



disciple of the demon lord

The Demon Lord's shadow may have fallen upon Urth on its own at some point in the distant future. A devourer of worlds, the Demon Lord has a hunger that is never sated, and this monstrous being always searches for new realities to unravel, souls to consume, and worlds to break. Today, through mortal agency, this possibility has become a certainty, and the world teeters on the brink of apocalypse thanks to the efforts of nihilists, madmen, power-seekers, and other despicable sorts who have risked not only themselves but also the entire world in pursuit of perverse ambition. Now, you can join them to hasten the end of all things.

The Disciple of the Demon Lord accessory provides everything you need for your character to join the ranks of those lost souls who pledge service to the Ender of All Things. By choosing the expert path described in these pages, your character becomes a thrall to darkness, an agent of the most destructive force in all the universes. Since choosing this path can be disruptive to an established group, talk over the choice with the Game Master to ensure that it's suitable for your games.

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The Demon Lord wears many masks and goes by many names. The misguided, unhinged devotees pledge service to one of the Demon Lord's many different guises. As disciples convince themselves of their patron's authenticity, they regard other cultists and disciples as rivals or even enemies, unaware they serve the same master. Cooperation, as a result, is rare, and conflict is the normal state of affairs between the Demon Lord's myriad servants.

While disciples of the Demon Lord vary greatly by their interpretation of the cosmic destroyer, they do have certain qualities in common. Madness is widespread among their ranks. Seeking the end of all things is not a goal commonly held by the sane. Delusions, paranoia, and nihilism pervade, with deviant behaviors typical of disciples focused on self-destruction.

Nearly all disciples were corrupt before they embarked on their path to annihilation. It is that corruption that nudges them to seek the fleeting power offered by their dark patron. With histories littered with horrific acts of evil performed to sate unhealthy appetites, for pleasure, or out of simple wickedness, the Demon Lord offers a way to act upon their impulses on an even greater scale.

ASPECTS OF THE DEMON LORD

When you become a disciple of the Demon Lord, choose or roll a d6 to randomly determine the aspect you serve. The ones described here are the most common aspects, though others exist, hatching strange plots and pursuing bizarre objectives.

ASPECTS OF THE DEMON LORD

d6	Aspect
1	The Glistening Prince
2	The Eternal Shadow
3	The One True God
4	The Skull King
5	Mother of Monsters
6	The Nameless One

The aspect entries describe the prevailing beliefs and common behaviors of devotees of the cult. They also include the traditions associated with the aspect. Whenever you gain Corruption from your path, roll a d6 and consult the table under your aspect to find out how it manifests. If you gain a result you had already, roll again.

Finally, demons that appear when you cast the *demonic summons* spell, which you get from the path, gain the described talent in place of the demonic talent option.

THE GLISTENING PRINCE

"Within each of us is a secret face, an identity we dare not share. The Glistening Prince shows us that we need not fear the hidden and gives us the means to reveal it to the world."

The disciples of the Glistening Prince believe the world is illusory, a deception created by wicked gods to make mortals obedient slaves. Denying the senses is the only escape from this prison and allows one to apprehend reality as it truly is. Disciples go to great lengths to strip away their senses. They gouge out their eyes, tear out their tongues, sever their ears, and engage in other acts of self-mutilation to gain true wisdom.

Disciples of the Glistening Prince are appalling. They display their madness and corruption in the wreckage of their bodies. Most wear too-tight clothing or hair shirts. They scourge themselves with whips and chains, and tear off strips of skin to expose the bloody meat below.

For idols, they use skinned and severed heads mounted on poles. Their ceremonies involve ritualistic maiming of a chosen member of the cult, and they accompany the screams with discordant piping from bone flutes.

Associated Traditions: Forbidden, Illusion

MARKS OF THE GLISTENING PRINCE

d6	Effect
1	Your eyes rot away. You rely on senses other than sight to perceive your surroundings and can pinpoint the location of each creature and object within medium range. Creatures within the area cannot hide from you, and you ignore banes on rolls to perceive things in obscured areas. You are immune to the blinded affliction.
2	You peel strips of skin from your body, leaving bloody trenches in your flesh. You take a permanent -1d3 penalty to Health.
3	Your ears and nose rot away. You make all Perception rolls with 1 bane.
4	The accumulation of your physical afflictions makes you frightening to behold. When a creature sees you clearly, it must get a success on a Will challenge roll or become frightened for a number of rounds equal to 1 + its Insanity total. A creature that gets a success becomes immune to this effect until it completes a rest.
5	Neglecting your body results in a host of ailments. You take a permanent -1d6 penalty to your Health.
6	You carry a virulent disease. Any creature you come into physical contact with must get a success on a Strength challenge roll or become diseased (see Chapter 2 in <i>Shadow of the Demon Lord</i>).

DEMONIC TALENT

END OF THE ROUND

Malodorous Presence The demon's stench is toxic to anyone who breathes it. Each creature within 1 yard of the demon must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 round. If a creature is already poisoned by this demon, it takes 2d6 extra damage.

THE ETERNAL SHADOW

"What have we to fear from the Eternal Shadow? As the Lord of Demons spreads its wings over our world, we shall all be tested. If we are worthy, we shall survive to reap the rewards of our dedication. If not, we fall like all the rest."

The disciples of the Eternal Shadow know what awaits them in the Void, what dreadful power will come forth to conquer all. This knowledge does not frighten them, nor does it deter them from seeking greater and greater power. They believe they must increase their control over dark magic to secure a place at the Demon Lord's side. By eroding the boundary that keeps their master at bay, they will release the Eternal Shadow and be rewarded for their efforts. The Eternal Shadow's servants scour the world for the trappings of the forbidden, the evil, and the ruinous, all in the effort to be of use to the master that dwells in the endless dark.

Service to the Eternal Shadow fosters a peculiar strain of corruption manifesting as a destabilization of the physical form. The symptoms tend to be mild at first—bloodshot eyes, blackened teeth, a waxy pallor—but rapidly escalate as the demonic influence takes hold, granting disciples an otherworldly, monstrous appearance. Those fully in the Demon Lord's thrall are unrecognizable as members of their ancestries.

Disciples favor black robes and bizarre masks that look like baby faces. Many torture their bodies to keep their insane thoughts under control. One common trick is to place metal bands around their extremities, slowly tightening them until the bands cut off their limbs.

Associated Traditions: Forbidden, Shadow

MARKS OF THE ETERNAL SHADOW

d6	Effect
1	Your eyes fill with blood and your irises turn yellow.
2	Your teeth turn black.
3	Your veins blacken and bulge all over your body.
4	You experience terrifying nightmares. When you complete a rest, you must get a success on a Will challenge roll or gain 1 Insanity.
5	You turn light within 1 yard of you into shadows.
6	Your presence is lethal. When you complete a rest, everything within short range takes 1 damage.

DEMONIC TALENT

END OF THE ROUND

Corrupting Shadows Each creature in the area of Demonic Shadows must make a Will challenge roll. On a failure, the creature gains 1 Corruption. On a success, it becomes immune to this demon's Corrupting Shadows until after it completes a rest.



THE ONE TRUE GOD

"For too long has mankind offered prayers to the false gods, the pretenders, and the fiends of Hell. Now, the world reaps the reward it has earned, for the One True God comes, and when he arrives, he shall scour creation of the wicked, the foul, and the nonbeliever."

Of the many masks worn by the Demon Lord, that of the One True God proves the most insidious, for it offers the hope of salvation and an end to suffering. Disciples of the One True God believe there exists a true deity, the creator of all things, a god largely forgotten and scorned by His creations. Through visions and visitations, the One True God has revealed Himself to the chosen and exhorted them to prepare for His coming and for the doom this world has earned through its iniquity.

Disciples of the One True God believe they and they alone can save the world. With each convert they make, they delay the apocalyptic hand their vengeful god has raised above them all. So great is their fear, they use any method they can to convince others to embrace their beliefs. Torture, forced conversion, and threats are all tools they employ in their grand crusade. If these efforts fail, they resort to the cleansing flame to light the way to revelation.

Central to their beliefs is the idea that deprivation reveals the path to salvation. Thus, most followers of the Demon Lord in this guise live wretched lives, being filthy, starving, and ridden with afflictions. They wear cilices to abrade their flesh, scourge their backs with whips, and carry overlarge icons of their "god," who is always depicted as a bloated and bearded man reclining on a bed of infants.

Associated Traditions: Celestial, Fire

MARKS OF THE ONE TRUE GOD

d6	Effect
1	You become bloated, doubling your weight.
2	Weird, nonsensical, and sometimes hateful verses appear under your skin.
3	You are on the brink of madness. Your Insanity becomes 7 and cannot be reduced below 7.
4	Your deity tests you by afflicting you with boils. You take a permanent -1d6 penalty to Health.
5	A tongue of fire always burns over your head, shedding light as a candle.
6	When you cast a Celestial or Fire spell, you make attack rolls and challenge rolls with 1 boon for 1 round.

DEMONIC TALENT

Demons you summon appear angelic, beautiful, and perfect. As such, they lose the horrifying trait and gain the frightening trait instead.

The demonic shadows trait becomes demonic radiance and lights the area normally affected by the demon's demonic shadows trait.

As well, demons you summon have feathery wings and can fly.

THE SKULL KING

"Show no mercy. Kill them all."

The murderous mob making up the disciples of the Skull King spread misery and death wherever they go. Relentless destroyers and bloodthirsty killers all, they rove the hinterlands in bands, searching out isolated homes where they can vent their hatred on unsuspecting inhabitants. Each murder carried out, each abuse enacted, is as a prayer to the Skull King, an offering for which they receive the most disgusting boons.

For the Skull King's disciples, the world is a testing ground, a place where the devoted must prove their worth or be destroyed during the Reckoning, a foretold time when the Skull King will come to silence creation and carry off the bled to a higher realm. Disciples who have served the Demon Lord well will be exalted and raised up to fight at the head of the Skull King's legions.

Devotion to the Skull King instills an appetite for carnage, a thirst for blood that no amount of murder or mayhem can ever quench. Disciples appear ghastly, skin stained with old blood and boasting scars and crudely stitched wounds from their endless fighting. Disciples take a tooth from anyone they kill and embed it just under their skin along their forearms and chests.

The disciples depict the Skull King as a giant, muscled humanoid with great bat wings, horns emerging from his brow, and an engorged phallus that ends in a toothy maw.

Associated Traditions: Battle, Destruction

MARKS OF THE SKULL KING

d6	Effect
1	Your eyes blaze with unholy light.
2	1d3 horns sprout from your brow.
3	Whenever you take damage, you must deal damage before the end of the next round or gain 1 Insanity.
4	Whenever you go mad, you automatically suffer the Violence result and it ends only if you roll a 6.
5	You are terrible to behold. When making a challenge roll to intimidate a creature, you make the roll with 1 boon.
6	You can speak only by shouting.

DEMONIC TALENT

Demons you summon with the *demonic summons* spell make their Will challenge rolls with 1 bane. As well, they deal 1d6 extra damage with their weapon attacks.

MOTHER OF MONSTERS

"Listen! Can you hear Her sing? The Mother of Monsters has called you. What an honor!"

The disciples of the Great Matron believe their mistress lurks somewhere in the world, deep underground, in a place called the World Womb. In the moist darkness, the fertile queen pushes forth an endless parade of screaming horrors to wander the depths and emerge, blinking in the

light of day, to feed their hunger on the hot blood and flesh of the living. Contrary to the disciples' beliefs, the Mother of Monsters is yet another mask worn by the Demon Lord. It was created by the degenerate troglodytes and remains an important figure in their unhinged societies.

Outside the troglodyte warrens, the Mother of Monsters has gained a following in remote lands, especially in rural corners of the Northern Reach, where the Old Faith has, over the years, become twisted and warped into something monstrous. For these people, the Mother of Monsters has replaced the World Mother and become the dominant power in the pantheon such that communities make blood sacrifices to Her at sinkholes and caves to gain Her blessing. Deformities are quite common among peoples devoted to the Mother, and physical abnormalities are thought to be a great sign of the goddess's favor.

The Mother's disciples are as monstrous as Her creations, as the unblemished lack the necessary qualities to gain Her dark attention. Disciples tend to stay with their communities, leading the faithful in all manner of unsettling rituals and ceremonies, most of which involve coupling with demons and monsters to spawn even greater terrors. The disciples who leave behind their communities may do so to spread their message or to find and behold the Mother in the depths of the earth.

All disciples, male or female, carry the Mother's seed in their bellies. As their corruption grows, so too do their abdomens, becoming bloated and distended, strange features and appendages pressing against the flesh from within. At the moment of death, a disciple carrying the seed may give birth to a demon that tears free from the flesh to wreak havoc on the world.

Associated Traditions: Chaos, Forbidden

MARKS OF THE MOTHER

Unlike devotees of other aspects of the Demon Lord, the Mother's disciples exhibit the same marks of darkness based on the amount of Corruption gained from this path. When you gain your first point of Corruption from this path, you enter the first trimester. For each point gained thereafter, you advance one trimester. Nonliving disciples, such as clockworks, gain normal marks of darkness.

First Trimester: Your belly bulges a bit, increasing your weight by 5 percent. If you die during this trimester, your belly bursts and releases a cloud of toxic vapors that spreads out in a 6-yard radius centered on a point within your space. The vapors linger for 1 round and then dissipate. Each creature in the area or that enters it must succeed on a Strength challenge roll or take 1d6 damage, gain 1 Corruption, and become poisoned for 1 hour.

Second Trimester: Your bulging belly swells. Your weight increases by 5 percent, and you take a -2 penalty to Speed.

If you die during this trimester, a blast of corrosive liquids and gasses erupts from a point in your space into a 6-yard-long cone in a direction you choose. Each creature

in the area must make an Agility challenge roll. On a failure, a creature takes 3d6 damage, gains 1d3 Corruption, and becomes poisoned for 1 hour. On a success, it just takes half the damage.

Third Trimester: Your belly becomes impossibly large and increases your weight by another 10 percent. The penalty to your Speed worsens to -4.

The next time you become incapacitated, you die as a result of giving birth to 1d3 tiny demons and 1d6 tiny monsters. They stand up in the nearest open spaces to the space where your body rests.

DEMONIC TALENT

Creatures subject to the demon's horrifying trait make their Will challenge roll with 1 bane. As well, a creature doubles the amount of time it is frightened as a result of gaining Insanity from the horrifying trait.

THE NAMELESS ONE

"The gods? Inventions of weak-minded, terrified fools. There is no meaning. There is no purpose. We live. We die. We live again. In this, the so-called gods play no part."

The disciples of the Nameless One reject the existence of all gods, believing the divine to be nothing more than a construct of mortal imagination. While this view is not exclusive to them, they abhor religion and go to great lengths to dismantle it. The Nameless, as they call themselves, have come to see faith as a delusion of the fearful and weak minded. Religion is a social cancer and, as such, it must be cut out root and branch to save civilization.

The Nameless One embodies the disciples' disbelief. It is a symbolic representation of the gods' antithesis. It is nothing and everything. It is the oblivion into which the disciple would cast the false gods and mortal constructs built to perpetuate the lie. For all their rejection of religion, the disciples do perform rites and rituals, carrying out ceremonies that are suspiciously religious to celebrate their ideals and reaffirm their purpose.

The Nameless infiltrate communities and there dismantle the religious institutions. They use any tactic they can to accomplish their goals. They might discredit religious leaders, destroy temples, and kill notable members of the congregation to make worship a risky endeavor. Once they have stamped out the religious inclinations in a community, the Nameless depart, leaving the survivors to find their own way in the world.

Disciples of the Nameless One don animal masks and white hooded robes for ceremonies, which often involve chanting, burning incense, and recitation of certain mystic phrases. Often, disciples and other devotees gather in abandoned temples.

Associated Traditions: Chaos, Destruction

MARKS OF THE NAMELESS ONE

d6	Effect
1	When you attack a creature wearing a symbol of faith, you make the attack roll with 1 boon.
2	You heal half damage from spells cast by creatures that have discovered the Nature or Theurgy traditions.
3	You are immune to the Prayer talent.
4	When the total of your attack roll is 20 or higher, all holy symbols, icons, and similar items within short range that are not magical crumble to dust.
5	You take double damage from Theurgy spells.
6	When you make fate rolls, you roll the d6 twice and use the lower number.

DEMONIC TALENT

Immune Theurgy spells

DISCIPLE TALENTS

By pledging service to an aspect of the Demon Lord, disciples gain tremendous power to weaken the boundary between the world and the Void and thus hasten the end of all things.

LEVEL 3 DISCIPLE OF THE DEMON LORD

Attributes Increase two by 1

Characteristics Health +3, Power +1, +1 Corruption

Magic You discover a tradition associated with your chosen aspect or learn one spell.

Demonic Intervention When you get a failure on an attack roll, you may call upon the Demon Lord for aid. Gain 1 Corruption and roll a d6. On a 1, you take 3d6 damage. On a 6, you turn the failure into a success. On any other number, you hear mad laughter echoing in your mind for a number of rounds equal to the number rolled.

Unhinged Resilience You make Will challenge rolls with 1 boon when you roll to resist the effects of the frightening and horrifying traits.

LEVEL 6 DISCIPLE OF THE DEMON LORD

Characteristics Health +3, +1 Corruption

Magic You learn the *demonic summons* spell, which is described below.

Demonic Power While you are within short range of a demon, you make attack rolls and challenge rolls with 1 boon.

DEMONIC SUMMONS DISCIPLE OF THE DEMON LORD 1

Area An open cube of space, 4 yards on a side, originating from a point and resting on a solid surface within medium range

Roll a d6 and consult the following table to see what appears in the area. When the creature or creatures appear, each one makes a Will challenge roll with 1 bane. On a failure, the creature becomes compelled for 1 minute, after which time it behaves normally. On a success, the creature makes attack rolls against you with 1 boon.

Creatures summoned by this spell remain in the world until slain, at which point they dissolve into clouds of foul-smelling smoke.

Roll	Creature Summoned
1	Nothing
2	1d3 void larvae
3	1d6 void larvae
4	1 small demon
5	1d3 small demons
6	1 medium demon

LEVEL 9 MASTER DISCIPLE OF THE DEMON LORD

Characteristics Health +3, Power +1, +1 Corruption

Magic You discover a tradition associated with your chosen aspect or learn one spell.

Favored of the Demon Lord When you cast the *demonic summons* spell, the creatures that appear make their Will challenge rolls with 2 banes. As well, on a failure, a creature becomes compelled until you complete a rest.

