

# HOUSE KNOTFIST

## “Watch Your Backs”

Founded on the Sin of **Avarice**

**House Knotfist** are dedicated to the sin of Avarice  
– the sin of desiring or taking power you do not deserve.

Knotfist are grand and rich, providing Dis with its finest politicians and its grandest occultists and ritualists – ancient Knotfists hoarded the secrets of hellish rituals and Enochian summonings in their family libraries. Knotfists are stereotypically power-seizing and paranoid of back-stabbers.

Family trusts Family only as far as they can see them...or exile them.

**Personalities:** Grand; Austere; Demanding; Seizing; Tense; Paranoid. / Quiet; Wallflowers.

**Business:** Colleges. Everyone knows Knotfist colleges are little more than private clubs where the rich indulge in hoarded knowledge, argue, duel and plan their acquisitions of power. Colleges are Masonic ordeals, with everything corresponding to some ancient ritual. Knotfist duel and challenge each other over rank and position in college regularly, with every scheming member having an invested interest in *someone's* downfall.



**Succubi:** Knotfist Succubi are incredibly ornate goddesses who take what they want – social schemers who make outrageous demands.

**Military:** Knotfist ritualists serve as advisors and arcane summoners on the battlefield.

**Monopoly:** Knotfist Libraries contain the most comprehensive records on rituals and Enochian.

**Colours:** Orange, Gold.

**Dress:** Very ornate robes, mantles and jewellery.  
17<sup>th</sup> - 18<sup>th</sup> century nobility.

**Influences:** Jeremy Irons in *Dungeons and Dragons*.  
Norrell and Strange. Masons.

**Animal Themes:** Dragons, Serpents.

HOUSE

# SHUDDERGASP

## “You Are Valued”

Founded on the Sin of **Lust**

**House Knotfist** are dedicated to the sin of Lust

– the desire for amoral physical contact.

Shuddergasp trace themselves back to Lilith, the Allmother. A staunch matriarchy, the family's more business orientated side operate like a religious order, dedicated to the purity of carnality and wonderment for the physical body. Apologists preach purity in the form of respect through abstinence and celibacy.

**Personalities:** Tactile, Manic, Caring, Positive, Caregiving, Loving. / Shy, Withdrawn, Scared of contact.

**Business:** Cathedrals.

Shuddergasp cathedrals are part place of worship, part brothel, part hospital – obsession for the physical body breeds a need to repair it. Young brothers and sisters are sent out as journeymen, working for other Dis families as nurses, governesses, auperers and mistresses.

The Shuddergasp Family consider themselves Dis' official matchmakers.

**Succubi:** Shuddergasp Succubi make generous and caring friends, who are thoughtful about your physical and mental well-being.

**Monopoly:** Charities and hospitals.

**Military:** In the Legions, brothers and sisters of Shuddergasp operate as battlefield medics and morale.

**Colours:** Pink, purple.

**Inspirations:** Bene Gesserit (Dune),  
The Sound of Music, Mary Poppins.

**Animals:** Goats, Pigs + Swine, Big Cats, Foxes.



# HOUSE RIPGRISTLE

**“More! More! More!”**

Founded on the Sin of **Gluttony**

**House Ripgristle** are dedicated to the sin of Gluttony  
– the lack of restraint on physical wants and desires.

The Ripgristle family are famously positive and celebratory, even in the worst times. In conflict with other houses, Ripgristle stay neutral, protecting their friends and family in a barrier of relaxation and indulgence. Ripgristle treat their sinners incredibly well, indulging their needs too, creating a bond between demon and slave. Demons whose hunger go beyond safety are exiled, deemed monsters.

**Personalities:** Gregarious, Loud, Enabling. / Quiet, Uncaring, Pessimistic.

**Business:** Entertainment.

Ripgristle establishments celebrate Dis and Hell's freedom from restraints: hotels, bars, theatres, restaurants, brothels, dance halls, gambling dens and circuses. Almost everybody is welcome, and indulgence is mandatory.

**Military:** Ripgristle's nastiest, hungriest monsters join the Legions as front line devastators, consuming all in their path.

These nasty pieces of work are often disowned by their happier cousins.

**Succubi:** Ripgristle Succubi are socialites and party-girls, enablers who want nothing more than to celebrate with their friends and family.

**Monopoly:** Man-power – hordes of physical labour.

**Colour:** Yellow.

**Dress:** Burlesque, Circus, Motley,  
Hospitality Uniforms.

**Inspirations:** Moulin Rouge, Burlesque,  
Abiatha Swelter (*Gormenghast*)

**Animal themes:** Pigs and Swine, Snakes, Frogs and Toads.



# HOUSE SWELTERGLOAM

## “Perfection Can Wait”

Founded on the Sin of **Sloth**.

**House Sweltermloom** are dedicated to the sin of Sloth - the sin of inaction.

While many of the Family's courtiers would rather just lounge and bask in their own sin than do anything useful, Sweltermloom's Engineers would rather work hard on automating Dis/ industries and state of living.

The greater the luxury, the longer the restful inactivity later.

Sweltermloom like to perfect themselves with leather and brass prosthetic grafts.

**Personalities:** Languid, Observing, Planning, Scheming, Lofty, Emotionally withdrawn. /  
Manic, Energetic, In-observant, Ignorant, Expressive.

**Business:** Mechanisation - Sweltermloom Engineers oversee the effective running of all Dis' hellish machines and mechanisms. This gives them a global overseer role, letting them keep a close eye on both their own investments and their enemies, which has, in turn, earned them a reputation for stepping in where they are not wanted...

**Succubi:** Sweltermloom Succubi are often lounging visions of sculpted beauty, perfected with leather, brass and pulled flesh.

**Military:** Sweltermloom engineers provide siege weaponry and transport for the legions.

**Monopoly:** Boschian crawlers, huge demonic animal-vehicles used as long-distance transport.

**Colour:** Brown.

**Dress:** Leather, goggles, pipes, cables, 19<sup>th</sup> century “bionics”, exhausts, piercings.

**Inspirations:** Cenobites (*Hellraiser*), Borg (*Star Trek*), *Dark City*, *City of Lost Children*.

**Animals Themes:**

Snakes, Lizards, Reptiles.



# HOUSE GLOATSTAR

## “Equal To None”

Founded on the Sin of **Pride**

The Demons of **Family Gloatstar** make up the higher ranks of the hellish legions. Their prowess in combat, leadership and organisation is second to none...according to themselves. They trace their family back to Lucifer himself – many still swear allegiance to their lost Prince.

**Personalities:** Self Assured, Vainglorious, Proud. / Humble, Quiet, Self-deprecating.

**Military:** Pride-filled Gloatstars make up both the high-ranking officials in the legions, and the glorious knightly companies. Gloatstar knights, mounted on flying beasts, are considered as some of the fiercest, most formidable warriors...and the most vain.



**Succubi:** Gloatstar succubi demand much adulation, usually taking majestic, winged forms.

**Monopoly:** Winged beasts.

**Colour:** Blue.

**Dress:** Military, Grand.

**Inspirations:** Utena, Sharpe, Knightly Orders, *Top-Gun*.

**Animal Themes:** Birds, Horses, Unicorns, Deer, Big Cats.

# HOUSE FALLOWGLASS

## “Yours Is Mine”

Founded on the Sin of **Envy**

**House Fallowglass** are dedicated to the sin of Envy  
– the sin of obsessing over another's possessions.

Fallowglass are Dis' richest family, a dynasty of bankers and money-lenders. It is a common public-secret that Fallowglass employ and organise Dis' entire population of thieves, footpads and ne'er-do-wells... at least those not employed by Writthespitt.

**Personalities:** Shrewd, Pedantic, Judgemental, Bitter. / Generous, Positive.

**Business:** Thieves Guild. Fallowglass' organised crime allows them almost total control over Dis' finances.  
Assassins, Spies, Thieves.

**Military:** Fallowglass send thugs to the Legions to act as rear-guard, collecting dropped weapons and goods.

**Succubi:** Fallowglass Succubi are high-maintenance trophy partners, demanding much.

**Monopoly:** Rumours, Hearsay.

**Colour:** Green.

**Dress:** Expensive 19<sup>th</sup> century, Victorian dress, Jewellery.

**Animal Themes:** Corvids (Crows, et al), Spiders, Insects.



# HOUSE WRITHESPIT

## “Rip and Tear”

Founded on the Sin of **Wrath**

**House Knotfist** are dedicated to **Wrath**

- the sin of violence through anger.

Writhespit enjoy inflicting pain on others, and sometimes each other. They love hierarchies. Some favour punishing sinners through torture. Others choose to turn sinners into violent monsters. Apologists preach pacifism and zen-like calm.

**Personalities:** Loud, Angry, Violent, Mercurial, Impatient. / Calm, Quiet, Subdued, Controlled.

**Business:** Law Enforcement. Writhespit assemble angry gangs of cruel thugs dedicated to violence and prowl the streets of Dis looking for 'trouble'. Watch-gangs are as likely to fight another gang if they cannot find any punishable crimes. These crimes are, of course, completely up to violent, mercurial



Writhespit will. Writhespit also enjoy watching Gladiatorial fights, or orchestrating them.

**Military:** Writhespit Legionaries are usually berserker and other front-line monstrosities.

**Succubi:** In Writhespit, Succubi are often sadomasochists, with a penchant for whips and chains.

**Monopoly:** The finest and nastiest weapons crafters.

**Colour:** Red.

**Dress:** Leather spikes, torn clothing.

**Influences:** Harkonnen (*Dune*), Droogs (*A Clockwork Orange*), Gangs from *The Warriors*, *Gangs of New York*.

**Animal Themes:** Birds of Prey, Bulls, Dragons, Bears, Wolves.