

Basics:

2 Hits

At zero hits, collapse in pain

Can get back up after a minute, still at zero

If someone is at zero, someone else can kill them with 30 seconds appropriate RP (THIS IS SUPER BAD)

You have SEVEN points to spend at character creation.

Anyone can use any weapon to call STRIKE

Licenses are required to Duel

MUST RP being hit. Scream, grunt, moan at minimum.

Strike - 1 Damage

Sever - 2 Damage

Cleave - 3 Damage

Rend - Hits Flesh, leaves a debilitating wound. If not clasped, scream and writhe, you ***cannot*** do anything else. Nothing if hits armour.

Destroy - If hits Armour or a Weapon, ruins it, rendering it useless. If hits Flesh, nothing.

Stun - Knocks target to floor, must fall over.

Disarm - Hit anywhere, target drops weapon fully.

Pistols - Call based, line of sight. 10 seconds to reload.

Dodge - Can be called to ignore one of the above damage calls. You ***must*** have seen the attack coming, and only from melee weapons. You ***must*** move away at least two paces.

Fear - Must be coupled with appropriate scary roleplay. Bellow the call. The target is scared and runs away, not wanting to return for 1 minute.

Resist - Used to counter Fear. Call to Resist. Must stand firm.

Skills

Tough - +1 Hit

RP: Brash, show off

1

- Hardened - +1 Hit

RP: Show off muscles / body

1

-- Impervious - +1 Hit

RP: Never turn down a challenge

1

Swift - +1 Dodge pEvent

RP : Quiet and observant or loud and active

2

- Fleet - +1 Dodge pEvent

RP: Often still and observant or always moving

2

Horrifying - +1 Fear pEvent

RP: Smile very rarely or often and freakishly

2

- Monstrous - +1 Fear pEvent

RP: Callous / Aggressive / Scary often

2

Stalwart - +1 Resist Fear pEvent

RP: Foolhardy, "Invincible"

2

Barber - Heal others hits back with appropriate tools / RP, 1 a minute

RP: Attentive, considerate of people

2

- Surgeon - Heal others hits back with appropriate tools / RP, all in a minute

RP: Compassionate, empathetic

2

Torturer - Through appropriate roleplay, prevent target from doing anything but talking

RP: Cruel

2

- Sadist - Through 1 minute's Torture and appropriate roleplay, permanently brand / deform someone with appropriate results.

RP: Obviously enjoy others pain

2

- - Masochist - When tortured, and appropriate roleplay, regain 1 of your own hits

RP: Obviously enjoy own pain. Hiss with delight.

2

Stitcher - With 5 minutes appropriate roleplay, can repair basic armour.

RP: Attention to detail on items

1

- Lumper - With 5 minutes appropriate roleplay, can repair heavy armour

RP: Care and respect for items

1

Armoured - Wearing Basic Armour (Leather), get +2 Armour Hits

RP: Heroic

2

- Leathered - Wearing Basic Armour (Leather), get a further +2 Armour Hits

RP: Likes to pose

2

Fortified - Wearing Heavy Armour (Metal), get +4 Armour Hits

RP: Feel Safe

2

- Encased - Wearing Heavy Armour (Metal), get a further +4 Armour Hits

RP: Brag, feel invincible

2

Licensed - You have a licence to Duel. You are trusted to hold your family's name in combat.

1

- Swordsman - +1 Disarm w/Sword pEvent

RP: Proud of Weapon Skills

2

-- Swordsmaster - +1 Sever w/Sword pEvent

RP: Showoff / Violent

2

- Axeman - +1 Rend w/Axe pEvent

RP: Proud of Weapon Skills

2

-- Axemaster - +1 Destroy w/Axe pEvent

RP: Showoff / Violent

2

- Cudgelman - +1 Stun w/Cudgel pEvent

RP: Proud of Weapon Skills

2

-- Cudgelmaster - +1 Disarm w/Cudgel pEvent

RP: Showoff / Violent

2

- Gunman - +1 Stun w/Pistol pEvent

RP: Proud of Weapon Skills

2

-- Gunmaster - Reload becomes 3 Seconds

RP: Showoff / Violent

2

- Knifeman - +1 Sever w/Knife pEvent

RP: Proud of Weapon Skills

2

-- Knifemaster - +1 Cleave w/Knife pEvent

RP: Showoff / Violent

2

Qualities

Rank

All Demons start at the rank of Gentry.

The higher your rank, the more powerful you are considered within your own family, easier access you have to Family Resources (like personal guard), and the more responsibility you have at soirees.

The Ranks are as follows, from highest to lowest:

Duke - Law unto themselves

Marquesse - Access to other House's Resources

Earl - Higher priority to House Resources and Guard

Viscount - Access to House Personal Guard

Baron - Access to House Resource

Gentry

Above Duke, there is each family's Archduke, the undisputed family head across Dis.

There is also the title of Prince Infernal, a position held only by Lucifer, and the undisputed ruler of Dis, and in many eyes, Hell.

Each Rank is earned by fulfilling tasks and goals for your family.
The first two ranks are available at creation, circumventing these goals in exchange for character points:

Baron - You have the rank of Baron / Baroness.
You have access to your Family's specific Resource
You may purchase a 1 point Quality for free.
RP: Be haughtier than at least one person of the rank below you.
3

CoB Autumn 1: 1

- Viscount - You have the rank of Viscount / Viscountess.
You have access to your Family's Personal Guard.
You may purchase a 1 point Quality for free.
RP: Be haughtier than at least one person of the rank below you.
3

CoB Autumn 1: 2

Sergeant - You hold an Officer's rank in the Legions.
You may write letters to requisition control of a Unit of Regulars, either artillery or footmen.
You may request armour and basic weapons.
2

- Lieutenant - You outrank Sergeants.
You may write letters to requisition control of either heavily armed Irregulars, or a larger unit of Regulars.
You may request Bosch.
2

-- Captain - You outrank Lieutenants.
You may write letters to requisition control of more Irregulars or Regulars, with a backup of Sweltermoam engineers, Shuddergasp surgeons, or a Knotfist Magister.
You may request War Bosch.
2
--

Rituals

Part ceremony, part magic, Rituals are how Dis' demons channel Sin to their favour.
Any Demon may attempt a Ritual whether they know it or not, even attempting their own Rituals.
Knowing a Ritual tells you what words, props, Sin and offerings are needed to make the Ritual perfect.

Magister - You can learn First Tier Rituals

You gain two First Tier Rituals

2

- Magus - You can learn Second Tier Rituals

You gain a Second Tier Ritual

2

-- Diablerist - You can learn Third Tier Rituals

You gain a Third Tier Ritual

2

- Ritual - You gain a Ritual of your Choice

This can be bought multiple times

1

--

Circles

Enochian Circles, illustrations of the language of the Almighty, are stored in Knotfist Libraries. Like Rituals, they require a knowledge of the words, Sin, offering and items needed to summon an audience with the Demon the Circle is linked to. While anyone can attempt to use a Circle, it is only safely used by scholars who have done their research - those who have not can expect disastrous side effects.

Scholar - You can safely use First Tier Circles

You gain 2 Circles of your choice

2

- Librarian - You can safely use Second Tier Circles

You gain 2 Circles of your choice

2

-- Master - You can safely use Third Tier Circles

You gain 2 Circles of your choice

2

- Circle - You gain a Circle of your Choice

This can be bought multiple times

1

--

Underlings

Familiar - You have a Familiar. Familiars are useful and loyal servants, small and monstrous. They can gather information, spy, gather Sin or items, or do other similar acts.

This can be bought multiple times.

If you can provide a puppet physrep, the Familiar can turn up in play.

2

- Goblin - Goblins are better quality Familiars, bred to be more mobile, better at their jobs, often far more successful.

Your Familiar is now a Goblin

Goblins usually have Wings.

1

- Loyalty - Loyal Familiars and Goblins are much harder to sway with Rituals and Intimidation.

1

Steed - A hellish Steed, loyal to you.

It can transport yourself and one other.

Steed allows you to explore outside Dis.

Steed cannot fly. Winged Beestes are a monopoly of Gloatstar.

This can be bought multiple times.

1

- Charger - A much stronger, faster Steed.

Your Steed can cover more ground, faster.

Its temper is usually much nastier.

It can transport you and two others.

1

Bosch - Bosch are utility beestes made by Sweltermoam. Part metal, part flesh, part beest of burden.

Bosch can transport a load of goods, or act as backup in a battle - two Bosch can equal a unit's strength.

This can be bought multiple times.

2

- War Bosch - Your Bosch has been upgraded.

Aggressive, violent, heavily armed and armoured.

A War Bosch can easily fight off a unit.

They are also stronger, able to carry more.

2

--Siege Bosch - The ultimate war weapon. Walking Siege towers and battering rams. Veritable Juggernauts.

Siege Bosch can break castle defences with ease.

2

Gang - A gang of Loyal Gentry Demons.

Skilled ruffians, thieves, killers.

Can be sent to harass districts.

Not as strong as Military units.

This can be bought multiple times.

2

- Assassin - Your Gang has a specialised Killer amongst them.

Missions to kill NPC targets will go smoother.

This can be bought multiple times.

1

- Heavy - Your Gang has a specialised Thug amongst them.

Missions to intimidate targets will go smoother.

This can be bought multiple times.

1

- Saboteur - Your Gang has a specialised Saboteur amongst them.

Missions to break targets will go smoother.

This can be bought multiple times.

1

- Thief - Your Gang has a specialised Thief amongst them.

Missions to steal targets will go smoother.

This can be bought multiple times.

1

--

Wealth

All Demons start each Soiree with 1 Sin of their Family's foundation, 1 piece of random Gossip, and knowledge of 1 Auction Item.

Wealthy - You gain Sin through a means of your choice.

You gain +2 Family Sin at each Soiree.

1

- Industrial - You gain Sin through a means of your choice.
You gain +2 Family Sin at each Soiree.

1

-- Luxuriant - You gain Sin through a means of your choice.
You gain +2 Family Sin at each Soiree.

1

- Trader - You gain Sin through a means of your choice.
You gain +1 Non-Family Sin at each Soiree.
This can be bought multiple times.

1

Gossip - You keep an ear to the ground.
You gain an additional three pieces of Gossip at Random.

1

- Attentive - You keep an ear to the ground.
You gain an additional three pieces of Gossip at Random.

1

- Rumourmonger - You may, before each Soiree, add up to three pieces of Gossip of your writing. These can be as real or as fake as you wish.

1

--

Secrets

You may only purchase up to one of these.
Doing this will give you ulterior motives to your Family, making you a potential traitor.

Nephilin - You are the child of the monstrous Nephilim, intent on consuming Dis.

0

Lilin - You are the child of Lilith, the self declared Queen of the Wastes, intent on ruling Dis.

0

Order of the Morning Star - You are a member of Lucifer's inner circle, intent on relocating your lost Prince.

0

Agent of Silver - You have a secret allegiance to the Saints of the Silver City, the businesses of

Heaven.

0

Ifrit - You are secretly an Ifrit, citizen of the Isle of Dark Flames, servant of the great Shah Iblis.

0

-

Family

Your faction.

You must purchase one of these, and only one.

Each family gets a secret benefit, and a cheaper point buy.

Writhespit

Dedicated to Wrath.

If at character creation you buy Swordsman, Axes man, Knifesman, Gunman or Cudgelman, you gain the applicable "Master" skill for free. This bonus only applies once per character creation.

If at character creation you buy Gang, you gain Assassin, Heavy, Thief or Saboteur for free. This bonus only applies once per character creation.

0

Sweltermoan

Dedicated to Sloth.

If at character creation you buy Magister, you gain Magus for free.

If at character creation you buy Bosch, you gain War Bosch for free. This bonus only applies once per character creation.

0

Fallowglass

Dedicated to Envy.

If at character creation you buy Wealthy, you gain Industrial for free.

If at character creation you buy Gossip, you gain Attentive for free.

0

Knotfist

Dedicated to Avarice.

If at character creation you buy Magister, you gain Magus for free.

If at character creation you buy Scholar, you gain Librarian for free.

0

Ripgristle

Dedicated to Gluttony

If at character creation you buy Familiar, you gain Loyal for free. This bonus only applies once per character creation.

If at character creation you buy Wealthy, you gain Industrial for free.

0

Shuddergasp

Dedicated to Lust

If at character creation you buy Barber, you gain Surgeon for free.

If at character creation you buy Torturer, you gain Sadist for free.

0

Gloatstar

Dedicated to Pride

If at character creation you buy Swordsman, Axes man, Knifesman, Gunman or Cudgelman, you gain the applicable "Master" skill for free. This bonus only applies once per character creation.

If at character creation you buy Sergeant, you gain Lieutenant for free.

0

-

Breed

Your Breed of Demon.

You must purchase one of these, and only one.

Generic Demon features include:

Horns

Small Wings

Tail

Animal features

Areas of unnaturally coloured skin

Strange hair (wig)

Extravagant Demon features include:

Big Horns (Horns big enough to be ungainly in a crowd, entering or exiting rooms)

Big Wings (Wings big enough to be ungainly in a crowd, entering or exiting rooms)

Strange eyes (contact lenses)

Body-covering Animal features (no visible skin colour)

Body-covering unnaturally coloured skin (no visible skin colour)

Demon

A creature born from Sin. Your parentage and circumstance of birth are unremarkable... As much as born from flames and tangible vice are.

You are a demon. Either you delight in Sin, delight in punishing Sin, or try to lead a pure, learned life without it.

You start with EIGHT points rather than SEVEN.

You get an extra 1 Family Sin.

Imp

Demons born from violence itself, Imps are quick and tough.

Imps are very inquisitive, and are particularly interested in how things work.

Imps make excellent foot soldiers, and make up the majority of the Legions.

If you have 1 generic feature, you gain +1 Hit

If you have 1 extravagant feature, you gain +1 Dodge

If you have unnaturally coloured skin / scales and a tail, you gain +1 Hit

0

Drude

Demons born from the fires of rituals, Drude are animalistic and close to the mystical power of Sin.

Drude are intrigued by Demon history. They love stories of family, great events, the Fall, and great famous Demons.

Drude find it very easy to make friends with creatures like Familiars and Bosch, or to manipulate their trust.

If you have 1 generic feature, you may gain 1 extra Ritual if you bought Magister.

If you have body-covering animal features, you may gain 1 extra Ritual if you bought Magister.

If you have animal features and a tail, you may gain 1 extra Ritual if you bought Magister.

0

Cambion

A Demon who has at least one Sinner for a Parent.

Cambion are close to Sinners, and can easily make friends or manipulate them (especially in DT). Some are very protective of Sinners, others very negative towards them, possibly out of feelings of inferiority.

Cambion are very dedicated to family. They do their best to impress their family and support their name. If they do something to harm their family it will haunt them forever.

Cambion are often a hodgepodge of features from throughout their family line. This doesn't make them ugly though.

If you have 1 generic feature, you gain 1 Family Sin

If you have 1 extravagant feature, you gain 1 Family Sin

For every different extravagant feature, Baron costs 1 point less.

Sinner

A human soul, employed in a family.

Sinners know they are just another resource, and either fit into the system willingly, or plot in secret. You are the bottom of the pyramid. You are either happy to be there serving, or ambitiously want to climb out.

You cannot buy Rank or Military Rank at Character Creation.

At Character Creation you have 2 extra points that can only be spent on Skills.

You cannot have demonic features.

If you raise rank, you may start adding features.

0

Balsraph

Angels cast from the Silver City. The ultimate statement of Sin, a perfect creature turned to vice. To a being that has cast off the shackles of the Almighty, vice is an indulgence. Especially lying, a feat that cannot be achieved in Heaven. Angels love to tell lies.

Even in Dis, Angels do their best to look impeccable.

If your costume looks particularly impressive to David, you may purchase Terrifying at Character Creation for 1 point less.

If you have wings, you may purchase Scholar for 1 point less

If you have big wings, you may purchase Baron for 1 point less

Succubus

Succubi and Incubi are Demons born of lust.

Succubi love socializing and social contact. They hate being on their own and will do anything to end loneliness quick, even small talk or volunteering for something dangerous.

Succubi are very good at manipulating, inspiring, intimidating and seducing others (especially in DT).

If you have 1 generic feature, you gain 1 random piece of Sin

If you have 1 extravagant feature, you gain +1 Dodge

If you have horns and wings, you may purchase Baron for 1 point less

If you have horns and tail, you get an extra Family Thoughtweft pick.

If you have wings and tail, you get an extra Relationship Thoughtweft pick.

0

Fortunate

Demons born from misfortune.

Fortunate are either extremely cautious or foolhardy. They think luck is either on their side, or are convinced they are cursed. Either way, fate is inescapable for you. It is part of your life.

Good or bad things may happen at random to you in play.

In downtime, one action will go very well, another will ...well, not.

If you have 1 generic feature, you gain 1 random Sin

If you have 1 extravagant feature, you gain +1 Dodge

If you have strange hair and eyes, you gain 1 random Sin

0

Rituals

Levels should be obvious, its the number of -.

-- requires the - above, --- the --. That's it.

At base, these require 1 of relevant Sin per level.

The Brimstone spells require Brimstone.

A level 1 spell that targets someone can be improved by speaking aloud one of the four syllables in your / the target's True Name.

A level 2 spell that targets someone can be improved by speaking aloud one of the two words in your / the target's True Name.

A level 3 spell that targets someone can be improved by speaking aloud your / the target's entire True Name.

- Improve Offensive (Combat calls)
- Pester (Harasses target at a distance)
- Outside Pester (Harasses target outside soiree at a distance)
- Wound (Violently harasses a target inside soiree)

- Improve Body (hits and dodges)
- Summon (Summons Familiar / Bosch / Steed)
- Improve Familiar / Bosch
- Create Familiar / Bosch
- Improve Steed / Winged Beeste / Transport Bosch
- Create Steed / Winged Beeste / Transport Bosch

- Create Brimstone Weapon (nasty crystalline weapons with better combat calls)
- Create Brimstone Artefact
- Create Brimstone Relic

- Identify (Info on Item, who has it)
- Find Demon (Finds a Demon / Familiar in Dis. May help with finding True Names.)
- Find Archduke / Outsider (Finds location of Archduke / Outsider, wherever. May help with finding True Names.)
- Channel Circle (Permanently converts a Circle's power into a target)
- Channel Outsider Relic (Permanently converts a non-Demon Relic's power into a target)

- Create (creates a device with a purpose)
- Incorporate (installs the device into a host)
- Build (incorporates two devices into one)

- Scry (Vision of a place in Dis)
- Farscry (Vision of somewhere else)
- Contact Outside (Sends vocal message to Outsider)

- Summon Outside (Alerts / Summons an Outsider)
- Send Message (Sends 10 word written message)
- Send Document (Sends 1 side of A4)
- Influence (Directly influences / coerces target)
- Improve Morale
- Improve Unit
- See Thoughtweft (Let's you see what's in Target Family's Thoughtweft)
- Change Family Thoughtweft (Let's you alter your own family's Thoughtweft)
- Manipulate Thoughtweft (Let's you alter any family's Thoughtweft)
- Bind Partnership (Creates a shared bond between two people)
- Bind Marriage (Creates a powerful marriage bond between two people)
- See Auction (See upcoming Auction listings and favours)
- Change Auction (Let's you alter pricing etc)
- Break Auction (Let's you eject listings, request listings, etc)
- Glimpse (Weird visions)
- Vision (More detailed, prophetic)
- Truth (Very detailed, true)
- Channel Sin (Make target feel Sin)
- Channel Soiree (Make Soiree feel Sin)
- Channel Area (Make part of City / elsewhere feel Sin)

Ritual: Improve Offensive

Tier: One

Description: This Ritual improves a Target's combat potential, increasing their skill with weapons

Sin: At least one Wrath

Requirements: The more Wrath, the stronger the effect, and the more uses of deadly weapon skills. Using two of any other Sin is equal to one Wrath.

Classically, this ritual is performed with the drawing of blood, ritual combat, or the weapon being the focus of the Ritual.

Incantations: Speaking one syllable minimum of the Target's True Name, Out Loud, will double the effect, multiplied for each syllable spoken. If the True Name is spoken in its entirety, the effects can be permanent.

The ritual must reference, vocally, begging for strength, martial prowess, the Power of Wrath and Your Power

Ritual: Improve Body

Tier: One

Description: This Ritual improves a Target's body, making them tougher and faster. This Ritual can also heal an afflicted or diseased Demon.

Sin: At least one Lust

Requirements: The more Lust, the stronger the effect, and the more extra hits. Using two of any other Sin adds one Dodge, but other Sins cannot be larger than the number of Lust used.

Classically, this ritual is performed with the target's body or armour being adorned with paint or blood, the girding of armour, or general worship of the Target's body.

Incantations: Speaking one syllable minimum of the Target's True Name, Out Loud, will double the effect, multiplied for each syllable spoken. If the True Name is spoken in its entirety, the effects can be permanent.

The ritual must reference, vocally, the perfection of flesh, physical beauty / prowess, the Power of Lust and Your Power

Ritual: Create Implement

Tier: One

Description: This Ritual is used by Sweltermoan Demons to create devices of metal and leather that can, once Ritually integrated into a Demon (or Steed, Bosch or Familiar), provide extra abilities.

Sin: At least one Sloth

Requirements: Each Sloth, or two Sin of any other kind, adds a descriptor to the device.

Examples of descriptors include:

- makes the Demon faster
- makes the Demon tougher
- makes the Demon harder to Disarm
- makes the Demon wittier
- makes the Demon produce attractive pheromones
- makes the Demons' eyes better at studying
- makes the Bosch cleverer
- makes the Familiar's sense of smell excellent

Once integrated into a Demon via the appropriate Ritual, it will provide the abilities. The most it can take is three descriptors.

If you want to make the device harder to destroy, it costs the equivalent of two Sloth. This counts as one descriptor.

Adding the words "very", "much", or any other positive adjective costs another Sloth or equivalent, and counts as one descriptor.

Classically, the device must be assembled during the ritual, anointed by oils and biles, words of function ascribed onto the device.

A device must be provided by the player - any small junk like object made of metal (preferably brass or copper), leather or both. Resembling organs or bones is preferred, as is being made of bone. Devices are less Steampunk, more Frankenstein.

Incantations: Speaking one syllable minimum of the Demon's, or your, True Name will add a descriptor to the device, further increased for each syllable spoken.

The ritual must reference, vocally, the importance of improvement, activity today to provide ease

tomorrow, the resources of Sweltermoam, the power of Sloth, and Your Power.

Ritual: Create Brimstone Weapon

Tier: One

Description: This Ritual is used by Writhepit weapon artists to create Brimstone weapons and armour.

Sin: At least One Brimstone

Requirements: The more Brimstone, the more Brimstone items can be made. Using four of any Sin is equal to one Brimstone.

Each Ritual performed can create multiple of the same item. A ritual that produces a Brimstone Sword cannot create a Brimstone Axe in the same Ritual, or Armour or Plate.

Each Brimstone Weapon costs 2 Brimstone.

Each suit of Brimstone Armour costs 2 Brimstone.

Each suit of Brimstone Plate costs 3 Brimstone.

A new physrep can be provided to represent the created item, if you can provide one OC. If not, flavourwise the Ritual can represent infusing Brimstone into the current physreps.

Classically, the Ritual involves the weapons and items being anointed with Brimstone crystals, blood (freshly let or not) and tools of smithing (chisel, hammer, anvil).

Incantations: Speaking one syllable minimum of the item's owner's, or your, True Name will increase the effect, further increased for each syllable spoken. Each syllable acts like one Brimstone.

The ritual must reference, vocally, the deadliness of weapons, the crystalline power of Brimstone, the art of violence, the anger of Writhepit, and Your Power.

Ritual: Scry

Tier: One

Description: This Ritual is used to create a vision for the Ritualist, showing the item or person looked for. Scry can only locate such things in Dis.

Sin: At least one Sin

Requirements: The first Sin locates the item or person and shows them, yet their surroundings are unclear and dark. The second will display the surroundings, like a room or immediate area. A third will zoom out further, enough to display the building if indoors, and a hint at the district. A fourth will clarify this if needed.

Each Sin can be spent one at a time during the vision to the Demon's level of choice.

Classically, the ritual is performed with lenses, maps, and other symbols associated with viewing or logistics. An image or item related to the Demon / Item is usually the focal point.

Incantations: Speaking one syllable minimum of the Demon's, or your, True Name will increase the effect, further increased for each syllable spoken.

The ritual must reference, vocally, the importance of knowledge, the seeking of truth, the size of Dis, the power of Sin, and Your Power.

Ritual: Identify

Tier: One

Description: This Ritual gives more details on a person, item, or Circle (and the associated Demon).

Sin: At least One Avarice

Requirements: Each one Avarice, or two of any other Sin, yields a Question about the item / person. The more Sin, the more questions can be asked.

Classically, the Ritual is performed with a blank scroll and quill, questions written to be followed by answers. If the item is owned, it is placed in a prominent position, usually on silk or a cushion.

Incantations: An image or item related to the Demon / Item is usually the focal point. The questions are usually asked during the Ritual. A true name cannot be learnt from this ritual. Speaking one syllable minimum of your True Name will increase the effect, further increased for each syllable spoken. Each syllable will act like One Avarice.

The ritual must reference, vocally, the power of knowledge, the value of insight, the brilliance of Knotfist, the Power of Avarice, and Your Power.

Ritual: Send Message

Tier: One

Description: This Ritual is used to communicate a message to the target. Each Sin adds 10 words to the message's length.

Sin: Each one Sin allows 10 words to be added to the message.

Requirements: A physical representation of the message. Note that many demons won't read messages sent to them that don't address them by their full Title. Also, saying who its from also helps.

Incantations: Speaking one syllable minimum of your True Name will increase the effect, further increased for each syllable spoken. Each syllable will act like One Sin.

The ritual must reference, vocally, the value of negotiation and discussion, the urgency of the message, and Your Power.

Ritual: Improve Morale

Tier: One

Description: This Ritual is used to bolster the spirits of military units, which makes them stronger and more resilient, or gangs, which focuses them on whatever task is at hand.

Sin: At least one Pride

Requirements: The more Pride, the greater the temporary effect of the Ritual, making them faster, stronger, more reliable. Using two of any other Sin is equal to one Pride.

Traditionally, items / imagery relating to the task at hand are used. Armour and weapons or a fight drill for a unit of soldiers, a knife and death symbols for a gang attempting an assassination, keys and sleight of hand for thievery, etc.

Incantations: Speaking one syllable minimum of the Unit's master's True Name will increase the effect, further increased for each syllable spoken.

The ritual must reference, vocally, the task at hand, the reputation of the unit or skills of the gang, the power of Pride, and Your Power.

Ritual: See Auction

Tier: One

Description: This Ritual is used to see the details on Auction listings. For each success, one listing is seen in detail: the seller, the item, any family favours, the minimum price and worth.

Sin: At least one Envy

Requirements: The more Envy, the more Auction listings are seen. Using two of any other Sin is equal to one Envy.

Classically, this Ritual is performed by flaunting items of great worth, or with a precious jewel used as the "lens" with which to see the result.

Incantations: Speaking one syllable minimum of your True Name will increase the effect, further increased for each syllable spoken. This applies to yourself too.

The ritual must reference, vocally, the value of trade and business, the power of foresight, the power of Envy, and Your Power.

Ritual: See Thoughtweft

Tier: One

Description: This Ritual is used to see the contents of another Family's Thoughtweft.

Sin: Two of That Family's Sin

Requirements: Multiple Families can be viewed at once.

Classically, an item representing each family is present, with the Target Family (Families) given focus. As a trade, those involved in the ritual often exchange secrets, whispered or written and passed.

Speaking one syllable minimum of your True Name will increase the effect, further increased for each syllable spoken. Each syllable will act like two of that Sin.

Incantations: The ritual must reference, vocally, secrets discovered, family ties, the Power of Sin and Your Power.

Ritual: Glimpse

Tier: One

Description: This Ritual is used to see Dream like glimpses of a chosen subject. They are strange and dream like, and are often cryptic.

Sin: At least one Gluttony

Requirements: The more Gluttony, the stronger and longer the effect. Using two of any other Sin is equal to one Gluttony.

If a specific subject is wanted to be glimpsed, an object linked to that person or place, or an image, should be present.

Traditionally, this Ritual is completed by drinking from a Goblet, symbolising Gluttony and the power of addiction.

Incantations: Speaking one syllable minimum of the Target's True Name will increase the effect, further increased for each syllable spoken. This applies to yourself too.

The ritual must reference, vocally, sights unseen, your preferred subject of glimpsing, the Power of Gluttony and Your Power.

Ritual: Channel Sin

Tier: One

Description: A target has the power of Sin channeled through them, affecting their mood and actions.

Sin: Any

Requirements: The more Sin, the stronger effect. If Sin is mixed, the effects will be mixed too, but diluted.

Incantations: Speaking one syllable minimum of the Target's True Name will increase the effect, further increased for each syllable spoken. This applies to yourself too.

The ritual must contain the names of the Sins channeled, and preferably items or images representing those Sins.

The ritual must reference, vocally, the channelling, flow, or transmitting of Sin, Sin's power, and Your Power.

Ritual: Convert Sin

Tier: One

Description: This Ritual converts any two Sin into one Sin of the caster's choice.

Sin: Two of any Sin

Requirements: Each two Sin yields one Sin of the chosen kind. Use of your True Name, spoken aloud, and the longer and more dramatic the ritual might add extra Sin to the results. Imagery or actions relating to the Sin desired can help - Bloodletting for Wrath, medical tools or hand-holding for Lust, etc.

Two vessels are needed, one to contain the Sin used, and one to contain the Sin gathered.

Incantations: Speaking one syllable minimum of your True Name will increase the effect, further increased for each syllable spoken.

The ritual must contain the names of the Sin wanted.

The ritual must reference, vocally, the metamorphosis and desire of Sin, Sin's power, the importance of the Sin wanted and its related Family, and Your Power.

-

Circles

When you buy a Circle, you buy a scroll with a pattern drawn on it, an Enochian Circle linked to a powerful Balseraph who no longer attends Soirées. Basically your wealthy evil uncle. You can use this pattern, the applicable words, offerings, etc to contact the Demon and ask for favors - they each specialize in different areas. But they are old, finicky, and dicks. Once called, they'll never visit anyone ever again.

You can try calling the Demon without the correct circle, but It'll probably not work. And unless you have the correct Quality, eg Scholar four Tier 1 Circles, you are at the whim of the Demon. A magister is more likely to have enough training not to cross the streams etc. Without that training, its dangerous.

The right words and offerings placate the Demon. If not... You just woke up a *Surly* elder power.

They represent powerful Demons who are no longer Socialites, retired or outside the City, contactable only by Enochian Circle.

Name: Raum

Title: Earl Raum, Thief on Black Wings, Razer of Castles

Tier: One

Description: A heroic crow in association with Gloatstar, Raum became upset by the actions of the oppressive upper classes, and fled to the outer circle to protect the needy and dispossessed. Raum has a reputation as a thief and an arsonist, all in the name of "Liberty".

Name: Shax

Title: Duke Shax, Three Angled Crane, Steed Thief

Tier: One

Description: Shax, a Drude, appears as a Stork in fine clothes. Once a Fallowglass thief, Shax proved too untrustable and instead set up shop as a Gentleman Thief in the middle circle of Dis. When Shax speaks as a gentleman, he is known to be lying. He can be convinced to speak the truth if a certain magic shape is drawn on the ground in chalk when you summon him...

Name: Furcas

Title: Knight Furcas, The Hoary Old Knight, Hero of the Legions

Tier: One

Description: Furcas is one of the greatest heroes of the Legion, killing many Nephilim in his time. Retired, he lives out in the outer circle of Dis, enjoying a life of leisure. Furcas is a pale Fortunate, albino white from head to toe, with an ivory mane of hair and beard. His bulging stomach obviously causes his tiny, exhausted steed some discomfort, and his spear has seen better days...

Name: Decarabia

Title: Marquis Decarabia, The Star That Sings, Of Herbs and Flocks

Tier: One

Description: Decarabia enjoyed singing so much, she forwent her physical form, and became only a flock of birds. Her knowledge of herbs and crystals is great. Her flock of birds will only converse if lured into a magic shape drawn in chalk...

Name: Halphas

Title: Earl Halphas, The Armed Tower, The Gunpowder Stork

Tier: One

Description: Resembling a Stork in full plate armour, helmet included, Halphas was a master builder who became enamoured with explosives and guns. He built a tower and filled it with

explosive weapons out by the mountains, and relaxes there amongst his destructive weapons. He claims his tower guards for Agrat. He cannot stand his rival and ex-lover, that hack Sabnock.

Name: Sabnock

Title: Marquis Sabnock, The Architect Lioness, Cannon of Disease

Tier: One

Description: Resembling a lioness in full plate armour, Sabnock was a master builder who became enamoured with explosives and guns. She built a tower and filled it with explosive weapons out by the mountains, and relaxes there amongst her destructive weapons. She revels in the wounds left by her weapons. She claims that her tower guards for Namaah. She cannot stand her rival and ex-lover, that hack Halphas.

Name: Glasya-Labolas

Title: Earl Glasya-Labolas, The Gryphon-Hound, Author of Bloodshed

Tier: One

Description: Also known as The Great Bitch, Glasya-Labolas resembles a large, winged Doberman-like Drude, and is the middle circle's most popular shlock author. Glasya writes incredibly detailed Gore-Romance, often based on famous murders, blowing them up into overwritten tales of lady demons being swept off their feet by bloodthirsty monsters. They always end in romantic suicide-homicide. She has written over 600 legally distinct stories.

Name: Furfur

Title: Earl Furfur, Master of Lies, The Antlered Storm

Tier: One

Description: Once close to Gloatstar, Furfur left after his predilections to solving conflicts (causing incredible, indiscriminate storms) caused friction between him and his superiors. Angered, Furfur promised to never be trustworthy, unless three Nobles were to stand together, making a magic shape between them... Furfur, a Drude, resembles a humanoid Hart in silken robes depicting waves. Mammon always claimed Furfur was one of the few Demons to know anything useful about Paradise...

Name: Samigina

Title: Marquis Samigina, The Diminutive Steed, Path to Limbo

Tier: One

Description: Samigina's purpose was to chronicle Abaddon's actions, to write the details of the Angel of Death. Being a timid sort, the centuries of dire, gory actions proved too much, and his tiny nerves got the better of him. Lucifer, enamoured by the pathetic little Drude, gave him a manor out in the outer circle, and he lives there in his retirement. Samigina collects True Names, information on Limbo, and keeps tabs on Second Death, morbidly intrigued. He resembles a tiny, wide-eyed, suit-wearing snouted-horse.

Name: Aamon

Title: Marquis Aamon, The Owl Worm, Master of Past Deeds

Tier: One

Description: A serpent with an owl's head and wolf's claws, Aamon is a Lilin who is valued for her skills of both pre and post cognition. She lives in the Northern mountains, and is happy to give advice in exchange for offerings. Aamon practises Haruspexy, the art of reading the past and future by observing the signs inside feathers, bones, and organs.

Name: Leraje

Title: Marquis Leraje, Gallant Hunter, Clad in Gangrene

Tier: One

Description: Leraje always claimed to have a connection to nature, leaving Ripgristle to instead live amongst the wilds of the strange Northern Forest. An expert on archery, hunting and disease, Leraje is a Cambion clad in hunter's robes of leaves and furs. He is said to be a consort of Agrat bat-Malat.

Name: Naberius

Title: Marquis Naberius, Cerberus, The Amiable and Valiant

Tier: One

Description: No-one knows where Naberius came from, other than "West". Proving himself friendly, heroic and fiercely loyal to his friends he gained a positive reputation in Dis. Refusing to accept affiliation to any family, Lucifer was forced to extradite him to the middle circle, where he set himself up as the ultimate dinner host and an award winning conversationalist.

Naberius resembles a huge three-headed dog clad in excellent clothes. He hates his old name, as it reminds him of his past.

Name: Ronové

Title: Earl Ronové, The Learned Imp, Death Collector

Tier: One

Description: Ronové is an ex-assistant of Mammon, specialising in the knowledge of second death, exiled to the shanty sprawl after Mammon became paranoid that he had "learned too much". Resembling a hunched, ugly imp, Ronové travels from shanty village to village with his ancient staff, collecting information on the second dead, Demons who have been killed in Hell. Ronové is very boastful, proud and self aggrandizing despite his stature and social position.

Name: Forneus

Title: Marquis Forneus, Tidal Worm, Bringer of Allies

Tier: One

Description: Forneus rules the shore directly South of Dis. An old friend of Leviathan, Forneus hated the pressures of the city, so the Archduke arranged for her to be homed in the ocean. Forneus loves the inky ocean, and appreciates any gift representing the depths of the waters, or the flow of the sea. Although a huge slimy sea beast, incapable of speaking the Infernal dialect, Forneus loves tales of romance, and cares about uniting friends.

Name: Marchosias

Title: Marquis Marchosias, Wizard's Friend, She-Wolf Champion

Tier: One

Description: A Balseraph who fought alongside Lucifer, Marchosias gained her reputation as a ferocious fighter in the Fall, as well as her knack for never, ever lying. In the Centuries that passed, she claimed she had served her punishment in Hell, and was now awaiting the Almighty to rescue her. Many Soirees were interrupted by Marchosias' ranting and public displays, offering herself to Paradise. She was placed in "protection" in Lucifer's prison, enshrouded in many, strange looking Enochian Circles and chains...

Marchosias resembles a winged humanoid she wolf. Her rants and tears make her near unintelligible, but regardless she still supposedly never lies...

Name: Bifrons

Title: Earl Bifrons, Corpse Stealer, Gem Eater

Tier: One

Description: Out in the countryside and the shanty sprawl, Second Death is far more common than it is in Dis. Bodies are buried, often with their belongings, so that the body's eternal torment is separated from their family. Families that practice this fear Bifrons, a Lilin so monstrous he appears purely as a cloud of darkness filled with smiling, jewel-toothed mouths.

Bifrons steals and eats corpses, and isn't above verbally intimidating one Demon into killing another, just to procure a snack. Bifrons is an utter monster, and many would be pleased by his destruction. He only has a title through bullying dignitaries to give him one...

Name: Orias

Title: Marquis Orias, The Great Sky, Molder of Clay

Tier: One

Description: Orias true form has never been seen, but her home on the outskirts of the mountain is a famous astronomer's tower, perfect for studying the strange starry sky and the fires in the horizon. Believed to be a Lilin, she was gifted her title by Lucifer for contributing a beautiful star map.

Orias is kind, but often aloof and haughty, and caught up in her work. Many Sweltermoan are envious of the workings of her tower. She also has a reputation for changing the shape of any Demon who tries to spy on her work, often changing them into comedy forms for her own amusement.

Name: Botis

Title: Earl Botis, The Ugly Viper, Master of the Bright Blade

Tier: One

Description: A hero, Botis was expelled from the Legions for disobeying his commanding officer's orders to murder rioters in the outer circle. Maybe they should have requested he hand back his weapon before he left...

Botis, known as the Ugly Viper due to his resemblance to a snake, carries the Bright Blade, one of the only remaining Angelic Swords in Hell. Though it is far from the slice of Paradise it once

was, it is still one of the moist potent weapons in Hell.

An exemplary, selfless swordsman full of daring, Botis will help anyone who needs him. He is said to be on a heroic quest for someone high up in Dis...

Name: Marax

Title: Earl Marax, The Minotaur, Master of Starry Calfs

Tier: One

Description: The younger brother of Behemoth, Marax offers his services in exchange for only one thing: secrets. His manor out in the middle circle of Dis is a huge collection of people's greatest secrets, including their true names and nastiest deeds. He'll do anything to get his hands on a new secret, including trading away one of his Starry Calf familiars.

Marax, who resembles a minotaur with a human face dressed in fine robes, supports members of both Fallowglass and Writhespit, but cannot stand hearing mention of Sathannus, the man who killed his brother.

Name: Ipos

Title: Earl Ipos, The Assymetrical Heavenly, The Future Wit

Tier: One

Description: Ipos simply claims that she "knows things". What things depend on when and where, but they always revolve around Paradise and the Future. She claims she's always known, and these things are always true... When she tells them. The future changes you see. And she's seen it. But she's not quite telling.

Ipos acts like an impetuous child, despite being an original Shuddergasp Balseraph. Her form is close to that of a Seraph, an asymmetrical churning form of lion, hare, goose and vulture.

She makes her home in the Northern Ruins.

Ipos claims she's just waiting to re-enter Paradise. As such, she keeps her head in the clouds, and often misses current affairs...

Name: Phenex

Title: Marquis Phenex, Firey Bard of Birds, Deadly Song

Tier: One

Description: When Marchosias was imprisoned for her beliefs, Phenex made their disgust public, spitting on Lucifer in public. The celebrated Poet Infernal of Dis left without even being asked, relocating to the Southern fire pits, where they live in isolation, supposedly writing the "song to end all songs".

Phenex hates company, going as far as to use song to command the fire to destroy any interlopers. There is said to be a secret to avoid immolation...

Phenex is a fire-clad, bird-like androgynous Succubus... Or Incubus. Phenex identifies as neither Gender.

Name: Andromalius

Title: Earl Andromalius - Thief Hunter, Treasure's Friend

Tier: One

Description: Andromalius was upset by Writhespit's subjective law keeping, and decided to take things into her own hands. Labelling herself a Grand Judge, she brought a private war to crime, especially thievery. Following massive challenges from Fallowglass and Writhespit, Andromalius was exiled to the South, where she lives under a bridge in the shanty sprawl to this day.

Andromalius resembles a feminine serpent wrapped around a hulking trollish servitor, her idiotic guardian. Andromalius sees herself on a grand quest to rid the world of crime, starting with thievery. She acts as a law keeper for the Southern Sprawl, finding thieves and returning stolen goods.

Name: Murmur

Title: Earl Murmur, Silent Herald, Speaks for Spirits

Tier: One

Description: Aeons of ambassadorship between Limbo and Hell have had their toil on Murmur. Once a beautiful Succubus, Murmur is now little more than a vulture-winged tattered shroud, innumerable passes through the different perception layers slowly flaying their physical and visible form to nothingness.

Murmur can summon forth any Soul who died on the Almighty's World, whether they be in Hell, Paradise or Limbo. When they do so, the tear they create in reality speaks with their lost voice a thousand fold, a cacophony of innumerable sounds strong enough to rend the staunchest soul to pieces...

Murmur is now loyal to the Apologist Eiseth.

Name: Andras

Title: Marquis Andras, Angel of Owls, The Deadly Circle

Tier: One

Description: Once a proud knight, Andras earned notoriety when he publicly sided with Lilith during her rise to power aeons ago... And struck down Abaddon from behind. The once staunch friends fought to a standstill, broken and bloody each, until both were spirited away by their superiors, not prepared to lose their champions. From then on, Andras has been a feared exile, if capable of fighting The Infernal's right hand to a standstill, then certainly capable of killing any other demon.

Andras is known to attack any Demon not loyal to his Mistress who summons him... Unless they are protected by a certain shape drawn in chalk...

Andras is a feared, excellent warrior. He resembles a naked, perfect man with an Owl's head, beautiful doves' wings, riding a fierce She-Wolf, wielding the Ebon Blade - an Angelic Sword corrupted by Abaddon's blood.

Name: Andrealphus

Title: Marquis Andrealphus, Mistress of Numbers, King-Queen of Measured Birds

Tier: One

Description: Andrealphus, who accepts both genders, lives in the Ordered Aviary, a floating tower above the middle circle of Dis. Zhe marches to the beat of their own drum, living only by

the logic hidden inside numbers, sequences, measurements and mensuration. Andrealphus challenges the summoner tho seemingly insane games of maths : a popular one is to accurately count every single bird in their home. Mammon considers Andrealphus genius "measured... But incurable".

Zhe resembles a white Peacock Fortunate, clad in long, flowing lace, surrounded by the many, many birds zhe calls friend.

Name: Kimaris

Title: Marquis Kimaris, Pale Rider, Maker of Heroes

Tier: One

Description: Kimaris appears like a muscular, perfect man, clad only in the albino white of his skin, the love scars of his consort Namaah, and his terrifying helmet, carved from ancient Nephililin skull. He rides upon his steed Abhorrence, a creature as much lion ass giant as serpent as bat, and wields the mighty killing axe, Tuvries. Kimaris resides in the a western ruins as a barbarian King, waiting four pitiful worms who wish to be like him: strong, deadly, exemplary, perfect.

Name: Viné

Title: Earl Viné, The Conjured Storm, Name Thief

Tier: One

Description: Viné made an excellent business pawning true names and plaguing targets with winds and thunder... Until she was hired by *someone* to attack the inner wall. She was expelled, and now acts as a free agent off in the Eastern Sprawl, attended to by her own harem of talented dancers, whom she takes great delight in.

Viné resembles a large woman made of writhing, serpentine vines, their creaking undulations rippling like thunder.

Second Tier:

Duke Focalor - The Tidal Griffin, Drowner and Savior

Duke Vepar - Lord of Mermaids, The Worm In The Wound

Duke Agares - Pale Reptile, The Fear and The Flee

Duke Valefor - The Leojack, King of Thieves

Duke Barbatos - The Philosopher, Of Secrets and Tongues

Duke Gusion - Truth-Teller Baboon, Of Friends and Nobles

Duke-General Eligos - Rider of Abigor, The Knight Spectre

Duke Zepar - The Erotic Warrior, Soldier of Love

Duke Bathin- The Worldly Wyrn, Lord of Travel

Duke Sallos - The Apologist Soldier, Pacifist in Hell

Duke Aim - The Triple Fire, The Untamed Flame of Secrets

Duke Buné - Gathers in the Sepulchres, The Triplicate Dragon

Duke Berith - The Crimson, Of Wealth and True Questions

Duke Vual - Hump of Affection, Bringer of Love

Duke Crocell - Balsraph of the Waters, The Angles and The Dark

Duke Alloces - Lion Upon The Dragon, Immortality's Keeper
Duke Gremory - Maiden of Maidens, Heart of Hearts
Duke Haures - Leopard Of Firey Lies, Enemy Beyond Three Angles
Duke Vapula - Brasswork Lion, Griffin of Clocks
Duke Amdusias - The Single Horn Trumpet, The Cacophony
Duke Dantalion - Of Any Face, Of Any Place, Of Any Heart

Third Tier:

President Foras - The Rolling Field, Of Precious Stones
President Marbas - The Roaring Shape, Of Changing Forms
President Buer - The Goatwheel, Of Endless Knowledges
President Malphas - The Great Builder, Destroyer of Secrets
President Haagenti - The Lazing Bull, The Great Teacher
President Caim - The Burning Thrush, Disputer of Voices
President Ose - The Dementor Cat, The Hissing Insanity
President Amy - Balsraph of the Flames, Rulers and The Hidden
President Valac - The Innocent Boy, The Serpent Wrangler
President Zagan - The Heifer, She Who Carries The Wine

-

Items

When you create a character, you can buy items.
The amount you can "spend" is equal to your starting Sin.
You do not lose that Sin if you Spend it. It us a measure of your wealth.
You have 1 Sin plus whatever you generate from Skills and Breeds.
Each family has a few items on Discount.

Weapon 1

Brimstone Weapon 4

Brimstone weapons are either crystalline or made of savage looking weapon, the Brimstone worked into the very metal.

Brimstone metal are obviously special, just from looking at them.

Brimstone weapons can make nastier calls, like SEVER, latently.

Basic Armour 1

Basic armour is at least a leather chest piece.

Brimstone Armour 4

Brimstone Armour is either crystalline or made of savage looking material, the Brimstone worked into the very leather.

Brimstone armour is obviously special, just from looking at it. Brimstone Armour gives extra Armour hits.

Heavy Armour 2

Heavy Armour is at least a metal chest piece.

Brimstone Plate 5

Brimstone Plate is either crystalline or made of savage looking metal, the Brimstone worked into the very metal.

Brimstone plate is obviously special, just from looking at it.

Brimstone Plate gives extra Armour hits.

Piece of Brimstone 2

Brimstone is used in Rituals to make Weapons and items.

Brimstone items are far superior.

Standard Issue Armaments 3

Cheap armour and weapons in bulk.

No good for a Noble, but good for a Military Unit.

Tools 1

Please purchase these if you plan on using tools for surgery, repair, torture, etc. If you use tools to do so, feel free to drop the applicable times by up to 10 seconds if you are rushing

Ritual Materials 1

Please purchase these if you plan on using items in your rituals. We'll take these things into account when overseeing certain things

Steed 5

Familiar 6

Bosch 7

These creatures can be bought from Sweltermoam, fresh.

They are incompatible with the related Qualities.

Random Scroll 3

A random Ritual you purchased from a peddler.

You learn the Ritual.

It will not be a Ritual you know.

Random Circle 3

A random Circle you purchased from a peddler.

You learn the Circle.

It will not be a Circle you know, or one that is exhausted.

Random Treasure 3

A piece of treasure bought from a shady source, taken from the wasteland.

This can be anything from a trinket to a missing treasure.

There is a good chance this will lead to plot.

Mysterious Relic 6

A powerful, mysterious wasteland relic bought at an Auction.

Relics like these are needed in powerful Rituals.

There is a good chance this will lead to plot.

Mysterious Key 1

A strange key, bought from a peddler.

These keys are an uncommon, if not a familiar site.

No-one knows what they do...

-

Discounted Prices

Writhespit

Brimstone Weapon 3

Brimstone Armour 2

Brimstone Plate 3

Piece of Brimstone 1

Sweltermoan

Random Scroll 2

Steed 4

Familiar 4

Bosch 4

Fallowglass

Everything 2 or more is 1 less.

Knotfist

Random Circle 2

Random Scroll 2

Ritual Materials are free once.

Ripgristle

Random Circle 2

Familiar 4

Bosch 5

Shuddergasp

Random Circle 2

Mysterious Relic 4

Tools for Torture and Medicine are free once each.

Gloatstar
Standard Issue Weapons 1
Standard Issue Armour 1
Steed 3

--

Finalizing

What is your character's first name?

Do they have middle names?

Are they part of a sub family? Are they a Welter-Writhespit, or a Clade-Sweltergloom?

Are they a Noble, do they have titles?

What is their profession?

Are there other people linked to your character? Familiars, Bosch, Gangs? What are they like, who are they?

What is their True Name?

A true name is two words, each two syllables. It should be secret...