

Adventures Dark and Deep™

Darker Paths III: *The Demonolater*



By Joseph Bloch

Being an optional character class, the demonolater, with more than 25 new spells for its use. This supplement is suitable for use with other games compatible with the original and advanced editions of the world's most popular fantasy role-playing game.

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with most
"Old School"
RPGs!



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Introduction

The introduction of variant character classes has a long and proud tradition within role-playing games, almost as old as the genre itself. Whether the game master chooses to open such new classes as options for his players, or simply uses them as a new and hitherto-unknown foil for them to test their mettle against, such classes can add spice and freshness to an otherwise staid campaign.

The demonolater presented herein is something of a departure from most other spellcasting character classes, in that his spells are not geared for personal power, not about directly blasting enemies with fireballs. The demonolater is specifically designed to interact with, and use the powers of, demons to accomplish his ends.

A demonolater will, over the course of time, acquire a stable of demons of various statures and types who owe him services, and to whom he owes services; he will have negotiated pacts to get what he wants from them in exchange for what they want from him. In the end, it's a losing game for the demonolater, who pays for his demonic aid with blood, treasure, life, and x.p., but each and every one thinks he's the one who's smarter than all the others that have come before him, and can cheat his inevitable end.

It should be noted that such activities are the main way the demonolater functions. Since he does not have many offensive spells, he relies on those demons he has bound to himself by collecting services, both minor and major. Those who oppose demonolaters will find themselves accosted by all sorts of demonic entities. Mostly manes, quasits, and the like at first. Later, if the PCs are enough of a threat, and the demonolater is powerful enough, more puissant demons, such as vlocks and nalfeshnee, may be sent. At all times, the demonolater is looking to add to the stable of demons upon whom he can call at need.

Demonkind are very fractious by nature; the precise powers of the demonolater, and some of the effects of his spells, will depend on which demon lord he holds as his patron. And, of course, given the chaotic nature of Abyssal politics, it's possible for a demonolater to transfer his loyalty from one to another. But it's never easy.

In most campaign settings, demonolaters would be secretive, hiding their true nature behind some guise. Only in certain circumstances, where a nation was openly evil, and service to the forces of the Abyss was not considered anathema, would they operate openly.

Their function as foils for a party of player characters is obvious. Any evil cult that serves demonkind would be more likely to have one or more demonolaters at its head. But things become much more interesting when a demonolater is included in a campaign in a more subtle role.

Consider, for instance, the notion that two rival cults are at each other's throats. In such a case, a demonolater might be an ally of a party, even a good-aligned one, if the evil that they were fighting was worse than the evil he represented. Of course, it's entirely possible that in such a circumstance the demon-cult is simply using the PCs as pawns to clear the opposition away, making room for its own expansion and rise to power. Such are the machinations of those who serve the Abyss.

It cannot be stressed enough that the demonolater class presented herein, and the spells associated with it, are completely optional. They are not required to play the **ADVENTURES DARK AND DEEP™** game, and their inclusion is entirely – entirely – at the discretion of the game master. It is very possible that the game master may also exclude the class from his players, but use it as a villainous non-player character. This is fully in keeping with the game's strictures, and doubly in keeping with the maxim that the game master's word is law.

Some might even feel that the demonolater class as a whole is superfluous, and simply import the spells presented herein into the regular **ADVENTURES DARK AND DEEP™** game, adding them to the repertoire of the cleric class (perhaps limiting some of them to clerics dedicated to certain evil cults). Some might find certain of the spells suitable for classes such as the mystic or savant. If the game master finds this product is better used in his own campaign in such a fashion, it is his decision to make. They are not called game masters without cause.

On "Evil" Campaigns

Campaigns where evil characters are the norm are one of the hardest things to pull off well. All too often the temptation takes over, to descend into the realm of "my atrocity against the innocent villagers is worse than your atrocity", and the campaign can devolve into a slapstick parody of a regular fantasy role-playing campaign. However, it is possible, with the full engagement and prior buy-in of the players, to conduct such a campaign with seriousness, exploring the motivations of those sorts of individuals who might in other campaigns be used simply as the villainous foils for the paragons of "good".

The fact that the game has specific philosophical definitions for terms such as "good" and "evil" (as well as "lawful", "chaotic", and "neutral") lends itself to a campaign made up of "evil" player characters. Once it is realized that "evil" does not automatically mean a ravaging engine of malice and destruction, but simply a belief that those who are stronger / richer / more accomplished should reap the benefits of their talents, a more nuanced and interesting approach to the typical fantasy role-playing campaign becomes possible.

Variant Clerics

In addition to being an evil character class, the demonolater represents an experiment in the **ADVENTURES DARK AND DEEP™** system, expanding the number of character classes, specifically clerics, to better reflect the specific needs of particular deities, pantheons, and religions. Other games have taken steps in this direction, such as kits, prestige classes, customized spells and minor divine powers, but this product takes the principle to its logical conclusion, offering an alternative to the cleric class that is as different from it as is the druid class.

Just as the cleric is a specialist in certain very specific functions – healing, divination, and fighting the undead – so too is the druid a specialist in different functions. Specifically, dealing with nature, the elements, and so forth.

In this respect, the demonolater should be looked on as an analogue to the druid. Rather than merely having some sort of "evil high priest" that uses the cleric character class, inverting some of its spells and the power to turn undead (essentially becoming an "anti-cleric", but with some odd incongruities, such as being forbidden from using weapons that draw blood; hardly something one expects of an "evil high priest"!), the demonolater presented herein represents a specialty class of cleric especially suited for serving the lords of the Abyss, just as the druid is especially suited to serving Nature. In that respect, the demonolater represents the first in what could well be a series of such specialized sub-classes of cleric, each attuned to a specific deity or religion, removing the cleric class from its perch as a "generic" priest.

The Demonolater

The demonolater is a sub-class of the cleric. They are those few twisted mortals who seek out and serve one of the various demonic lords of the Abyss, whether because of some compulsion, or a desire for power or other rewards. It is often impossible to determine their motives with any certainty, because demonolaters are quite frequently demon-possessed, insane, or both.



Demonolaters must have a wisdom score of at least 12 and a charisma score either 9 or lower, or 14 or higher. They must be chaotic evil in alignment. Any race that can become clerics can become demonolaters, although demi-human representatives of this class are somewhat rare.

Demonolaters have the following powers and skills:

- Spellcasting
- Patron demon
- Familiar
- Demonic pacts and services
- Create magic items

Demonolaters may wear any type of armor, and use any type of shield. They may become proficient in any weapon except mace, flail, club, and staff

(except for Yainarchoy's demonolaters, who are required to be proficient in flail).

Demonolaters advance in level according to the following table:

TABLE 1: DEMONOLATER LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d8
2,000	2	2d8
4,000	3	3d8
7,500	4	4d8
12,500	5	5d8
20,000	6	6d8
35,000	7	7d8
60,000	8	8d8
90,000	9	9d8
125,000	10	10d8
200,000	11	10d8+1
300,000	12	10d8+2

After 12th level, the demonolater needs an additional 100,000 experience points per level, and gains an additional hit point for every level gained.

Demonolaters begin with 3d6x10 g.p.

Spellcasting

Demonolaters are able to cast magic spells which are granted by their patron demon. Demonolaters get the same spell bonus for having a high wisdom score that clerics receive.

TABLE 2: DEMONOLATER SPELLS AVAILABLE BY LEVEL

Level	Spell Level					
	1st	2nd	3rd	4th	5th	6th
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	3	2	-	-	-	-
5	3	2	1	-	-	-
6	3	3	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	-	-
9	4	4	3	2	1	-
10	4	4	3	3	2	-
11	5	4	4	3	2	1
12	5	4	4	3	3	2
13	5	5	4	4	3	2
14	5	5	4	4	3	3
15	5	5	5	4	4	3
16	6	5	5	4	4	3
17	6	5	5	5	4	4
18	6	6	5	5	4	4
19	6	6	5	5	5	4
20	6	6	6	5	5	4
21	6	6	6	5	5	5

TABLE 3: DEMONOLATER SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level	Fifth Level	Sixth Level
1	<i>Blandishment</i>	<i>Beguiling</i>	Animate Dead	<i>Bribe Demon</i>	Animate Object	Anti-Magic Shell
2	Cause Fear*	Bind	Bestow Curse*	Cause Serious Wounds*	Avoidance	Astral Spell
3	Cause Light Wounds*	<i>Compel Truth</i>	<i>Break Resistance</i>	Commune	Cause Critical Wounds*	<i>Block Power</i>
4	<i>Cause Pain</i>	<i>Cone of Harm</i>	Cause Blindness*	Dismissal	Dispel Good*	Cause Insanity*
5	<i>Ceremony</i>	<i>Gate Least Demon</i>	Cause Disease*	<i>Gate Minor Demon</i>	Distance Distortion	Cloudkill
6	Charm Person	Hold Person	Charm Monster	<i>Guardian Demon</i>	Dolor	<i>Dark Sigils</i>
7	Command	<i>Minor Pact</i>	Continual Darkness*	<i>Invite Possession</i>	Hold Monster	<i>Gate Greater Demon</i>
8	Darkness*	Resist Fire	<i>Dark Offering</i>	<i>Iron Chains</i>	<i>Iron Cage</i>	Harm*
9	Detect Good*	Scare	<i>Demand Service</i>	Polymorph Self	Polymorph Other	<i>Seize Thrall</i>
10	Detect Magic	Silence 15' Radius	Dispel Magic	Protection from Good 10' Radius*	Spiritwrack	Speak with Monsters
11	Pollute Food and Drink*	Undetectable Lie*	Infravision	<i>Resist Steel</i>	Telekinesis	Teleport Without Error
12	Protection from Good*	Unholy Symbol*	Positive Plane Protection*	Telepathy	Teleport	Torment
13	Resist Cold	Wizard Lock	<i>Resist Electricity</i>	<i>Wall of Fangs</i>	<i>Wall of Madness</i>	<i>Warp Reality</i>

* Spells marked with an asterisk are more commonly known by the reverse of their name. Thus, *cause light wounds* is listed as *cure light wounds* in the ADVENTURES DARK AND DEEP™ Players Manual. Demonolaters still have access to the unreversed versions, but are more likely to have the reversed version of the spell.

Spells listed in *italics* are new with this supplement; for details, see “Spell Descriptions” starting on p. 6. Demonolaters may have access to additional spells, depending on which patron demon they choose (see below).

Familiar

Each demonolater begins the game with a familiar, exactly as described in the 1st level mage spell *find familiar*. The demonolater must roll randomly to determine what sort of familiar he has.

Patron Demon

Each demonolater must choose a demon lord or lady as his patron, who will bestow a special power upon his follower. This bond is not immutable, however, and switching from one patron demon to another is not unknown, especially given the volatile politics of the Abyss. Demons are not known as being particularly trusting, however; in order to be accepted, the demonolater seeking to serve a new master must kill a powerful servant of his former master (a servant no lower than one level (or one hit die) below the demonolater) in order to prove his loyalty.

Each patron demon grants its servants powers particular to its nature, as described below.

Arachnia

Arachnia, Demon Queen of Spiders, is most noted for the devotion of the dark elves to her cause, but many other sorts of creatures pay her homage as well.

At 1st level, thralls of Arachnia are able to cast the spell *spider climb* once per day. This is in addition to any other spells they might be able to cast.

At 3rd level, demonolaters devoted to Arachnia are able to cast the spell *web* once per day. The *spider climb* ability is increased to twice a day.

At 5th level, Arachnia bestows on her demonolaters an immunity to the venom of spiders, and they can likewise move at normal speed through spider webs and even ignore the effects of the *web* spell.

At 7th level, those devoted to Arachnia can summon 2d4 monstrous spiders once per day, who will do their bidding (relayed telepathically) for 1d6 hours. The size will vary, and should be rolled separately for each spider that answers the summons:

Die Roll (d6)	Spider Type
1-3	Large
4-5	Huge
6	Giant

Services to Arachnia center on human(oid) sacrifices to her (the husks of the victims will often haunt the outskirts of drow communities as shadows), as well as a special ceremony known only to the dark elves, which tests them to see if they are worthy in Arachnia’s eyes to advance to the highest experience levels possible. Those who fail the tests become driders. Iconography involves spiders, webs, etc.

Baphomet

The demon lord of beasts, Master of Mazes, and prince of minotaurs, is a fearsome individual, and his devotees tend to be the wilder and more barbaric of the demonolaters. All demonolaters whose patron is Baphomet gain access to the following spells, which must be memorized in ordinary fashion:

- First Level: *Animal Friendship, Invisibility to Animals*
- Second Level: *Animal Fear, Animal Telepathy*
- Third Level: *Hold Animal, Pass without Trace*
- Fourth Level: *Animal Summoning I, Summon Minotaur* (like the spell *Monster Summoning I*, except a single minotaur will appear after a 1d4 minute delay)
- Fifth Level: *Animal Summoning II, Maze*
- Sixth Level: *Animal Summoning III, Anti-Animal Shell*

At 1st level, demonolaters with Baphomet as their patron speak minotaur. If one comes to serve Baphomet later during his career, he will have to learn the language normally.

Starting at 3rd level, Baphomet’s demonolaters will have an instinctual knowledge of mazes and labyrinths designed to befuddle people’s minds. As

such, they will know if any given turn or side corridor in a maze will lead towards, or away from, the exit of such a maze. They are also immune to the spell *maze*.

Dagon

Dagon, demon lord of the deep, reigns over all the seas and oceans of the Abyss, and is constantly seeking to extend his dominion to other planes as well.

At 1st level, demonolaters with Dagon as their patron automatically have one skill level in the seamanship secondary skill. Those who switch to Dagon later as their patron may buy the first skill level for 2,000 x.p., if they so desire.

Starting at 3rd level, demonolaters who are devoted to Dagon can breathe water as easily as air, and have double the normal vision range underwater.

At 5th level, demonolaters can speak with sea creatures, with a range of 30'. The ability is telepathic in nature, but does not allow reading of surface thoughts, only those thoughts consciously projected at the demonolater. Mindless creatures such as worms and sponges are unaffected, but fish will have a rudimentary intelligence (enough to react to simple queries). Good-aligned intelligent creatures will sense something subtly "wrong" about the demonolater, though, and have a -25% reaction adjustment.

Starting at 7th level, Dagon's demonolaters can shape change into any sort of sea creature, as long as its mass and size are no more than double that of a human (so, many types of sharks and octopi would be fine, whales and giant mantis shrimp would not be). They can shape change (and can return to human form) three times per day, but cannot change into the same form more than once per day.

Demoniarch

Two-headed Demoniarch, the self-styled King of the Abyss, is without question one of the most powerful of all the demon lords, and is a master at playing factions against one another.

Demonolaters dedicated to Demoniarch have access to the following spells. The spells must be memorized normally.

- First Level: *Serpent Missile*
- Second Level: *Animal Telepathy (scaled animals only)*
- Third Level: *Sepia Snake Sigil*
- Fourth Level: *Log to Lizard*
- Fifth Level: *Sticks to Snakes*
- Sixth Level: *Eyebite*

In addition, all demonolaters with Demoniarch as their patron can cast *animal friendship* (effective on scaled animals only) three times per day. This does not count against their normal spellcasting limits.

At 5th level, all of Demoniarch's demonolaters are immune to animal-based poisons and venoms. Plant-based poisons will still affect them. (If you are unsure whether a given poison is plant- or animal-based, determine randomly, 50% chance of either).

Fraz-Urb'luu

The Demon Prince of Deceit encourages his subjects to follow his example. Misdirection, deceit, subterfuge, and illusions-within-illusions are their stock-in-trade.

All demonolaters dedicated to Fraz-Urb'luu add the following spells to their list of spells that can be memorized. The spells must be memorized normally.

- First Level: *Phantasmal Force, Wall of Fog*
- Second Level: *Alter Self, Improved Phantasmal Force*
- Third Level: *Hallucinatory Terrain, Spectral Force*
- Fourth Level: *Massmorph, Phantasmal Killer*
- Fifth Level: *Advanced Illusion, Dream*
- Sixth Level: *Programmed Illusion, Veil*

Starting at 5th level, all demonolaters who have Fraz-Urb'luu as their patron are unaffected by illusions.

Juiblex

Demonolaters who have Juiblex as their patron demon are few and far between. The demon lord of slimes, jellies, puddings, and rot is not known for his humanoid followers, but they are not completely unknown, either.

Starting at 4th level, a demonolater loyal to Juiblex will not be attacked by slimes, jellies, puddings, or gelatinous cubes, unless they themselves are attacked.

Starting at 7th level, demonolaters with Juiblex as their patron can change their shape into that of one of the following creatures (and return to human form) three times per day: gelatinous cube, mustard jelly, ochre jelly, crystal ooze, gray ooze, quicksilver ooze, black pudding, brown pudding, dun pudding, or white pudding. No shape can be repeated on the same day.

While in this form, the demonolater has all of the powers and features of the creature in question, including both attacks and movement. He will retain his mind, however. The form can be maintained as long as he wishes, and can be discarded for his true form at will; if slain, he will revert to his true form. Belongings are transformed with him as well. Transforming back into normal form will heal 10-40% of any wounds (1d4x10).

Kostchtchie

The demon lord of cold and giants has quite a number of followers among the frost giants, but few among the humanoid races. All, however, have access to the following additional spells, which must be memorized in ordinary fashion.

- First Level: *Endure Cold, Resist Cold*
- Second Level: *Enlarge, Strength*
- Third Level: *Hold Person, Protection from Normal Missiles*
- Fourth Level: *Ice Storm, Wall of Ice*
- Fifth Level: *Cone of Cold, Emotion*
- Sixth Level: *Freezing Sphere, Speak with Monsters*

In addition, starting at 3rd level, demonolaters dedicated to Kostchtchie are able to enter a berserker rage at will. While in such a rage, they gain an extra attack each round, get a +2 bonus "to hit", and never check morale. However, there is a 50% chance per round that they will simply strike whomever is closest, rather than an enemy. They must make a successful wisdom check to come out of the berserker rage.

Obsidrax

Noted for both his charm and his intellect, Obsidrax is unusual among demonkind. Generally humanoid (except for the six digits on his hands and feet), he is strikingly handsome by human standards, despite his jet-black skin. He is nonetheless just as ruthless, ambitious, and treacherous as any of his fellow demon lords.

Demonolaters loyal to Obsidrax have access to the following spells in addition to the regular spell lists, which must be memorized in ordinary fashion.

- First Level: *Change Self, Charm Person*
- Second Level: *Fascinate, Invisibility*
- Third Level: *Resist Charm, Suggestion*
- Fourth Level: *Fire Charm, Polymorph Self*
- Fifth Level: *Improved Fear, Sympathy*
- Sixth Level: *Blade Barrier, Feeblemind*

In addition, starting at 3rd level, demonolaters with Obsidrax as their patron have verbal patter skills equal to those of a mountebank 2 levels lower. Thus, a 5th level demonolater performs verbal patter as if he were a 3rd level mountebank. This is a learned skill, not a magical power.

Orcus

The Demon Lord of the Undead is a powerful patron indeed, and his followers have powers that include mastery of the undead.

All demonolaters who have Orcus as their patron may turn undead as if they were clerics of equal level. See the **ADVENTURES DARK AND DEEP™** Players Manual for details on turning undead. Naturally, turning in this case means the undead will become loyal to the demonolater.

Intelligent undead will have a +25% bonus to all encounter reactions with demonolaters dedicated to Orcus. Non-intelligent undead will have a +40% bonus.

In addition, starting at 5th level, those demonolaters loyal to Orcus who cast the spell *animate dead* may animate twice as many undead creatures as they might otherwise.

Finally, at 7th level, demonolaters with Orcus as their patron are immune to level drain by undead.

Pazuzu

Pazuzu, demon lord of the skies, ruler of the windy heights above each of the Abyssal planes, is one of the oldest beings known to exist. He is on good terms with most of the other princes of the Abyss.

Beginning at 3rd level, demonolaters loyal to Pazuzu take 1 h.p. per hit die less on all wind-based attacks, and get a +2 bonus to all saving throws against such. They can also *Speak with Animals* three times per day, but only with birds and other flying creatures.

Starting at 7th level, those demonolaters whose patron demon is Pazuzu can change their form three times per day. The form taken must be a non-magical flying animal (bird, bat, bee, etc.), and any belongings transform as well. Size is unimportant, but the same form cannot be taken more than once per day. The true form can be reassumed at will, and 10-40% of any wounds (1d4x10) will be healed as part of the transformation.

Yainarchoy

Yainarchoy, demon king of gnolls, master of ghouls, is chiefly known for his cults amongst his favored race of gnolls, but human cults that revere him are not unknown.

Starting at 1st level, demonolaters loyal to Yainarchoy can turn undead as a cleric of the same level, but only when ghouls or ghosts are the target. (Note that ghosts cannot be turned by 1st level characters.)

Starting at 3rd level, Yainarchoy's demonolaters are immune to ghoul paralyzation and ghastrick.

Starting at 5th level, a demonolater of Yainarchoy can summon 2d4 gnolls once per day. The creatures will fight on his behalf, to the death if necessary. They will disappear in 5 rounds.

Starting at 7th level, a demonolater loyal to Yainarchoy can summon 1d3 ghouls once per day. The creatures will obey his commands, but will disappear in 5 rounds.

All demonolaters with Yainarchoy as their patron must take flail as a weapon of proficiency at 1st level. Those who come to him later must take flail as a weapon at the earliest opportunity.

Zogrobiga

The demon queen of fungi has few worshippers, as such. All, however, have access to the following spells, which must be memorized in ordinary fashion, in addition to the normal demonolater spell lists.

- First Level: *Locate Fungus, Pass without Trace*
- Second Level: *Charm Fungus, Warp Wood*
- Third Level: *Fungus Growth, Mushroom*
- Fourth Level: *Mushroom Door, Speak with Fungus*
- Fifth Level: *Animate Object, Transmute Rock to Mud*
- Sixth Level: *Globe of Invulnerability, Repulsion*

Starting at 5th level, demonolaters of Zogrobiga lose one point of CHA for every level gained. This is a result of their skin becoming infected with various fungal growths, causing revulsion in those who do not worship the mother of such things.

Demonic Pacts and Services

Much of the demonolater's power comes from the complex web of services that are owed to him by demons, in exchange for which he will often have to pledge a service himself, or make some other form of payment (human sacrifices are always appreciated, of course).

Minor services include intimidating, frightening, or stopping someone; guarding a thing or person for no more than 24 hours; retrieving some object that won't take more than 24 hours; using minor magical powers (4th level spell or equivalent); relaying messages; etc.

Major services include trying to kill someone, guarding a thing or person for no more than six days, retrieving some object that won't take more than six days, using major magical powers (5th level spell or equivalent), attempting to possess a mortal, engaging in complex subterfuge, etc.

The game master should determine whether a given service is major or minor, based on those examples.

Services can cancel one another out, but cannot be transferred. So, if a demon owes a minor service to a given mortal, and the mortal then agrees to perform a minor service for that same demon, the two services can either both be performed, or can cancel each other out so that neither one is rendered. Minor and major services cannot be traded for one another, even multiple minor services for one major service; there is no "exchange rate" between the two.

Services owed must be performed upon request (but just shouting the request into the air is not enough; the demonolater or demon who owes the service must be present to hear the request). Unless the requestor agrees, no mitigating circumstances are sufficient to admit delay, and the one refusing to

undertake the service when asked will lose one level or hit die per day until he does so. Lost levels / hit dice will be restored at a rate of one per day.

If a player character is abusing the taking on of such services, the game master is encouraged to make the fulfillment of those debts as inconvenient and dangerous as possible. These are demons, after all...

Create Magic Items

Demonolaters are able to create scrolls (including scrolls of protection) or recharge magic items, much the way clerics can, as long as they have the appropriate spells in their repertoire.

Non-Human Races

For all non-human races, treat demonolaters as clerics in terms of level limits, multi-class restrictions, and class availability. One exception: all dark elves with Arachnia as their patron have a level limit two levels higher than they would if they were ordinary clerics. Humanoid and giant demonolaters are possible; they can rise as high in level as they might otherwise as shamans.

Spell Descriptions

Beguiling

Level 2 demonolater spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to attempt to trick a demon into owing a service to the caster. The subject must be within 10' of the caster for the entire duration of the spell, must be able to hear and understand the caster, and must have an intelligence of at least 6. The subject is entitled to a saving throw vs. spells, as well as to any magic resistance that might be applicable. To determine the effect, add together the caster's intelligence and level, then subtract the subject's intelligence and hit dice from that number. Roll 1d10, and consult the following table:

Die Roll (d10)	Caster (INT + Level) minus subject (INT + Hit Dice)						
	-9 or less	-5 to -8	-1 to -4	0 to 2	3 to 5	6 to 8	9 or more
1	D	D	C	C	C	B	B
2	D	C	C	C	B	B	B
3	C	C	C	B	B	B	A
4	C	C	C	B	B	A	A
5	C	C	C	B	A	A	A
6	C	C	B	A	A	A	A
7	C	B	B	A	A	A	A
8	B	B	B	A	A	A	A
9	B	B	A	A	A	A	A
10	B	A	A	A	A	A	A

- A: Success. The demon will owe a minor service to the caster, but will harbor resentment against him for having been tricked.
- B: Trade. The demon sees through the deception, but is still willing to trade a minor service for a minor service.
- C: Failure. The demon sees through the deception, and is angered that the caster would dare attempt such a transparent maneuver.
- D: Tables are turned. The demon turns the deception on the caster, and tricks him into owing the demon a minor service.

This spell is ineffective against demon lords.

Blandishment

Level 1 demonolater spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to ply a demon (of least or lesser rank only) with flattery and compliments, hoping to win from it a minor service. The target demon is entitled to a saving throw vs. spells, as well as magic resistance (if applicable), with a modifier to the saving throw based on the charisma of the caster:

Caster's Charisma	Demon's Saving Throw Modifier
3-4	+3
5-6	+2
7-9	+1
10-12	±0
13-15	-1
16-18	-2
19+	-3

Block Power

Level 6 demonolater spell (alteration)
Requires: incantation, gestures, iron chain
Casting time: 36 seconds (6 segments)

This spell allows the caster to prevent demons from using their magical powers. The caster can block one power for every two experience levels he possesses, rounded down; thus, a 13th level demonolater could block six powers. The subject must be within 30', and is entitled to a saving throw vs. magic (plus magic resistance, if applicable). The caster must specify which powers are to be blocked as the spell is cast. The effect lasts for ten minutes plus one minute per level of the caster, and can affect not only powers specific to the type of demon being affected, but also common demonic powers such as *infravision* or *telepathy*. Half damage from certain attack forms, or the power to possess a mortal body, cannot be affected by this spell.

Break Resistance

Level 3 demonolater spell (alteration)
Requires: incantation, gestures, dram of snake venom
Casting time: 18 seconds (3 segments)

This spell allows the demonolater to aid a demon attempting to possess someone else. The demonolater sends a portion of his will to the possessing demon, who in turn uses the energy to add to its own strength (see the **ADVENTURES DARK AND DEEP™** Bestiary, under the "Demonic Possession" section of the demon entry, for details). The caster can send up to half of his current wisdom score (rounded down) to aid the demon; those wisdom points are then added to the demon's intelligence and hit dice when determining the goetic quotient. The wisdom points are regained at a rate of one per week (note that this could result in the loss of bonus spells due to lowered wisdom; the spells that are lost should be determined randomly). The possessed individual must be within line of sight, and no farther than 30' plus 5' per level of the caster. The spell requires a dram of snake venom, which is destroyed in the casting.

Bribe Demon

Level 4 demonolater spell (enchantment/charm)
Requires: incantation, gestures, bladed weapon
Casting time: 24 seconds (4 segments)

This spell allows the caster to offer a bribe to a demon, in order to exact a service from it. Physically, the caster uses a dagger or knife to cut himself, using his own blood as the medium by which his life-energy is transferred to the demon. In game mechanic terms, the character loses 2,500 x.p. in return for a minor service, or 10,000 x.p. for a major service. The x.p. may of course be re-earned through the usual methods, but magic such as *restoration* will not work. The character's experience level may need to be changed to reflect his new x.p. total. The blade is not destroyed during the casting.

Cause Pain

Level 1 demonolater spell (enchantment/charm)
Requires: incantation, gestures, thorn
Casting time: 6 seconds (1 segment)

This spell allows the caster to create agonizing pain in one target. The target must be visible, and the spell has a range of 10' plus 10' per level of the caster. When struck, the target is entitled to a saving throw vs. spells; failure means the target has a 50% chance of dropping anything held, and is wracked with such pain as to be unable to attack or move for the first round; on subsequent rounds, the target is only able to move at half speed and receives a -2 penalty "to hit". The effect will last 1 round per level of the caster. The spell requires a thorn, as from a rose or other plant, which is thrown towards the target and cannot be recovered.

Ceremony

Level 1 demonolater spell (invocation)
Requires: incantation, gestures, unholy symbol
Casting time: 1 hour

This spell actually consists of a variety of different rituals, the nature of which will vary from religion to religion, but whose general pattern is universal. The cost of casting the spell for each will vary, but all involve the use of the caster's unholy symbol. The effect of a *ceremony* spell is not magical, and thus cannot be dispelled with a *dispel magic* spell. There are ten specific applications of the *ceremony* spell, and the caster must announce which one is being learned when choosing which spells he is memorizing:

Anathema. This ceremony can only be cast by a demonolater of 9th level or higher, and is never done for money. It creates a brand or other highly visible mark (on the hand, forehead, cheek, etc.) that declares the target to be utterly cast out of his former faith. If the ceremony is cast upon an unwilling recipient, he is entitled to a saving throw with a -4 penalty. The mark of *anathema* can be removed by a successfully cast *atonement* spell. If the mark was given because of a change in alignment, which was itself caused by some sort of magical control, then the mark of *anathema* can be fully removed. If not, some vestige of the mark will always remain.

Burial. This ceremony can be performed by a 1st level demonolater, and costs 5-50 g.p. When cast upon a dead body, it functions as a *protection from evil* spell. In addition, anyone attempting to disinter the body must make a saving throw vs. spells or flee in panic for 10 minutes. Those demonolaters who have Orcus as their patron will not perform this ceremony.

Coming of age. This ceremony can be performed by a 1st level demonolater, and costs 5-15 s.p. It is usually cast on someone entering into adulthood, and affords him a bonus of +1 to any single saving throw.

Consecrate ground. This ceremony can be cast by a 7th level demonolater, and usually will cost 100-600 g.p., depending on the size of the area to be consecrated. It is used to prepare a given area for the construction of some religious temple, shrine, or other edifice. It must be cast before any work whatsoever is done on the site, or else it is useless. If the ceremony is omitted or improperly cast, any religious structure built there will immediately begin to fall into disrepair and has a 1% chance per year of collapsing. If cast upon land intended as a burial ground, then for purposes of being turned, undead in the area will be treated as if a 3rd level cleric were controlling them.

Consecrate item. This ceremony may be performed by a 3rd level demonolater, and does not usually bear any cost. It is through this ceremony that items for use on altars, in shrines, etc., are prepared.

Dedication. This ceremony can be performed by a 3rd level demonolater, and costs 1-10 s.p. The spell brings the target (who must be willing) into the ranks of the sanctioned worshippers of the caster's faith (this will almost always require that the recipient's alignment be the same as that of the caster). It can be overridden only by another *dedication ceremony* performed by a caster of higher level than the previous one.

Investiture. This ceremony can be performed by a 3rd level demonolater, and costs 1-100 g.p. This is the ceremony by which a 1st level demonolater is officially made a celebrant of his religion. It is at this ceremony that the demonolater's familiar is summoned and tied to him.

Marriage. This ceremony may be performed by a 1st level demonolater, and costs 1-20 g.p. It does not otherwise afford any magical effects.

Ordination. This ceremony may be performed by a 3rd level demonolater, and costs up to 200 g.p. This ceremony is necessary before any demonolater is able to establish a temple, have a regular congregation, and gain followers.

Worship. This ceremony may be performed by a 1st level demonolater, and does not cost anything. This ceremony is the ordinary way that the patron demon of the demonolater is worshipped. It can be performed either alone or for a group. The exact nature of the worship ceremony will vary from cult to cult, but in general consists of various blasphemies and inversions of more righteous religions. Attending such a worship ceremony earns the faithful 1 x.p. each time, once per day.



Charm Fungus

Level 2 demonolater spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

Except as noted above, this spell is identical to the 2nd level druid spell *charm person or mammal*, except that it only affects fungus and fungus-based creatures such as shriekers and mushroom men. If a creature's intelligence is

given as “unrateable” or zero, the game master should roll to determine how often to conduct a saving throw check:

Die Roll (d10)	Period Between Checks
1	3 months
2	2 months
3	1 month
4	3 weeks
5	2 weeks
6	1 week
7	3 days
8	2 days
9	1 day
10	1 hour

Monstrous slimes and molds, such as green slime and yellow mold, are affected by this spell, but puddings and oozes, such as black pudding, are not.

Compel Truth

Level 2 demonolater spell (enchantment/charm)
 Requires: incantation, gestures, pen and parchment
 Casting time: 12 seconds (2 segments)

This spell allows the caster to force any one creature to give a completely truthful answer to one question. The target creature must be within 10’ of the caster, and is entitled to a saving throw vs. spells (the caster will not know whether the target made or failed his saving throw, unless it decides to remain silent). The target must be able to understand the question, and inexact questions may be answered vaguely. Thus, if asked “what’s on the other side of this door”, he might answer “my friends”, whereas if asked “how many orcs are on the other side of this door”, he would be required to supply a more precise answer.

Cone of Harm

Level 2 demonolater spell (evocation)
 Requires: incantation, gestures, pinch of tar
 Casting time: 12 seconds (2 segments)

This spell allows the caster to call forth a cone of utter blackness which disrupts the very process of life for all caught within its area. The cone itself is 15’ wide at the base and 5’ long per level of the caster. All those caught within the area, even partially, will take 1d6 h.p. of damage, plus 2 per level of the caster. Those affected are entitled to a saving throw vs. wands, which if successful means they take half damage. Creatures who draw their strength from the negative energy plane, like many undead, will actually be healed rather than harmed.

Dark Offering

Level 3 demonolater spell (alteration)
 Requires: incantation, gestures, sacrificial offering, worship tools
 Casting time: 10 minutes

This spell is a standard means by which the demonolater offers a sacrificial victim to his patron demon, often as part of a worship ceremony (see the *ceremony* spell, above). Doing so will earn experience points for the demonolater and those of the faithful who are also present at the offering. The number of x.p. gained depends on the nature of the sacrifice:

Offering	X.P. for Caster	X.P. for Witness
Animal (goat, sheep, horse, bull, etc.)	5 / hit die	1 / hit die
Humanoid (human, elf, orc, dwarf, goblin, etc.)	50 / level or hit die	5 / level or hit die
Devil, daemon, hag, etc.	75 / hit die	7 / hit die
Intelligent magical faerie creature (leprechaun, tree man, pixie, etc.)	100 / hit die	10 / hit die
Good-aligned intelligent magical creature (silver dragon, angel, unicorn, lammasu, etc.)	250 / level or hit die	25 / level or hit die
Offering is done on a date of significance (new moon, astrological alignment, comet appearing in the sky, etc.)	+100	+5

Note that the experience gained through the making of a *dark offering* is instead of x.p. that might otherwise be gained from killing a creature such as a lammasu. It must be conducted in a consecrated space (see *ceremony*), and requires the use of whatever worship tools are normally employed for worship of the demon lord in question (bells, candles, offering bowls, etc.).

Dark Sigils

Level 6 demonolater spell (evocation)
 Requires: incantation, gestures, ebony wand
 Casting time: 36 seconds (6 segments)

This spell allows the caster to create a series of glowing black mystical symbols that hang in the air as the spell is cast, and then slowly disappear and become invisible once the casting is complete. They remain there, invisible to all but those using *detect magic*, *detect curse*, or *true sight*, waiting to be activated. The sigils can be as large as 5’, or as compact as 1’, square.

The sigils are activated by any living creature coming within five feet. Once activated, the effect varies, depending on the wishes of the caster at the time the sigils were created:

- Explode for 8d6 hit dice of damage, affecting everyone within a 10’ radius (save vs. wands for half damage)
- Drain one energy level (experience level or hit die) permanently from the first creature to contact them
- Form an impenetrable barrier that lasts for 8 hours, and can only be broken by a *dispel magic* spell
- If cast in conjunction with one of the three *gate demon* spells (see below), the sigils will trigger the opening of the gate, and the appropriate sort of demon will step through

The dark sigils will remain in place until they are activated, or dispelled. The spell requires a wand of ebony to write out the sigils (cost 25 g.p.), which is not destroyed during the casting.

Demand Service

Level 3 demonolater spell (enchantment/charm)
 Requires: incantation, gestures, unholy symbol
 Casting time: 6 seconds (1 segment)

This spell allows the caster to attempt to use sheer force of will to demand a service from a demon, without offering anything concrete in return. As such it is an extremely hazardous spell, and the very audacity of its use could rebound on the caster in disastrous ways. The subject must be within 10’ of the caster for the entire duration of the spell, and must be able to hear and understand him. The subject is entitled to a saving throw vs. spells, as well as

any magic resistance that might be applicable. To determine the effect, add together the caster's intelligence or strength (whichever is greater) and level, then subtract the subject's intelligence and hit dice from that number. If the caster also has skill levels in the bullying secondary skill (see the **ADVENTURES DARK AND DEEP™** Players Manual), add 1 to his score for every skill level he possesses. Roll 1d10, and consult the following table:

Die Roll (d10)	Caster (INT or STR + Level) minus subject (INT + Hit Dice)						
	-9 or less	-5 to -8	-1 to -4	0 to 2	3 to 5	6 to 8	9 or more
1	D	D	C	C	C	B	B
2	D	C	C	C	B	B	B
3	C	C	C	B	B	B	A
4	C	C	C	B	B	A	A
5	C	C	C	B	A	A	A
6	C	C	B	A	A	A	A
7	C	B	B	A	A	A	A
8	B	B	B	A	A	A	A
9	B	B	A	A	A	A	A
10	B	A	A	A	A	A	A

- A: Success. The demon will owe a minor service to the caster, but will harbor resentment against him for having been bullied.
- B: Failure. The demon refuses to comply, but is sufficiently cowed not to attack.
- C: Escalation. The demon is angered, and makes a single attack to gauge the caster's response. If it loses 50% of its hit points, the demon will withdraw.
- D: Enraged. The demon turns on the caster, immediately attacking him for his audacity, and will not withdraw as long as it has strength to fight.

This spell is ineffective against demon lords.

Fungus Friendship

Level 1 demonolater spell (enchantment/charm)
 Requires: incantation, gestures, fly agaric
 Casting time: 6 minutes

This spell is essentially the same as the 1st level druid spell *animal friendship*, but affects only fungus and fungus-based creatures, such as violet fungi and brain smuts. A single creature will be affected, and must be within 10' of the caster. Intelligent fungus creatures, such as mushroom men, are not affected.

Monstrous slimes and molds, such as green slime and yellow mold, are affected by this spell, but puddings and oozes, such as black pudding, are not.

Fungus Growth

Level 3 demonolater spell (alteration)
 Requires: Incantation, gestures, fly agaric
 Casting time: 1 minute (10 segments)

This spell has a range of 120' and affects one 20'x20' square per level of the caster. Except as noted, this spell is identical to the third-level druid spell *plant growth*.

Monstrous slimes and molds, such as green slime and yellow mold, are affected by this spell, but puddings and oozes, such as black pudding, are not.

Gate Greater Demon

Level 6 demonolater spell (conjuration/summoning)
 Requires: incantation, gestures, unholy symbol
 Casting time: 1 minute (1 round)

This spell allows the caster to open a magical portal to the Abyss, through which a greater demon will step. There is no guarantee that the demon will be favorably disposed towards the caster, especially as this spell is often used to summon demons into a protective circle for the purposes of extracting services from them. It can also be used to summon a demon who already owes a service to the caster, so as to let it free itself of the debt by fulfilling its charge.

If a specific demon is being summoned, the caster can indicate such by naming it while the spell is being cast. If the spell is being cast as an open invitation to any greater demon who might chance upon the gate, roll randomly to determine the type of demon which responds:

Die Roll (d%)	Type of Demon
01-11	Balor
12-25	Grunntar
26-39	Marilith
40-55	Nabassu
56-68	Nalfeshnee
69-83	Shadow Demon
84-00	Succubus

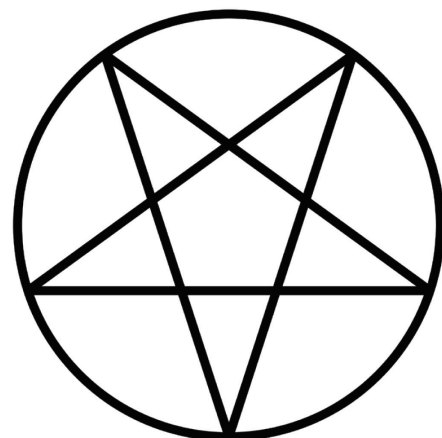
Gate Least Demon

Level 2 demonolater spell (conjuration/summoning)
 Requires: incantation, gestures, unholy symbol
 Casting time: 12 seconds (2 segments)

This spell allows the caster to open a magical portal to the Abyss, through which a least demon will step. There is no guarantee that the demon will be favorably disposed towards the caster, especially as this spell is often used to summon demons inside a protective circle for the purposes of extracting a service from them.

Roll randomly to determine the type of demon which responds:

Die Roll (d%)	Type of Demon
01-40	Dretch
41-80	Manes
81-99	Quasit
00	Minor Demon (re-roll on <i>Gate Minor Demon</i> table)



Gate Minor Demon

Level 4 demonolater spell (enchantment/charm)
 Requires: incantation, gestures, unholy symbol
 Casting time: 30 seconds (5 segments)

This spell allows the caster to open a magical portal to the Abyss, through which a minor demon will step. There is no guarantee that the demon will be favorably disposed towards the caster, especially as this spell is often used to summon demons inside a protective circle for the purposes of extracting services from them.

Roll randomly to determine the type of demon which responds:

Die Roll (d%)	Type of Demon
01-11	Babau
12-23	Bornean
24-34	Dipteran
35-46	Glabrezu
47-59	Hezrou
60-73	Rumplekin
74-98	Vrock
99	Yocharach
00	Greater Demon (re-roll on <i>Gate Greater Demon</i> table)

Guardian Demon

Level 4 demonolater spell (enchantment/charm)
 Requires: incantation, gestures, unholy symbol
 Casting time: 24 seconds (4 segments)

This spell allows the caster to place a strong compulsion on a demon (who must be within 10') to guard a particular place, item, or individual from intrusion, theft, and/or harm. The caster must specify the thing to be guarded at the time the spell is cast. At that point, the demon is required to remain within 30' of the object at all times. The spell lasts for one day per level of the caster, until the object or place is destroyed, or until the caster dispels the effect. Only one demon can be set to guard the same thing or place at one time.

Improved Fear

Level 5 demonolater spell (illusion/phantasm)
 Requires: incantation
 Casting time: 1 minute (1 round)

This spell creates a wave of panic and fear that radiates out from the caster in a bubble some 60' in radius. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a chance of dropping any items carried (65% chance, minus 5% per level / hit dice).

Invite Possession

Level 1 demonolater spell (alteration)
 Requires: incantation, gestures, unholy symbol
 Casting time: 6 seconds (1 segment)

This spell allows the demonolater to voluntarily invite a demon to possess his body for a single day, at the end of which time the demon will owe the caster a minor service. This can be a dangerous prospect for, while the demon will never actually cause the death of the possessed body, it may well engage in activities which could be embarrassing at least for the demonolater, and quite possibly much worse. (For more information on

demonic possession – including exorcism - see the **ADVENTURES DARK AND DEEP™** Bestiary, under the “Demonic Possession” section of the demon entry).

To determine the final outcome of the possession, roll randomly (if a particular result is not practical because of the locale or circumstances, either re-roll or use the result as inspiration for something more appropriate). In some circumstances, it may be worthwhile to play out the scene described, especially when the outcome might not be clear:

Die Roll (d%)	Outcome
01-02	As soon as it leaves your body, the demon tries to take you back with it to the Abyss.
03-04	You murdered an upper class merchant.
05-06	You badly insulted a nobleman or government official.
07-08	You publicly humiliated a good cleric.
09-10	You renounced your patron demon (pick a new one at random).
11-12	You learned the location of a powerful magical icon associated with your patron demon. Retrieving it will be perilous.
13-14	You cut off one of your own fingers.
15-16	You burned down a tavern / inn / other building.
17-18	You joined the army.
19-20	You pounded on doors all night long, waking people, and kissing them when they opened up.
21-22	You are now addicted to some expensive narcotic.
23-24	You robbed a shop, and were recognized.
25-26	You performed an animal sacrifice to your patron demon. In public.
27-28	You gave away or destroyed your most powerful magic item.
29-30	You stole a magic item from one of your companions, leaders, etc.
31-32	You sold yourself into slavery (if slavery exists in this campaign setting), or entered into the service of some nobleman or chieftain (otherwise).
33-34	You attempted to assassinate an important official.
35-36	You killed someone's animal (pet, mount, etc.).
37-38	You spent the entire time eating and drinking, losing 3d20 g.p.
39-40	You cut off your nose; -1 CHA.
41-42	If you had a spouse, you murdered her/him. If not, you murdered a friend or random passerby, whichever was handy.
43-44	You got captured by some enemy.
45-46	You fought a devil of roughly equal power to the demon inside you.
47-48	You pretended to be your own evil twin. Goatee is optional.
49-50	The demon decided not to leave. You must go through the normal exorcism steps to attempt to cast it out.
51-52	You openly declared your allegiance to your patron demon in front of many witnesses.
53-54	Your familiar has been exchanged for another one. Roll to determine type.
55-56	Seeing the reality of the demonic nature has caused a crisis of faith. You're now lawful good, seeking to repent.
57-58	You viciously insulted everyone with whom you came in contact.
59-60	You gambled away all of the cash you had.
61-62	You are now married. If you were already married, congratulations. You're now a bigamist.
63-64	You raped 1d4 women (or men, as appropriate). They can identify you.
65-66	You started a forest fire.
67-68	You fathered a child, or got pregnant. When the baby is born, it will be automatically possessed.
69-70	You hired several mercenaries as henchmen. They've already been paid a month in advance.
71-72	You murdered a peasant or streetwalker.

Die Roll (d%)	Outcome
73-74	You played the missionary, exhorting people throughout town to join the cult of your patron demon.
75-76	You impersonated a high government official.
77-78	You joined another religion (under false pretenses) in order to learn its secrets.
79-80	You are permanently insane (roll on insanity table to determine type).
81-82	You spent all your money on livestock. But you can't sell them back, because they're... used.
83-84	You got a visible tattoo of the unholy sigil of your patron demon.
85-86	You desecrated a good-aligned temple.
87-88	You stripped naked and ran through the streets, screaming.
89-90	You kidnapped a paladin or other powerful lawful good figure.
91-92	You traveled away from your companions as fast and as far as possible.
93-94	You got into a bar fight with the entire clientele of a tavern. Rough bunch o' lads.
95-96	You were recognized by a good-aligned cleric, who attempted to <i>exorcize</i> the demon.
97-98	You joined some criminal organization.
99-00	You dumped all of your possessions (including clothes, magic items, wealth, etc.) into the village square and ran away gibbering. They're all gone now, of course.

Note: This table can also be used in ordinary cases of demonic possession, to determine what happened while the demon was in control.

Iron Chains

Level 4 demonolater spell (evocation)
Requires: incantation, gestures, iron filings
Casting time: 24 seconds (4 segments)

This spell calls into being a set of magical manacles, made of cold-forged iron, specifically designed for use on demons. As the spell is cast, the iron filings are thrown at the target demon, who is entitled to a saving throw (and magic resistance, if applicable). Failure means the filings form themselves into chains and cuffs on the creature's wrists (even if it has more than two arms) and ankles (if any).

While imprisoned by the *iron chains*, the demon will be incapable of physically attacking, and will be limited to half movement. The chains also prevent the demon from teleporting, but all other magical effects are still open to it. The spell lasts one hour per level of the caster, or until the caster decides to dispel the chains. They can be broken by a successful bend bars roll, but the demon who is imprisoned cannot do so itself. It must have outside help. Note that attacks such as *fireball* will likely destroy the chains if used against the demon held within them (and will certainly damage them).

Iron Cage

Level 5 demonolater spell (evocation)
Requires: incantation, gestures, iron filings
Casting time: 30 seconds (5 segments)

This spell calls into being a magical cage made of cold-forged iron, specifically designed for use on demons. As the spell is cast, the iron filings are thrown at the target demon, who is entitled to a saving throw (and magic resistance, if applicable). Failure means the filings form themselves into a rectangular cage surrounding the demon completely.

While imprisoned in the *iron cage*, the demon is incapable of physically attacking anything outside the bars, cannot move or teleport beyond the limits of the bars, and is incapable of magical effects outside of the cage. The cage lasts for one hour per level of the caster, or until the caster decides to dispel the cage. The bars of the cage can be broken by a successful bend bars roll, but the demon within the cage cannot itself do so. The attempt must be made from the outside. Note that attacks such as *fireball* will likely destroy the cage if used against a demon held within it (and will certainly damage it).

Locate Fungus

Level 1 demonolater spell (divination)
Requires: incantation, gestures, fly agaric
Casting time: 1 minute (1 round)

This spell is identical to the 1st level druid spell *locate animals*, except it will only function in relation to fungus-based creatures. It can be directed in a beam 20' wide that is 20' long per level of the caster.

This spell will detect fungi, molds, and slimes, but not puddings or oozes.

Log to Lizard

Level 4 demonolater spell (alteration)
Requires: incantation, gestures, wooden log (one per lizard)
Casting time: 42 seconds (7 segments)

This is a variation of the traditional *sticks to snakes* spell. The spell enables the caster to change an ordinary wooden log (of at least 10' length) into a large monstrous lizard with 20 hit points. The bite of such a lizard is poisonous; all those who are bitten must save vs. poison or die. Up to 1 lizard per level of the caster can be created. They remain for 2 minutes per level of the caster.

Minor Pact

Level 2 demonolater spell (alteration)
Requires: incantation, gestures, unholy symbol
Casting time: 1 minute (1 round)

By means of this spell, the caster can enter into a minor pact with a demon, who must be within 30'. At the end of the spell, both the demon and the caster will owe the other a minor service, which may be called in immediately.

Mushroom

Level 3 demonolater spell (alteration)
Requires: incantation, gestures, fly agaric
Casting time: 30 seconds (5 segments)

This spell is identical to the 3rd level druid spell *tree*, except that the druid turns himself into a mushroom of two to six feet in height, or a fairy-ring of ordinary-sized mushrooms some 6' in diameter. The spell lasts for 80 minutes plus 10 minutes per level of the caster.



Mushroom Door

Level 4 demonolater spell (alteration)
 Requires: incantation, gestures, fly agaric
 Casting time: 36 seconds (6 segments)

This spell is identical to the 4th level druid spell *plant door*, except that it only applies to giant-sized mushrooms and other fungi, such as are not uncommon in underground settings. It will last for 10 minutes per level of the caster, or, if the caster stays within a fairy ring the entire time, it will last twelve times as long.

Resist Electricity

Level 3 demonolater spell (abjuration)
 Requires: incantation, gestures, unholy symbol
 Casting time: 18 seconds (3 segments)

This spell allows the caster to provide a level of resistance against electrical attacks, either for himself, or for one creature touched. All such attacks will do half damage while the spell is in effect. If a particular attack allows for half damage due to a saving throw or other circumstance, then one under the influence of this spell would take quarter damage. The spell lasts for ten minutes per level of the caster.

Resist Charm

Level 3 demonolater spell (abjuration)
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell allows the caster to create a sphere 10' plus 1' per level of the caster in radius, within which spells such as *charm person*, *hypnotism*, *friends*, etc., are weakened. All those within the area of effect get a bonus of +4 on their saving throws against such spells, and get a saving throw (with no bonus) against spells and magical effects that don't normally allow them. This applies to verbal pater effects as well. The spell lasts for as long as the caster keeps concentrating, plus 1 round per level of the caster.

Resist Steel

Level 4 demonolater spell (abjuration)
 Requires: incantation, gestures, unholy symbol
 Casting time: 24 seconds (4 segments)

This spell allows the caster to provide a level of resistance to physical attacks made with steel weapons, either for himself, or for one creature touched. All such attacks will do half damage while the spell is in effect. Note that cold-wrought iron weapons will not be affected by this spell. The spell lasts for ten minutes per level of the caster.

Seize Thrall

Level 6 demonolater spell (alteration)
 Requires: incantation, gestures, unholy symbol
 Casting time: 6 hours

This spell allows the caster to transfer the allegiance of a demon from one demon lord to another, against both the will of the demon being transferred, and the demon lord from whom the demon is being taken. Needless to say, this is an extremely perilous spell to cast, and will, if successful, immediately cause a state of undying enmity between the caster and the losing demon lord. The demon being transferred is entitled to a saving throw, as well as magic resistance (if applicable). A demon that has been subjected to a

spiritwrack, *dolor*, or similar spell will have a -1 penalty to its saving throw for each such spell to which it has been subjected. There is also a 1% chance per point of intelligence of the thrall's demon lord that he will become aware of the attempted seizure and send a few of his demon slaves to investigate and halt the process (use the demon lord's power to gate in other demons to determine type).

Serpent Missile

Level 1 demonolater spell (evocation)
 Requires: incantation, gestures, snake scale
 Casting time: 6 seconds (1 segment)

This spell allows the caster to call into being a missile of magical force in the shape of a serpent. The snake missiles always hit, and will do 2d4 h.p. of damage unless the target makes a saving throw vs. spells, in which case the target only takes 1 h.p. Up to one serpent missile can be created per level of the caster. They disappear instantly upon hitting their target.

Speak With Fungus

Level 4 demonolater spell (alteration)
 Requires: incantation, gestures, puffball mushroom
 Casting time: 42 seconds (8 segments)

This is identical to the 4th level clerical spell *Speak with plants*, except it only applies to mushrooms and fungi of various sorts. It has an area of effect of 60', and lasts for 2 minutes per level of the caster.

Monstrous slimes and molds, such as green slime and yellow mold, are affected by this spell, but puddings and oozes, such as black puddings, are not.

Wall of Fangs

Level 4 demonolater spell (evocation)
 Requires: incantation, gestures, animal tooth
 Casting time: 24 seconds (4 segments)

This spell creates a magical wall of spinning sharp fangs, which will bite into anything touching it. The wall itself is one 10'x10'x1' block per level of the caster in size, and will remain for ten minutes plus one minute per level of the caster. Anyone attempting to pass through the wall will take 4d6 h.p. of damage, plus his base armor class, minus a shield adjustment:

- Bucklers and small shields reduce damage by 2
- Medium shields reduce damage by 3
- Large shields reduce damage by 4

EXAMPLE: Someone wearing ring armor and a small shield would take 4d6 plus 4 hit points of damage because the ring armor has a base armor class of 7, minus 3 for the medium shield.

This spell requires an animal tooth, which is tossed onto the spot where the *wall of fangs* will form, and is lost.

Wall of Madness

Level 5 demonolater spell (evocation)
 Requires: incantation, gestures, rabid weasel brain
 Casting time: 30 seconds (5 segments)

This spell brings into existence a magical wall of undulating color: impossible purples, sickening greens, feverish reds, and so forth. The wall itself will cover one 10'x10' square per level of the caster, and has no real thickness.

It lasts for ten minutes plus one minute per level of the caster. Any creature attempting to pass through the wall, or who even touches it, must make a saving throw vs. spells. If the saving throw is successful, the individual will be knocked unconscious for 1d3 rounds. If the saving throw fails, the individual will be stricken with a raving madness for 2d4+2 rounds, attacking everyone and anyone around him with a blind fury. During this time he will get a -2 penalty "to hit", but a +2 bonus to damage if he does hit. Those creatures closest to the victim will be attacked in preference to anyone else, even though a more rational mind might realize that others pose a greater threat. The spell requires a bit of brain from a rabid weasel.

Warp Reality

Level 6 demonolater spell (alteration)
 Requires: incantation
 Casting time: special (see below)

This spell allows the caster to change the very nature of reality, for a limited period, to reflect the conditions of his patron demon's level of the Abyss. The effects are manifold, but never extend outside the spell's radius of effect, and will all disappear once the spell runs out. The spell will last for thirty minutes per level of the caster, and will affect a spherical area with a radius of 100' plus 10' per level of the caster. Once cast, the center of the spell's effect is set, and does not move as the caster moves. If a greater demon is with the caster at the time the spell is cast, the area of effect is doubled. This counts as a minor service by the demon.

Enchanted weapons and armor in the area of effect will each lose two "plusses". Thus, a *long sword +3* would become a *long sword +1*. Extra-planar magic (such as a *bag of holding*) will function normally.

The following limitations and alterations to spells (and spell-like effects from magic items and innate creature powers) exist while in the spell's area of effect:

- Cantrips (of any type) will not function.
- *Abjuration* magic will not work if cast by a non-demon on a demon. Those spells cast by demons, or against non-demons, will work normally.
- *Alteration* magic will work, but there is a 40% chance that such magic will be randomly modified. For alteration magic that creates matter, merely the outer form will be changed; the effect will be the same. Thus, a *continual light* spell might create a ball of light of some random color, but it would still function normally. For magic which alters the form of already-existing matter, the effect must be determined randomly:

Die Roll (d%)	Alteration Effect
01-10	None; the magic does not work at all
11-30	Target changes outward appearance, but retains the substance and properties (intelligence, powers, etc.) of the original.
31-50	Target is unchanged outwardly, but assumes the substance and properties of the intended new form.
51-70	Target changes outward appearance to match that of some nearby creature or object, but retains its original substance and properties.
71-90	Target changes outward appearance to match that of some nearby creature or object, and gains its powers and abilities.
91-00	Target is changed into something completely unexpected. Be creative; it's chaos!

- *Conjuration/summoning* magic works with restrictions. Only beings native to the Abyss, Pandemonium, or Tarterus can be summoned. If a demon is conjured or summoned, it will not be under the control of the summoner in any way. Demon lords are not compelled to answer such conjurings or summonings.
- *Divination* magic will function, but special care must be taken depending on the sort of thing being detected. The area of the *warp reality* spell is inherently magical, so detecting for such is a futile exercise. Similarly, the area of effect is inherently chaotic evil, so any attempt to detect alignment will only be overwhelmed by the area itself.
- *Enchantment/charm* magic will function, but bear in mind that magic aimed at a particular type of creature (animal, plant, etc.) will not work on outer plane analogues of such creatures.
- *Evocation/invocation* magic is limited to the Abyss, Pandemonium, and Tarterus, but only deities from the Abyss can be invoked.
- *Illusion/phantasm* magic will function normally.
- *Necromantic* magic originating from anywhere but the Abyss will have no effect on creatures slain within the area of effect. There are specialized Abyssal necromantic spells that function similarly to their material plane counterparts, but which are unique to that plane. Such spells and magic items are rare in the extreme outside the plane itself.

In addition, there will be physical changes to the environment within the area of the spell, depending on the patron demon of the caster. Animals converted by the spell will not leave its area of effect willingly, but if brought outside by force, they will revert back to their original form (unless otherwise noted); creatures entering the area once the spell has been cast will not be converted:

Arachnia: All animals in the area of effect are transformed into spiders of various sizes (size of the spider depends on the size of the original creature). Thick webs will appear throughout the spell's area of effect, reducing movement to half for all who cannot move freely through webs.

Baphomet: The area affected by the spell turns into an intricate and quite insoluble maze, whose nature depends on the terrain whence it is created, and whose very passages will twist and alter as time passes, making even simple backtracking impossible (fans of Daedalus will, eventually, find their trail of string disappearing into a solid wall...). Underground, it will appear as twisting dungeon corridors. In a city or town, it will be endlessly worming alleys and close-in streets. In a forest, it would be dense and impenetrable thickets of brush. And so on. It will also be filled with traps, deadfalls, and the like.

Dagon: All air in the entire area of effect will instantly be replaced with seawater. All animals and plants in the area will be transformed into aquatic counterparts; shrubs will become coral, forests will become tall stands of seaweed, herds of cattle will turn into schools of sea bass, etc. Intelligent humanoids in the area of effect will be turned into mermen, locathah, sahuagin, etc., as appropriate. Transition through the barrier between water and air is possible, but doing so will not transform a creature into its normal form. That will only happen when the spell's duration expires.

Demoniarch: The ground in the area of effect will become awash in briny brackish water, between one and three feet deep, with occasional sinks and pits that go much deeper. Solid ground will give way to quicksand in an instant, and the few patches that are above the water level will be covered with vines, algae, and moss. All animals in the area of effect will be turned into lizards, snakes, and apes of various sizes, with larger predators being turned into half-fish and bornean demons.

Fraz-Urb'luu: The area affected by the spell is constantly shifting in nature, day one moment and night the next, steaming jungle morphing into a

placid pastoral scene, city streets turned into an arctic waste, all teeming with creatures morphed into demonic parodies of their true selves. All within is illusion, but so powerful as to thwart any attempt to penetrate through to the reality behind it. (Anyone attempting to use *true seeing* or some equivalent magic will first be thrown into a coma for 1d6 days, and then struck with 1d3 forms of insanity as listed in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.) Successfully disbelieving the sudden changes will simply reveal another layer of illusion beneath, and so on, and so on. It's like being in a nightmare whence one can never wake.

Juiblex: All plant life within the spell's area of effect will transform into a viscous gel, which starts out nearly maintaining its original shape, but then slowly oozes towards the ground, finally ending up in a quivering stalagmite of gel. This gel is acidic, and will cause 1d3 h.p. of damage to all those who touch it. Tree branches will in particular tend to droop and rain down upon those beneath them, at least until they sag far enough downwards to meld with their tree trunk. Animals will be transformed into slimes, oozes, and puddings. Only intelligent creatures and inanimate objects will remain unaffected.

Kostchtchie: The temperature within the area of effect drops by 2d20+40 degrees). Below 40°, snow will begin falling, and if the temperature is below zero, anyone not appropriately garbed will begin to feel the effects of the cold (losing 1 h.p. per minute if the temperature is between -10° and 0°, or 2 h.p. per minute between -20° and -10°; see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details).

Obsidix: The terrain in the area of effect is left pretty much intact, but all plant life turns into a thick jungle all in shades of gray, and all open water (streams, ponds, wells, etc.) turns into liquid crystalline salt, which is deadly to the touch. All predators larger than 3' (bears, lions, wolves, etc.) in the area of effect will be transformed into borean demons.

Orcus: All trees lose any leaves, smaller plants die, and all dead creatures in the spell's area of effect will be raised, becoming either skeletons (of appropriate type) or zombies (if slain within the last week). Any creature slain within the area of effect of the spell will rise again as a ghost in 2d6 rounds (such ghosts will endure after the spell's duration has expired, but zombies and skeletons will crumble to dust). Turning undead by good clerics is impossible within the spell's area of effect.

Pazuzu: Birds of all sorts will begin to appear in the area of effect. If outdoors, they will crowd the trees, perch on roofs and every other surface. If underground or indoors, they will roost on whatever surface is handy, or simply on the floor if that's all that is available. Loud noises or sudden movements will startle the birds, causing them to flock and wheel in a panic. If underground, this can be quite catastrophic, as they will have no choice but to careen into anyone or anything present, doing 1d6 h.p. of damage to all those in the area for 1d4 rounds, before settling down again.

Yainarchoy: The area of effect is altered so as to appear as a blasted wasteland. Fertile soil becomes sand and salt flat, trees turn into twisted stumps, the temperature rises to nearly 100°, and the wind becomes a source not of comfort but of heat and blown grit. Animals and inanimate objects remain unaffected.

Zogrobiga: Mushrooms of all sizes, colors, shapes, and descriptions will sprout within the area of effect within 1d4 rounds. They will erupt from every surface except humanoids, animals, and small plants. If eaten, 25% of these mushrooms will be instantly poisonous (no saving throw allowed), 60% will cause vivid hallucinations, and 15% will have the same effect as a magical potion (roll randomly to determine type).

When the spell's time limit is reached, everything will pop back to normal in a very jarring way. Anything killed or destroyed while the spell is in effect will remain slain and destroyed, even as it reverts back to its ordinary appearance.

New Monsters

Demon, Carcharo (lesser demon)

Number	3d4
Morale	+14
Hit Dice	10d10
Armor Class	6
Move	240'/min. (swimming)
Magic Resistance	L
No. of Attacks	3
Damage	3d6/1d4/1d4
Defenses	Magic use
Attacks	Rending, magic use
Weaknesses	Holy water
Size	L (20' long)
Intelligence	14
Alignment	Chaotic evil
Treasure Type	VII (in lair)
Treasure Value	5d6x100
Magical Treasure	1 item (10%)
X.P. Value	4,800 + 16/h.p.

General: Carcharo demons swim the seas of the Abyss in great schools, but almost without fail, they pay homage to the demon lord Dagon, no matter which Abyssal layer they happen to be on.

Combat: Carcharo demons attack with their great bite and taloned fists. If both fists hit the same prey in the same round, they will do an additional 1d4+1 h.p. of rending damage. In addition, they have the following powers:

- *Darkness* (15' radius) at will
- *Detect invisibility* at will
- *Cause fear* (60' radius) at will
- *Gate* another carcharo demon once every 10 minutes, 25% chance of success
- *Telekinesis* (300 lbs.) at will
- *Water breathing* once per round

Note that it is very difficult to harm a carcharo demon with holy water, which will dissipate in water immediately unless some sort of extraordinary steps are taken.

Appearance: Carcharo demons look like great white sharks with muscular humanoid arms in place of their forefins.



Demon, Dagon (demon lord)

Number	Unique
Morale	+20
Hit Dice	22d12 (185 h.p.)
Armor Class	-7
Move	480'/min. (swimming)
Magic Resistance	Q
No. of Attacks	3
Damage	2d6/1d6/1d6 or by weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (30' long)
Intelligence	22
Alignment	Chaotic evil
Treasure Type	IX
Treasure Value	1d4+6x10,000
Magical Treasure	1d6 items (50%), 2d4 potions (40%), 1 weapon (65%)
X.P. Value	55,000 (material form), 550,000 (permanently slain)

General: Dagon, demon lord of the deep, is among the most ancient of the demon lords of the Abyss. He is an enemy of the gallu prince Leviathan, for whom he has a special enmity, as they both claim dominion over evil sea creatures. He rules over an entirely watery layer of the Abyss, which is said to have magical gates to every deep ocean on every other layer of the

Abyss. He is also said to have a special alliance with Pazuzu, as their realms and interests do not intersect.

Combat: In combat, Dagon attacks with his mighty *trident of wounding +5*; he also has an additional +6 "to hit" and +12 to damage due to his great strength. Anyone struck by the trident who bleeds into the water will attract 2d4 great white sharks in 2 rounds if on the material plane, or 1d8 carcharo demons if in the Abyss. In addition, he has the following powers:

- *ESP* at will
- *Darkness* 20' radius once per round
- *Dispel magic* once per round
- *Gate* in 1d4 carcharo demons (50%) or 1d6 hezrou demons (50%) once per round
- *Mass water breathing* once per round (can affect up to 15 creatures at a time, within a 30' radius of one another, range 100')
- *Protection from good* 10' radius once per round
- *Telekinesis* once per round (700 lbs.)
- *Psychic strike* 9 times per day
- *Transmute rock to mud* 3 times per day
- *Polymorph any object* 3 times per day
- *Unholy word* once per day

Appearance: Dagon appears as an enormous merman, with a mouth full of needle-like teeth, similar to those of a fangtooth fish. He has wavy blue-black hair, a crown, and a well-coiffed beard.

Legendary Realms Terrain

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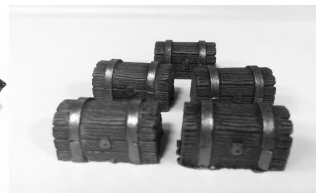
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Quickly, he slammed the door shut and dropped the bar, knowing that it would only hold his pursuers at bay for a short while.

He fumbled in his robes, drawing forth his unholy symbol, dedicated to the demon lord he served, and began a hasty incantation.

The demon assumed physical form in front of him. A mass of muscle, a misbegotten collection of parts from men and animals that no wholesome universe would have made into a single creature, it pointedly looked down at the ground, noting the lack of a protective pentagram. The man had had no time for such niceties.

He began the next spell, spitting out the twisted syllables with frantic speed. A trade. A service now for a service promised. It was foolhardy, he knew, but he was desperate. Already his pursuers were battering at the door.

As the spell completed, the demon simply nodded. The pact was sealed. The man's instructions were simple.

“Kill my enemies on the other side of that door.”

The demon smiled. Oh, it would kill his enemies. And then, he would be at its mercy. And repayment for this simple service would be very expensive indeed.