THE DOMOS WORLD · IV



BLOHER

DEMORGS

the demons of every religion





«They do what they are. They work from that essence.»

Nerio · The Jailer, ch. 39



I

Demorgs

closed around a single force

The demons of every religion

Their name comes from demon. They are creations of Godem that were closed around a single force: cruelty, spite, envy, contempt, the wish to destroy.

That was placed in them from their creation. They do not torment for satisfaction, nor do they expect a reward.

They live in the margin of the Domogs, around the dome, and from there they enter the psyche and dreams.



Envy

Humans sit at the focus of the work: body, family, desire, fear, death, history. The Demorgs mistake that attention for love, for preference, and read their own abandonment as rejection.

They believe humans are Godem's favourites. They do not understand that humans merely entertain him, nor that they themselves still play a role in his theatre.

They are like the envious: staying in one's own misery does not matter, as long as the other is no better off. Their pleasure is to destroy and to deny creatures their happiness.



From the margin, they enter thought





II

Useful shadows

pressure on the work

What they add

As the central creation they would have come out poor in nuance. As pressure on the central creation, they work.

They produce terror, anguish, impulses, nightmares. They add shadow where the work needs shadow, and that is exactly how they serve Godem.

In Parnassus of Horror, Dorian follows their trail through human behaviour: people who act as if possessed.









III

The costumes

a demon in every culture

A face in every culture

Every culture gave them the face it could bear: lords of the underworld, tempters, devourers, whisperers.

The name and the figure change. The function stays the same: to press on the creature at the centre of the work.

In the gallery: Ahriman (Persia), Apep (Egypt), Iblis (Islam), Lilith (Jewish tradition), Mara, lord of desire (Buddhism), Yama (India), Hel (the Norse) and Mictlantecuhtli, lord of Mictlán (the Mexica).



AHRIMÁN / ANGRA MAINYU


APEP / APOFIS



IBLÍS / SHAITÁN


LILITH



MARA / SEÑOR DEL DESEO



YAMA / DHARMARAJA


HEL / HELA



MICTLANTECUHTLI / SEÑOR DEL MICTLÁN



IV

The hunt

the Murdog as a trophy

Hunting the Murdog

The Murdog is the ideal of no longer suffering, of no longer having to deal with existence. That is why the Demorgs pursue it like a trophy.

They want to subdue it and send that existence back to the wheel. They revive its chains and its fear so that it will not cease to exist.

Before reaching the Threshold, the Murdog crosses their valley. It is not a war: the point is to cross without getting hooked again.



The valley of the Demorgs, before the Threshold





«They add shadow where the work needs shadow.»

Nerio · The Jailer, ch. 39

