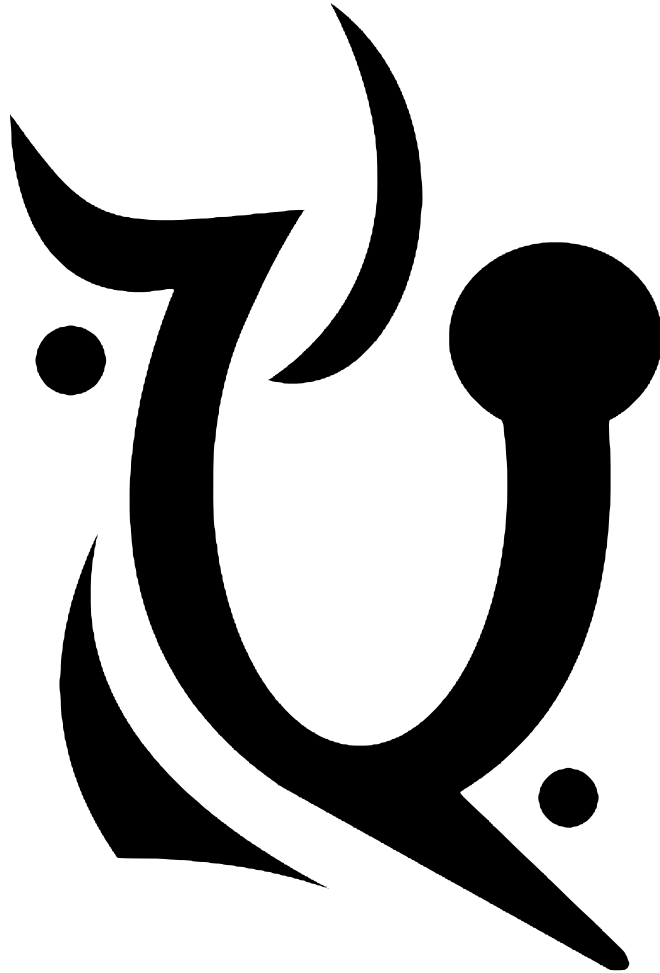


# **The Book of the Tenets of Clan Daryil**

**Fourth Edition**

**Lord Ikaarion Daryil**



## Foreword

This is the Fourth Edition of the Book of Tenets. It is available in pamphlet form and as a PDF file. See [wnet://daryil.clan](http://wnet://daryil.clan) for the current version and news about any new revisions. It is now also available in audio book form and our special collector's scratch-n-sniff edition.

This Fourth Edition is primarily a clarification and revision of the Third Edition, which was effectively rewritten from scratch. The First Edition took the form of a business card with the words “Do what thou wilt shall be the whole of the Law” printed on it. I find it something of an embarrassment now, though nothing like as bad as the Second Edition which was bound in Being leather and of which there is nothing to be said.

If you are reading this you are either a member of my Clan, young or old, or some curious Being or Creature. Hello! Whoever and whatever you are, feel more than free to peruse this guide to how Daryil Clan 'Cubi are expected to behave.

-Lord I. Daryil

## Dedication

This work is dedicated to my darling Simeon,  
and also to Jakob and his friends.

# “What are 'Cubi?”

*For the naive or the easily-amused*

If you know what 'Cubi are, skip this bit and go on to the Decrees, they're really important. I recommend you check out 'Clans and Clan Daryil' too, though. If you woke up one day to find that a small pair of wings have grown out of the back of your head, that you have a magical tattoo on your body that you don't remember getting and that there is a copy of this booklet on your bedside table, then this section should help dispel those mysteries.

Firstly, incubi and succubi (or 'Cubi for short) are a sort of middle ground between Angels and Demons. We do not have the magical prowess of the former or the strength and power of the latter, but we do get to live at least three thousand years, along with getting a number of very handy abilities which most other Creatures don't get by default.

Powers we have include the ability to shape-shift, neat little wing-tentacles which are seriously tough and can be used defensively or as extra limbs, and also the abilities to enter people's dreams and hear their thoughts and emotions. Past a certain age we do not need to sleep, eat or drink as we can feed passively on the emotions of others.

'Cubi can go through several phases. Until we are fully adults, 'Cubi resemble winged Beings with an unusual aptitude for magic. Generally speaking a mark will appear during our teenage years when we start to cast spells regularly. This mark can appear anywhere on the body and is the one thing we cannot conceal through our innate shape-shifting abilities. It can, however, be covered over with dye or makeup.

When we reach adulthood, a small, secondary pair of wings will appear on the back of the head. These are unique to 'Cubi, and it is advisable to keep them hidden via shape-shifting, at least in areas where 'Cubi are unwelcome. Our race is all too often typified as soul-stealing monsters and in less enlightened areas Beings may attempt to kill us on sight for this reason, regardless of our clan affiliation or attitude towards Beings.

Perversely it tends to be the weaker or more pro-Being types who are at greater risk of being picked off by adventurers - the actually dangerous guys are usually too nasty to take down like that, so watch out.

There is another stage which 'Cubi can sometimes achieve, often referred to as 'Ascension'. This is not a natural progression, but a risky process that requires, among other things, a gigantic influx of energy (traditionally from the eaten souls of many Beings or Creatures). If successful, the 'Cubi will gain a third set of wings at his or her hips.

A tri-winged 'Cubi is immensely powerful and has an indefinite lifespan, along with the ability to create their own clan. They will become almost invulnerable to being killed through normal means and also, as part of the price of ascending, they lose the ability to reproduce.

Ascension is a very big and dangerous step to take, and most who attempt it pay with their lives if not their immortal souls. This failure rate is said to be around 85-95%, just in case you were thinking of taking your chances.

Members of clans which have a tri-winged Founder will also have heads on the ends of their wing-tentacles. You want to watch out for guys like that, they'll be pretty powerful and very dangerous if provoked.

This effect can also be faked by someone who really knows what they're doing, and an unusually talented bi-winged clan leader may sometimes be able to propagate the fake heads throughout all the members of the clan, though this is costly to them in terms of energy. Clan Daryil members have cute little wolf-heads on the end of their tentacles - I'll leave you to guess which category my clan falls into.

## **Clans and Clan Daryil**

I have mentioned clans in passing. If you are a non-'Cubi reading this in a book store, or if you thought you were a Being until about five minutes ago, you may not know this so I include it for completeness.

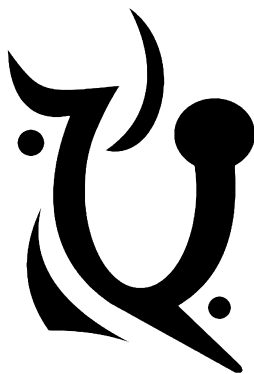
All incubi and succubi belong to a clan, whether they know it or not. It is a physical part of their makeup and certainly not just a societal construct.

Clans generally have a leader - traditionally a tri-winged Founder who created the clan, though it is possible for a group of individuals to create a clan of their own by branching away from their parent clan, especially as it becomes harder to ascend to tri-winged status.

Clans are typically centred around a particular emotion or group of emotions - the ones which their members are particularly attuned to. These primary emotions are the ones which a given 'Cubi will find themselves drawn to, and are the ones which they can absorb most readily.

The clan which a 'Cubi belongs to will manifest in several distinct ways.

Firstly, each clan has a rune-like symbol associated with it. The tattoo-like mark which I have described earlier will take the shape and colour of this symbol. Clan Daryil's mark is thus:



...all mature, spell-casting members of Daryil Clan will have this symbol somewhere on their body. If this mark has recently appeared upon you, then welcome, child, to Clan Daryil - clan of fear and wonder, or 'The bumpkin clan' as Siar is reputed to have called us. If some other mark has appeared instead, I may have sent you the wrong book, my apologies.

Secondly, a clan will usually share a common trait amongst all its members. For example, they may all be female, may all have wings of the same type, may all have blue eyes or something like that. Less visibly, all members of a clan will tend to share at least some emotional affinities, for instance all members of my (Daryil's) clan enjoy the feelings of fear and wonder in others and may have a predisposition towards same-sex relations.

Clan Daryil is not a major clan and is rather loosely distributed. We do not officially hold many physical territories aside from my ice-cream palace in the Arctic, the Ausmann Research Centre, the city-state of Maldania, a village or two in the north and miscellaneous other holdings.

Most of the clan's current income is the result of industrial production and about three thousand years of fairly shrewd investments (if I do say so myself). I also offer my children generous terms for financing startup companies, and fairly reasonable terms for those who are not members of my clan. For further details, see the Daryil Clan Gift Pack, which should be included alongside printed copies of this the booklet.

Anyway. If you are of my clan, I hope you find this booklet useful as a guide to what is and is not considered acceptable behaviour. The next section summarises this, heed it well.

# The Three Decrees

*Read this bit or I'll kill you*

First, let me make one thing clear. Despite what the title says, I have a pretty relaxed, hands-off attitude towards the members of my clan, and no particular wish to rule my children with an iron fist or micro-manage you. You are free - within reason - to pursue your own life as you see fit and I place only minimal, common-sense restrictions on what you can get up to before I may decide that a line has been crossed.

There are no particular duties which are required of you, though attendance at official Clan gatherings is strongly recommended.

Much as I would like to leave it at that, I must face facts - we are powerful Creatures with the potential to be very dangerous and in response to recent regrettable incidents, I have been forced to lay down a number of ground rules.

To this end, there are Three Decrees that I have decreed. Know them, honour them. Write them on your arm in magical tattoo or grind them up and smoke them if you wish, but they are very important and there will be a test later. Failure is not an option.

The First Decree is this:

***No Daryil Clan member should feed upon the fear of another.***

Intentionally feeding upon another of my children's fear is a grave insult, both to them and, by extension, to myself. You will most likely come across a situation where this happens by accident, for instance if a group of Daryil members are assailed there will be fear and metabolising it is not something that can easily be helped. I'm not concerned about that, but deliberately scaring the life out of a fellow Daryil member in order to satisfy your own selfish wants is *not on*. Expect to have a rather unpleasant visit from me if I catch you pulling shit like that.

The Second Decree is this:

***We are not murderers.***

The 'Cubi race has enough image problems as it is, and the fact that my clan is a bunch of nutters who feed upon fear isn't exactly doing us any favours. That is something I can live with. But I will not have this compounded by members of my clan breaking into people's homes at night and cutting their throats.

To begin with, it's very messy. Better to snap their necks cleanly or smother them with a pillow or something. Secondly, this sort of crap will get adventurers on your tail and you will almost certainly be either killed outright or captured, put on trial and given a just and lawful execution. Lastly, and most importantly, *what the hell are you doing it for in the first place?!* How would you like it if I came along, gutted you like a fish and then stared into your eyes, laughing at your fear and agony as you slowly bled to death?

Gods know, I don't expect perfect behaviour and in any case murder is often a matter of definition. Let's be clear about this - when I speak of murder, I am thinking chiefly of intent. There will unfortunately be times when life gives you lemon-shaped turds and it comes down to a choice between killing someone in self-defence, and losing your own life or the lives of those you love.

In such circumstances, I would rather you exercise that self-defence than leave me bereft. And while I hold pacifism to as a high ideal, not everyone understands this, be they Being or Creature. And, sad to say, there will no doubt be times when our people are at war with another people. This I do not approve of, but it is unfortunately our burden to bear, the price we pay as members of a dangerous and often deceitful race.

So, to recap, killing in self-defence is acceptable as a last resort. Revenge attacks are frowned upon, but may be justified in certain circumstances. If you want to protect people by becoming a guard or a sword for hire, go ahead but please be very careful about who you kill. What this Decree is about, what I *will not have* in my clan is someone who murders innocent people for shits and giggles. I will know, and I *will* find you. You had better hope you have a very, very good explanation for your misdeeds if I find you have travelled down this path.

The Third Decree is this:

***Destroying the souls of others is utterly forbidden.***

I shouldn't have to say this, it should be obvious. The core of a person is their soul. If you eat it or in any other way cause its destruction, you have done something infinitely worse than simply ending that person's life, you have erased their whole existence for all eternity. Do we have that right? If you believe we do, would you change your mind when it is your own soul facing the prospect of being extinguished forever?

Furthermore, if we do take such matters into our own hands, how can we ever expect to be forgiven by the gods when our own lives are done? Truly, having the power to destroy a soul is a key reason why we are so often called monsters.

Some might say, "Ah, but Daryil has murdered many men and eaten several souls himself - why shouldn't I do that too?" I can offer two answers to this.

Firstly, I do not consider it hypocritical of me to condemn soul-slaying when I have done it myself. During those times I committed the foulest crimes I have ever done, it was truly the lowest point of my life. I was a fool then and in banning these acts, I am trying to prevent anyone else from staining their very soul in that same manner. I am trying to help people learn from my own experiences, like a recovering alcoholic who looks back at their past and goes "Shit, I don't want any of my children to end up like that!" Were it within my power I would not only undo it, but prevent it from ever being possible for any member of our race to do such a thing. But this is only a dream - making it off-limits to my clan is the closest I can sensibly achieve.

There is a second reason why members of Daryil clan should not eat or otherwise destroy the soul or afterlife of a Being or Creature : Clan Daryil is *my* clan, and I Say So. If you - a member of Clan Daryil - destroy a soul, I will know it, and you will answer to the gods for your crimes - in person.

I feel I should offer a clarification - note that I have specified only the souls of the living or dead as being off-limits. As of this fourth edition it has become possible to create energy fields similar to those found in souls, but artificial in origin and with no sentience attached to them. Consuming these and other peaceful alternatives to soul energy is heartily encouraged - after all, our clan was one of the forerunners in this field.

# Vegetable Pie

*Serves Four - not suitable for vegetarians*

## Ingredients:

500g wholemeal flour  
pinch of salt  
100g margarine  
3 tablespoons cold water  
1 medium egg

225g broccoli  
500g runner beans  
2 celery sticks  
2 leeks, trimmed  
2 carrots  
2 parsnips  
1 potato  
1 quantity beef gravy

Place flour and salt in a mixing bowl. Cut the margarine into small pieces and rub into the flour. Add water and mix into a smooth dough.

Slice the broccoli into small pieces. Cut the celery and potato into chunks and the leeks into rings. Slice the carrots and parsnips. Throw the runner beans away.

Roll the pastry into two circular disk things of about 5mm thickness, a larger one for the base and a smaller one for the covering. Press the base into a deep pie dish and arrange the vegetables inside, covering them with the gravy. Cover with the covering pastry and decorate with leaves made from any leftover pastry trimmings. Glaze the pie with beaten egg and bake at 190 degrees for 40-50 minutes.



# Attitude Towards Beings and Other Creatures

*Subtitle intentionally left blank*

Beings are not prey. 'Prey' refers to a lesser animal that you kill and eat. Given how much Beings resemble young 'Cubi, preying on them in the strict sense is far, far too much like cannibalism for my taste. Don't do it.

Screwing with people's minds is fun and tasty, though. 'Cubi have always done this and probably always will. In a way it would be nice if we didn't, but I don't expect that to change overnight and at the end of the day, if it did, their lives would become somewhat less interesting and considerably more dull.

So! Scare them, confuse the hell out of them. Make them laugh. If you must go for negative emotions, do try not to take it too far, it's not good for race relations. Remember: a Being is scarcely different from an immature 'Cubi. They have aspirations and feelings just like we do, and they have numbers on their side which we certainly don't. Individually one of us is far more powerful than any given Being, but collectively they are more than a match for us so don't provoke them.

I appreciate that our clan has a strong affinity for fear. Scare them as you see fit, just try not to hurt their feelings too much, it's not a nice thing to do. Note also that Demons, Angels and many other Creatures are pretty strong and liable to kick your ass if you piss them off too much, so take care around them. Be sensible and safe, not sorry.

A common trick that 'Cubi will often pull is impersonating someone's lover or shape shifting into their 'perfect date' in order to seduce or otherwise have their way with them. I don't explicitly condemn this, but if you are into that kind of thing I *do* ask that you first consider very carefully whether that is the right approach. Again, think of race relations. Would you be happy if someone did the same thing to you?

## **Souls**

As a Daryil incubus or succubus I probably don't have to remind you that we are possessed of great powers, so please do use them wisely. I draw particular attention to the ability to steal souls as this is one of the most dangerous and terrible skills at our disposal. Taking another's life is one thing, but to take from them their own immortal soul is to enter very murky waters.

As has been mentioned already, destroying or consuming souls is not permitted to members of the clan (and no, do not ask me to do it for you). Stealing them is a much more ambiguous matter; at the end of the day it depends what you want to do. Trapping a man's soul in order to light your desk-lamp or to use as some other portable energy source is not considered acceptable behaviour. Nor is sucking the soul from an innocent victim in order to bring about their death - in both cases this is considered murder and a violation of my Second Decree. Lest there be any doubt, children of Daryil Clan are *not* permitted to do these things.

But soul-stealing is like any other technology, it can be used for good as well as evil. Particularly with the recent advances in technology, it has become feasible to capture the soul from a dying man and transfer it into a new body, giving them a second chance at life as an android. This, and similar acts of mercy are permitted and encouraged, except where the subject does not desire such aid.

# Attitude Towards Other 'Cubi

## *Inter-clan relations*

Frankly, most other clans consider us to be a bunch of harmless nutters. Some of the prouder, more traditional types like Piflak's Clan may shun us or try to pretend we don't exist at all. Most other clans seem to take a fairly neutral stance towards us. There is one clan however, which considers us an enemy, and that is Ti'Nera's clan.

It is hard for me to write about this, because in part this state of affairs was my doing. There are historical texts detailing the rivalries and wars between the Daryil and Ti'Nera clans some 1200 years ago, but I will not go into detail here out of shame. However, I will summarise the most important points.

Firstly, I want to state for the record that Ti'Nera enjoyed a vicious reputation and her clan attacked mine first. Daryil clan is not an aggressive clan and we do not run around attacking people for shits and giggles. If pressed, we will defend ourselves, and on that note, we kicked their sorry asses.

The act that really halted the conflict was my doing - to my eternal regret, I devoured Lady Ti'Nera's soul after she had my lover assassinated. I might point out that she was a royally evil bitch who loved to seduce pretty young men (and women) and then eat their souls afterwards, but even this cannot justify my crime. It is one of the main reasons soul-eating is forbidden to members of my clan, I don't want it to happen ever again.

But enough history. What, you ask, is the score with Ti'Nera's clan now? How should a Daryil member react if they run into a Ti'Nera member in the wide world outside?

Firstly, I don't want members of my clan attacking people without provocation, whatever their race or clan affiliation. Ti'Nera clan or no, if they are content to get on with their own lives, I say we let them (and I'm in charge). I don't want people taunting Ti'Nera members about the past either, it's something I'm deeply ashamed of.

Following her destruction, Ti'Nera's clan split into two basic factions - those who want to kill us all out of vengeance, and the others who are shit-scared that I'll eat them too. Avoid members the former group, and defend yourselves if you can't - but do *not* attack them pre-emptively.

As for the latter group, they are likely to be pretty harmless unless cornered. Normally I'd say "Yeah, scare the piss out of them", but that might turn their terror into violent desperation. These are the sort of guys who believe that I will one day come and devour the souls of All who have Been Wicked in My Sight, which is so far from the truth I don't know whether to laugh or cry. At the end of the day, their clan has suffered enough at our hands so try and treat them nice. Bonus points if you can calm them down and convince them that I'm okay really.

Aside from Ti'Nera's clan, another clan to take into account is the clan from which Clan Daryil was originally branched. Normally I'd have some sage advice for dealing with members from our original parent clan, but unfortunately I can't remember for the life of me who they were and I didn't think to write it down at the time.

# **“I Don't Like Clan Daryil”**

## *How to Leave the Clan*

This is not a topic I am asked about often, but I include it for completeness. I've split it into three categories which encapsulate the typical reasons why someone might not want to be part of my Clan.

### **“I'm Embarrassed by My Fruitcake of a Leader”**

That's fair enough, this sort of thing has cropped up before. If you can find another clan who is both able and willing take you in, that's your decision to make and I won't stop you. However, it is rather permanent and it will leave you far weaker than you were before so think very carefully before taking such a step. In addition, I'd recommend you avoid moving over to Dimanika Clan as they're even more deranged than we are.

The more usual strategy is to pretend I don't exist, make up a new clan name and maybe tattoo extra bits over the clan mark to try and make it look different. If you want me to leave you alone and not inform you about clan gatherings or valuable special offers, just let me know and I'll add you to the opt-out list.

If it's simply because you don't like that we have a fear affinity, I'm not sure that changing clan would actually fix that. Either way, nothing obliges you to feed upon fear. I don't usually use it myself much these days anyway.

### **“I Want to Break the Three Decrees, Preferably All At Once”**

If you want to break the Third Decree without me breaking your head, then I agree - I'm not sure I want to have you in my clan either.

Maybe you'll grow out of it in time and become a valued member. However, if you're absolutely set on being an unconstrained maniac, you've basically got three choices.

Firstly, find a clan who is willing and able to adopt you into theirs. Again, I'd recommend you avoid Dimanika Clan owing to their strict no-kill policy.

Secondly, if you can commit your crimes very quickly you can probably do a number of them before I or the local law enforcement catch up with you. When you *are* caught, chances are you'll be killed and the problem will solve itself.

Alternatively, if you're committed to a mental institution you can probably be cured of these psychopathic urges. Other than that, I'm afraid you're shit out of luck.

### **“I Want to Start My Own Clan”**

Best of luck. If you want, I can lend you the spells I used to create my clan in the first place. I wouldn't recommend Ascension though, it will probably get you killed (or worse).

# **Clan Daryil's Dress Code**

*Formal Attire*

Whatever.

# Infamous Members of Clan Daryil

## *Lord Daryil's Hall of Shame*

There have been times when my children have strayed from the path. I list here some of the more infamous miscreants, both their perceived image and the reality.

### **Johan Cross**

Johan Cross was ruler of the city of Ha'Khun. It is said that was an incubus of such evil that he ate thousands of souls - including mine - in order to overthrow me and take control of the clan. His throne room was kept in shadow so that none could see his face and when he stalked the city in search of victims, he wore a trench coat but always took a different appearance. The citizens of Ha'Khun were safe so long as they did nothing to anger him, for any random stranger might be Cross in disguise.

In reality, Cross was driven somewhat insane by the murder of someone very close to him, something I can definitely sympathise with. As a ruler, he spent far more time planning revenge than was healthy, and yes, he sowed the seeds of fear throughout the kingdom. However, for all this he did not actually break any of my Decrees. His political enemies were rounded up and exiled using a teleportation chamber; rumours that their souls had been destroyed served to maintain the ambient fear in the city.

The death penalty was largely abolished except for his own personal use and during the three-hundred year reign of terror, he slew perhaps a dozen people in lawful executions, and in his heart he believed that he was doing what he had to in order to protect his realm and its people.

Having been in Ha'Khun during those days, I won't try to pretend it was a paradise, it was not. Had Cross accepted me as his mate, I might perhaps have been able to temper his harshness and make the kingdom a better place, but alas it was not to be. To his credit, when Cross finally came to his senses he was appalled by what he had done and left in shame. Since then he has been trying, perhaps a little desperately to make amends for his past misdeeds.

### **Werrew the Usurper**

Werrew of Daryil Clan is reigning monarch of the city-state of Maldania. His accession to the throne was a bloody one, and before you ask, he did all that stuff before I had formalised the Three Decrees. It must also be borne in mind that his victims consisted almost entirely of King Thias and his royal guard, who had imprisoned and executed many Creatures and Beings they suspected of being Creatures. In this light, Werrew's near one-man revolution can be viewed as something of a necessary evil in order to bring things back into balance.

While Werrew's early reign was fraught with inexperience, mental instability and one or two rather unfortunate incidents took place, he eventually got the hang of what he was doing and since then, Maldania has become a rather safer place for both Beings and Creatures alike. Which makes me proud.

In conclusion, he's not exactly a poster child for the clan by any means. Indeed, I came very, very close to panning his muzzle in after the infamous 'Census' took place, but as 'Cubi go he's not all bad either.

## **Cassandra**

Ah, Cass. How are you doing? Learned your lesson after that run-in with Keaton, I hope. Cassandra is a black-backed jackal succubus, not dissimilar in appearance to a certain Jyraneth clan member. Something of a traditionalist, she has a bad habit of occasionally breaking into people's homes at night when they're all alone and seducing them.

Generally when she's up to this trick she will play the role of an evil, sexy seductress 'Cubi in order to convince her victim that she's going to rape them and gorge upon their immortal soul afterwards. Once she has had her fill of their terror she will tend to knock them out with some kind of stun spell and sneak off into the night, typically leaving a large cheque by the side of the bed as compensation.

While I don't strictly approve of this behaviour, it doesn't technically break the code either, except for one night when Cass accidentally tried to do this to a Daryil incubus thinking him to be a Being or low-level Creature. I've asked her not to do it again, but well, these things happen.

# “What Should I Get My Glorious Leader for the Yulemass Festival?”

## *Lord Daryil's Wishlist*

First, presents are nice, but I'm not going to curse you to an eternity of torment or feast upon your very soul if you don't get me something. All the same, if you really want to, here are a few gift ideas.

### **Things Your Leader Likes**

- Clothes, preferably shiny black ones or something of the sort. I like shiny.
- Books
- Shiny things.
- One pasty.
- More clan members
- Goth stuff
- Gift vouchers
- M10 nylon washers
- Shiny things
- A rainbow ribbon with a bell on the end
- Bishonen
- Handkerchiefs, I always lose mine
- More shiny things

### **Things Your Leader *Doesn't* Like**

While I've often said “I've always wanted a pet soul”, that's more a threat and less of an actuality. Sending me someone's soul as a present is liable to violate the Decrees, and besides from that, it will make me cry. That wouldn't be a very nice present. Come to that it's a pretty freaking awful present to give to the person you've robbed of their soul, and their family aren't going to take it very well either.

I don't like fish much either.

Also, while I'm very grateful to the people who sent me plushies of Simeon and Jakob, I am starting to run out of room to keep them in.

# Parting Words

*Ambidextrous Wildcats*

I hope that this little booklet of mine has proven interesting/insightful/informative/funny/off-topic (delete as applicable). If you have any questions, send them via warp-aci to me, your Holy Lord and Master, or post a comment on the clan's website.

But for now, enjoy the rest of your life. May it be long and prosperous.

Love and kisses, Lord Ikaarion Daryil