

Demons & Diabolists

A supplement for Lamentations of the Flame Princess
or other old-school weird historical games



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Diabolist (Magic-User variant)

There are those who out of lust for knowledge and power traffic with unnatural forces. They summon and bind demons, sate them with sacrifices, in exchange for magic spells. The True Names and descriptions of demons are found in ancient scrolls, moldy tomes, carvings of blasphemous shrines, seedy taverns... And are often partially or completely false. Still, the diabolist can always gamble and try to summon up an entity.

Binding demons

To bind a demon, one must know its True Name and perform a ritual. First, the diabolist draws a 10' diameter summoning circle on the ground, then chants for 8 hours, weaving the demon's True Name into the incantations. If the Name is real, the demon manifests. The diabolist must save vs. Magic. This save is negatively modified by the demon's circle; but positively modified if a sacrifice is made (+5 for human, +1 for animal sacrifice). If the save is successful, the demon is bound to servitude, and its powers can be used by the diabolist. If unsuccessful, make a reaction roll to see whether the demon remains manifest in the physical world (up to d6 hours) and lashes out or just dissipates. If the ritual is interrupted, the diabolist must save vs. Magic or fall into a coma for d6 days.

The diabolist can have more than one demon bound to them at any time, but not more than their character level. A demon can be banished using the same ritual process (with a save at the end to see if the demon leaves peacefully). Diabolist characters can begin the game with one demon of the 1st circle already bound to them (Referee's discretion).

Preparing spells

Spell preparation must take place after sunset but before dawn. Communion with one's demon(s) lasts for as many hours as the highest circle level asked for. During this time, the diabolist enters a trance and cannot do anything else. At the end of the duration, the diabolist emerges from the trance with prepared, ready-to-cast spells filling their mind to the brim. The demon effectively becomes the magic-user's spellbook.

The diabolist can prepare a single spell from each domain of each of their demons.

For example, a diabolist with two bound demons (one with a single domain, and another with two) can prepare a total of three spells, and each spell must be from a different domain (unless the demons have overlapping domains).

A further limitation: powers of higher circle only become available for the diabolist upon reaching the required character level:

	1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle
Available from level	1	3	5	7	9

Thus, a 3rd level diabolist can (with some luck...) bind a demon of the 4th circle, but will only be able to use the spells of the 1st and the 2nd circle from the demon's repertoire.

Final example: Evelyn Saturnus, the 2nd level diabolist, has two demons: Pulurur and Voxurpox (see the "demonological sampler" for details). She can only prepare spells of the 1st circle. She prepares *Levitate* (from Pulurur) and *Forget* (from Voxurpox).

Evelyn Saturnus makes it to 3rd level. With the same demons bound, she prepares *Levitate* (from Pulurur), *Forget* and *Invisibility, 10' radius* (two spells from Voxurpox's two domains).

Demons

Roll on the following tables to generate unique demons.

True Name

Name structure (d20)

1-6	Two syllables
7-12	Three syllables
13	Four syllables
14	Five syllables
15	One syllable, followed by a syllable repeated twice
16	The same syllable repeated twice, followed by another
17	Two syllables, then the first syllable repeated
18-19	The same syllable repeated twice
20	The same syllable repeated three times

* insert apostrophes, hyphens, sanity-shattering glyphs as needed

Syllables (d10_x d100)

	1-2	3-4	5-6	7-8	9-10
1-4	Abd	Akl	Ab	Ar	Aaa
5-8	Bux	Blu	Bak	Bo	Ba
9-12	Cax	Cri	Cul	Ci	Cx
13-16	Dup	Dro	Dit	De	Dor
17-20	En	Exl	Eg	Ex	Es
21-24	Fer	Fri	For	Fuv	Fxu
25-28	Gik	Gho	Gul	Gi	Gee
29-32	Hab	Hni	Hax	Hed	Hnaa
33-36	Id	Ixl	Ip	Ix	Ibb
37-40	Ju	Jed	Jur	Ja	Jah
41-44	Kep	Kfu	Kax	Ko	Kna
45-48	Luc	Lhg	Lun	La	Ll
49-52	Mef	Mla	Mor	Mid	Maa
53-56	Na	Ndo	Ne	Nux	Nbu
57-60	Ox	Okk	Ob	Oph	Oo
61-64	Pul	Psi	Paq	Pox	Pla
65-68	Rip	Rer	Rum	Ro	Rxo
69-72	Sat	Sla	Seb	Su	Sin
73-76	Ten	Tfo	Tax	Ti	Tu
77-80	Unk	Ukl	Ur	Uq	Uu
81-84	Vox	Vru	Vif	Ved	Vop
85-88	Wih	Wun	Wer	Wa	Wur
89-92	Xal	Xro	Xin	Xa	Xx
93-96	Yoq	Yed	Yuk	Yi	Yad
97-100	Zex	Zox	Zap	Za	Zz

Manifestation

Demons are invisible and immaterial. Perhaps they aren't even fully present in our world, just reach in and assert their influence through the cracks in reality. Nevertheless, sometimes they do manifest in the physical world. First, when they are summoned; if successfully bound, they revert to their occulted state and only clairvoyants can detect them in the diabolist's shadow. Second, a demon might manifest when released from service.

The demon manifests as... (3d20)

1	An old man	with a long <i>color</i> beard	holding a book
2		covered in tangled fur	holding a flaming sword
3	An old woman	covered in scales	holding a golden key
4		with wings	clad in magnificent armor
5	An animal	with the head of an <i>animal</i>	carrying bow & quiver
6		with feet like an <i>animal</i>	clad in nothing
7	A man	of superb beauty & grace	riding an <i>animal</i>
8		of infinite hideousness	carrying a viper
9	A lady	with a thundering voice	dressed impeccably
10		with <i>color</i> skin	engulfed in mystic fog
11	A boychild	with horns	hovering above ground
12		speaks in a hoarse voice	bound in chains
13	A girlchild	with many faces	holding a chalice
14		with glowing <i>color</i> eyes	shining like a gemstone
15	An androgynous person	with four arms	holding an hourglass
16	A pair of twins	with four legs	riding a <i>color</i> horse
17	An <i>animal</i> with the face of a person	with three heads, each of a different <i>animal</i>	preceded by the sounds of trumpets
18	A complex device or devilish machinery	covered with eyes all over their body	in flowing robes of shimmering colors
19	A hideous monster	with two heads	armed with a lance
20	A star in a pentacle	with a gaping maw	wearing a crown

Animals (d20)

1	Bear	11	Hare
2	Bull	12	Horse
3	Camel	13	Leopard
4	Cat	14	Lion
5	Crow	15	Peacock
6	Dog	16	Ram
7	Donkey	17	Raven
8	Elephant	18	Serpent
9	Goose	19	Toad
10	Griffon	20	Wolf

Colors (d12)

1	Amber	7	Mahogany
2	Aquamarine	8	Olive
3	Crimson	9	Plum
4	Ebony	10	Purple
5	Emerald	11	Sapphire
6	Ivory	12	Vermilion

Powers

In the infernal hierarchy, demons are divided into circles according to their power. However, inside a circle each demon is individual in respect to the gifts they bestow to the diabolist.

Circle, teachings, domains (3d20)

	Circle	Number of teachings	Number of domains
1-8	1 st circle	zero	zero
9-13	2 nd circle	one	one
14-17	3 rd circle	two	two
18-19	4 th circle	three	three
20	5 th circle	four	four

“Teachings” encompass information related to a specific field. As long as the demon is bound, the summoner can tap into its knowledge as if it was their own. However, this knowledge is mostly theoretical. The practical implementation depends on the diabolist’s own skills or hired help (who are ready to follow the diabolist’s instructions).

Teachings (d10)

1	Alchemy	6	Music
2	Arts & Crafts	7	Philosophy
3	Astrology	8	Rhetoric and logic
4	Geometry and arithmetic	9	Smelting of metals
5	Minerals and precious stones	10	Virtues of herbs

“Domains”, on the other hand, are specific types of arcane power (i.e., spells) that the diabolist can prepare while the demon is bound to them. The entity can only provide the spells that are known to their circle or lower. For example, the diabolist binds a demon that “grants the power of flight”. If the demon is of the 1st circle, it can grant access to the *Levitate* spell. However, if the same demon is of the 2nd circle, the *Fly* spell also becomes available. If the domain rolled does not have spells available for the given circle, the Referee can either allow a new roll on the table or just simply say that the demon lacks the actual power to affect the domain.

It’s important to note that the diabolist might only have a vague idea about the powers of a given demon. The Referee only reveals them after successful summoning and binding. It is possible for a demon to have neither teachings, nor domains!!



Domains & Spells (d20)

	The demon...	1st circle	2nd circle
1	commands spirits	Unseen Servant	Faithful Hound, Minor Shadow Monsters
2	grants the power of invisibility	Invisibility	Invisibility 10' Radius
3	grants the power of flight	Levitate	Fly
4	grants protection	Shield	Globe of Invulnerability, Minor Protection from Normal Weapons
5	hinders one's enemies	Force of Forbiddment Sleep Web Hold Portal/Knock	Confusion Hold Person
6	tricks the eye and the mind	Audible Glamour Mirror Image	Phantasmal Force Phantasmal Psychedelia
7	grants knowledge & spies on enemies		Clairvoyance Wizard Eye
8	reveals what's hidden, obscures what's seen	Locate Object Secret Page Wizard Lock	
9	transports men & things suddenly	Dimension Door Spider Climb	Seven Gates Telekinesis
10	manipulates the hearts of people	Charm Person	Charm Monster Suggestion
11	aids in battle	Magic Missile Ray of Enfeeblement	Haste/Slow
12	traffics with the dead		Speak with Dead
13	holds dominion over Nature	Gust of Wind Light Speak with Animals	Creation, Minor Plant Growth Speak with Plants
14	grants wondrous transformation	Change Self Enlarge/Shrink	Polymorph Others Polymorph Self
15	grants protection from various perils	Detect Invisible Detect Magic Feather Fall	Dispel Magic Water Breathing
16	knows the thoughts of men	ESP Forget Message	
17	summons hellfire	Stinking Cloud	Gaseous Form
18	holds dominion over time & space		
19	manipulates the elements	Wall of Fog	Wall of Fire Wall of Ice
20	teaches the dreadful symbols of power		

Domains & Spells, continued...

3 rd circle	4 th circle	5 th circle
Faithful Hound, Major Shades	Animated Artwork	
	Invisibility, Mass	
Glove of Invulnerability, Major		
Feeblemind Hold Monster	Grasping Hand Power Word Stun	Power Word Kill
Hallucinatory Terrain Projected Image	Veil Chaos	Phantasmal Supergoria
Contact Outer Sphere Legend Lore	Vision	
Glass Eye Secret Chest	Remote Surveillance Vanish	
Passwall Teleport	Instant Summons Phase Door	Imprisonment/Freedom
Geas Speak with Monsters Suggestion, Mass	Antipathy/Sympathy Charm Person, Mass Demand	
Barrier	Magic Sword	
Animate Dead Animate Dead Monsters	Death Spell Trap the Soul	
Creation, Major Disintegrate Move Earth Transmute Rock to Mud	Polymorph Any Object	
Stone to Flesh/Flesh to Stone	Statue Clone Simulacrum	Shape Change
Mind Switch	Mind Blank	
Cloudkill		
Weird Vortex	Maze Duo-Dimension	Temporal Stasis Time Stop
Wall of Force Wall of Iron Wall of Stone	Prismatic Sphere Prismatic Spray Prismatic Wall	
Symbol of Conflict Symbol of Fear Symbol of Pain	Symbol of Despair Symbol of Sleep Symbol of Stunning	Symbol of Death Symbol of Insanity

A demonological sampler

Names

Abab	Aklpox	Arzox	Babaved
Frinuxmef	Hedhed	Hnihnihni	Kaxnejed
Kepwerhax	Lungul	Oxarzex	Psipsimor
Tisla	Uklox	Uqabab	Uqartidromid
Wurbaakl	Xalculnaculna	Xando	Zoxdepox

Demons

Pulurur, demon of the 1st circle. Manifests as a man with many faces, preceded by the sound of trumpets. Grants the power of flights; and teaches about the smelting of metals.

Ophyed, demon of the 1st circle. Manifests as a hideous elephant-headed monster, hovering above ground. Grants protection, transports men & things suddenly and summons hellfire.

Voxurpox, demon of the 2nd circle. Appears as a girlchild with the head of a hare, riding a crimson horse. Grants the power of invisibility and knows the thoughts of men; and teaches about the virtues of herbs.

Sinwun, demon of the 3rd circle. Manifests as a boychild with vermilion skin, shining like a jewel. Grants wondrous transformation, teaches the symbols of power and holds dominion over time & space.

Fxuzex, demon of the 4th circle. Appears as an old woman with glowing olive eyes, holding a chalice. Commands spirits and summons hellfire; and teaches about arts & crafts, geometry and arithmetic and astrology.

ZapZap, demon of the 2nd circle. Appears as a wolf with wings, wearing a crown. Grants protection from various perils.

Blu'Bluob, demon of the 5th circle. Manifests as crow of superb beauty & grace, carrying a viper. Knows the thoughts of men; and teaches about the virtues of herbs.

