arrogance - believing that might is right and that they are free to take whatever they crave, and that no-one has the right to stand in their way. Ghouls are also more able than deodands to restrain their foul appetites if this will result in greater bounty in the future. Thus, occasionally ghouls may be found as servants of necrophages or witches - usually disguised as burly monks in deeply-hooded robes. Due to the high cost for their service, it is rare to find more than one attending even a powerful warlock, and never more than two. They respect strength and will serve only callous masters.

Typical Ghoul

Persuade (Intimidating) 15, Rebuff (Penetrating) 13, Attack (Strength) 20, Defense (Sure-Footedness) 19, Health 20, Magic (resistance only) 14, Athletics 17, Concealment 10, Living Rough 10, Perception 13, Stealth 17, Tracking 11, Wherewithal 15.

Animated Corpse

The animated corpse is a servant that a necrophage uses for muscle power. The demonic essence bound within makes it not only very strong but also highly resilient to damage and spells. Typically, animated corpses act as porters or static guards. Less often one might find a particularly creative necrophage using recent (less odorous) corpses as suspiciously silent hooded retainers. Each must be programmed on creation to obey certain commands, or can be controlled by the concentration of the creator.

Recent Corpse

Attack (Strength) ~+5, Defense (Parry) ~+2, Health 2~, Magic (resistance only) 18, Wherewithal ~

Old Corpse

Attack (Strength) ~+2, Defense (Parry) ~, Health 1.5~, Magic (resistance only) 18, Wherewithal ~

OTHER CONSIDERATIONS: Rapiers of the spindle-thin variety do no discernible damage to an animated corpse, except on an Illustrious Success. spells that affect living tissue or sentient minds cannot affect it.

Animated Skeleton

Faster and more agile than the animated corpse, the animated skeleton is less robust. Typically it is bound to a specific location and tied to a simple set of instructions (such as attacking anyone who does not utter the correct codeword). In ages past, certain powerful necrophages commanded entire skeletal regiments. Such things no longer occur; however, inopportune bands of skeletal guardians might rush adventurers during exploration of subterranean ruins.

Typical Animated Skeleton

Attack (Speed) ~+7, Defense (Sure-Footedness) ~+3, Health ~, Magic (resistance only) 18, Wherewithal ~

OTHER CONSIDERATIONS: A rapier of the spindle-thin variety does no discernible damage to a skeleton (ever). However, if a skeleton is struck by a substantial weapon (e.g. club or broadsword) scoring an Illustrious Success, the skeleton shatters. Skeletons, too are immune to spells that target sentience or living flesh.

Note that animated undead cause the same Wherewithal threat as demons (see 6.4). Also, spells that target living tissue or sentient minds are useless against them. Conversely, spells that affect non-living tissue will affect them.

Avoid Clichés

We do not expect GMs to willy-nilly insert substandard encounters with boringly predictable animated undead in the manner of some games of less refinement. The circumstance should never arise where a GM says anything resembling the phrase “A skeleton attacks you”. Rather, encounters with animated undead should be rare and horrific, and preferably unexpected. Most often such undead will be encountered as guardians within a warlock’s lair; whether that lair is beneath a prestigious dwelling in Odkin Prospect, or whether its builder is long dead and these entities are guardians of his tomb. Undead must be introduced with finesse: *“From the shadows a figure in rusted armor plates steps awkwardly. With horror you realize that this soldier is long dead, and mere scraps of sinew hold its gleaming white bones into some blasphemous semblance of its former shape.”* Or: *“The man who approaches shuffles in a strangely reluctant gait, as if forcing himself to move. As he comes closer you realize that his skin is deathly gray and his torso is split from groin to chin as the result of a sundering wound. His entrails glisten horribly from within, or hang limply from the wound. And then the foul stench of decay reaches your nostrils, as this being’s arms reach for your throat.”*

6.3 Inventive Aptitudes and Admirable Contrivances

This section expands upon the “Noble Qualities and Obscure Merits” chapter in Turjan’s Tome. In many instances of dealing with demons a magician will use spells first and communicate only if unavoidable. Hence some of the tweaks here are for Cugel-level characters. Should your magician run out of magical means to confront a demon, the differences between these two levels of play in any case become less distinct.

Persuade (Glib)

The Audacious Underling Imposition

Summary: You pose as a demon-worshipper to avoid the suspicions of real demon-worshippers in their lair.

Situation: You come face to face with a demon-worshipper or witch in their secret hideout or at some ceremony, and know that as soon as they register your appearance they will assume you to be a spy or other enemy. This is an occurrence you wish to prevent.

Description: Feigning familiarity, you claim to be a worshipper from foreign parts or new to the

organization - stating a relationship with one of the cabal or even with someone you invent on the spot. You might comment on the excellence of the grotesque ceremonial masks, the marvelous grimness of the décor, or the general pleasure you experience at being one of the chosen few. Whatever you say, you say it quickly and with apparent total confidence.

Benefit: If you spend 1 point from your Persuade pool they are taken in for one minute; if you spend 2 points this increases to three minutes. For 3 points they are convinced until presented with evidence to the contrary. (NB: *You may also use this tweak against the leader of a small group - no more than four - demon-worshippers. An extra point is required for each group member after the first.*)

Persuade (Forthright)

Demonic Dissuasion

Summary: You try to convince a demon to forsake its mission and depart.

Situation: An intelligent demon summoned by someone else is in your presence. You think you know what it is here to do, and wish to dissuade it.

Description: You enter a Persuasion contest with the demon, in which you offer a number of tantalizing rewards for betraying its summoner. You know of course that the demon is bound to its contract and really has no leeway, but you target it with bold bluster - in an attempt to buy some time or to distract it until help arrives or you work out a way to escape.

Benefit: Normally the GM would apply a levy or penalty due to the demon’s binding, but the owner of this tweak is preternaturally convincing in such situations. If you gain an Illustrious Success the demon is put into a fit of indecision, and departs to consider things for several hours. If you gain a Prosaic Success it pauses to consider its options for several rounds and you may chat with it nonchalantly or otherwise attempt any actions that won’t arouse its suspicions. If you gain a Hair’s-Breadth Success it becomes uncertain and pauses for several rounds - although it does not take its eyes from you. If you achieve an Exasperating Failure, the demon halts for one round only before lunging into single-minded action.



Persuade (Intimidating)

I Hold in My Sensorium the Agonizing Demonic Lash

Summary: You attempt to drive off a demon by pretending you have a spell that will violently harm it. (but have no effective spells).

Situation: You are clearly a magician, and encounter an intelligent demon undertaking tasks that you require it to cease.

Description: By pretending to wield a major anti-demonic spell you attempt to drive the demon away. You attempt to convince the demon that unless it departs you will sunder its being with an excruciating magical application.

Benefit: You may use points from your Imposture pool to assist this attempt, and suffer no levy for this flagrant deceitfulness. If you score an Illustrious or Prosaic Success it departs. If you score a Hair's-Breadth Success it is not entirely convinced that you are as powerful a magician as you say - and some further proof of your potent magical capabilities is required to swing your success. (This only works once on any individual demon.)

Valdaran the Just Requires Your Assistance

Summary: You threaten someone with your feigned influence with (or membership of) the Green Legion.

Situation: You are engaged in an investigation into demonic happenings, and encounter someone who has useful information but won't help you. This

person must be someone who respects or fears the Green Legion and knows of its network of spies.

Description: Drawing yourself into an imposing stance you quickly show the person some small green object that vaguely resembles an insignia. (You must convince the GM that you have some such object.)

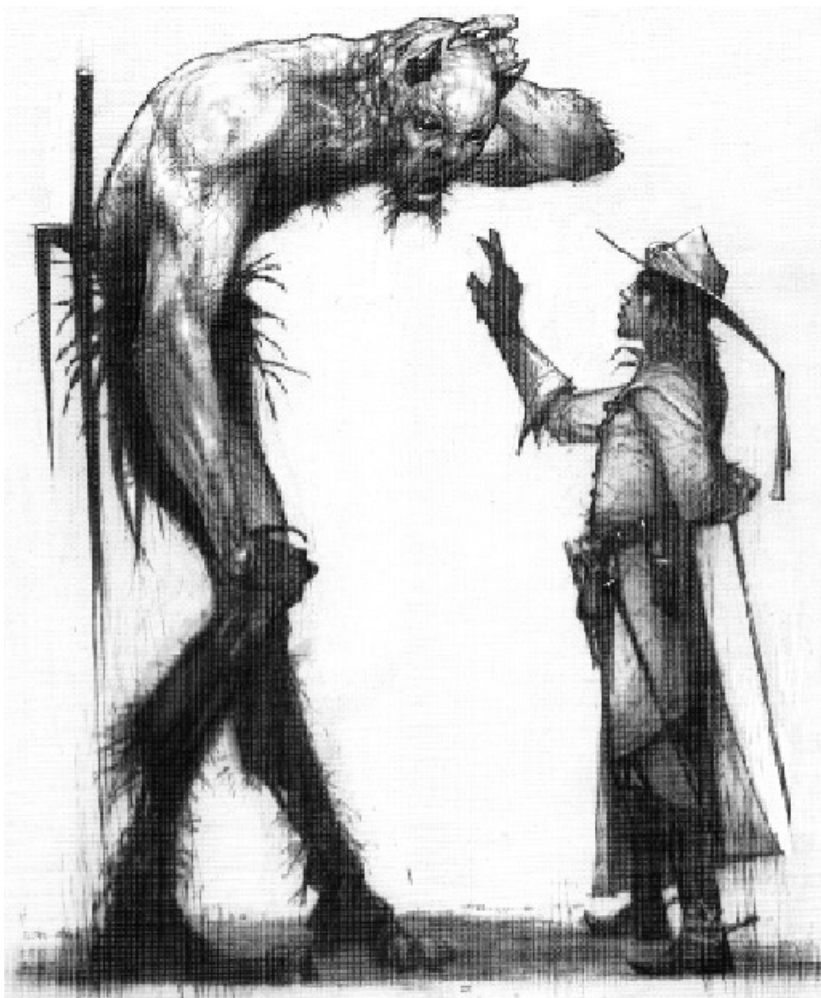
Benefit: You may use points from your Imposture pool to assist this attempt. On an Exasperating Failure, the person is unconvinced by the emblem and wishes to examine it closely. On a Quotidian Failure they realize you are lying. On a Dismal Failure Valdaran hears of your imposture and wishes to discuss the matter with you in person.

Rebuff (Obtuse)

Subworld, Demon, Warlock? I Am Confused As To Your Meaning!

Summary: You diffuse accusations by feigning total ignorance of anything demonic.

Situation: You stand accused of having some kind of dealings with demons or witches, but the accuser lacks any definite proof. Your accuser or a substantial number of those present are yet to be totally convinced of your guilt.



"Were I so inclined, you would be shriven to cinders"

Description: Using a convincing display of ignorance you divert these suspicions.

Benefit: You may use points from your Wherewithal pool to assist this deception.

Rebuff (Lawyerly)

The Interstitial Law of Equivalence

Summary: You try to drive away a demon by convincing it that its objective is unreasonable.

Situation: An intelligent demon seeks something from you that you do not wish to allow.

Description: Through quoting segments of learned treatises on the nature of the universal balance you try to convince the demon that since it possesses nothing that you want in exchange then you cannot possibly bow to its demands.

Benefit: You may use points from your Pedantry pool to assist this Rebuff attempt. If you gain an Illustrious Success, the demon becomes convinced that its demands are unreasonable and departs (though perhaps only temporarily). If you score a Prosaic Success the demon is confused and goes at its best speed to consult a more cogent authority before making a decision. If you gain a Hair's-Breadth Success the demon will not accept that there is nothing it can offer you - and an interesting bargaining opportunity may arise. (Only works 1x/day on any individual demon.)

Rebuff (Pure-Hearted)

I Could Never Forgive Myself if I Undertook Such an Action

Summary: Your purity resists evil mind-control.

Situation: You have come under the mind control of a demon, witch, or similar, and are asked to perform an unwholesome activity.

Description: Your good-hearted nature balks at such a thing and you attempt to regain your senses.

Benefit: If you spend 4 points from your Rebuff pool, you break free of the control and are immune to this magic for at least an hour.

Attack (Speed)

Diverting Barrage

Summary: You effect your escape by improvising a missile.

Situation: You are facing a demon that appears likely to defeat you, or another large foe that means you harm. Some loose object (or even your own weapon) is at hand, and some conceivable means of egress from the area is available.

Description: You move as if to attack, then throw an object or weapon at the foe - taking advantage of its surprise in order to bound for safety.

Benefit: If you spend 4 points from your Attack pool your escape attempt succeeds. The foe may or may not follow, depending on the circumstances, but if it does follow you gain a boon of 2 to your Athletics pool.

Defense (Dodge)

Frantic Motility

Summary: You avoid the attacks of a huge foe through swift movements.

Situation: A huge demon or other very large foe is trying to swat you like an insect

Description: You leap and lunge and roll, desperate to stay alive

Benefit: You gain a bonus of 1 on your Defense, provided you perform nothing else than actions such as frantically flinging yourself around, running between the creature's legs, etc.

Defense (Misdirection)

Divergence of Aggression

Summary: You divert a demon's attack into striking something it doesn't mean to.

Situation: A huge demon or other very large foe is trying to swat you like an insect, and in the vicinity is another demon or significant foe, or perhaps a demonic altar or valuable evil statue or the like.

Description: You momentarily pause directly before something you consider a more suitable target for your opponent's massive fist/tentacle/whatever, and then deftly leap aside.

"When I fling back the doors, rush forth with the torches, to create a blaze which will illuminate the evil being! Have swords drawn so that when I send him reeling you may strike the coup de grace."

Cugel



Benefit: If you spend 3 points from your Defense pool, this ploy automatically succeeds.

Defense (Vexation)

Ye gods, you're ugly!

Summary: Through taunts you reduce a demon's skills.

Situation: A huge demon or other very large and ugly (to conventional human standards) non-human foe is trying to perform some action to your detriment.

Description: It does not matter if the opponent is particularly intelligent, providing it is not actually an animal. You pull faces, shout imprecations, mime vomiting, and point and make rude and condescending noises very loudly.

Benefit: If you spend 4 points from your Defense pool your opponent suffers a penalty of 1 on all rolls to try and succeed at this task (and when attempting to defend itself from attack) until you stop taunting it.

"Foul face after foul face T'sais san, and each burnt her brain until she thought she must scream and die - visages of leering eye, bulbed cheek, lunatic body, black faces of spiked nose, expressions outraging thought, writhing, hopping, crawling, the spew of the demon-lands."

Blikdak is just a flatulent oaf!

Summary: Through taunts you reduce a demon worshipper's skills.

Situation: You are engaged in combat with the worshipper of a particular demon.

Description: Taunting this worshipper creatively on the undoubted pomposity, inadequacy, and repulsiveness of their demon of choice enrages them.

Benefit: You gain a boon of 1 to your Defense whilst you keep up these antics (until your opponent reduces your Health pool to half or less).

Magic (Studious)

Convocational Disruption

Summary: You use a cantrap and your force of will to disrupt a summoning.

Situation: Someone nearby is summoning something. This is potentially unfortunate.

Description: You recall a powerful cantrap that interferes with the arrival of beings from other dimensions, and begin to recite it at the top of your voice.

Benefit: You contest your Magic against the Rebuff of the principle summoner. On an Illustrious Success you actually disrupt the ceremony completely. On a Prosaic Success you delay the ceremony as long as you stand there chanting. On a Hair's-Breadth Success you delay the culmination of the ceremony by seven rounds. On a Dismal Failure you accidentally assist the summoning in some small way.

Magic (Insightful)

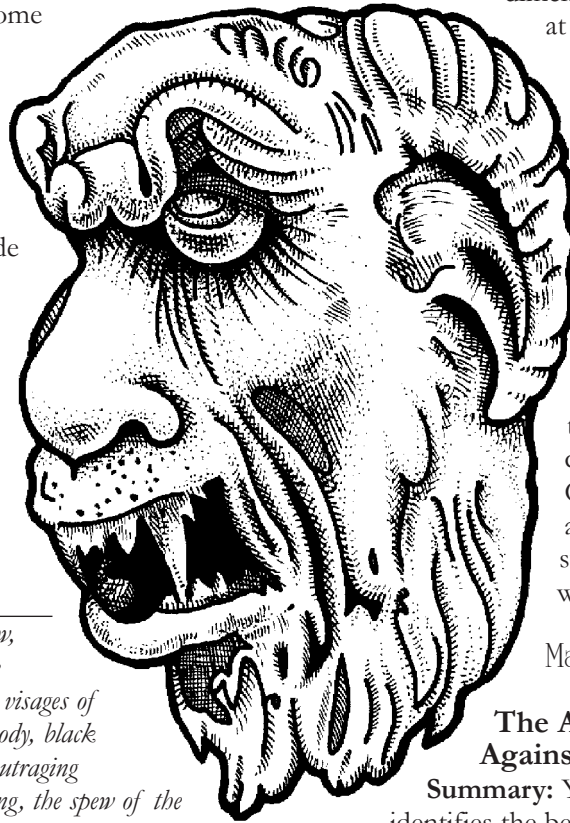
The Alternate Incantation Against Evil

Summary: Your magical expertise identifies the best spell to use against a demon.

Situation: A spell has failed to work against a demon or other subworld being or device.

Description: You recall some dim and distant references to demons and magic you once skimmed over in a learned tome, and put 2 and 2 together.

Benefit: You instantly know the most effective spell encompassed amongst your close companions. If no useful spell is available you know this instead. This costs three points from your Magic Pool



Magic (Forceful)

Your Kind Must be Eradicated for the Good of All Humanity

Summary: You attempt to avoid defeat at the hands of an evil human by putting every ounce of mental force behind your last remaining spell.

Situation: You are in magical combat with a witch, warlock or similar, and face the very real chance of defeat – though you have one last spell that you hope will work against them.

Description: Gathering your courage you lunge forward with your most potent spell at your fingertips.

Benefit: You can use your Wherewithal pool to assist this spellcast, provided the foe has a rating of Demonic Taint.

Magic (Daring)

A Diabolical Duo!

Summary: Two evil human foes, but a spell that target's only one; you defy magical laws and attack both as if you had two Magic pools.

Situation: You face two human opponents (who stand adjacent to each other) but you have available only a spell that targets one person. Both opponents appear sufficiently powerful as to threaten your survival, and both have a rating of Demonic Taint.

Description: Summoning the depths of your magical resources you fling out your hands and attempt to encompass both beings in the spell effect.

Benefit: If you spend 4 points from your Wherewithal (not Magic) pool, this attempt succeeds. Each target may still resist.

Magic (Devious)

I Have You Now, Spawn of the Underworlds!

Summary: You attempt to drive away a demon by convincing it that you could destroy it with magic in an instant if you wanted to.

Situation: An intelligent demon comes into your presence, though initially you are in hiding. You have at least one spell encompassed, although none that will help you in this situation.

Description: You leap from hiding with your hands held out in casting position, magic crackling at your fingertips as you hold the spell at the ready. You attempt to convince the demon that you have the

advantage and that the only reason you don't strike it down is because you prefer to gloat over its misfortune and send it scurrying hence in awe of your potency.

Benefit: You use your Magic rating instead of Persuasion or Imposture and may use points from your Imposture pool to assist. (The demon resists with its Rebuff.) On an Illustrious Success the demon dispels itself. On a Prosaic Success the demon flees the area. On a Hair's-Breadth Success the demon backs away cautiously, but may return shortly to check if you were bluffing or not. After the encounter is over, the spell that you partially activated as part of the subterfuge needs to be re-encompassed.

Magic (Curious)

Abstract Fascination

Summary: Your curious nature protects you from the penalties of viewing horrors.

Situation: A terrifying demonic phenomena or sighting appears before you.

Description: You've read about this sort of thing, but never seen it up close before (or at least never for long enough). Although you allow for personal safety, you are totally absorbed in the uniqueness of the moment.

Benefit: Despite any penalties available for this horrific sighting, if you spend 2 points from your Magic pool you remain immune - protected by your own sense of awe. If the situation calls for violent action on your part, you still forget to become frightened - at least until after the action is over.

Auric Perception

Summary: You can see the color of people's souls.

Situation: You are suspicious of one or more human beings who have approached you in a neutral or friendly fashion, and wish to assess their intent.

Description: You were blessed at birth by a relative or friend of the family, and since then when you concentrate you can see auras.

Benefit: For the cost of 2 points from your Magic pool, per person, you see the coruscating colors of their aura. Demonic Taint registers as black streaks (the more Taint – the more streaks); people who hold you malice or evil intent have large red spots; people who are otherworld beings in disguise show odd alien colors; people who are human but projecting an



illusion of being someone else show confusing shimmers. The GM must decide any other variances.

Athletics

Opportune Sensory Discommodation

Summary: You disrupt a demon's senses through frantic grappling.

Situation: A huge demon is trying to swat you and your companions like insects

Description: With one great bound you leap up and grapple the demon's sensory organs, causing it immense confusion as it tries to work out what just happened and why it can no longer perceive clearly.

Benefit: You contest Athletics (at a boon of 1) against the demon's Attack. On an Illustrious Success you hold on for four rounds, on a Prosaic Success for three rounds. On a Hair's-Breadth Success you hold on only for two rounds, but even on an Exasperating Failure the creature is distracted for one round as you bounce ineffectually from its upper torso. While the creature is distracted anyone else engaged against it can make attacks at a bonus of 1.

Concealment

Diverting Informality

Summary: You evade the suspicions of demon-worshippers within their large lair, by posing as an insignificant menial.

Situation: You are about to be discovered by a group of enemies (numbering no more than half a dozen) in their extensive lair or some other extremely compromising sizeable location. They may or may not have been alerted to your presence, but have not yet observed you close up. If you do not already wear clothes suitable to the location, at hand must be some manner of material that can be quickly converted to resemble the attire of some menial who is meant to be here. There must also be another point of egress from your location.

Description: You adopt a suitably industrious or concerned pose as your enemies arrive. You indicate the other exit from your location and in a tone of contrived disquiet explain that someone you suspect of being an intruder passed that way only moments ago.

Benefit: You may use points from your Imposture pool to aid this Concealment attempt. On an

Illustrious Success (against the leader if there are several) your enemies sprint from the room at full tilt in pursuit of the intruder. On a Prosaic Success they hurry away in a businesslike fashion. On a Hair's-Breadth Success they move off and away but only for six rounds before realizing they have been had. On an Exasperating Failure all of them get through the door before one of them up at the front says: "Wait a minute..."

Driving

Valiant Vehicular Migration

Summary: You drive a cart with heroic skill whilst fleeing a demon or other large foe.

Situation: You are in charge of a cart or other vehicle as you flee from a Greater Demon, several Lesser Demons, or other large and extremely dangerous foes.

Description: Summoning every reserve of reflex and willpower you propel your vehicle to the utmost of its capabilities.

Benefit: If you spend 3 points from your Wherewithal pool (not Driving), for the duration of this pursuit your Driving rolls are at a bonus of 1. Once the pursuit is safely over, the vehicle loses a wheel, breaks an axle, or develops some other fault that cannot be rectified without recourse to a professional establishment.

Gambling

In My World Proving One's Superiority is Accomplished in Other Ways

Summary: You induce a demon to engage in a gambling contest with you.

Situation: You are engaged in a tricky encounter with an intelligent demon; the demon will suffer no particular drawbacks if it doesn't attack you immediately and is not physically threatened by anyone else nearby.

Description: You distract the demon by challenging it to a contest - laying out the cards or dice and demonstrating the first moves of the game.

Benefit: When you activate this tweak, the demon must match its Rebuff against your Wherewithal ability - and if it fails it must engage you in a Gambling match. (This tweak works only once per day).

Imposture

Personification of Evil

Summary: You pose as a witch or warlock from foreign parts in order to bypass the suspicions of local evil-doers.

Situation: You are wearing clothes that at least vaguely resemble something a powerful magician familiar with the black arts might don under the circumstances. You unexpectedly - and unprepared - come face to face with an (at least semi-intelligent) demon, or a witch or warlock that has every reason to presume you are an enemy (but does not personally know you).

Description: You put yourself forward as a powerful demonist who is in the vicinity having heard of the demons or demon-worshippers present in this area and wishing to make their acquaintance.

Benefit: This tweak negates GM levy or penalty being applied to your Imposture for this preposterous deception. (Costs 3 from Wherewithal pool).

Living Rough

It May Not Look Like Much

Summary: You have the uncanny knack of finding edible materials in a subworld.

Situation: You are lost and hungry on an unfamiliar subworld.

Description: Judging by taste and smell alone you identify some plant, invertebrate, or aquatic life that humans may eat.

Benefit: For every point you spend from your Living Rough pool you locate either sufficient revolting (yet nourishing and non-toxic) substance sufficient to provide a decent meal for two, or significantly more palatable (though still unappetizing) fare sufficient for one. GM tailors descriptions accordingly.

Pedantry

Quickly! Aim for the Interstitial Node

Summary: Your knowledge of subworld anatomy indicates a demon's weakness.

Situation: A demon or other powerful entity of one of the subworlds threatens you.

Description: Due to previous research into the minor peculiarities of other realms, you instantly recognize the creature's weaknesses.

Benefit: If you pay 4 points from your Pedantry pool, all Defense or Magic resistances the demon makes against physical attacks are at a levy of 1 - against the user of the tweak or anyone the user has been able to brief - briefing takes at least a couple of minutes. The user can instead shout instructions throughout a combat, but is restricted to reactive rolls whilst this continues. (This tweak is only available to witch-finders, or magicians with some kind of subworld knowledge, and may only be used once per session.)

Riding

The Improbable Steed

Summary: You attempt to master a demonic steed.

Situation: You are in the vicinity of some passive and unintelligent demonic beasts that are of the roughly equivalent bulk and comportment of riding beasts, and that have no particular desire to harm you; and you need to move quickly away from the area.

Description: Using force of will you mount one of the beasts and attempt to ride it like a bucking bronco.

Benefit: You suffer no disadvantage to your Ride roll (as would anyone without this tweak) as you pit it against the creature's Wherewithal. On an Illustrious Success it is soon pacified and its fellows reluctantly also let your companions climb astride them. On a Prosaic Success you mount, and any of your companions that succeed with a Ride roll also find a willing steed. On a Hair's-Breadth Success you eventually calm your own animal, but the other creatures are scared and move away. On an Exasperating Failure you are soon thrown and all animals flee. On a Quotidian Failure you also suffer an injury. On a Dismal Failure as well as the aforementioned problems the animals stampede in the direction of your companions.

NB: If the beasts are winged, anthropoid, or aquatic adjust the events accordingly.

Tracking

Wait, I Seem to have Trodden in some Unearthly Slime!

Summary: The proximity of a subworld entity is revealed to your keen eye by the presence of its ichor or some similar indication.



Situation: A demon or other physical supernatural entity hides nearby, waiting to strike when you pass by. The player has alerted the GM to the fact that their character is alert for the unusual.

Description: Your foot squelches in some demonic slime, or you notice the deep gouge mark of a twisted claw in the woodwork, or some other incidental piece of evidence comes to your attention. (The GM must describe the slime, scratch-marks, or other clues.)

Benefit: For the cost of 2 points from your Tracking pool, you interpret the clues to reveal the rough location of the entity. Or, at the start of any day the player may sacrifice instead 3 points from their pool. In that day should such a situation as described arise prior to which the player has neglected to mention their character's alertness the GM is obligated to give the warning anyway.

Wherewithal

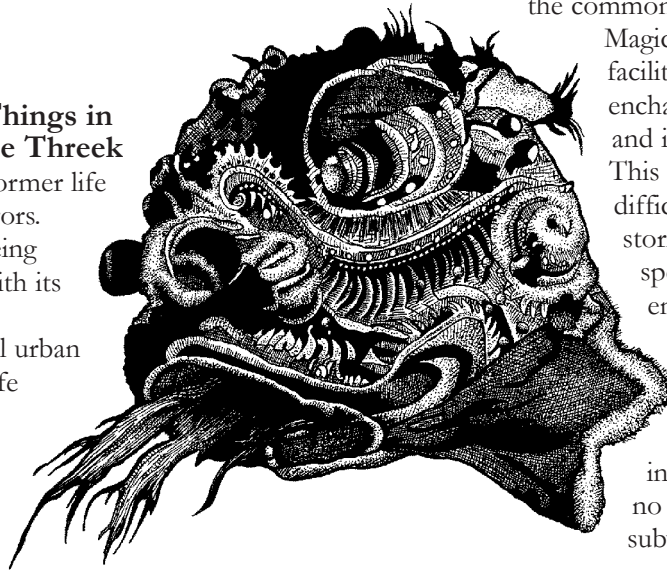
I Have Seen Worse Things in the Back Lanes of the Threek

Summary: Your harsh former life has immured you to horrors.

Situation: A demonic being attempts to terrify you with its appearance or magic.

Description: Your brutal urban upbringing or previous life experience has hardened you to the sight and terror of grotesqueries, and today and at this moment you are feeling particularly inured to unpleasantness of any description.

Benefit: You pay 2 points from your Wherewithal pool and can ignore any penalties or levies when facing this particular horror during this particular encounter. (The first only of any day.)



6.4 Using DERP G Abilities on Demonic Beings

Note that throughout the following entries the disadvantages are far less for those with subworld knowledge — despite the fact that we have discouraged such knowledge amongst player-characters. This is deliberate: a character with such knowledge should be exceptional or possibly a GMC.

Languages in Other Realms

In Jack Vance's stories, language never appears to be a problem, even when Cugel talks to Phampoun. The realists amongst GMs who run demonic encounters might like to consider the following as true: any beings transported to a different dimension are automatically endowed with the ability to speak

the common language of that dimension.

Magicians long ago wrote this facility into all relevant spells, enchantments, portals and devices, and it is simply taken for granted. This allows us to have language difficulties still occur - as parts of stories when beings that do not speak the common language are encountered. However, we can assume that the monoculture (or non-culture) of the Dying Earth has but one language in its main areas of habitation, no matter how far apart; and the subworlds reflect this.

Persuasion

Many demons have no conception of the value of manipulative discourse. Most Greater Demons have the Suasion "Intimidating" (which by and large is a result of their fearsome demeanor rather than verbal skill), and some few instead use "Forthright". When interacting with humans, a Greater Demon's Rebuff will usually be "Wary", and occasionally "Penetrating" or "Contrary". Lesser Demons have slightly more flexibility, commonly using all styles of Suasion save Obfuscatory and Charming. How useful Persuasion is in an adventure across a Demon Realm will vary greatly from encounter to encounter. If communication is possible with the humans in a

sturdier position than simply being slaves or future food items then the mechanics will largely remain as standard. In situations where humans are more actively viewed as inferior (or as “produce”), the GM may wish to grant a bonus of 1 to the demons’ Rebuff rolls.

Appraisal

Those with Pedantry knowledge of the specific subworld that they are in have a levy of 1 to their Appraisal when using this skill on demonic objects from there. Those with good general knowledge of demons and their worlds (something that must have been evidenced “in game” on previous occasions if it is not part of a Pedantry specialization) have a levy of 2. Those with no specific knowledge at all are unable to make an attempt. (When dealing with more than normally obscure items the GM is at liberty to impose a further levy; or reduce it for objects that closely resemble Dying Earth items.)

Craftsmanship

When attempting to repair a demonic device of any complexity a levy of 1 is applied for those who have specific knowledge of the subworld of origin, and of 2 for those with general subworld knowledge. If an item is fairly simple then reduce these disadvantages by 1.

Driving

If one wishes merely to drive a cart pulled by simple-minded beasts of burden then no penalty or levy need be applied. However, should the animals have some intelligence they will be used to demonic drivers and (unless they can be Persuaded to co-operate) the Driving pool will attract a levy of 1. Strange mechanical vehicles related to demonkind will take a levy only if similar vehicles of Dying earth origin would do so.

Etiquette

Demonic Etiquette is a whole different ability to the Dying Earth social equivalent. One must be a keen student of a particular subworld in order to stand a chance at behaving like a native. Even in those encounters where Etiquette is considered appropriate, individuals with knowledge of demonic behavior of this particular subworld will take a levy of 1, and those with less specific demonic knowledge will be at

a levy of 2. (Those with no knowledge of demonic behavior cannot roll.) This imposition may be reduced by 1 if the character has notable first-hand experience at socializing with the demons of this part of the subworld.

Imposture

To pass oneself off, without magic, as a demon requires access at least to cloaks with hoods, or more likely an extensive set of skillfully crafted prosthetics. The GM is advised to consider each situation on its own merits, but often a levy of 1 will be applied to such attempts even if sufficient tools and preparation time are available. (Since demons talk with strange intonations and move in odd gaits). If the attempt must be made in a hurry, then a penalty of 1 is more likely. To disguise oneself as another human - against the notice of a demon abroad on the surface world - can be varyingly useful. If you are the specific target it is possible that the summoner will have obtained some piece of your clothing, a lock of hair, or some such. In these cases Imposture is useless. If this was not done, and the demon was merely given a verbal description, then it will probably be as easy to fool as anyone. Remember though, that many demons have minimal intelligence. If they arrive in a specific room with intent to murder or kidnap the inhabitant, and instead of finding a black-haired mage in a blue cloak find a yellow-haired serving girl muffled in an orange scarf, the demon may simply be incapable of appreciating the difference.

Living Rough

Should the traveler have Pedantry knowledge of this particular subworld then no levy or penalty need be applied to this roll. If the user only has Pedantry knowledge of subworlds in general a levy of 1 is given. Those with no familiarity with the subworlds face a levy of 2. (In the more unusual realms these levies instead become penalties.) NB: This skill is keenly important when collecting food. On a Hair’s-Breadth Success the food is disgusting to taste and causes biliousness. On an Exasperating Failure the food is partially nourishing but also causes discommodating nausea and/or worse. On a Quotidian Failure, the food is toxic and causes severe illness. On a Dismal Failure the food is swift-acting fatal poison.



Pedantry

Demons and humans share few fields of academia. Again, rulings need to be made on a case-by-case basis. Someone with specialist Pedantry knowledge of the subworld one is in takes a levy of 1. If one has only general subworld knowledge or experience then a penalty of 1 is given. Those with no specialist subworld knowledge are at a penalty of 2. Note that a reference tome might serve the same purpose as Pedantry, and the GM would need to decide how effective this would be (perhaps attracting penalty or levy). Of course using a reference work also requires time to consult it.

Physician

A person with knowledge of a particular subworld is at a penalty of 1 should they find themselves in the unusual situation of wishing to aid an injured demon. Should they have knowledge of demons in general but not of this subworld, the penalty to each Physician roll is 2. (Otherwise it is impossible to make an attempt.)

Riding

As with Driving, unintelligent riding beasts attract no special levy or penalty - since the beasts of the Dying Earth are diverse enough in any case. However, unless the creature can be Persuaded to co-operate, a levy of 1 might be applied to the Riding pool for all attempts to ride an intelligent beast - due to its discomfort with a human rider. If the beast is intelligent and remains of a disposition to recognize and hate humans, then instead a simple penalty of 1 might be applied to all Ride rolls.

Seduction

Seduction can be used as part of a Persuasion attempt or to distract demons. Demons are notoriously amoral and coitally inclined, and many of the intelligent ones are extremely susceptible to Seduction attempts. (The author likes to think that in virtually all cases, such actions would only take place as part of a deliberate deception to distract a demon whilst other essential activities - such as sudden violent attacks - were undertaken behind its back.) In many situations it will be appropriate to apply a penalty of 1 to a demon's attempt to resist Seduction.

Stewardship

In the unlikely event that a human needs significant interaction with demons in this capacity - when attempting to examine or run a demon's dwelling or business, a penalty of 1 will apply to Stewardship attempts for those unfamiliar with demons; until sufficient familiarity is gained.

Tracking

When rolling for tracking and spoor identification (and the like) in a subworld, those with familiarity with this specific subworld are at a penalty of 1. Those with general demonic knowledge are at a penalty of 2. No-one else can make any interpretation of the terrain beyond what is obvious. Once sufficient familiarity is gained with the local environment, more lenient GMs might consider reducing the penalty of 1 to a levy of 1, and the penalty of 2 to a penalty of 1.

Wherewithal

In the Dying Earth stories, demons are horrible, daunting, and dangerous. Cugel is frightened of them, Derwe Coreme is frightened of them, the villagers of Vull are frightened of them, and Etarr is frightened of them. Even Pandelume is trapped by one and very nearly slain, so if he wasn't fearful he should have been. In short, demons are unnatural and formidable opponents from other realms - creatures that should not be. Therefore, special new rules apply (see box on next page).

6.5 Vat Creatures with a Hint of Demon

Vat Creatures get scant mention in the DERPG Rulebook, but are covered in greater detail in Turjan's Tome and in Vol. 1, Iss: 2 of the Excellent Prismatic Spray. (See also the article on using Vat Creature Player Characters: ALFW pp 85-90.)¹ Vat creatures merit a mention in this work because it is known that magicians of the past devised formulae in which the essence of half-men and even demons were incorporated into matrices that have become standard in the practice of creating vat creatures.

Numerous reasons exist for this, but basically the creators were looking for superior aggression, robustness, longevity, vision, hunting instinct, supernatural comeliness, and similar factors¹.

¹ This latter is *Home Brewed Heroes*, by one Ian Thomson.

RESISTING FEAR OF DEMONS

If you are one of those GMs who like to make light of such things, ignore this ruling. However, Wherewithal exists in the DERPG rules for the express purpose of "maintaining your determination in the face of ... supernatural terror". Demons are from other realms, and it is this that gives them an aura of terror that marks them apart from other more normally horrible and feared entities such as deodands and ghouls.

When a person encounters a type of demon at close range, providing the demon is conscious the person must use their Wherewithal to resist its aura of terror (the demon's own Wherewithal). If this encounter is with a larger number of demons, say more than three, consider applying a levy of 1 (or higher) to the character's Wherewithal. (Treat the contest as being against the demon with the highest Wherewithal.) If the challenge is failed, the unfortunate human is at a levy of 1 to all skills during the encounter - other than use of Athletics for headlong flight. This simulates the abject quaking terror that they are experiencing. For these contests the demon has multiple pools, one for each resisting human (Note that the demon's Wherewithal pool refreshes after each fear challenge.)

In Cugel-Level adventures, the GM should keep track of each type of demon the character has observed. Every time such a demon is encountered

the character must roll their Wherewithal again in the same fashion. As soon as they gain an Illustrious Success is it noted that they are no longer subject to this rule when facing this particular demon or examples of a specific demon species (Use Thrupp's code to notate this resilience on the character sheet.) This does not mean that they are no longer afraid, just that they have become sufficiently used to that type of demon to be able to control and harness their terror. (This system allows us to instill appropriate levels of ongoing terror into Cugel-level campaigns.)

In Turjan-Level adventures, the same ruling applies, but the character does not need to keep rolling in perpetuity when encountering each new demon or type of demon. Instead, subtract the character's Wherewithal rating from 25. The resultant figure represents the number of demons the character has to Illustriously Succeed in a Wherewithal challenge against before he or she becomes sufficiently used to seeing all demonic creatures. (This effectively grants a shorter period of less specific criteria, meaning that the characters will more quickly recover from their fear of demons.)

In a Rhalto-level campaign, we advise dispensing with such intricacies, as arch-magicians can be assumed to have been exposed to many such horrors in their convoluted personal histories.

Therefore, it is entirely possible that one of your own retainers, the retainers of your associates, or even the occasional player-character, will carry some demon taint in their veins. If, as GM, you are uncertain whether a degree of demonic essence is within a specific vat creature (and this state of affairs is of importance to the game) roll a die. On a result of 1 or 2, some small proportion of demonic substance is present within their nature. This relatively high degree of prevalence reflects the fact that demons ranked significantly amongst those used as experimental subjects when the first matrices for vat creatures were being designed.

Demons are a special case when it comes to resisting or being affected by unusual magic. However, even half-men (all of which have considerable demonic essence on their make-up) are uniformly affected by regular Dying Earth spells. Thus, vat creatures with some demonic essence are as susceptible to regular magic as any ordinary human

(unless they have a specific special ability). However, spells that detect demons and half-men might give their caster a very faint intimation that a particular vat creature has a slight demon taint, but this would be barely on the scale. The caster would no doubt blame a twisted pervulsion for this insignificant misreading. In general the prevalently human nature of the vat creature is what a spell would target, and any minor variance caused by their tainted blood can usually be ignored.

In regards to personality, this is entirely up to the GM and the player in question. Some vat creatures with a demonic taint may have an unusually aggressive temper, especially if they were designed as fighters or bodyguards. But it is equally as likely that they are no more irascible than any other bad-mannered lout you might meet in a tavern as closing-time approaches.

When meeting a demon, it is unlikely that feelings of kinship will arise that save such a vat creature from harm. Nonetheless, instead of instantly beheading or

1 It is suspected that there were also technical reasons. Demons seem to hybridize easily and produce crossbreds from their couplings with virtually every species. The presence of demon taint within a matrix seems to ease the breaking down of barriers between the component parts of the matrix.



disemboweling the character in question, it is just possible that a demon might pause for a moment and examine this person in a puzzled fashion, sniffing and eyeing them - with its head (or other sensory node) cocked to one side. A small enough consideration, but as all GMs know, sometimes a single extra round is sufficient for wily player-characters to turn the tables on their enemies and snatch victory¹ from the jaws of certain death.

Finally, it is actually during a trip across a subworld that this minimal distinction between characters might make itself most apparent. A vat creature with a hint of demon in their creation matrix might (over time) slowly develop slightly demonic characteristics. These could typically include, elongated incisors, more pointed ears, losing hair, greenish (or other color) tint to skin, aggressive (or callous) tendencies, and a taste for raw flesh. Only over an extended period would this possibly evolve to a complete change of character, but nonetheless it could easily make things rather uncomfortable for all concerned. Mind you, positive and negative aspects always exist in equipoise, and the character might also

save the day at some point - being recognized as a fellow demon and accorded some momentary influence just when the human characters believed all hope to be lost.

6.6 Taglines for Demonic Adventures

As you are no doubt aware, taglines are optional in Turjan-level gaming. In spite of this the author believes that no publication on the DERP would be complete without at least a small optional section of such offerings.

"Avaunt ye, witch! Your diabolical escapades are forever halted."

"By the lateral angle of its nodes I suspect that it has been summoned from Jehane."

"Let us stride forth like men of magic; not fiddle-faddle here whilst there are demons to dispatch!"

"Is it too much to wish for a modicum of decency with which to clothe a man's soul?"

"Having observed the effects upon our unfortunate predecessor, I suggest we idle no longer."

"I wish I had better heeded my mentor during our taxing reviews of the magics and denizens of the subworlds."

"I am stricken by such abject terror that I am quite unable to move. If anyone must proceed it will not be I."

"I did not so laboriously study to drag myself from the gutters only to perish like a squashed insect!"

"I doubt that those formidable tusks and rows of glinting teeth are purely ornamental."

"I find myself in the uncomfortably familiar position of fearing for my life."

"I have thrown my choicest spells at it; yet still it struggles to reach us."

"I am forced to pose the question: where exactly is Valdaran



¹ Or in Cugel-level adventures - terror-stricken flight.

the Just when he is most required?"

"Your signature on this statement will assure that your treasured possessions go to someone who respects them appropriately - that is to say, myself."

"In comparison it makes that rapacious leucomorph we encountered seem as fearsome as platter of steamed eels."

"Its capacity for wanton destruction is remarkable; as is its absolute lack of concern for incidental loss of life."

"It is definitely the most repulsive entity I have laid eyes on since last year's Kaiin Dowagers' Ball."

"Lacking any comparable reference, I declare this place truly unique - in the worst possible application of the word."

"Move not one step closer, or I shall shiver you into a thousand fragments!"

"My spells bounce from its repulsive hide like so much thistledown!"

"Such strangeness and horror surpass even my most exotic of fevered imaginings."

"This morning I pondered upon my evening meal, never for a moment thinking I myself might become a menu item."

"The tortuous essays of Thrupp's Almanac would be of great benefit in our present predicament."

"This is not a place that I would choose to make my summer residence were I given the option."

"Vex me again, and you shall find your peculiar entrails decorating the branches of that wind-blasted tree."

"We can only hope that the two of them share bitter enmity and will perhaps tear each other to shreds."

"You may not wish to look, for the victim has not only been assaulted but also partially devoured."

6.7 Optional Rules for Action Enhancement

Revising Refreshments

The original refreshment rules in DERPG are tailored specifically to Cugel-level. Turjan's Tome points us towards the optional alternative (DERPG p27) rules: *"two hour's rest for learning and knowledge-based skills, four hours for social interaction, non-strenuous physical skills, or eight for strenuous physical activities or use of Magic points."* These adjustments more closely replicate a natural state of exhaustion, or the depletion of one's favor with the fates - both of which concepts suit gaming at Turjan-level more closely. However, whilst playtesting this supplement, circumstances often arose in which repeated critical actions were required in relatively quick succession.

Should your Turjan campaign – whether demonic or otherwise - develop in a like fashion, we do not wish your players to frequently consider it appropriate to have their characters slink away to refresh their pools in circumstances where Turjan or Ulan Dhor would stride boldly forth to face a new challenge. Nor do we wish to impel GMs to contrive each adventure so that the characters never have the chance to temporarily back-out when things get tough (as expediency is often a sign of good role-playing). Thus, we provide here variant rules for pool refreshments. Because pools are refreshed more frequently, these rules also reduce the instances of Dismal Failure, which further supports the greater level of daring and confrontation at Turjan-level.

Physical and Mental Abilities

PHYSICAL/COMBAT ABILITIES: Refreshing occurs after the character catches their breath undisturbed for a few minutes and then performs a series of stretches and bends.

MENTAL/SOCIAL ABILITIES: Refreshing occurs after the character has the opportunity to sit in quiet contemplation for several minutes.

Persuasion and Rebuff

Option 1: In campaigns where characters use Rebuff we advise that the refreshment rules remain the Turjan-standard; you have opted to retain this entertaining game contest so why water down its amusing intricacies?



OPTION 2: In campaigns where characters have no Rebuff because they are immune to Persuasion, you have clearly chosen to run characters at a different level. We suggest that refreshment occur in the same manner as mental abilities immediately above.

Magical Styles

OPTION 1: On examination of the Turjan-level stories, we see that prolonged spell contests are far from predominant, which suggests that magicians avoid frequent contests of this type. If you are happy with the idea that magic abilities take a long time to renew, then the Turjan-level standard refreshment rules can be left as they are.

OPTION 2: A faster option is that a magician refresh their Magic pool through spending a minimum of one hour deeply engrossed in study of their spell tome or some other worthy volume of magical pedantry.

Adjusting the “No Re-Rolls” Situation

At Turjan-level one is likely to encounter far more “make or break” situations (where the action needs resolving with a single die roll) than at Cugel-level. Sometimes this pits player-characters against one another. For instance, a magician and a thief are in the shrine room of a demon that can breathe goutts of roasting flame. To their great consternation, just as the thief manages to pick the lock of the strange iron door, the demon wakes. As the roaring ball of flame bears down upon them, the characters have one chance to wrench open the door and dive through. Using pools is not realistic, as there is no option to bounce from the doorframe and try again. Justifiably, the thief (Athletics 16) might call for a bonus to illustrate her superior skills compared to her associate (Athletics 7). Alternatively, an isolated character may still wish to stress that their Athletics 14 should give them an edge compared to how a standard farmhand (who we can assume might have Athletics 6 or thereabouts) would be able to respond. We supply here a table of adjustments to be applied in such crucial instantaneous circumstances.

Ability Score	Bonus/Penalty
0-2	-2
3-6	-1
7-12	0
13-17	+1
18+	+2

This rule falters only when characters begin to reach very high levels of proficiency in certain abilities. However, the GM can simply cap the bonus at 2. This supplement is designed to present sufficient material to keep demons and their associates as a recurring theme throughout your Dying Earth campaign, should you so wish. Witches and warlocks of notable power are ideal opponents for any set of worthy adventurers, and the use of powerful demons in the game acts as a fine way to take your characters down a peg or two. After all, your demon protagonists can be carefully tailored to be immune to the best spells and abilities of the magician characters.



“It has only appeared of late, to lurk by night among the statues. Its behaviour is both vampirish and unnaturally lustful, and several of my associates have had cause to complain; in fact, all are dead by its odious acts.”

Running Demonic Adventures

Adventurer groups in DERP campaigns vary enormously, and so it is up to each GM to tailor the frequency and severity of demonic encounters - so as to test character strengths without overwhelming the group. Due to such variances, we cannot advise you how many demons to add into your scenarios, what types or how often. Only you can make these decisions. One good rule of thumb is to introduce demons one by one, and see how they are dealt with. Some may be blasted down like bleating erbs, others may prove terribly resilient to both blade and magic. If you are concerned that a demon attack might be too much for your characters, be ready with outside assistance or distractions, and gradually introduce useful magic items into the game.

7.1 Cugel, Turjan or Rhialto?

Cugel Level

Characters of low power will have difficulty in directly dealing with demons, even those subworld beings of a lesser caliber. More often than not when demons are in the vicinity, your favorite rogues and vagabonds will be scampering for safety, desperately trying to find a banishment spell, or using their powers of persuasion to confuse or divert the demonic entities, thus creating opportunities for unmolested departure. Despair not, as numerous ways remain to use the best parts of this material in your Cugel campaign:

- The rogues come upon a Greater Demon as a part of a more regular DERP scenario and need to trick or escape it in order to survive¹.
- An adventure presents the necessity to track, hunt and eradicate a Lesser Demon (or two) that has escaped from its realm - or more likely from the manse of its summoner.
- Poorer quality witch cults can be outsmarted with relative ease, and their valuable statuettes and altar dressings snatched up and stuffed into sacks.
- In order to adapt higher power scenarios, the rag-tag scoundrels are for some reason recruited by a powerful magician as his servants and embark on altered versions of these escapades, perhaps even equipped with temporary magical protections and

enhancements (although in typical Cugel style any subworld expedition is likely to fall apart towards the end, requiring the characters to escape in great haste whilst leaving their employer to a hideous fate).

“A great flapping buffeted the air; a black shape with a hideous visage peered down. It lowered a talon; Cugel was lifted and carried off to the north, betrayed a second time - by a misplaced pervulsion.”

...Cugel departs from Pergolo

Turjan Level

Adventurers at this level are most suitable for both scenarios set in the Demon Realms and for confronting potent demons and powerful witches in the wilds, ruins, and settlements of the Dying Earth. Possession of spells amongst the characters allows for more savage and intelligent demon foes - giving a chilling portrayal of the hazardous nature of the Demon Realms and their inhabitants. Also, certain demon-worshippers might become dangerous archenemies.

Rhialto Level

The thrust of this publication follows the idea - suggested in Turjan’s Tome - that arch-magicians do not exist, and that Pandelume typifies the dizzying heights of magicianhood - a state that lesser dabblers might only dream of. However, this attitude is implicit rather than explicit, and Rhialto-level GMs can easily ride-roughshod over any apparent contradictions to the existence of their sub-genre. Here follows some specific rulings for this level of play.

Arch-Magicians Facing Demons in the Dying Earth

When sandestins operate against demons on the surface of the Dying Earth their efficaciousness is variable - as is the case when they face archveults and other denizens of dimensions beyond our own (as noted in DERP p87). For any action against a demon that costs more than 1 indenture point, the sandestin will always need to be Persuaded - since it

¹ See for instance the Lumarth adventure in ALFW



will claim that it is in danger of suffering harm. (The sandestin's Rebuff gains a boon of 1 if the demon's Magic rating - actual or effective - is in the 20-22 range, and of 2 if the rating is 23-24, since at these levels the sandestin really does run the risk of suffering actual harm if it fails - see next page). Should a suspicious arch-magician question the sandestin on how such injuries might be afflicted, the GM need only invent such phrases as "dimensional impediments", "demonic hindrances", "interstitial compromises" and the like. If the arch-magician suspects trickery, have the sandestin return from its task looking pale and weak - as if it has been drained - and become uncharacteristically subdued for the next few hours. (If the task is accomplished without the sandestin leaving the arch-magician's sight, whatever form it is using might simply waver as the sandestin groans in apparent pain; after which the changes just mentioned will become apparent.)

The rules have not yet been devised as to the contests sandestins face when dealing with entities that may injure or defeat them. Until such exist, GMs can assume that regular sandestins are incapable of affecting demons that have a Magic rating (actual or effective) of 25 or more. Also note that demons with Magic ratings of 20-24 have a chance (1 in 6, 2 in 6, 3 in 6 etc) of defeating a sandestin that tries to affect them. (NB: Never tell your players these exact statistics other than through role-playing the whining fear of the sandestin in question.) Whether any defeat results in the temporary dispulsion or injury of the sandestin - in both cases it vanishes for a variable period of hours or days - or in its annihilation is up to the GM's judgment.

Arch-magicians: Effectiveness in the Subworlds
When extrapolating from Jack Vance's Dying Earth stories, we must follow whatever clues are available. Rhialto and his colleagues never entered any of the Demon Realms, and never mentioned any excursion to such a place - despite their many other tales of bravado. Coupled with the fact that sandestins and demons are discussed as separate entities [TDE pp 583/4], we can extrapolate that entities of one dimension are not uniformly efficacious in another. (For instance, it is not easy to imagine demons

Chugs

In the DERP G Rulebook [p102], Geomalacus uses a huge chug to dispel the demonic avatar "Orsadrán". However, this chug was summoned by the mighty arch-magician Phaeton (prior to his inexplicable disappearance) only after many years of preparation and research. Also, although Geomalacus makes light of his efforts, it took him several days of hazardous experimentation to adapt the matrices of this entity from its original purpose to be effective against Orsadrán. We can speculate from these events that certain extremely efficacious and unusual chugs are capable of banishing even highly powerful demonic avatars like Orsadrán from the surface of the Dying Earth. Nonetheless, most chugs are far weaker, and can only be used for disciplining sandestins. These most potent chugs are extremely rare, and would likely require a major scenario to obtain.

journeying to the realm of the sandestins and exerting an influence there.) To put it more precisely, sandestins are unable to easily affect the realities of the subworlds. Perhaps, for instance, sandestins are as mortally afraid of Demonic Centralities as they are of chugs.

"Surely you jest, Rhialto! Were I even to act so negligently as to transport away the ground beneath this miserable demon's feet, I would have irrevocably damaged the law of Interstitial Equivalence. When Blikdak or one of the other Demonic Centralities sends his inquisitors to subject me to the eternal agonies, how eager will you be to share in the culpability of this transgression?"

The only way in which sandestins can function in a straightforward manner in such places is if they are bound into, or as, a magical item, and even then they are subject to the spell laws as noted in Section 4.3 - and cannot exert their full range of influences. The GM may allow any number of minor local effects from such a bound sandestin - such as being able to change the clothes or appearance of the arch-magician, detect poison, heal minor wounds etc, whilst casting a blanket ban over more major capabilities. (And the nervous sandestin will be even harder to Persuade - levy of 1 on the attempt to

Indenture Point costs for affecting demons present on the Dying Earth

Base Action	Cost
Dispel a demon (Magic 7 or less)	1
Dispel a demon (Magic 8-11)	2
Dispel a demon (Magic 12-15)	3
Dispel a demon (Magic 16-19)	4
Dispel a demon (Magic 20-24*)	5

(* At this range success is not guaranteed - see main text.)

Adjustments

i) Some demons have ancient binding enchantments originally set by arch-magicians of far greater powers than those on the Dying Earth today. These make sandestins' attempts to dispel (or slay, or otherwise remove) these demons even more challenging. In rules terms increase the demon's effective Magic rating against such actions within a range of 5-9 points (5 points for a weak binding; 7 points for a middlingly potent one, 9 points for a powerful one). For instance, Jastenave of Lumarth has Magic rating 16, but the Lumarth binding effectively adds 9 - making its rating 25 to resist dispulsion at the hands of a sandestin. As you can see by consulting the table here, a sandestin is not able to dispel or remove Jastenave. If the binding strength were only 7, Jastenave's resistance to dispulsion would be only 23. Thus for a cost of 5 indenture points a sandestin could attempt to get rid of it.

ii) Various inter-dimensional laws make it very difficult for sandestins to slay demons outright. (It is far easier just to dispel them.) In rules terms again use this table whenever a sandestin is ordered to slay a demon. However (in addition to any binding related increases if appropriate) treat each demon as if its Magic rating were 5 points higher than it actually is. For example, let us say that a bound Famhonx demon has Magic (resistance) of only 11; if a sandestin was ordered to slay it, the GM would increase this number by 5 (to 16) before consulting the table. The sandestin would therefore insist upon being released from 4 indenture points before annihilating this demon - and the Famhonx are one

of the more minor demons in this book. If this effective rating is increased into the 20-24 range, the sandestin again risks injury - or worse - if it fails in its task.

iii) The cost for lesser effects - such as disabling a demon, preventing it from using magic, inflicting great pain upon it, or restraining it for several rounds - is also calculated on this same table. However, the cost is 1 point less than indicated - with of course a minimum of 1 point required. (Binding enchantments do not increase the demon's effective Magic rating against such minor effects.) GMs might notice that the cost for neutralizing or inconveniencing a clutch of demons would be extremely high. This is intentional, as we mean to present demons as noteworthy foes even for arch-magicians. To this end, far be it from us to suggest that Rhialto-level scenarios gradually introduce more demons as the adventure goes on - allowing the arch-magicians a false sense of superiority when they initially have multiple indenture points to spare! In the end an indenture point is likely more well spent in transporting oneself far from the location.

perform even these simpler actions, since it fears that any use of its magic might invite detection.) Precedent for this standpoint exists in the original stories [IDE p663], where Osherl explains that were he to enter the city of Luid Shug its twenty gods would obliterate him. Perhaps likewise, any Demonic Centrality is sufficiently powerful to easily detect sandestins that attempt to move freely about his realm, and to crush them like bugs. Thus, Rhialto-level characters are in many ways reduced to Turjan-level when they leave their normal plane.

Under such limitations exploring subworlds can be a way to extend your campaign, especially if arch-magician characters become otherwise too powerful for you to devise scenarios for them with ease. However, at your whim it may eventually be possible for arch-magicians with sufficient preparation to summon variant daihak that can operate in the subworlds to perform some or all of the actions sandestins can undertake on the Dying Earth.

7.2 Personages



Derwe Coreme

SUMMARY: Former noble now turned adventurer. Her forebears were noted Diabolists.

Description: Derwe Coreme first appears on one of Cugel's escapades [TDE p157]; the pampered heir to the House of Domber that rules Cil. She was at that time remarkably beautiful, slender, with creamy white skin, a finely proportioned nose, and coyly brooding eyes. Since then harsh exposure to the wider world has hardened her appearance, but also strengthened her character. Overthrown from her position of power because of Cugel's meddling - although he also saved her from the wrath of the victorious Lord Slaye [TDE p179] - Derwe was betrayed by Cugel and given up to the Busiaco rafters of the Great Erm River [TDE p183]. For some weeks she was a plaything of the Busiacos, but at length escaped and traveled south - determined to catch up with Cugel and make him pay for abandoning her. Along the way she learned to be just as ruthless as he in order to survive, and her anger has now abated - though she would dearly love still to trick him into a life-threatening situation as he did to her. She has obtained employment in Kaiin as a waitress at "The Mansion" gaming house at The Tracks. An astute woman, she is saving her pay and looking for ways to make a more gratifying living. Although not herself a Diabolist, she has extensively studied the history and magic of her ancestors - who had various dealings with demons.

RATINGS: Persuade (Eloquent) 13, Rebuff (Wary) 14, Attack (Finesse) 10, Defense (Sure-Footed) 11, Health 9, Magic (Curious) 10, Specialization (House of Domber Diabolism) 5, Appraisal 9, Athletics 5, Concealment 7, Driving 3, Etiquette 8, Gambling 12, Living Rough 6, Pedantry 10 (Specialism: History of the House of Domber), Perception 7, Quick-Fingers 5, Riding 9, Scuttlebutt 6, Seduction 8, Stealth 7, Stewardship 8, Wherewithal 12.

Resistances: Arrogance 3, Avarice 2, Indolence 3, Gourmandism 2, Pettifoggery 4, Rakishness Ω.

SPELLS: Edan's Cerebral Physic, Edan's Thaumaturgic Poultice, Felgin's Subservient, Javanne's Irresistible Glamour, First Retrotopic, Phandaal's Critique of the Chill, Phandaal's Instantaneous

Translation, Phandaal's Repudiation of Curses, Phandaal's Secondary Dissolution.

NB: Derwe Coreme also has the gift of seeing auras. (See the Curious Magic "Auric Perception" tweak: section 6.3)

Etarr

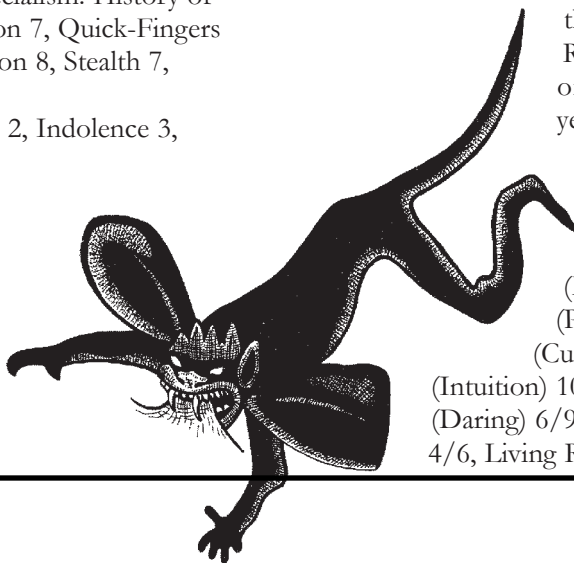
Summary: Former witch's plaything, man of unusual integrity.

DESCRIPTION: A native of the Cape of Sad Remembrance, he fell in love with a redheaded witch named Javanne. At first, Etarr believed his love was reciprocated. Thus, when Javanne asked him to wear a band of black metal on his wrist, he assumed she meant it as a token of her affection. In time, Etarr stumbled upon Javanne in the throws of passion with a foul black-skinned demon - and realized his folly. He confronted her with his new knowledge and she mocked him as a fool. Using the rune on the metal band, Javanne enslaved Etarr and made him a plaything for the demons with whom she consorted. As a final insult, she stole his human face and replaced it with that of a hideous demon. When demons later dragged him through craggy terrain, the band was broken and Etarr gained his freedom. Depending when the GM sets his adventure, Etarr may have met T'sais and recovered his face, or may still be a deformed outcast seeking his revenge. Etarr is an honest man and will help characters that convince him that they are also both honest and honorable. He will be regarded as a scholar rather than a mage, but has considerable magical knowledge. Bitter experience has taught him much about demons and Javanne, while on a more mundane level will also know much gossip and background material about the

wealthy in Kaiin and along the Cape of Sad Remembrance, although much of this material may be some years out of date.

Divided ratings indicate Etarr before and after his enslavement.

RATINGS: Persuade (Forthright) 8/10, Rebuff (Penetrating) 10/14, Attack (Cunning) 12/14, Defense (Intuition) 10/13, Health 11, Magic (Daring) 6/9, Athletics 7/9, Concealment 4/6, Living Rough 6/9, Perception 7/11,



Pedantry 9/13 (Specialism: Habits of Demons & Witches), Riding 4, Seduction 5, Stealth 5/8, Stewardship 4, Tracking 4/7, Wherewithal 6/11.
RESISTANCES: Arrogance 2/Ω, Avarice 2/4, Gourmandism 3/5, Indolence 2/6, Pettifoggery 3/Ω, Rakishness 2/Ω.

Haldalank

Summary: Witch-Finder Sedulous, sergeant of the Green Legion.

DESCRIPTION: The GM may locate Haldalank in Kaiin or out in the provinces manning a lonely post. As befits a man of his position he is self-assured, dedicated, formal, and difficult if not impossible to distract from his mission. When operating informally or away from the city he wears the typical long black boots, gray trousers, deep red jerkin, black cloak and wide-brimmed hat of the witch-finder. Otherwise he cuts a dashing figure in green tunic and treads.

RATINGS: Persuade (Forthright) 11, Rebuff (Penetrating) 12, Attack (Finesse) 17, Defense (Misdirection) 15, Health 14, Magic (Studious) 13, Specialization (Witch-Finding) 10, Athletics 12, Concealment 8, Imposture 4, Living Rough 6, Pedantry 7 (Specialism: Habits of Demons & Witches), Perception 10, Riding 8, Stealth 7, Tracking 8, Wherewithal 12.

RESISTANCES: Avarice 5, Indolence Ω, Gourmandism 3, Pettifoggery 1, Rakishness 4.

SPELLS: Amberlin's Impediment to Evil, Edan's Thwart of the Unholy, The Literal Organic Expulsion, Klopag's Demonic Identifier, Lorgan's Leaping Flame, Phandaal's Secondary Dissolution, Thasdrubal's Baneful Notifier.

Javanne

Summary: Witch of Almery

DESCRIPTION: The scarlet-tressed witch Javanne has been called the wickedest woman of Ascolais and the entire world; and with good reason. A sorceress whose magical abilities are matched only by her unholy lusts, she delights in bringing low the pure of heart. Her beauty has ensnared many a man,

From afar the screams of Phampoun were still to be heard, and occasionally the thud of toppling masonry.

mistaking her for an innocent maiden until it is too late. Etarr was such a man, but he was surely not the first. In addition to consorting with the demonic beings with which she sates her unwholesome appetites, Javanne is foremost among a coven of demon-worshippers that regularly meet upon Modavna Moor. There, in a natural amphitheater lit by roaring bonfires, she presides over numerous blasphemous rites with her fellow sorcerers. Their three-yearly celebration of the Black Sabbath attracts innumerable loathsome creatures to the Moor, but it is far from the only such rite.

Javanne's depravity knows no time or season and she is ever on the prowl for men to enslave to her will. Javanne is well versed in the lore of the subworlds, as well as the mighty magics of Earth. It is this knowledge that ultimately brings her to justice, for Etarr uses it to locate the temple of a forgotten god who not only restores his face but also punishes Javanne by giving her the hideous visage he once bore. Of course, Javanne's cupidity transcends such a turn of fortune. After Etarr released her, she fled back to her lair and may even now have regained her dark beauty.

Whether or not she has regained her own face, Javanne has many contacts amongst the darker magicians of the world as well as an unparalleled knowledge of demons and their needs and urges. If it is to her advantage she will casually impart this knowledge, betraying her associates without a qualm.

RATINGS: Persuade (Charming) 12, Rebuff (Penetrating) 11, Attack (Caution) 6, Defense (Vexation) 8, Health 7, Magic (Devious) 16, Specialization (Subworlds of Kalu, Fauvne, and Jeldred) 12, Specialization (Disputation) 9, Athletics 6, Etiquette 4, Imposture 6, Pedantry (Specialism: Witchcraft) 8, Perception 7, Riding 2, Seduction 15, Stealth 8, Wherewithal 13.

RESISTANCES: Indolence 2, Pettifoggery 4

Keilorvin the Dark

Summary: Necrophage and Warlock

DESCRIPTION: This unsavory fellow is a wandering warlock, who travels the land with his companions, Idjab and Gloorn - who are both ghouls (see 6.2) bound to his service. Keilorvin dresses as an arcane priest in red and brown robes, and his two assistants dress as monks, their burly forms completely concealed within deeply hooded robes. He collects



spells like any other magician, seeks treasure, and values the comforts of life. In terms of character, the main difference between him and any other magician is that he is totally insane. This manifests as a cold cruelty, but is usually hidden behind a façade of mere aloofness. He “collects” captives - for sale to the witch cults he knows, delivering these living victims by various means. He is also an associate

member of various of these organizations, including that of Kaiin. He is bald with a pointed black beard and small, dark eyes, and seeming to be about forty years of age. RATINGS: Persuade (Eloquent) 17, Rebuff (Penetrating) 19, Attack (Cunning) 18, Defense (Misdirection) 19, Health 16, Magic (Devious) 17, Specialization (Demon Lore) 13, Athletics 14, Concealment 13, Etiquette 7, Gambling 11, Imposture 14, Living Rough 8, Pedantry (Specialism: Necromancy) 11, Perception 9, Seduction 3, Stealth 10, Wherewithal 15.

RESISTANCES: Avarice 3, Indolence Ω, Gourmandism 4, Pettifoggery 4.

SPELLS: Agonizing Immolation, Arnhoult's Sequestrious Digitalia, Charm of Brachial Fortitude, Charm of Necroptic Inveiglement, Chorb's Expedient Egress, Edan's Thaumaturgic Poultice, Enchantment of Another's Face, Enchantment of the Stilled Tongue, Felgin's Subservient, Felojun's Second Hypnotic, Javanne's Irresistible Glamour, Liberation of Warp, Omnipotent Sphere, Shadow Armor, Spectral Dagger, Spell of the Slow Hour, Unassailable Intellect.

MOROX

SUMMARY: Demonic Servant of Shrue the Diabolist

DESCRIPTION: Morox works for Shrue as a major-domo and expert assistant in various demonic magics and researches. Although it looks like a typical robust deodand, Morox has been magically altered from a much more unpleasant shape. (Shrue belatedly found that the energy necessary to make Morox look human indefinitely was way too much, and was forced to alter the wording of this enchantment as it took effect.) The

Diabolist himself has become immured to his servant's new appearance; however, first-time visitors are sometimes impelled to screams and precipitous flight when this being greets them at the castle's main door. (This may be a benefit that Shrue appreciates.) Although Morox dresses as an impeccably turned-out major-domo, this does little to ease the discomfort of



Keilorvin ponders grim deeds

the wary. Morox is actually a demon from the subworld of Napang. Its work for Shrue is much less hazardous than existence in Napang, and Morox is utterly faithful to its master (although its manner can be terse towards time-wasters). Morox not only serves at the castle, but is occasionally sent into Flath Foiry or Azenomei (or even further afield) on errands in which its uncompromising manner will be beneficial. It may or may not be accompanied by various human assistants, but will normally use the illusory magic that allows it to appear human for a full day. However it has control of this, and during the magic's effect may (through concentration) temporarily revert to its more regular appearance - if this better suits the situation at hand. Perhaps unsurprisingly, Shrue has many extremely generous trade agreements with local merchants and suppliers. It would be possible to build a scenario at Cugel- or Turjan-Level around an encounter with Morox a long way from Alмеры. Morox has been sent to collect shendle berries or some similar rare commodity - and the characters have the same goal. How will they handle this rivalry? What happens if insufficient berries are recovered for both parties? If Morox is soundly thrashed, and its assistants beaten or slain, how will this affect its demeanor when the characters find (to their great surprise) that it is doorman at Shrue's castle during the occasion of their urgent visit some months later? During Rhialto-level scenarios Morox accompanies his master without the benefit of an illusory disguise - such strange companions are of no great consideration amongst magicians of this stature.

RATINGS: Persuade (Intimidating) 17, Rebuff (Lawyerly) 15, Attack (Strength) 18, Defense (Intuition) 16, Magic (Demonic) 11, Health 18, Athletics 13, Pedantry 11, Perception 12, Wherewithal 16.

RESISTANCES: Avarice 5, Indolence Ω , Gourmandism 3, Pettifoggery 3, Rakishness 2.

INNATE MAGIC: As well as benefiting from the usual demonic resistances described elsewhere in this publication, Morox rolls to resist all damage from fire with a bonus of 1.

SPELLS: The GM can decide which magics are most appropriate to their conception of Morox. It knows a mixture of Demonic and Dying Earth magics.

Pasfane

Summary: Witch of Kaiin

DESCRIPTION: Pasfane has found herself catapulted to the head position in Kaiin's new witch cult, after Valdaran the Just slaughtered most of the other members. Though she operates well below the level of potency accomplished by her predecessors, she is becoming a force to be reckoned with. Though over forty years of age, she has used demonic magic to make herself appear fifteen years younger, and dresses in provocative but not outrageously attention-grabbing day wear of restrained colors. Formerly a shy and bookish woman of minimal character, power has brought her a new sense of purpose.

RATINGS: Persuade (Eloquent) 13, Rebuff (Lawyerly) 15, Attack (Caution) 7, Defense (Dodge) 9, Health 8, Magic (Devious) 14, Specialization (Demon Lore) 9, Athletics 6, Concealment 8, Etiquette 5, Gambling 6, Imposture 7, Living Rough 4, Pedantry (Specialism: Witchcraft) 7, Perception 8, Seduction 7, Stealth 5, Wherewithal 10.

RESISTANCES: Arrogance 2, Avarice 4, Indolence 4, Gourmandism Ω , Pettifoggery 3.

Shrue the Diabolist

Summary: Arch-magician of the Alмеры & Ascolais cabal.

DESCRIPTION: As with the other arch-magicians of Ascolais and Alмеры, Shrue is first and foremost an effete and self-interested spell-caster. He is a man who sees magic as a way to make his life more comfortable and a way to gain power and prestige. Of course, such was not always the case. When he was a young magician, Shrue (like many others in a similar position) held lofty ideals and was driven by thoughts of learning for its own pure sake. He dreamed of bringing back to the Dying Earth some of the neglected and glorious aspects of ancient lore once raised to prominence by the likes of the magnificent Phandaal.

Again, as with most in a like position, once he became an arch-magician and began mingling with others at this level, it seemed unnecessary to pursue such ideals. Now he is able to live a life of luxury with servants, educated colleagues with which to pursue fine social activities, and a growing library of tomes and librams at his disposal. His experiences matching wits and will with demons, and stepping boldly



around the edges of various Demon Realms suddenly seemed unnecessarily life-threatening. As with most others in the cabal, he has prolonged his life so long that his youthful boldness and determination is as alien to him as the various subworlds he used to visit.

Shrue never was a “demonologist” or “warlock”, but approached the study of demons and their realms through the works of Amberlin I, Calanctus, Phandaal and others. In short, “Diabolism” is his Pedantry specialty, and his main field of magic is the same body of spells embraced by the other arch-magicians listed in Rhialto’s stories. In character, Shrue is as foppish and self-interested as any other magicians in Ildefonse’s cabal, though slightly more sinister. He has a dark sense of humor and likes to use his unusual knowledge to hint at his hidden powers and means of taking terrible revenge on any who cross him.

Shrue often presents himself as a tall, saturnine gentleman with a pointed black beard and noble bearing. Normally he wears a long black cape that can be swung for maximum enigmatic effect as he makes his departure from any situation, and he carries a black walking stick decorated with the silver representation of a devil’s head. His manse is situated on the east bank of the Sune Plain, south of Flath Foiry. It is a strange building of gray towers and narrow windows, perched upon a rocky hillock.

NB: Should you be following the suggestion in Turjan’s Tome that arch-magicians do not exist, then Shrue of course is merely one of this region’s most potent and respected senior magicians.

RATINGS: Persuade (Intimidating) 10, Rebuff (Wary) 13, Attack (Cunning) 9, Defense (Sure-Footedness) 12, Health 10, Magic (Forceful) 22, Specializations: Demon Lore 17 & Disputation 14, Appraisal 6, Etiquette 4, Pedantry (Specialism: Diabolism) 11, Stewardship 5, Wealth 17, Wherewithal 10.
RESISTANCES: Avarice 2, Indolence 2.

Tevratash

Summary: Demonic devourer of wizards.

Description: Having left his former home in one of the subworlds through accident or design, Tevratash finds himself at large in the Dying Earth. In form he resembles a smallish deodand, with jet-black skin, and slick hair. His everyday pursuits consist of stalking, slaying and devouring, which are at first glance, the habits of typical deodand. However, unlike his weaker kin, Tevratash is a hunter of magicians in preference to all other foodstuffs. A cunning strategist, agile, and



very strong, Tevratash walks the night sniffing out his prey. Recently several minor magicians have been torn to pieces and discovered with their soft and tender organs missing. His shiny skin functions as if it were a Forthright Amulet of Puissant Shielding, and he is capable of quickly regenerating any wounds, except from complete dissolution in acid, or those caused by immolation in a furnace. Even when decapitated, his head can still direct his body - though only if the body is visible to the head. Tevratash likes to taunt his victims as they grow to realize his apparent invulnerability, perhaps allowing them to lop off a limb early in the combat, and then casually reattaching it. He speaks in detail of his previous killings, especially relating the piteous pleas for mercy from these vapid and pointless beings (as he describes the Dying Earth’s current ranks of noble spell-casters). He is a potential ally for any weak sorcerer or a non-magician who is facing powerful magician enemies. If interrogated he will know the position of every living

mage who cast a spell in the region during the last twenty-four hours. If summoned and bound he might teach the summoner one spell, but should that spell ever experience “Dismal Failure” he will immediately appear and attack the caster.

RATINGS: Persuade (Intimidating) ~, Rebuff (Wary) 1.5~, Attack (Strength) 2~, Defense (Sure-Footed) 1.5~, Magic (innate) ~+8, Health 20, Athletics 12, Concealment ~+5, Living Rough 8, Pedantry 9, Perception 15, Stealth 20, Tracking (including the ability to sniff out magic) 15, Wherewithal 20.
RESISTANCES: Avarice Ω, Indolence Ω, Gourmandism 0 (but only when tempted with sentient flesh), Pettifoggery Ω, Rakishness Ω.

INNATE MAGIC: Tevratash can regenerate one injury - or 4 points of his Health pool - by expending 1 point from his Magic pool. To re-attach a limb costs 2 points, and to direct his body after his head has been severed costs 1 point per ten rounds.

Valdaran the Just

Summary: Enigmatic anti-demonic hero, founder of the Green Legion.

DESCRIPTION: Valdaran is a man of action. Dark in mood and attire, he sees the world around him as corrupt and decadent, his outlook standing greatly at odds with the attitudes of the day. He is a unique figure in the Dying Earth, one who seems to believe that it is worthwhile to strive for a better tomorrow. One rumor declares that he (and his closest attendants) were transported from a previous aeon by their enemies, which would explain their unusual motivations and careers; however, another says he was once just a young man of Val Ombrio.

RATINGS: Persuade (Intimidating) 19, Rebuff (Lawyerly) 20, Attack (Cunning) 18, Defense (Parry) 19, Health 16, Magic (Forceful) 17, Specialty (magic to combat demons) 14, Athletics 15, Concealment 12, Etiquette 7, Living Rough 9, Pedantry (Specialism: Habits of Demons & Witches) 16, Perception 13, Riding 8, Stealth 7, Tracking 12, Wherewithal 18.
Relationship: Prince Kandive the Golden 5.
RESISTANCES: Avarice Ω, Indolence Ω, Gourmandism Ω, Pettifoggery Ω, Rakishness 6.

7.3 The Green Legion

A Brief but Impressive Literary Presence

The Green Legion of Valdaran the Just is an enigma within the Dying Earth stories. Its members appear and disappear on only one page [TDE p50], and yet what an appearance! To the “brilliant” sound of a “bright” and “musical” bugle, a “company of men moving with fanatic resolve” spread panic and annihilation throughout the Black Sabbath celebration of some of the most powerful witches and warlocks of the Dying Earth. Wearing “strong counter magic” against the attempts of those who stood against them, the company “leapt unscathed into the amphitheater”, and their swords “rose and fell, hacking, slashing, stabbing, without mercy or restraint”. And this was not even the end of it, for as some of the demons tried to escape through the air, “great birds bestrode by men ... swooped down”. The riders fired magical tubes that “sprayed fans of galling light” which blew demons out of the sky with one shot.

It is tempting to assume that the Green Legion is an invincible force of magicians and warriors, numbering many scores. One might hope that the Legion is a secret army tracking the activities of all who would traffic with the dark side, and smiting them at every turn - ruthlessly eradicating the minions of evil with impunity. Sadly the truth is far less grand, although in other ways much more admirable. This raid upon the Black Sabbath was not typical of their activities, but rather marked the epitome of their efforts, being the fruition of years of planning, spying, risk taking, deaths and disappearances. It was sheer luck for Etarr that he was present when the Legion struck with such force.

The Forming of the Green Legion

A powerful magician in his own right, Valdaran is one of the few people alive with both an urge to improve the world and a comprehensive knowledge of Overworld magics. He was apprenticed for many years to a powerful arch-magician whose identity and life's work would take more space to explain than we have available. Needless to say, Valdaran evolved into a highly unusual individual, and entered the world with a unique sense of good and evil. Disappointed with what he found, he began to ponder what benefit



he could be to the lands around him, and was drawn to the idea of creating an army of purity.

As potential allies, the organization of the magicians of Almery and Ascolais was particularly disappointing - although some such as Ildefonse and Rhialto gave lackluster consideration to his ideas. After some frustrating attempts at reaching a compromise with their conclave, these arch-magicians found it easier simply to agree to leave Valdaran alone if Valdaran would leave them alone. A tentative non-alliance was formed, in which parties on both sides agreed to ignore each other. Valdaran realized that this was the best he could expect from these aloof and decadent wastrels, and that he was effectively on his own.

More determined than ever, from his manse in the forest outside Kaiin, Valdaran provided a focus for the men who were to form the core of the Green Legion and began gathering intelligence on the powerful and corrupt of the day.

The Evolution of the Green Legion

Initially the Legion was a simple mercenary band; available for any missions that involved a foe that was clearly in league with the forces of evil. In this way they began to build up their finances and gather new recruits. Valdaran made no great public claims for himself, was at pains to anger no magicians more powerful than he was, and slowly began collecting new spells of protection and concealment. Those lesser magicians amongst his followers were encouraged to study, and slowly but surely grew stronger. Valdaran and his men did not originally name themselves the "Green Legion", but since their uniforms were this color it was commonly adopted, and eventually unofficially assumed by the company itself.

Their first major victory came when Valdaran answered a call for assistance from a magician named Raughan the Aviarist, who had been evicted from his manse by a warped Diabolist called Felguine the Dark. The agents of the Green Legion worked over several long weeks to uncover as much about Felguine as they could, and to observe him with magical spies. Then they struck as this magician was frolicking one day with two comely Senjals in the comfort of his new

apartments. Despite the almost total destruction of his manse, Raughan was delighted with the annihilation of his chief rival. He became the first new magician to join the Legion, and agreed to lead the education of the Legion's burgeoning sorcerers. Raughan was especially delighted when Valdaran granted him the title of Chief of Mages. Further applicants for positions on the Legion slowly trickled in, and numbers continued to rise.

For over a generation, the Green Legion has been growing into a powerful organization of two parts. From their forest base, and their office in Kaiin, the Legion encompasses both a standing force of several accomplished magicians and an undisclosed number of legionaries - and also a network of spies positioned throughout the settlements of this part of the Dying Earth. One of their most outstanding accomplishments has been the development of war-

birds from the several varieties of giant zycks that Raughan takes such pride in breeding. Valdaran is rightfully proud of all he has accomplished.

*"Panic spread through the amphitheater. There were hoarse cries, a milling of lethargic bodies, a cloud of rising shapes as the demons took flight."
- Valdaran steps forth*

The Green Legion Today

The standing force at the forest base sifts and trains the steady flow of new recruits, the shiftless, the quixotic, the romantics and the psychotic. Most serve for a few years then move on to live ordinary lives. Many servants support it, through tending the wide series of gardens required to feed the members of the organization that live here. Messengers come and go frequently, some in the open, some in disguise, and some by magic. From time to time enough clues and rumors come together as to reveal another dabbler in the dark arts, and action is taken.

Somewhere in the night or in the day, the bugle sounds, and a squad of warriors from the Green Legion come leaping from cover. Though their assault on the Black Sabbath was far and away their biggest undertaking - requiring the massed efforts of every single recruit - other impressive achievements have taken place on a smaller scale. Few in Kaiin can forget the night when the Diabolical Sisterhood of Changa the Witch was caught in demonic congress at their house in Odkin Prospect. Captain Elphalas of the Legion met his end that night, but then so did four

demons, and seventeen demon-worshippers - including Changa herself.

Open respect for the Green Legion is rare; Kieradd, lord of the Last Tower, holds them in high esteem and information passes between him and Valdaran. Similarly Billixkode, commander of the Taun Sferre militia, is known to regard Valdaran highly - and to co-operate with Valdaran's agents. On the whole, the magicians of these lands and most prominent citizens of mighty Kaiin simply cannot understand what prompts a man to go to such lengths when any day the sun might simply blink out. They ask themselves: how can it be worth going to all this effort?

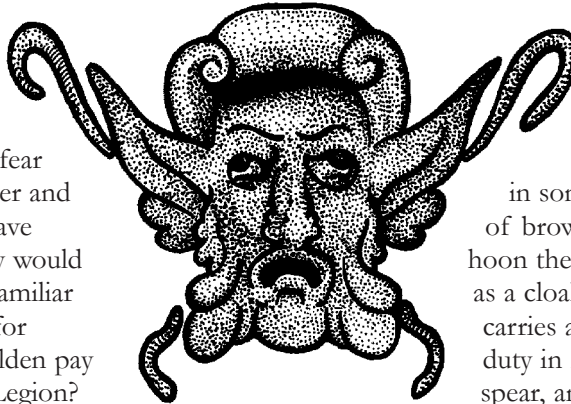
Amongst those who have any traffic with demons whatsoever, fear is by far the commonest response elicited by the Legion. Not only do witches, demon-worshippers and unscrupulous petty mages fear Valdaran, but also many mightier and more respectable personages have uncomfortable secrets that they would not wish Valdaran to become familiar with. One might wonder why, for example, does Kandive the Golden pay a generous annual dole to the Legion? Also, a considerable number of Kaiin's wealthier debauchees make more than generous financial contributions. Whilst they talk glibly of "law and order" and being "at least safe to walk the streets", knowledgeable cynics might point to baser motives. After all, who is it that decides whether casting the Laganetic Transfer or Shabat's Obliging Demon is classed as trafficking with demons or not? And those frolicsome entities often at Kandive's grandest parties - has anyone wondered exactly where they are from? Nonetheless, Valdaran is not some simple-minded glory hound, but a battle-honed hero, used to the politicking of power-mongers. He knows well how to threaten without threatening and flatter without flattering, and is content to leave Kandive to his lesser crimes in order to have his backing.

Now that they have the - perhaps grudging - patronage of Kandive, the Legion operates openly in Kaiin, running its own irregular patrol and investigations, and handling inquiries and new recruits at its office. Only Valdaran and his chief advisors

know that the Kaiin branch is mostly just a public relations exercise. As he sees it, their presence shows official acceptance, and adds to their credibility and the idea that they are a power to be reckoned with. By far the majority of real work that passes through the Kaiin office is actually conducted in one of the taverns nearby, as spies exchange coded messages and receive new instructions. The Legionaries physical presence in Kaiin is certainly making its mark and the uniform of a Legionary is instantly recognizable. [TDE p9]

The uniform is simple, a well cut tunic and somewhat baggy trouser suffices for most, although cloaks are also available when the weather makes them necessary. Armor is rarely worn, a few may boast a helmet - for most a good head of hair suffices. Trousers and tunics are green when issued, although the shades vary and cloaks are often produced in somewhat undistinguished shades of brown. Should a man slay an erb or hoon then he is allowed to wear the skin as a cloak. For weaponry each man carries a sword, and when on formal duty in Kaiin, men will carry a long spear, and elegantly decorated teardrop-shaped shield that protects them from shoulder to shin. Only those soldiers publicly visible in Kaiin wear the best of the gear that their organization can provide.

Even with the sun faltering and flickering towards its final darkness as yet some exist that wish to serve a powerful leader. Still others seek the companionship that membership in the Legion brings. All, from the crusader against evil to the intellectually vapid, can find a home in the Legion. The men come from many places, some traveling great distances to join; others come to Kaiin and hear about the Legion only when they arrive. Many new recruits are from the old Kang Kingdom noble families, whose sense of honor will not allow them to engage in "trade" or sully their hands with manual work - though they will happily labor at any chore provided one wears a soldier's uniform. It is in fact these sons of penniless nobles with their martial heritage who form the core of the legion.





Using the Green Legion in Scenarios

One might wonder, with all of these resources available so close to hand how any adventurers could ever need to act against demons. Surely, you might think, one merely moves at best speed to the Kaiin office of the Legion, explains one's problem, and sits back and waits for the slaughter? Unfortunately not. With some few exceptions, Valdaran simply does not trust magicians¹ or other adventurer types. Certainly he understands that not all such folk are bad - and even employs several magicians, but security surrounding the Legion is tight and any outsider is suspect. Hence, the last thing a magician or a person of questionable character wants to do is to bring themselves to the attention of Valdaran and his forces. One would thereafter never know when Valdaran's spies might be lurking nearby, and in any case one would be unwise to garner the suspicions of a man who is on such good terms with Prince Kandive. Who can forget poor old Ellsanger the Fervid, whose list of suspicions presented to the Green Legion brought around a Purge of his entire locality? No fewer than four witches and two warlocks (one of them Ellsanger himself) were unquestionably identified, restrained with hobbling magics and tossed into Kandive's deodand pits.

Of course, if an army of demons emerged from the ground and marched towards Kaiin, undoubtedly someone might mention this to Valdaran as one fled for one's country estate; but anything less than that and you risk being placed on the Legion's list of suspects. After all, why was the demon sighted near your property? Or, how exactly did you know that Astaph the Grey had a demon-summoning circle in his basement? The awe-inspiring tales of the skills and ruthlessness of the Legion's Inquisitors give pause for thought to even a respected citizen who might think to approach their doors. No, Valdaran is not a friend to adventurers by any means, and has been the direct cause of the death of several magicians of middling powers. Even the principals of Kaiin's Scholasticarium are careful to keep on his good side.

GMs are advised to use the Green Legion as an organization whose agents only pop up from time to time providing information or clues, or dying in suitably enigmatic ways². Occasionally an alliance might be formed, or information exchanged (although we advise leaving such plot devices until well into the

campaign). Valdaran and his followers are too busy with their own hidden agendas and secret missions to come to the beck and call of any adventurer with a niggling worry. Treat Valdaran very much as a driven and single-minded magician who runs his own quasi-military band which he controls with an iron hand. His agents and warriors are trained to high levels of discipline and allowed information on a "need to know" basis only. Treat the Legion as being potentially as dangerous to its friends as its enemies. Your characters mainly hear about it only by rumor, having prior to this point sensibly stayed well away from any of its members. They do know that those members are either somewhat sinister fanatics or unimaginative underlings.

Eventually your characters might see the Legion in action. This is more likely to be some commando raid on a magician's manse than a mass attack on a major demonic ceremony, but either would be impressive. Some of the legionaries are trained to fly into combat on the back of Raughan's great birds, and most of these men are equipped with magical rods that project some directed version of Calactus' Immanent Splendor.

NB: If after careful consideration you believe the presence of the Green Legion in your campaign is not ideal, simply ignore this section. Alternatively, simply making it even more vindictive and suspicious should move it sufficiently beyond the scope of even the most inquisitive and sociable magicians. (Am I alone for instance in wondering why Etarr did not seek help from the Legion prior to his observing them attack the Black Sabbath? This, and the awe in which he clearly holds Valdaran, suggests a lack of approachability at the very least.)

Interacting with the Legion

Kandive supports the Legion, but he insists on his own arbitrary and occasionally whimsical version of justice. With the Witch Cult based in Kaiin, it is likely that some activities in any scenario that features them will take place in this city. Valdaran's hands are tied within the city precincts (especially as regards to major public actions), even if he does condescend to admit that there may be something behind certain rumors. It does not do to enrage Kandive, or go directly against his edicts, even if you are someone like Valdaran the Just. Thus Valdaran sensibly pits his limited resources against those foes he can deal with unimpeded.

Another practical impediment is that Valdaran's best agents are spread thinly across this part of the

1 This is something he shares with the Editor. No one but a fool trusts magicians

2 It might be mentioned as an aside that Valdaran takes exception to his agents dying, no matter how enigmatically, and is prone to take umbrage at them being casually butchered as a mere plot device.

world. He is not able to provide an expert witchfinder at the drop of a hat (unless perhaps if the GM is introducing a new player-character to the game). A junior might be available at a pinch, if the characters have presented a case of sufficient credibility, and this person could be a plot device to assist the characters through granting them a temporary aura of officialdom. (Or simply another person to disappear mysteriously.)

If you want at all costs to keep the Legion out of immediate play, stress the incidences of magicians being dragged before the Legion's Inquisitors, plus the paranoid character of Valdaran and his chiefs of staff. Explain (through an acquaintance who has experience with the Legion) that if the characters seek Valdaran's aid, they are presenting themselves as targets for suspicion, and risking having their lives and acquaintances put to the utmost scrutiny and inconvenience by the activities of the Legion's agents. To cap it all, one or more of the characters might actually meet Valdaran, and find him to be a paranoid megalomaniac, outwardly cool and collected, but under close scrutiny seen to be all but frothing at the mouth. (Far be it from us to suggest that any such meeting might be preceded by the introduction of some faint hope that Valdaran might be a useful contact - only for this idea to be dashed by cruel reality.)

Note that none of the above prevents agents and warriors of the Legion being used to intervene at the most dramatically suitable points in a scenario, nor one of them being found slain with mysterious coded documents still clutched in his cold hands.

Kaiin City Ordinance: Demonic Overruling

By decree of Kandive the Golden, honored prince of Kaiin, all manner of witchery and demonisms are declared outlawed in my fair city. Those found trafficking with creatures of the subworlds will be subject to my swift justice.

For exemptions to this ruling, apply to the Bureau of the Grand Diabolist - at Office 17F within the Royal Apartments - being sure to be in possession of the appropriate stipend.

7.4 Scenario Outlines

We present here several detailed stand-alone Turjan-level adventure seeds, a two-part outline of the beginning of a demonic Dying Earth campaign, and a terrifying subworld excursion. In order to ensure that you gain the maximum benefits from bringing demonic "otherness" into your campaign, we advise that you separate these escapades amongst more standard Dying Earth scenarios.

One of Our Demons is Missing

A former student of Shrue the Diabolist, Thelranpe of Taun Tassel has a small manse in the forest to the north-west of this settlement. Overly-eager to reach the lofty heights of his mentor's potency, he recently attempted his first demon-summoning. Thelranpe had hoped to question this relatively minor specimen, and fill in several annoying blanks in the abridged version of Thrupp's Almanac that he holds. Unfortunately he over-reached himself and instead had to fend off Kudwih (see 2.6) from various unwholesome acts, narrowly avoiding being slain in the process. Kudwih then bounded through a window and escaped into the night.

Thelranpe is physically and mentally injured, wondering if he should in fact have become a habadasher like his father before him. He absolutely wants news of his calamitous summoning attempt to be kept from the knowledge of Shrue - whom Thelranpe still hopes will continue his training at some point. Thus, the desperate magician contacts one of the characters - someone known for their relatively honest nature and their heroic deeds or resourcefulness - and bargains for their aid. Thelranpe is strong enough to protect his possessions from such thievery as the less honorable associates of this person, and has in his possession one greater and one lesser magical item (either from this book or from Turjan's Tome). He may of course have more, but these two are on offer.

What he wants in return is for Kudwih to be tracked and eradicated, and no mention ever of his involvement to be made public. He may further offer a small yearly stipend or irregular magical aid to each of the characters for as long as this state of equilibrium continues. When the characters inquire as to how they might follow Kudwih, Thelranpe gloomily informs them that last night a second



unusual murder took place in Taun Tassel (the first having occurred three days before - the day after Kudwih escaped). In both cases the victims were taken on the streets at night, foully abused, then partially devoured. (Thelranpe is not able to directly assist them, because he is expecting Shrue to arrive any day now for an assessment of his progress. This is no coincidence; Thelranpe hoped that a successful summoning would impress his mentor. Fortunately, Shrue has no interest in Taun Tassel, nor what occurs amidst the lives of the common folk, so is unlikely to hear of any odd goings on - providing they don't continue for much longer.)

This scenario involves the characters establishing themselves in Taun Tassel (a task all of its own - SVG pp63-68), tracking Kudwih through the streets at night, and eventually cornering and slaying this entity (perhaps in its cellar lair, or perhaps as it returns to Thelranpe's manse for a second shot at revenge for being summoned). Depending on the strengths of the characters, the GM needs to enhance Kudwih to be a challenge, but not too much of a challenge. We can assume that Kudwih is one of a species, and that Thelranpe summoned one of the strongest, fastest, and most magical. This being springs across rooftops with impressive Athleticism, dodges spells, and may even know several spells and countermagics. You know what your characters are capable of, so arrange things so that Kudwih is cornered and annihilated only at the end of an evening's gaming. His purpose is to illustrate the strengths of demons - including the failure of some spells to work against them. If the GM is so inclined, this scenario could be expanded into a monster-romp, with various citizen vigilantes also hunting the creature, ladies in distress pinning their hopes on the leader (or most attractive member) of the characters, overzealous civic leaders imposing a tax on monster-hunters, etc.

Xendallet the Speaker

In the depths of the Great Da Forest, many miles from habitation, stands a peculiar polyhedral ruin at the heart of which is a hexagonal stone portal coated with moss and pitted with age. The origins of this device are believed to be in the Nineteenth Aeon. Apparently an ambitious magician wished to make use of a demon's knowledge, and constructed the portal to allow him to question it at length. GMs should find it adequately easy to create reasons why this portal

must be sought. Furthermore, a tortuous route to obtaining knowledge of its whereabouts can be devised - plus a fine set of situations to experience during the journey to reach it. Ideally, this will be one of the first direct demonic encounters the characters have - allowing the GM to expend much imagination in atmospheric descriptions of its loathsomeness, and of the sickly aura of "wrongness" that surrounds the portal. Of course, a recurring visit will also be in order later on, perhaps when the characters are seeking the identity of a certain white-haired witch (see later adventure seed in this section).

Anyone who lays their hand against the side of the portal may attempt to overcome its Magic rating of 16. (Xendallet's Magic pool refreshes every time a visitor begins to challenge them.) If they make a Dismal Failure they permanently lose 1 point from their rating, and on other failures become mentally drained and must rest for an hour or more before trying again. However, should they succeed, they may ask Xendallet a single question about the Demon Realms. (On a Hair's-Breadth Success his answer is restricted to three phrases; on a Prosaic Success - two sentences; on an Illustrious Success - three sentences). The face of the demon appears within the portal, surrounded by a sluggish oily mist, and accompanied by a repulsive stench. The demon himself is not a pretty sight, with yellow piercing eyes and bulbous and pitted nose, and a harsh slash of a mouth. He greets his visitors with obvious reluctance. The question asked must be phrased in such a way as to allow a simple answer of a few sentences to be given. Xendallet's preferred specialty pertains to demons and their realms, though he also knows much about those who consort with demons, including those who have done so throughout history.

Since he is so ancient, Xendallet can also access much general knowledge about the Dying Earth, such as where cities once stood, who ruled them, and what happened to them. The main drawback to the consultation is that each answer the demon provides takes him one answer closer to an unknown total of answers he is required to furnish before the portal disintegrates and sets him free. His increasing eagerness to encourage spurious questions suggests that he has nearly reached the total. The GM will have set a figure on the number of questions required to release Xendallet. She is also advised to create a suitable description of the rest of Xendallet's body, as

well as outlining his other statistics, in preparation for the immanent day of glorious release.

Should Xendallet be asked about demon-worshippers currently alive, he will actually require a task to be performed, or some other payment, before releasing this information. (Even then he will only impart hints and clues.)

The Monks of Doom

This scenario might be run in the middle of another adventure (one where speed of completion is not an essential component). The characters are far from their homes and from large settlements, and are seeking the assistance of a sage or another wise (but not very powerful) magician. The best location (which ties in with the story of Cugel's escapades in Tustvolde [particularly TDE p415]) to locate this individual is near a small town along the northern shore of the Great Chaing Estuary, or even close to Tustvolde itself.

On arrival at this person's house he is found to be in a state of great consternation. Only two days ago his twenty-year-old daughter vanished. She is a willful girl and has occasionally stayed out overnight in the past at the local town without warning - but has always returned in the morning with profuse apologies. Recently it seems that she was attending the sermons of the wandering priest of a deity named Zif. Apparently this priest had been in town for a week or more, preaching tolerance and love, and offering the chance to reach a state of inner peace. (Pedantry rolls about Zif reveal no information, save for an Illustrious Success - which notes that Zif was named as one of the Impostor Gods in an ancient tract about false worship in the previous aeon.)

The worried relative went into town on the evening of the first full day that his daughter was missing (yesterday), but found that this priest, and his entire entourage, had departed the day before. Two other girls from the village are also missing, but search parties from the village that set out down the main trails have not only failed to find them but have been told that the religious group did not pass that way. This leaves the unpleasant likelihood that the group departed via the ancient barely-discernible trail across the Wild Waste. Prior to their arrival, the characters had presumed that the information or favor they required from this person would be extremely hard to obtain. He now offers this freely, provided they uncover the fate of his daughter, and if possible

return her safely to the village. Under no other circumstances will they get what they want.

Keilorvin the Dark (see Personages) is running a kidnapping ring. He travels the towns and villages about the Wild Waste in a variety of disguises, often holding bogus meetings to assess the best local candidates (the impressionable, attractive, and weak-willed being most favored). He then takes these to a private location, casts Felojun's Second Hypnotic, and waits whilst his assistants restrain and gag the captives. Exactly who these assistants are depends on the strength of your adventurer group. Ideally, Keilorvin controls his two ghoul henchmen plus five Dassara (see Lesser Demons). All of these are disguised as monks. If this is too much, dispense with the ghouls and reduce the number of Dassara to three (one to carry each victim). Keilorvin always cases the environment for his crimes most closely, making sure that there is nobody in the vicinity who might realize the deception - or have the power to harm him. In this case, it is his bad luck that the adventurers have arrived so soon.

The adventurers must trail the monks across the Wild Waste, dealing with a few dangerous encounters along the way, and eventually track their quarry to a small fort amidst some craggy hills. This old structure has been partially rebuilt by merchant traders known as Maots¹. The Maots collect preserved corpses from the buried tombs near Tustvolde and store them here at this fort temporarily - before a great caravan takes them all north to Noval.

The Maots are traders with a strong code. They do not willy-nilly make prisoners of visitors or fellow-traders, and this fort is a place of safety for those crossing the Waste who can pay the modest fees for food and board at the rough and ready inn. Currently present are two groups of traders numbering around a dozen in each, plus the fort's permanent staff of about the same number. (As well also as Keilorvin and his fellows.) The Maots care not who Keilorvin is, nor who his companions might be. They absolutely respect religious sanctity - and look with displeasure on those who make vehement disparagements of another's religious tenets (such as never revealing one's face outside of the temple). Additionally, they know Keilorvin as a slaver (a profession they themselves do not practice, but that they respect). He has brought several groups of captives through the fort in the past two years. It is possible to discover

¹ "a dark skinned race, notable for amber eyes, aquiline features and proudly erect posture. ... pantaloons bound with sashes .. cut away tabards in the colors of black, tan, fusk, and umber. They wore wide-brimmed black hats with slouched crowns." TDE p415



that their eventual destination is Noval, where the slaves are delivered to the priests at the Thuniac Conservatory. (These are the same folk that the Maots deliver the preserved corpses to, and considerate questioning reveals that those priests are said to include necrophagy amongst their ceremonial practices.) It is also possible to discover that Keilorvin and his companions will be departing in two days in the next Maot caravan to Noval (and that any who attack members of this caravan will be repulsed by all of its members).

Possible actions within the fort depend on whether or not Keilorvin is aware of their intent. If the warlock becomes suspicious of them, he will pay one of the Maots to spy upon them on his behalf. The captives, which include another two girls and a male, as well as the three that the adventurers are trailing, are kept in a rented strong room, and guarded at all times by two of Keilorvin's assistants. If magic is too easy an option, then the fort has an ancient enchantment around it that makes magic inoperative or reduced in efficiency. Many other options present themselves:

Lull Keilorvin into thinking they are friends, get him somewhere private and kill him;
Ambush his assistants one by one and do away with them;

Pay/Convince the Maots (very large sums would be required) to allow Keilorvin's associates to be unmasked (the Maots won't mind the ghouls, but would panic at demons revealed in their midst);
Break the prisoners out using magic or stealth/night attacks, then flee (some guarantee of speed would be required);

Casually explore Keilorvin's cover, ask to join the worship of Zif (effectively putting themselves forwards as bait to be taken as prisoners), then somehow expose him or otherwise turn the tables;
Set fire to the fort and act with appropriate effectiveness during the immediate pandemonium;
Join the caravan to Noval - hoping to at least free the missing daughter and escape with her.

Should the action move to the Noval, the adventurers will discover a small city of greater decadence even than Kaiin. Though of course many citizens must work to support the economy, grow food etc, ribald and licentious behavior is commonplace, and the upper classes live lives of indolence and rampant sensuality. The Thuniac

Conservatory is one of the main buildings of the priests of Tumdjin. This powerful religious faction is the power behind Baron Drulgane and his family. The leading priests are privy to the fact that their inner rites involve the use of corpses to evoke demons. These demons provide the chief priests with magic powers that ensure that they remain the privileged elite in this society.

The reason why the priests do not use local corpses is that demonic spirits inhabit these bodies for a time and interact with the residents of Noval. If any inhabitant were to suddenly encounter a recently deceased relative apparently alive again (and indulging themselves in proclivities that are extreme even for Noval), this could cause great disturbance - perhaps leading to awkward questions, civil unrest, and even the collapse of the priests' power base. However, since some trading ships and merchant caravans still visit this place, it is otherwise easy enough to hide the antics of these demons amongst the general debauchery. (The priests purchase nubile slaves from Keilorvin, for activities far too terrible to discuss. In the exuberance of Noval it might well be possible to snatch the missing daughter and escape - or to bribe a lesser priest to assist them.)

NB: This scenario is the one that most readily avails itself also to Cugel-level play. One need merely tailor the strengths of the various protagonists accordingly.

Cansapara: City of Hidden Horrors

In order to maintain chronological precision with information presented in the DERPG Rulebook and Turjan's Tome, this information describes Cansapara some five years after Cugel disposed of Iucounu, and four years after Geomalacus disposed of Prince Raigemuir.

Little more than a decade ago Cansapara was a thriving city, even more so than Kaiin. Tradeships travelled fairly regularly between these two centers. However, Prince Raigemuir was an ambitious magician, and foolishly summoned beings from "beyond", which he hoped to use in his vats to create a military force of hybrid half-men and aliens. (He wished to use these initially to fight off the barbarians of the hinterlands, then to introduce them as his enforcers within the city.) Over the first few years the experiments were promising, but then a group of specimens escaped into the ruined outer regions of the city, and began to breed with wild half-men. Before long, terrible predators plagued the city, and

the Prince was forced to have a fifty-foot high wall constructed around the inner suburbs. This was the time at which foreign traders cut their losses and turned to other ports.

The wall proved only partially effective, and Raigemuir compounded his foolishness by re-activating an ancient demonic portal in the sub-basements of his palace, confident that he could summon demons to assist him. These efforts he found inordinately taxing, but his heir - Prince Datul Omaet - took to them like a duck to water, becoming quite close with his father's new dark advisors. In fact, Omaet was plotting to overthrow his father, when Raigemuir mysteriously and conveniently disappeared. Using the vast wealth available from the royal family's coffers, Omaet hired more witches and warlocks of renown to assist him in finishing his father's work, and many bindings were thrown upon the portal prior to demons being called. This time control was maintained, and demonic beings were sent over the wall to eradicate the aliens. However, the demons were insufficient to solve the problem once and for all. Out in the terrible ruins beyond the wall, a war plays itself out between the demons and the alien hybrids - as each vies for control. Whilst these creatures are relatively few, all are strong and pitiless, and all see humans as their rightful prey.

In order to save his city, Omaet has surrounded himself with a cabal of evil advisors, turning the rulership of Cansapara into a dark theocracy who prey on their own populous in order to keep the guardian demons paid with live victims. This association illustrates well the hideous costs of calling demons as allies. Nobody now ventures beyond the new city wall - which is kept enchanted with anti-demonic and anti-alien magics. The Cansaparans may only enter and depart their city with safety only by ship, purchasing foodstuffs and other goods from the farming lands to the north and south. (As yet, the alien creatures have not spread beyond the ruins - seeming to find the natural regions of the Dying Earth intolerable, and the demons are all bound to within the city's greater regions.)

Many reasons exist why the characters might come to this terrible city. However, we suggest pulling from the GM's bag of tricks one of the (ideally rarely-used) standards: a close relative or former associate of one of the characters has disappeared. This person is a reasonably skilled magician, and went to that city on

the trail of another magician known to have a certain spell they were seeking. The missing person is also much admired and regarded with great affection by the character they were closest to (and if any of the characters were childhood friends, the missing person was once well-known to - and well-liked by - them as well). A mutual acquaintance¹ contacts the characters - the missing person is long weeks overdue; something is badly wrong.

Little can be discovered about Cansapara on this side of the Melantine Gulf, except via one of the sages of Ascolais and Almerey or via one of the professional pedants of Kaiin. Old news is relatively easy to come by - old Prince Raigemuir ran a tight regime, one that makes Prince Kandive's rule seem positively enlightened in comparison. However, it was nonetheless a relatively cosmopolitan city, perhaps even more so than Kaiin. Despite the great distance and difficult seas, tradeships plied between these two ports every now and then. It seems that the city was beset by lesser daihaks or some such similar entities, and was forced to wall off its outer suburbs. However, in the six years since then what little news has been received indicates that this situation has been contained. Nonetheless, the characters must either rent their own vessel and crew (at exorbitant cost since the journey is now considered far too taxing and potentially perilous), or take ship to Falgunto and then travel 200 miles north along the coast to a village south of Cansapara - where one can board a local boat to that city.

The atmosphere in Cansapara, when they reach it, is one of gothic oddness. Due to the presence of demonic magic the city is always overcast, its streets shrouded in shadows - from the great granite docks to the formidable wall. Additionally, strange demonic manifestations² occur around the city several times a day. The citizens now take all such things in their stride, as if they were merely more "Odd Customs". Life goes on here in its own fashion; petty disputes, mercantile rivalries, pedantic local politics, and general knavery, are as common here as in Kaiin. Nonetheless, on the whole the citizens appear slightly wealthier and better educated than in Kaiin. The biggest difference between the two cities is that here in Cansapara several small "daihaki" temples have opened in the last few years, and many citizens have joined one or other of the congregations. These "religions" are not obviously evil, and in fact the

1 An elderly and infirm parent is ideal.

2 From small imps that steal food and frighten children, to dangerous ectoplasms and brief possessions.



senior acolytes of each blame one or more of the other “daihaki” for all of the supernatural problems the city faces, whilst promising protection to their own worshippers. Sacrifices involve animals only (so most people believe/hope), and in general seem no more abhorrent than any arcane religious practices one might encounter anywhere. One note of warning might be that the vigils of Cansapara are black-armored soldiers of “visage grim”, who are not open to bribery or persuasion.

As the characters search for their missing friend, they will find that he/she joined a demonic cult in order to try and gain an audience with the magician they sought - who is now a priest. Then they disappeared; their lodging was deserted (the owner still has their possessions - and demands payment of three week's rent in exchange for their return¹). An investigation must begin into this local daihaki cult, and will lead to the discovery that these are demon cults, and their priests are warlocks working with Prince Datul Omaet to secretly take human sacrifices to the demons at a black shrine in the basements of the Palace. (Their greater goal of course being personal advancement through demonic means.) The former associate of the characters is apparently long dead; and the characters will probably be forced to flee the city before they meet the same fate². Flight across the terrifyingly dangerous ruins of the outer city is of course compulsory. (A fine plot twist: the missing - and presumed sacrificed - former associate has in fact converted to demonology. In a final noble gesture she/he assists their old friend, and his/her companions, to escape - by leaving a door open, pointing out a secret passage, or some other way that does not hint at their assistance in this evasion.)

The Black Tower of Turnool

On the eastern edge of the great Silver Desert, more than 300 miles SE of Erze Damath, is the ruined city of Turnool. Turnool itself is an ancient place, and a huge one - covering more than four times the surface area of the ruinous region that encompasses Lumarth. Its sand-worn columns, pitted roadways and collapsed edifices remind us of the grandeur that once was. Today the outer reaches of this region are haunted by deodands, grue and pelgrane. No ordinary folk ever come here, but adventurers of varying abilities often strike out for its legendary locale - drawn by tales of the priceless relics secreted in the remains of the

strange pyramidal tombs of the region. Why then are tales of Turnool not rife across the adventurer grapevine? The absence of information is due to the presence of the Black Tower.

At the heart of ruinous Turnool is a massive gothic tower of jet-black; one of few buildings still largely intact. Despite its size, it somehow remains invisible save from within three miles distance. Within the tower lives the unaging warlock, Dayzul; a man who preserves two dozen bindings for Lesser Demons, and three for Greater Demons. These subworld denizens begrudgingly obey their warlock master's commands; hunting intruders for sport, and devouring all whom they capture - in terrible increments. But still the adventurers come; most seeking the squat and loathsome pyramids, others wishing to harvest the oozenbaf and shendle bushes that grow wild and robust amidst the rampant brambles of the overgrown parklands. The most foolish come seeking the spoils of the Black Tower itself, for it is said that Dayzul (aided by his undead minions) guards several tomes filled with spells unrecalled anywhere else upon the Dying Earth. He also reportedly stands watch over vaults of demonic artifacts disused since the fall of Turnool - but nonetheless buzzing with latent sorcery. GMs worthy of their name should have no difficulty in designing an adventure including a devilishly hazardous visit to these ruins.

Death Stalks the Night

Tevratash (see “Personages”) is stalking Almetry, and one by one magicians start to die, torn apart by “some beast” that seems immune to their spells and wards. In each case their heart is gone, possibly eaten, or just stolen. Other subtle clues remain to show that this fiend might be intelligent. A magician character suspects that he is being watched and fears for his life, calling the few companions he can trust to gather for mutual protection. Tevratash raids a manse/lodging when a magician is out, and servants are killed; although vague descriptions are garnered from an eyewitness who was at a safe distance. The adventurers set a trap at one of their manses, and Tevratash eventually arrives. Or, they receive a message from another magician. (An invisible spirit arrives with the partial communication: “Please come at once, I think there is an aaaaargh.”) Or, Tevratash attacks a magician character at his manse - and his

1 Within is a journal - magically locked - giving some brief hints as to the situation.

2 As in Lumarth, foreigners are much preferred as sacrifices, in order to keep the locals passive.

friends arrive in the nick of time to save him. As it happens, they confront Tevratash and the battle is prodigious. Tevratash may be killed, or he may only be wounded and still escape.

Soon after news of this spreads, one of the magician characters receives message of congratulation from an old mentor; a reclusive senior magician from the south. He claims that a new menace is stalking the land, and he needs their help. This is a trap; this man is a decoy - controlled by a warlock, and manages to warn them at the last moment, before himself dying suitably horrifically, as an imp bursts from his bloating corpse. When they arrive at his manse, another dark sorcerer and a witch (with white hair that contains a single thick green strand) are also present, and an ambush is carried out, with intent to capture the visiting magicians for sacrifice. During the battle the manse is set afire and most of the clues are lost - though intriguing evidence of demonic involvement remains. Either the witch escapes (and is later spotted by an acquaintance of the PCs at Kaiin market due to her distinctive appearance) or some other clue is found pointing to a possible resurgence of the Kaiin Witch Cult. The game is afoot.



Something Rotten in Kaiin (isn't there always?)

The adventurers go to Kaiin to search for the mysterious witch; after all she tried to kill them and may try again. Their contact is probably another magician ally (who may have to be set up as someone they trust during previous escapades or from the Kaiin "Contacts" options). Otherwise, it might be someone like Sustavudes (see Turjan's Tome) who may have heard what happened on the grapevine and offer to sell the information. The first part of this scenario is tracking her down through rare sightings and rumored acquaintances; and possibly some background research into the Witch Cult - at the Scholasticarium or some other place of records. This scenario should have minimal combat (until the finale). Instead, the thrust of the scenario revolves around researching the old Witch Cult, discovering whom the white-haired witch is and tracking her down, and visiting various places and people in Kaiin during this investigation. The adventurers might even have to wait for two or three days for information at one point, and be faced with no alternative than to spend a couple of nights out on the town or down at the Tracks. Perhaps their visit to Kaiin coincides with one of Kandive's grand pageants, and they are invited to the Palace as visiting notables. (Kandive likes to keep on the good side of all magicians; and if he has not met them before to have the chance to question them and assess them using concealed apparatus.)

Eventually they uncover rumors that not all of the witches were killed in Valdaran's Purge, and as many as three are apparently still operating. The only way to dig them out is by going undercover as a would-be dark magician new to the city and seeking brethren. It isn't easy even making contact. Worrying meetings include a one legged oysterman down on the treacherous mudflats, coming face to face with The Vlack, and talking to an old soothsayer out on the Fringe. On this last occasion, a chilling near-encounter with Chun the Unavoidable¹ takes place - the adventurers might even start to suspect that someone is trying to get rid of them and make it look like an accident!

In the end, with unlikely help (The Vlack? Skaratan the Imp?), they track down the witch, and manage to kill her in a pitched battle - where her demon servant (see "Llorio's Deleterious Menial") almost draws the curtains early on the careers of our

1 See the "Old Town" article in a forthcoming issue of the *Excellent Prismatic Spray*.



illustrious adventurers. Certain clues in her residence (or gathered through other means during the investigation) confirm the resurgence of a demonic cult in Almery. Thence, sufficient of these clues are vague, circumstantial, or left no evidence other than in the memories of the characters, that the adventurers are unable to call for official help. Not only this, but also one clue points to someone in the Palace being involved. Most sinister of all is a list of names. This includes not only the magicians that Tevratash killed, but also two or three of the magician characters, and two or three other magicians as yet still alive - who were presumably to have been slain next if Tevratash hadn't been stopped. (Having some of the characters - the non-magicians - not on this hit list will set up contrasting tensions in the group.)

As you can see, this sort of campaign is like an onion; you peel away one layer to find another within, each layer pitting the Characters against more and more dangerous opponents. Do the Characters stop here? (Tevratash is halted; they can get on with their lives). Or do they press further, discover the link between the victims and intended victims and try to discover who it was who planned their deaths? That is really up to them. GMs are at liberty to "encourage" further involvement through inventing greater threats - just when the characters think it is all over. This whole scheme resembles the grandest of conspiracy theories: allies are few and far between (and eccentric or elusive when they do exist); authority bodies untrustworthy or busy with other priorities; certain enemies becoming unlikely temporary allies due to the conflicting allegiances of the foe.

A Diabolical Connection

Shrue the Diabolist lives in a peculiar castle on the Sune River's east bank, to the north of Azenomei and some twenty or so miles south of Flath Foiry. This edifice is not marked as such in the Scaum Valley Gazetteer, but is indicated by a castle-like symbol on the maps (SVG p123 & p176). Shrue is regionally known not only as a Diabolist, but also as an expert in unusual half-men (since half-men are effectively human/demon hybrids). Thus, Shrue is no stranger to requests for assistance and information on dealings with all types of half-men as well as with demons. In fact, many more folk have problems with infestations of half-men than with demon threats.

Although distractions from his work are often irritating, Shrue secretly revels in this status as "regional expert". With half-men being the more common dangers, many petty enquiries are fielded by

Shrue's assistant, Morox (see "Personages" section). Visitors to Shrue's castle find a gothic-horror setting. The castle is filled with spiral stairs, great halls, secret doors, resident ghosts, sudden inexplicable drafts, faint distant screams or laughter, corridors lined with grim or intriguing portraits, suits of ancient metal armor, and the like. Visitors should note (but not be able to casually access) the dungeon laboratory where Shrue spends most of his working hours. From here occasionally come unearthly howls, inexplicable explosions, and sulphurous stench - in short, intriguing hints of experiments that are unlikely to ever be explained (except perhaps within Rhialto-level campaigns).

Whilst the most common problem presented by lesser folk is how to deal with a particular threat from unusual half-men, the most likely reason for adventurers to visit Shrue is to seek advice on a problem related to demons¹. GMs should take care that Shrue does not become an "easy option" to assist bold adventurers in problem-solving. First of all, he is a very busy man, and will often be away for extended periods (either on research trips, in conclave, engaged in sorting out the results of the complexities of relations with the other arch-magicians of Ascolais and Almery, enjoying the benefits of master-magicanship at grand pageants in far-away lands or aeons, or possibly even resting at the home of a distant relative whilst recovering from an embarrassing case of ensqualmation). Secondly, Shrue's generosity of spirit only goes so far. He is as much an admirer of the Law of Equivalence as anyone else (that is to say, ruled by self-interest). When magicians and powerful adventurers seek his aid, he typically demands a taxing service in return.

If Shrue can be convinced that the assistance required of him relates to a matter that must be dealt with immediately, he may accept this and postpone his reciprocal demands - but will still require a stipulated service to be performed later. Typically he cements such agreements under the auspices of a demonic incantation. (Whether this is one of feasible potency, or just some flashy fingerwork whilst Morox creates aural and olfactory exudances behind a nearby set of drapes, is up to the GM.)

As an arch-magician (or - if your campaign does not feature arch-magicians as a reality - as one of the region's foremost living magicians), Shrue's demands are unlikely to be frivolous. Probably the task will

1 Seeking consultation with Shrue is actually comparatively unusual. Most folk are too nervous to approach the great man, and thus danger must be severe indeed for them to risk provoking his displeasure. Do not mistake these notes for an indication that queues of inquisitive idlers rest outside the castle gates with every trifling problem remotely related to half-men.

Encountering Shrue at Cugel-Level

If she wishes to have Shrue as any kind of patron for a gang of rogues, the GM will need to devise some reason why the campaign characters become indebted to (or otherwise involved with) the Diabolist. Various "tricks" might be applied in order to manufacture this association. Possibly the characters can be maneuvered into bushwhacking a mermelant-train of goods that is (unknown to them) destined for Shrue's castle - as provisions for the forthcoming annual conclave dinner that it is Shrue's "privilege" to host. Captured instead by various vat-bred (and demonically-tainted) hirelings of Shrue's, the characters are taken to the Diabolist for justice. Shrue is in the middle of a major redecoration project and dearly needs dedicated and reliable laborers, so that the work will be finished in time to impress his colleagues who will visit for the dinner. Perhaps the characters note the barely-begun (and terribly poorly executed) work, and convince Shrue that they are all unemployed interior decorators from Kaiin? Shrue might then agree that instead of submitting them to the Charm of Forlorn Encystment, they may labor for him for several weeks, and if the work is of sufficient quality he will let them go with a small stipend for their work. (If the work is of insufficient quality he explains that it will be only fitting that he encyst them all as originally mooted.)¹

The redecoration work is necessary because apparently some large creature ran through the manse, ripping doors from hinges, setting fire to tapestries and curtains, and smashing furniture to matchwood. Shrue will not discuss what has occurred

(being ashamed because a lesser demon of particular vigor broke free of its binding and took fully half an hour to subdue). However, it is also notable that Shrue is short-staffed (surviving staff have been paid extra to keep quiet about the unfortunate devouring of their missing colleagues), and other duties might include cooking, steward's work, coachman, gardener etc etc.

Sandestins could of course redecorate the whole castle, but indenture points are hard to come by and far more usefully applied elsewhere.

As with other Cugel-level suggestions in this composition, such things only work if the rogues are of moderate or advanced ability level. Otherwise, even the most benevolent of potential patrons would simply not bother with them. Demons are most definitely not good encounters within low-level Cugel campaigns (save perhaps as very carefully designed plot devices). Thus, we presume that this initial encounter will allow the characters to impress Shrue, perhaps with bravery or ingenuity in the face of unexpected duties. Such actions might include: protecting the castle from thieves; recapturing or eradicating another demonic escapee; helping Shrue play a trick on a rival; helping Shrue impress a woman; or dealing with local vagabonds that are plaguing a merchant (Fianosther from Turjan's Tome is one likely local) with whom Shrue has a mutually beneficial relationship. Shrue considers many activities to be beneath him, and will be only too glad to have trustworthy associates to whom he can pass on such responsibilities. In many cases he will lack the requisite skills to attempt them in any case.



involve a journey to some place a great many leagues hence (perhaps the ruins of Turnool?), and the recovery of some valuable substance or interesting curio. Of course, balance the task with the nature of the aid that Shrue provided, but remember that Shrue is in any case disinclined towards assisting visitors with minor concerns.

¹ Shrue understands how to motivate general riff-raff to perform with greatest zeal - using the classic "terces or encystment?" ploy.



The Search for Shrue

Introduction

Eventually our intrepid adventurers will have enough experience to have the chance to survive a visit to a subworld. As with the other demonic escapades, this is better mixed into a campaign of more regular adventures than presented as “yet another” serial episode of a relentlessly demonic campaign. (This consideration relieves the pressure of a constant barrage of things demonic, which could threaten to turn demons and their kind into a standard monster type.)

Whatever the nature of the characters' relationship with Shrue - whether they are renowned adventurers, powerful wizards, or crafty rascallions - they will turn up at his castle. They are either seeking his services in some matter that is extremely important (but not chronologically urgent) to them, or Shrue recently called for them - in order for them to be briefed on how to repay their debt to him for his previous services. However, they arrive to find the normally controlled and aloof Morox in a state of panic; Shrue has disappeared. Morox can tell them the following: Shrue was recently engaged in communications with a powerful demon (this demon was summoned several times to Shrue's laboratory); if Shrue doesn't return within three months, certain binding conditions will become annulled and various horrible things will be unleashed upon the world (from items and bindings within the castle) - not to mention the fact that Morox will be dispelled back to Napang (a fate he is eager to avoid); Shrue expressed concern that this demon was trying to trick him.

What Happened?

Morox is unable to access its master's workroom, as the place is surrounded by powerful wards that resist demonic incursion. However, these do not affect humans, and magicians should be able to by-pass the regular wards. Once inside, the adventurers can examine Shrue's most recent notes. (Older notes and the best magical tomes are locked inside areas of stasis that cannot be breached, or are protected by incomprehensible demonic forces). The characters will soon learn that Shrue was communicating with the demon 'Yezzneff' of La-Er, with the intent to gain access to various fascinating magical gems that

apparently can store spells within them - freeing up one's mind for supplementary encompassment. However, Shrue did indeed express concern that Yezzneff was evidencing hints of chicanery. Further research (amongst Shrue's general reference works that are secured behind more regular safeguards that can be deactivated) will uncover:

- i) Yezzneff is apparently a demonic personality of high standing in the subworld city of K'Schath;
- ii) K'Schath was a city of La-Er that human traders long ago visited by passing through a portal located beneath the city of Hangatha.
- iii) Hangatha is located on an adjacent land-mass to the one that supports Ascolais and Almerly. (The GM chooses how much, and through which means, further information on Hangatha is available to the characters. Since Shrue did not plan to journey there, the information might need seeking elsewhere.)

Upon reviewing their findings, Morox will stress its conviction that Shrue was carried away to K'Schath (it heard a loud altercation followed by a sharp implosion), and will bargain with the adventurers to go there and rescue him. Morox will offer its own knowledge as assistance, and/or rare magical items as support or further incentive. (If the adventurers already owe Shrue a favor, Morox will describe the task that Shrue had in store with them - and it will be so dangerous and time-consuming that a trip to La-Er sounds like the easy option.) Morox is unable to leave the castle, and more importantly abjectly opposed to entering La-Er - since it is not its subworld of origin and it would be considered an enemy there. It can instead offer them various magical assistances from Shrue's store that will aid in their mission. These are charged (at the GMs' whim to how many charges can be held - dependent on game balance). After Shrue is rescued, Morox guarantees that the items will be given to the adventurers (or items of differing utility but comparable potency), and recharged for free for the remainder of Shrue's life. The journey to Hangatha should be played-out or narrated in detail (in order to illustrate its distance from Almerly and adjacent lands, and to qualify why they never heard of it before). Morox will not for a moment entertain the thought that Shrue is already deceased; after all this mighty magician is worth far more alive to any captor, for his encyclopedic knowledge of things demonic if nothing else. If the characters question Shrue's location, Morox can explain that summoned demons can only

return to the point from which they were called, even if the summoning fails.

Hangatha and the Portal

Though much of its outskirts lie in ruins (as with Kaiin and Lumarth), Hangatha still thrives - and is a huge settlement. The GM must devise the details of cultural and practical difficulties involved in gaining access to the temple beneath which the portal is located. A wealthy merchant-priest class control access, and must be paid with a small fortune in order to provide a prospective traders' temporary license. The GM can illustrate that this is not some elaborate con', by showing parties of independent merchants entering and leaving the portal from time to time - and/or by providing an inn where such folk congregate and can be convinced to give some sketchy details of their experiences in La-Er. None have explored beyond their specialist trade interest, nor taken more than cursory interest in the demonic culture. (A second option is to take out a visa for an investigative magician and his/her retainers - see below - however, the subworld denizens apparently treat such folk with more suspicion than merchants.) During the visa-application process a demon sits upon the panel of interviewing merchant-priests, and applicants will be expected to evidence a knowledge of - and experience in - mercantile trade (in order to avoid rousing suspicions). NB: Terces are not an acceptable currency in La-Er, but fortunately gems are. Travellers are able to (and those posing as merchants must) exchange substantial amounts of coin at one of the establishments of the merchant-priests, at very favorable rates (for the priests).

The most common goods taken in are foodstuffs, alcohol and prisoners (human and half-men), and the most common brought out are unusual precious stones, odd metal ores, strange spices, bizarre plants, and some inexplicably crafted ornaments. Many of the spices and plants are sold to magicians of the surrounding lands, most of whom use these to create potions and powders (healing, sexual potency, and small magical effects being the most common) that they sell to the populous and further afield. (Though some few seek stranger items that they can incorporate into unfathomable magics of dubious ethicality.) Other items are simply desired as curios and food additives, though some smiths are experimenting with the ores to see what metals result.

How much further information (both rumor and purported fact) is available locally is up to the GM. Apparently the portal reactivated only six years ago, when several demons emerged to speak with the magician-priests. (It is entirely possible that some of the city's merchant-priests were involved in assisting the demons from this side, in order to enhance their own wealth and power.)

The dimension-spanning portal is in a vast sub-basement, reached down a long series of wide ramps whose carved stone walls depict ancient scenes of thriving human/demonic mercantile congress. It is a hexagonal device of black basalt, carved along its edges with intricate and somehow disturbing runes. Apart from its frame, the entire interior of the hexagon is filled with a silvery liquid that somehow holds itself along a vertical plane. A ramp leads up to the portal, and traders pass in and out through this liquid energy. (Remember that most spells and magical items will be affected by the transition into a subworld - see 4.3.)

Egress is via a similar portal in a large cave on the opposite side. Here demons that appear to be human hybrids (see below) process the paperwork and let legitimate traders pass on. (Illegal entrants would be held for questioning, and might then vanish forever into the subworld or possibly be returned to the custody of Hangatha's priests as a gesture of goodwill.) The hybrids process their paperwork in large ledgers, working in small offices carved into the walls of the cave, and their labor is watched over by half a dozen demons of the Famhonx variety. Parties are then allowed progress down through a series of caves until they exit (via an opening in the wall of a huge granite cliff that stretches way up out of sight) onto the surface world of La-Er. The road to K'Schath is obvious; a causeway of enormous ancient blocks at first embedded in a cindery soil and then passing for several miles through swampy forests of fungal trees - or through as much unusual terrain as the GM wishes to create.

Locals are few, and settlements simple (if oddly constructed), but one thing is common: the inhabitants are very human-like but all with strange characteristics such as colored or scaly skins, crests, a surfeit of limbs, webbed arms and legs, wings, beaks, claws, or peculiar distortions of scale. Thoughtful visitors might presume that cross-breeding was once commonplace. The manners of these folk are crude,



but not crazed. They are simple farmers (growing strange fungal crops), fond of raw flesh (reptilian creatures dwell in the swamp), but not murderers or molesters of merchants. Conversations are possible, but can be confusing, and usually leave one with the feeling that the locals operate with a very different form of consciousness (and one that is somewhat repellent though not necessarily evil as such).

The City of K'Schath

K'Schath itself is a large city of very strange architecture, built on an area of huge upthrust volcanic pillars that have worn down over the aeons. The lowest of these is merely tens of feet from the general ground level, and the highest around 150ft. Most are several hundred feet across, and the city is a maze of ramps, bridges and walkways that link the strange housing (much of which is towering) and other structures. Life in the city is a typical civic bustle and poverty is apparent, perhaps even more so than in Kaiin. Beggars and the infirm plead for alms on the streets, and more obvious demons travel in carriages portered by burly hybrids. The class system is soon obvious, though all but the top level are made up from the hybrids. The highest tier is composed of Lesser Demons, who clearly lord over this settlement and gain the best of whatever is on offer.

Humans in K'Schath do not stand out as much as they might imagine. If travelling with Dying Earth pack-beasts - and engaging in activities such as staring about them with awe and startlement - merchants are obvious. However, clothing styles and degrees of demonic deformity vary enormously here. Many inhabitants would easily pass for human at a distance and some even at close range. Apart from strange things like pointed ears, overlarge eyes, too many digits etc, some are even virtually identical to humans. Thus, humans with even a modicum of skill at Imposture - and access to voluminous cloaks and handfuls of concealing grime - could easily pass amongst the locals without evoking comment.

Society in the city also varies enormously. Whilst many inhabitants are strange, and broodingly-menacing like the folk passed along the road, some are more similar to humans in temperament. Shops and crafting establishments exist here, even clothing stores (though the foppish fads of the Dying Earth are in no place evident, and apparel tends towards the functional). Inns and taverns abound, and with

consideration one might find a place of reasonable comfort and affordability, which is no more unnerving in atmosphere than any very foreign culture would be to folk of the Dying Earth's laval age. Mind you, here in K'Schath one must be very careful where one goes; some taverns are extremely rough and dangerous, and amusing pastimes include mutilation and torture.

One is best served by first visiting the merchants' quarter and obtaining rooms at the Inn of The Grey Lagoon. Here four human magicians are in permanent residence, as they take the unprecedented opportunity to study the flora, fauna and society of this subworld. The visas required to avail oneself of this privilege are enormously expensive, and so it is not a popular occupation. Since Hangatha is not known to the folk of Almery and Ascolais, even its magicians have probably only heard of it (and K'Schath) by vaguest rumor at best. Nonetheless, it is possible that one of the resident magicians here originally came from Kaiin and can be available as a GMC to befriend the characters and explain some of the intricacies of life in this city. (Although this man will clearly be a Diabolist with tendencies towards ruthless self-improvement - rather than some jolly



fellow who just happens to like unusual foreign holidays.)

The city needs to be run as a place of menace, most akin perhaps to spacefarers visiting the world of an extremely alien race that has only recently opened its planet to off-worlders, and that only tentatively agreed to abide by the terms of decent behavior. Who knows what the local customs are? How common is violent crime? (Very) Where is it safe to go after dark?¹ Since K'Schath is visited by human hybrids from distant regions, and the common language is one (see 6.4) that the visitors now speak as if it was their own, it is possible to blend in. Visitors with such intentions will sensibly find out as much as they can about different parts of the city, its class-system, and what is expected of them.

The demons who reactivated the portal are a breed of their own, very similar to the Famhox described in Thrupp's Almanac (though fortunately without the poisonous bite). These compose the ruling class, imposing their will in something resembling the way a band of arrogant petty-magicians might (but never do) rule over a city of ill-bred peasants on the surface of the Dying Earth. A trio of Greater Demons is at the absolute top of the pecking order, and are treated as a "Royal Family" might have been in feudal societies, but without any interest in the well-being of their subjects. One of them (Wenshrab - see 2.5) actually styles itself "King", but only when talking to visiting humans. The term "King" is a human one, implying some degree of responsibility for subjects, and means nothing to the locals. Wenshrab is the only known notable magician amongst these demons, though some are dabblers. It was Wenshrab who according to rumor (after decades of study) re-opened the portal.

On the whole, the ruling class of demons are content to enjoy the pleasures of carnality, gluttony, hunting, and great bouts of drunkenness. (Visitors beware: many of the reputedly finer local intoxicants actually contain a percentage of human blood.) The lesser classes labor in the trades, and in farming and hunting across the surrounding terrain. Human merchants are permitted for the duration of their license to explore trading opportunities in the city or in the surrounding lands as they wish. Those who want to travel any distance from the city are advised to hire a guide and guards directly from the ruling demons (the only way to be sure you are not hiring

your own murderers). Humans are also required to carry identification papers at all times, though as mentioned above it is quite possible to blend in with the populous and thus avoid being stopped and questioned as to one's activities.

Notable Places, Beings and Events, and General Information

NB: None of this should be spoon-fed to the characters; but provided after appropriate questioning/research/clandestine observation, or encountered at the most story-enhancing moment.

Goods from the Dying Earth are delivered directly to the fortress at the center of the city, where the true demons and their supporters live. This fortress is a grotesquely constructed edifice of twisting turrets, gaping windows of all shapes and sizes, and formidable buttresses of dubious utility. Once inside, the goods are sorted and skimmed by the demonic leadership, and the bulk auctioned to the city's wealthiest merchants.

The avenue leading to the fortress is lined for the last few hundred yards with gibbets wherein rot the remains of dissidents, smugglers, and innocents who were merely in the wrong place at the wrong time. The word "arbitrary" adequately describes the justice system in this place, and this city's rulers make Prince Kandive of Kaiin appear by comparison to be a living saint. Nonetheless, a semblance of law is imposed across the city.

The half-men delivered to this realm face a variety of fates. The more intelligent (such as deodands and even ghouls) labor in work gangs in and around the city, repairing walls and roads, and digging drainage ditches, chained at wrist and ankle to restrain their movements. They are overseen by demons (or ruthless hybrid trustees) who wield great barbed whips and possess staffs that deliver agonizing pain with their touch. (At the meal breaks it does not bear for observers to look too closely at the chunks of meat that come out of the pot, as the odd human hand or partial limb might be discerned.) More bestial half-men (such as erbs, grue and hoon) are delivered to a massively walled area of wild parkland near the city. Entry to this is through one of several vast - and guarded - gates, and inside the demons and their most valued hybrid underlings ride reptilian steeds and carry fearsome serrated spears as they hunt with savage abandon. (Half-men, it seems, are hated by everyone.)

1 During "daylight" those with keen vision can make out what may very well be an extremely distant cave roof stretching above this entire land. There is no sun, but only a general radiance that roughly equates the spectrum of sunlight experienced on the Dying Earth. At night, the ground and stones of this land are faintly luminescent, negating the need for street-lighting.



The fates of the human prisoners might be uncovered through effecting (with difficulty) a connection within the fortress' staff of menial hybrids. Humans too are delivered directly to the fortress. They become slaves, pleasure things, or the unwilling participants in various gruesome trials and eventually become foodstuffs. (A certain queasiness prevents the author from further elaborating, but during any rescue attempt for Shrue from the fortress the GM should invent some fairly unpleasant first-hand evidence of what goes on there.)

None of the human magicians or merchants at the Inn of the Grey Lagoon have seen or heard of Shrue. Characters will likely presume that Shrue is held in the fortress; however, humans are never permitted within.

Yezneff is the name of a demon that is one of Wenshrab's advisors. (This information should be hard to obtain, as Yezneff never associates with locals or humans in the city - and demons don't like to give out their names). Occasionally it indulges itself in the city's taverns, typically engaging in brutal games of chance, or "wenching" with loathsome enthusiasm. It is just possible that a strong party might get Yezneff apart from its hybrid henchmen and take it hostage for questioning, but this arrogant being will never give up trying to escape or injure its captors. (It will also be missed within a few hours of its disappearance even if all its accompanying hybrids are "dealt with").

Various demonic deities are worshipped at shrines within the city. Now and then ceremonial days occur, when the citizenry stop work and engage in whatever activities are appropriate to the deity in question - public lewdness, eating of raw flesh, taking revenge on one's enemies, rampant carnality (a mass public S&M orgy with extremely unpleasant aspects) etc. (The magicians at the inn sensibly barricade themselves into one of their rooms during most festivals, and advise all visitors to do the same. Travelling through the city during festival would be a majorly weird and hazardous undertaking.)

A number of demonic beasts are kept as pets and guards by the demons of the fortress. (GM will need to devise as appropriate depending on the characters' interactions with this place.)

The city possesses a rudimentary security force, typically composed of small gangs of hybrids led by one of the Lesser Demons. These wandering patrols

will always question obvious humans as to their business, but usually with arrogance rather than vindictiveness. Anyone (including humans) that opposes them can legitimately be hauled away into confinement, questioned further, stripped of their valuables, fined, and possibly even subjected to torture. The demons are suspicious of the possible presence of outlander spies, but also generally like scaring the heck out of people. Unless a human prisoner is soon revealed to be a spy or criminal they will be let go with a stern warning about co-operation. (Locals are not so fortunate.)

Amongst the hybrids are some that are of more or less human sensibility. It is possible that the characters will make friends amongst these folk, many of whom are part of a revolutionary underground that hopes to rise up against the demons and take control of the city. If captured, such people are brutally tortured and then publicly executed.

Many shops of the city are vaguely similar to their Dying Earth counterparts, but goods are primitive or just plain odd. A few shops claim to sell minor magical goods - whether these are of any use or are mere traps for unwary "tourists" and gullible locals is up to the GM. However, it might add to the flavor of the visit to La-Er if genuine small demonic magics are discovered that might be of use in future scenarios.

The genuine human merchants typically spend their time exploring the city or away on expeditions into the surrounding region. They seek anything unusual or fantastic that might turn a profit, and have heard many wild rumors about the nature of La-Er the further one travels from this city. (The GM should invent some very strange tales - in order to give the feel that La-Er stretches vast and fantastic for hundreds, or perhaps even thousands, of miles around.)

A few of the more intelligent hybrids (the equivalent of sages) have records of this city's history. Dependent on the nature of your campaign, it might be interesting to allow the characters to find out details about the previous aeon's human/demon co-operations, including learning of some notable historical figures. From this might come the uncomfortable suspicion that perhaps Shrue was looking to enhance his station by reviving some of these practices. (These sages are not freely benevolent, and charge handsomely for their services.)

Incidental Opportunities for Action and Adventure

Various escapades should be linked together as the humans explore the city to learn its ways, and whilst seeking news about Shrue. It should be some time before they gain access to a servant at the fortress who can give them the information they need, and odd things are bound to happen during the interim.

Attacked by a street gang (weirdly deformed individuals) whilst in some dangerous part of the city.

Viewing a ruthlessly-quashed uprising.

Investigating the various foods and beverages available in order to recognize the least repulsive ingredients. (Characters must eat, so this could be expanded into quite an investigation.)

The humans are invited on a trip to local quarries, herb-farms etc (make this all very alien indeed) by hybrid merchants who are trying to forge mercantile links. (The characters must keep up their cover, and may wish to use the opportunities for asking questions - posing as merely being fascinated by the demonic city).

Invited by a human merchant (here on his fifth expedition) to join a typical hunt, riding semi-aquatic beasts through the swamps in pursuit of a dangerous local reptilian predator. (Again, the characters might be being pressured by a would-be associate and find it necessary to allay suspicions by playing along.)

Approached by members of the hybrid revolutionary movement with requests for assistance from the "free humans" of the Dying Earth. (The revolutionaries have wildly inaccurate views of the nobility and integrity of the

Dying Earth humans - presuming that salvation in the form of armed knights and master magicians might somehow be arranged. Will the characters be the ones to disillusion them?)

Imaginative GMs might devise many other convoluted social or political interactions.

The Finale: Rescue and Escape

Eventually the adventurers will have enough information to be sure where Shrue is. Ideally they will visit him to ensure this is true, work out the nature of the guards and intricacies of his captivity, and plan their means of getting into and out of the fortress. Shrue was disabled by a demonic spell - after



The hunted or the hunter?



being tricked into applying a faulty binding enchantment - and snatched away. Once here in this subworld the majority of his encompassed spells would not function, and he was overpowered. He was abducted so that the demons could avail themselves of his knowledge of master magicians and society of the Dying Earth beyond Hangatha. (The demons are in the first stages of planning a take-over of Hangatha and need to know how other power groups across the Dying Earth will react.) Despite much taunting and terror tactics, Shrue has been treated quite well (compared at least to the other humans brought to the fortress), but is terrified that now he has told all that he knows he will shortly be disposed of. (Possibly he has been negotiating with them for his release by allying himself with their cause, and the characters find evidence of this.)

If sensible, the adventurers should time things so that they can remove Shrue just as one of the festivals starts, so as to be able to smuggle him out of the city during the pandemonium - and have less chance of effective pursuit. The fortress interior can be a challenge in itself, with many corridors and chambers affected by strange magics, so that direction and dimensions are unclear. A guide might be required, and those who stray off the path might find various deadly traps, very strange rooms, and snuffling demonic guard beasts. Shrue will also of course be constrained within some kind of demonic magic that will need to be overcome.

Some manner of pursuit will still occur - most likely Yezneff and some assistants, resulting in a showdown on the road some miles from the portal's entry cave. (Preceded of course by a lively chase.) The demons at the portal may have no knowledge of any alarm, but will notice an extra member in the group. These guards can be fought or bribed, dependent on the required action-level for the adventure. The human hybrids might be convinced to look the other way, but the demon overseers probably cannot. Nonetheless, the demons will be looking for undeclared contraband and not for excess group members. Beyond the portal, the merchant-priests of Hangatha might look unfavorably upon humans fleeing a demon posse, and attempt to assist their subworld allies. However, all Dying Earth spells (and possibly sandestins too) are once again potentially available.

If Shrue survives (and feel free to have him perish if the characters perform very badly), he will be immensely grateful. He will from now on (at least for the next year or so) offer his castle as a resting place whenever they are passing along the Old Ferghaz Way, and donate his magical proficiency for a single reasonable request by each and every person significantly involved in his rescue. (Such things might include enchantments, teaching of non-super-rare spells, access to his reference library, introductions to other of the region's top magicians etc etc.) However, note the earlier descriptions of Shrue's busy life; he will not always be available, especially not at short notice.

Other Subworld Adventures

Numerous reasons can be fabricated as to why seemingly intelligent folk would enter the subworlds. The duplicates of fabled demonic artifacts may be required, or items were lost long ago by magicians who traveled those realms. On a more classical note, substances of a subworld origin may be the only cure for a demonic curse or plague. Alternatively, an over-ambitious magician acquaintance might become lost on a fact-finding mission, or detailed notes on the whereabouts of a long-dead Diabolist arch-mage's palace might come to light. Trickery lends itself to DERPG, and the machinations of one's enemies are a likely cause for an involuntary expedition. Less likely, one might owe a favor to a demon, and reluctantly agree to travel to its home in order to assist in some task. Once in the subworlds things can easily go awry - leading to the need to find an alternate method of egress back to the surface of the Dying Earth. If the scenario "Search for Shrue" has been completed, then the characters know of an exit from La-Er - and doubtless others must exist (perhaps opening into one of the demon chambers beneath Lumarth). Merely getting to an exit-point would certainly require meeting many challenges and encountering much demonic strangeness.

Bonus Article: Demonic Cantraps for the Innovative Magician

Introduction

The cantraps detailed in Cugel's Compendium (Pelgrane Press, 2001) are presented in a format (and of a utility) appropriate for Dabblers. We hereby illustrate a short series of cantraps more appropriate for magicians likely to be involved in a demonic campaign. Note that those involving imps or demonic essences are unlikely to be favored by Witch-finders, but few other magic-users consider these minor effects to be sufficiently demonic (in any real meaning of the word) to warrant a second's thought. None attract points of Demonic Taint. GMs note that personality foes that wield magic are also likely to know cunning cantraps such as these. (These minor types of imp will be particularly favored by witches.)

The cantraps here are ruled by the following guidelines unless otherwise stated: most have an instant effect¹ (or last for the duration of a feat); casting is via one roll only (Magicians at a bonus of 1 and Arch-Magicians at a bonus of 2); target's can be no more than 10 yards from the caster; these superior cantraps cost 1 point from the caster's Magic pool (although on a Dismal Failure this point is lost for no benefit).; on failure one may retry after minutes = 20 less one's Magic rating (min. 1).

Axlap's Inherent Frailty

FUNCTION: A demonic essence is called forth into a wooden object. This object develops a fracture or stress and will break if great pressure is put upon it.
GESTURES REQUIRED: The caster must whisper a brief curse and align his upturned nose in the direction of the object.

VARIATIONS IN EFFECT: If the object is a weapon or a weapon-handle, it breaks on the third rolled Dismal Failure. On an Illustrious Success it breaks on the second such Dismal Failure.

The Boldness of Horrep

FUNCTION: Assists the caster to resist fear of demons and other terrors. (The point spent from one's Magic pool and becomes instead a point in one's Wherewithal pool.)

GESTURES REQUIRED: One merely cries out the fortifying phrase.

VARIATIONS IN EFFECT: On an Illustrious Success two points are added to the Wherewithal pool (for a cost of two from the Magic pool). On a Dismal Failure a point is lost from both pools. This cantrap can only be used once per hour.

Charap's Distracting Imp

FUNCTION: This invisible imp will sit at the point indicated and chatter loudly for up to one minute.
GESTURES REQUIRED: Flicking one's fingers in the direction of the target, and speaking the imp's name.
VARIATIONS IN EFFECT: If threatened magically the imp returns from whence it came. On an Illustrious Success the imp continues its chattering for three minutes.

Charap's Inobtrusive Imp

FUNCTION: Charap's Obstructive Imp is invisible and slow-acting. It merely squats before the ankles of the target, causing a penalty of 1 to their next ability that requires them to move dexterously with their feet.
GESTURES REQUIRED: As Distracting Imp.
VARIATIONS IN EFFECT: On an Illustrious Success the imp is larger than usual and the penalty is 2.

Charap's Jovial Imp

FUNCTION: Charap's Jovial Imp is invisible and swift-acting. It attacks the indicated target by grasping the target's hat and pulling it sharply down over their eyes.
GESTURES REQUIRED: As Distracting Imp.
VARIATIONS IN EFFECT: If the material is sufficiently flexible, the hat may be stretched permanently - otherwise it will probably be damaged. On a Dismal Failure, the imp acts on the caster's hat instead, or if there is no hat pulls down their trousers instead.

Dependable Libation

FUNCTION: Purifies any distinct mass of liquid that is predominantly water (up to an amount that could be held in a large wineskin); making it safe to drink. This cantrap is essential for the subworld explorer.
GESTURES REQUIRED: Rotate one's right hand three times over the liquid in a circular motion whilst hissing softly.

VARIATIONS IN EFFECT: On a Dismal Failure the liquid sprays up over the caster and nearby associates.

Eranyar's Subdemonic Repellent

FUNCTION: Dispels any minor imps (of the kind commonly called by cantraps such as these) which

¹ In Cugel's Compendium it erroneously states that for both the normal and Illustrious Successes some cantrap effects last for a whole hour. Standard duration for those cantraps is of course only up to one minute.



pass within a number of feet from the caster equal to half the caster's Magic rating.

GESTURES REQUIRED: Vigorous patting of one's legs and shoulders while hopping on the spot and rapidly speaking the requisite incantation.

VARIATIONS IN EFFECT: This cantrap may be cast only upon oneself, and can be cast to remain dormant for up to an hour. On an Illustrious Success the protective radius is doubled (to equal the caster's entire Magic rating in feet).

Horrific Visage

FUNCTION: The likeness of a being (whether depicted in stone or upon a canvas or other medium) is temporarily granted a repulsive leering expression.

GESTURES REQUIRED: Pulling an appropriate expression whilst nodding at the target.

VARIATIONS IN EFFECT: On an Illustrious Success this last for one hour or until cancelled by the caster. (The visage is an illusion that will not actually change the medium, and can be dispelled by magic)

Jagapane's Gust

FUNCTION: Calls forth a blast of overworld energy that reacts to contact with anything demonic (including someone with demonic taint or who has returned from a subworld within the last 12 hours) by crackling and sparking energetically.

GESTURES REQUIRED: The caster must breathe out briskly and point his fingers at the target.

VARIATIONS IN EFFECT: On a Dismal Failure the caster is wracked by a coughing fit for several rounds and loses 1 from their Health pool.

Lintz's Timely Alarm

FUNCTION: You call up an overworld essence and attach it to a portal such as a door or window. When a demonic entity, or a being with more than 9 points of demonic taint touches or passes through this portal the essence lets out a loud shriek of pain.

GESTURES REQUIRED: Tapping the portal in a mathematical sequence.

VARIATIONS IN EFFECT: On an Illustrious Success the essence will shriek out when the being is still yards distant. On a Dismal Failure the caster presumes the cantrap to have worked when it has not. The essence will remain dormant for a period of hours equal to half of the caster's Magic rating. (Only one essence can be held in place by the same caster at any one time.)

The Perceptive Overworld Illuminative

FUNCTION: Momentarily (one round) reveals any invisible demonic beings (or invisible persons with more than 9 points of demonic taint) that are within a range of yards from the caster equal to the caster's Magic rating.

GESTURES REQUIRED: One leaps up and flails one's arms vigorously.

VARIATIONS IN EFFECT: On an Illustrious Success any revealed being remains in view for three rounds.

Rephraeg's Brief Blessing

FUNCTION: Disadvantages beings with demonic blood, by momentarily blighting them with confusion. (A penalty of 1 on all actions.)

GESTURES REQUIRED: One thrusts out one's hands and calls the sacred phrase whilst making the secret symbol with one's fingers.

VARIATIONS IN EFFECT: Half-men are affected for three rounds; Lesser Demons for two rounds, and Greater Demons for only one round. This cantrap may only be cast once per hour.

Tazan's Retriever

FUNCTION: An invisible imp will travel up to ten yards from the caster in order to grasp some unsecured non-magical item no larger (or heavier) than a dagger or beer mug, and bring it to the caster's grasp.

GESTURES REQUIRED: One need merely nod towards the desired object and gurgle in the required syllabic rhythm.

VARIATIONS IN EFFECT: On an Illustrious Success the potential distance or weight doubles. (The caster may change the target of the spell.)

The Unruly Visitant

FUNCTION: An invisible minor imp is called forth, and will run around a room knocking over small objects, banging cupboard doors, and squealing.

GESTURES REQUIRED: One need only recite the brief invocation and point at the room in question.

VARIATIONS IN EFFECT: The imp becomes confused and afraid if sent into rooms larger than a substantial parlor and simply returns from whence it came. Its normal duration of activities is one minute, on an Illustrious Success this increases to three minutes.

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