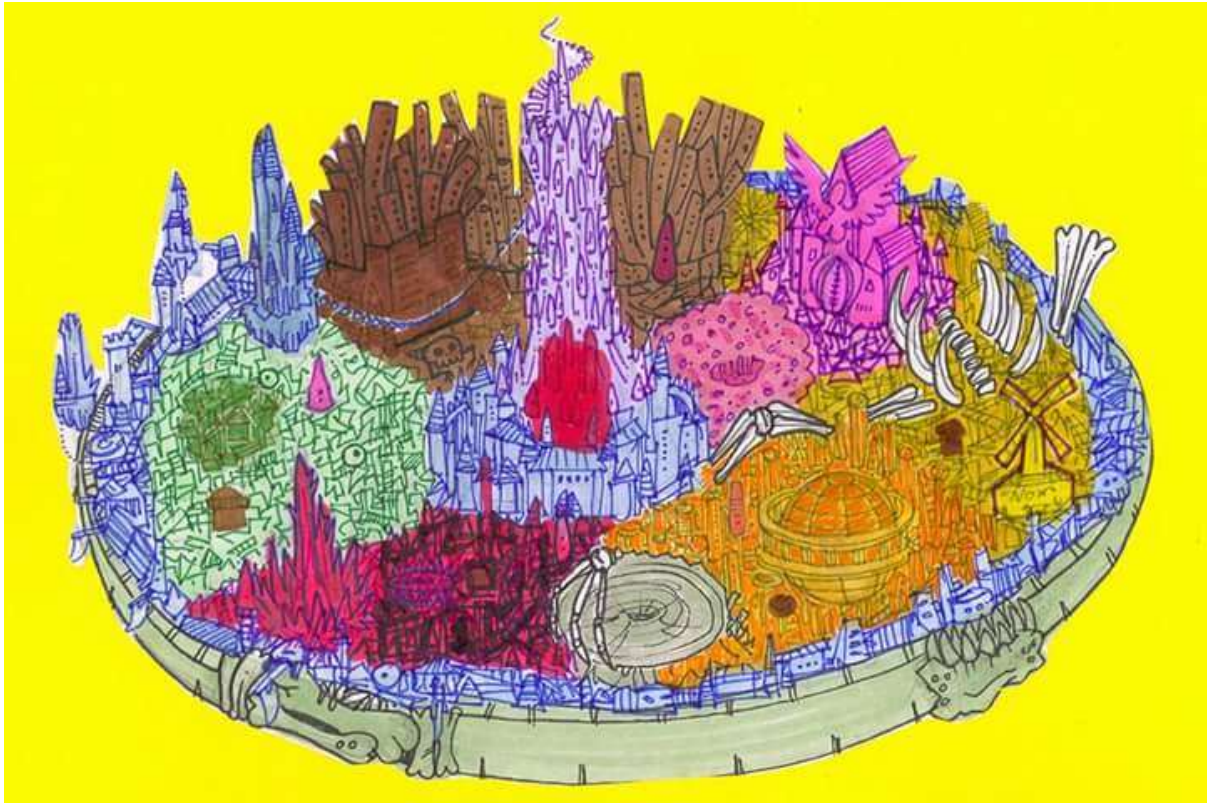




City of Brass: Appendix 1



A Guide to Dis' Inner Circle

Writhespit (Red)

Writhespit family and nobility mostly live in their district. Mostly run down but impressive looking Victorian townsteads, built on top of each other and connected by bridges and ropeways. Gangs patrol the city constantly, but no area is more fought over or more dangerous to outsiders than Writhespit's own.

When disputes between inner-families become too much for the streets, the fights are taken to Writhespit's judicial arena. The walls of the fighting pit are made of the broken weapons of failure. A box is available for Archdukes and Lucifer himself - it has never been used.

Mined from within Dis outer and middle circles, Brimstone is stored in Writhespit's great storehouse. Heavily defended, the mass build-up of Brimstone has caused the substance to grow, crystalline sharp and monstrous. The structure is a near organic maze, pulsing with devilish energy.

Shuddergasp Hospice Shrines and Sweltermgloom Efficiency Stations are scattered amongst the district.

Sathannus' quarters are part of Lucifer's Ivory Tower. They mostly serve as a Shrine to his decadent violence.

The crater is all that is left of the borders of Writhepits and Knotfists, when a Seraph defeated by Abaddon crashed into Dis. The desolation caused by the angel's release of energy completely levelled hundreds of homes. The resulting crater is under constant guard and surveillance. Rumours abound of a sinkhole in its centre.

Knotfist (Orange)

Knotfist family and nobility mostly live in their Academic district. Every building is a tower, a mixture of home, museum, library and school... As well as a private hoard of heirlooms, power and artefacts. The streets are often empty, with Knotfists travelling from tower to tower by walkways, refusing to mingle with rabble.

Shuddergasp Hospice Shrines and Sweltermoan Efficiency Stations are scattered amongst the district.

The floating Great Librarian is the home of Archduke Mammon, and Dis' greatest resource on Enochian, the Fall, and pure knowledge. The library is a maze of books and artefacts, heavily guarded and near impregnable - just how Mammon likes it.

Ripgristle (Yellow)

Ripgristle's District is almost entirely establishments of indulgence - theatres, clubs, brothels, bordellos, restaurants. Lots and lots of restaurants. The streets swarm with happy helpful Sinners and Succubi. The district encircles Shuddergasp, and the two have exemplary relations.

The Nox Restaurant, the classiest restaurant / bordello in Dis, is the home of Archduke Baelzebub. It is the entertainment centre of Hell, putting on the best food, shows and dancers, all organised by Baelzebub's Baelzebuddies. Many times other Demons have offered riches and power to purchase the restaurant, and every time they've been turned down.

Ripgristle is partially built around the colossal skeleton known as the Corpse. Too big to be dealt with, Dis was built around the imposing skeleton, its left arm being in the middle ring of the city. Some elder demons remember a skull, but no one can remember what happened to it. The Corpse is as much part of the city as any building.

Sweltermoam Efficiency Stations are scattered amongst the district.

Shuddergasp (Pink)

Many smaller churches and hospices are built around the grand Cathedral of Carnality. Carven from smooth, flesh-like stone, the Cathedral is part religious centre (dedicated to the temple of the body), part hospital, and part bordello - purely for the purpose of worshipping the fleshen form, obviously. Here, many Succubi and Incubi are taught the holy methods of appeasing the physical form, and from there travel the city as pilgrims, station themselves in hospitality shrines as aides, or sign up to other families as Au Pairs.

Asmoday's home, the Garden of Uneathly Delights, is one of the city's biggest attractions - a beautiful cultivated forest filled with topiary, unworldly flowers, delicate and beautiful animals. The garden has a euphoric effect, pleasing anyone who indulges in its long grasses and waters. There are rumours of secret hiding places... But they remain secret.

Sweltermoam (Brown)

Sweltermoam's mansions and factories are interchangeable. All pipes and chimneys, bellows and bladders. Sweltermoam overseers watch the streets from almost every roof, making sure things run like a well-oiled machine. Monstrous Boschian engines, unnatural mergers of flesh and machine built for industrial work and burden, crawl along the streets and specialized highways. Pipes and Transport Bosch bring in Sulphur from outside Dis' innermost circle.

The centre of Sweltermoam's district is the towering Forge, from inside which all work in Dis' is overseen and controlled by the Belphegor Engine, the Archduke's difference-engine form. The Forge is a huge sweltering factory, with hundreds of workshops working together to produce the greatest flesh machines in Dis.

Fallowglass (Green)

Fallowglass' District is entirely a city-spanning market, built amongst each other to the point of overlap. On the streets, market stalls, towering banks and extravagant department stores filled with luxuries can be found - but venturing into the allies or down the wrong steps finds the Family's filthy underbelly, scum and villainy, thieves and danger. Mansions are built into the penthouses of the buildings, or opulent subterranean majors into the basements, walkways close to both their businesses, legitimate and unlawful.

Leviathan's mansion forms the centre of Fallowglass' market and banking district - already built to a larger scale, the manor sprawled once Behemoth died, Leviathan demanding more

and more wings be built onto her home. Strangely, many of these extra rooms were built strangely - doors, windows and steps heading nowhere, meaningless iconography, rooms with strange geometry. When questioned, Leviathan claimed it was what Behemoth wanted...

Rumours abound of a secret Fallowglass underground waterway, used to navigate the City, but no proof exists...

Shuddergasp Hospice Shrines and Sweltermoan Efficiency Stations are scattered amongst the district.

Gloatstar (Blue)

Gloatstar's two districts encircle Dis' inner city... Twice. Barracks for the Legions top the innermost Wall, mansions and homes built into them, all homes built on Military pride and beauty. Soldiers and family stationed here are supposed to keep an eye on the City beyond the Wall, and keep wary of any incursion, let alone Nephilim... But with two more, larger circles of Walls beyond, with other Legions stationed there, the morale is somewhat lax.

More Mansions encircle the Ivory Tower, keeping close to their ancestor Lucifer. These homes are some of the most beautiful and extravagant in the entire city.

Gloatstar eyries float above the City, where Winged Beestes frolic and hunt. These flying steeds are bred as mounts for Gloatstar nobles, and getting close to immature, flesh-hungry wild Beestes could be incredibly hazardous.

Tethered to the Ivory Tower is Beleth's mansion. Beleth's tower is a dedication to her own beauty and power, more a museum to her vanity than a home. She is tended to by a platoon of cat familiars, all of whom play master-crafted instruments for their mistress' amusement.

Ivory Tower (Lilac)

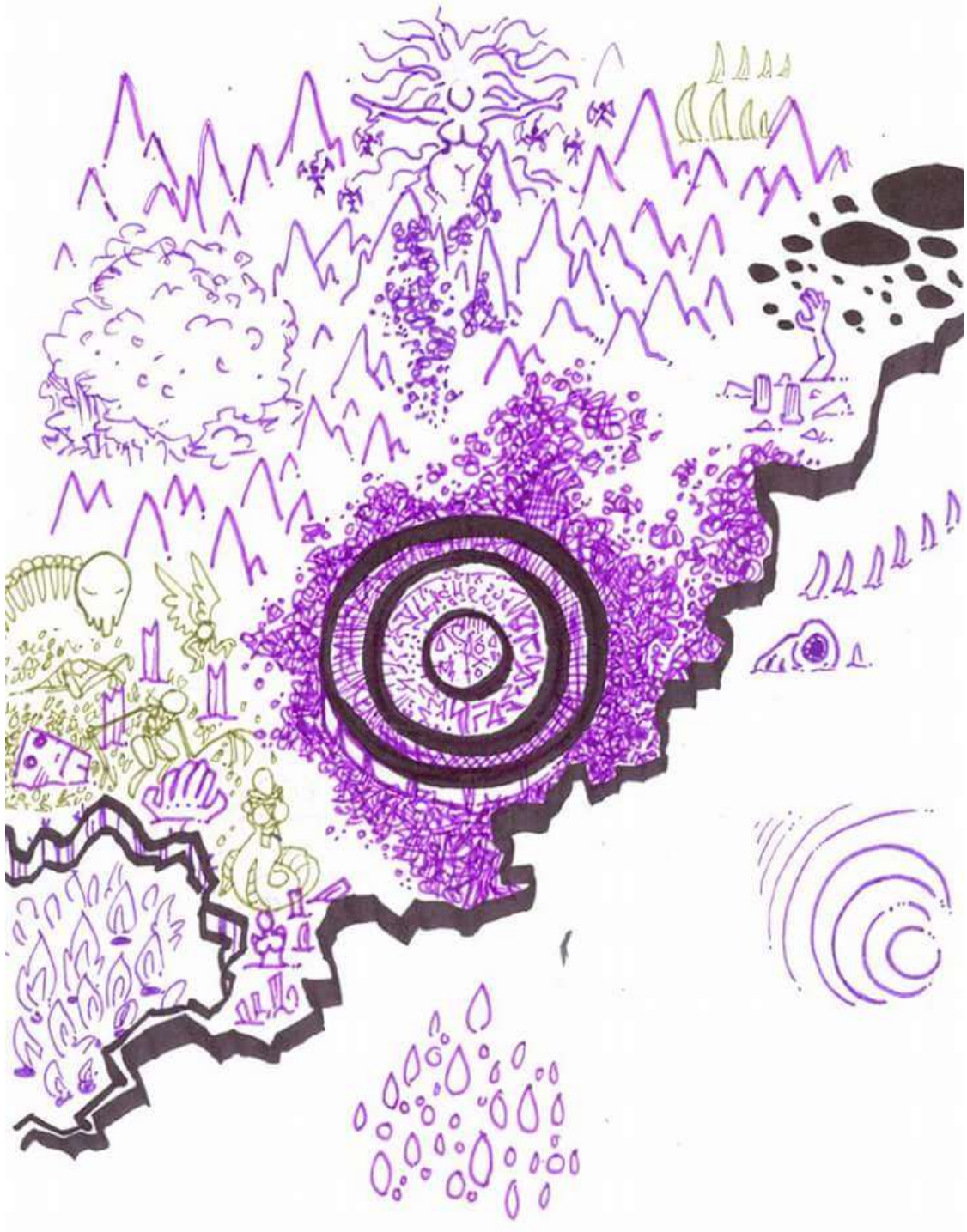
The home and offices of the Prince Infernal himself. The structure is built from bones, or perhaps one huge bone - no records exist, or are kept in secret. Thousands of Demons and Sinners work as civil servants, processing and filing information on all of Dis' residents, its imports and exports.

Business rooms include Lucifer's library, office, and public council chambers, the latter of which contains the Throne, an ancient seat of unearthly design. There are also public galleries, and a deep prison within the Tower's lower levels.

Saints and other dignitaries from the Silver City and Limbo can access Dis through a lacuna at the Tower's summit. Special chambers exist to balance the perception levels between Dis and the higher realms, so that both parties can converse without problems regarding dimensional influence, or unstable scale fluctuation.

Sathannus, Abaddon and Lucifer all have private chambers within the Tower, although little is known about the latter two.

Rumours abound that there are many other private chambers for currently unknown Demons.



A Guide To Hell

Dis

The grand city of Dis is segregated by class into three rings, or circles, each separated by huge city walls. The Nobles live in the Inner Circle, protected by the strongest, third wall manned by the elite of the Legions.

The middle classes work and live in the Muddle Circle, overseeing and operating the Sulphur and Brimstone excavations, worshipping and facilitating the Elder Demons who live amongst them, Nobles removed from family who thrive on adoration and appreciation. The Middle Circle is like a bustling city, cramped but of good quality. The second wall is manned by experienced soldiers of the Legions.

The lower classes toil in the Outer Circle, near slaves to their betters, thankful to have roofs over their heads and a wall between them and the Nephilim. The Outer Circle is much like countryside, filled with cramped farmsteads, beasts of burden, filth and dangerous mines. The first wall is manned by the bulk of the Legions, especially militia and new conscripts. The wall has been attacked and patched up many times.

Outside the first wall, millions of Demons and Sinners live in shanty towns in the monstrous countryside. Many wait for space to become available in the Outer Circle so they can move in. Fights sprout out for families to camp closest to the wall... However, as this has been going on for Aeons, entire townships have sprouted from shanty foundations, happily living outside Dis' rule and safety. It is in these townships that many Elder Demons gave sought solace and recluse, enjoying separated luxury in independent country manors. The coastal townships are especially independent and powerful, having a monopoly on ships and... Well, anything from the Ocean. Pearls, fish, treasure.

The Southern Ocean

The ocean, black and thick and viscous, spreads entirely to the South. The Isle of Dark Lights, the home of Iblis and his Shaitan, lies across the ocean. Points of dark fire can be seen to the South, indicators of Iblis' City.

To the East, a great pounding beat can be heard, seemingly from far away and deep under ocean. Tides ripple in beat with the distant drums...

Closer to the shore, a huge sea monster's corpse lies, much like the creature in Dis, only even bigger. Occasionally squealing noises come from deep inside its bones...

The West

Nephilim, the offspring of ancient forebears, come from the far West. Most resemble humanoids of above average height, pallid and gangly, entirely faceless with thick bony protrusions. However, thousands of variants and entirely inhuman Nephilim creatures have been seen: colossal worms made of ribs capable of digging, thick armoured insect-like juggernauts, and a multitude of Wall-height giants. All seem to be birthed in some different

attempt to break Dis' walls, which they march towards without pause. Where they come from exactly, no-one knows.

The Nephilim travel through ancient city ruins on their way to Dis. These mysterious ruins outdate Dis by Aeons, and are remarkable for their six-fingered statue remains. They have never been excavated or examined...

A huge crevasse to the Southwest spreads thousands of miles, and is filled with flames, much like the fires that illuminate the burning horizon and sky. It has never been explored...

The East

A second set of ruins lie to the East. These mysterious ruins outdate Dis by Aeons, and are remarkable for their six-fingered statue remains. They have never been excavated or examined...

Beyond these ruins lie improbably large holes in the ground, all perfectly circular. Each could swallow entire districts of Dis, yet they have never been explored...

Beyond the Mountains to the Northwest are supposedly even more giant bones, some say a graveyard. They have never been explored...

The North

The North is filled with huge mountain ranges, many home to Elder Demons. Of note is the huge commune of the Lilin, the children and disciples of Lilith. Wildly independent and fiercely protective of their homes, the Lilin keep away from the prejudices of Lucifer's Dis. Their mother, Lilith, resides here too, in the basin of a valley beyond the tallest mountains, supposedly gathering an army...

To the Northwest is a huge sprawling forest, primal and wild, as large as Dis. Whatever resides there, or why it exists, is unknown...



Abaddon the Never Fallen, The Locust, Lucifer's Hound

The Prince Infernal's most loyal aide Abaddon was the assistant to Azrael, The Living Death, and sided with Sammael during the Fall. The Almighty forgave the silent killer, and put him into servitude as Lucifer's bodyguard, keeper and potential executioner. Without Abaddon, the Balseaph would have surely died in their first years in Hell.

Multiple times the masked Angel has left to report to the Almighty and returned, but every other moment is spent at the Prince Infernal's side. He is at every meeting, every dinner, every parade, every party.

No-one has seen the Angel's face in aeons. This never used to be so - in fact, Abaddon is somewhat mercurial, changing preferences every few centuries. Sometimes white wings, sometimes black. Sometimes a black winged Pegasus, sometimes a giant cricket. Abaddon has been known to both hate vermin, and love and care for his swarms of ravenous locusts. Audiences with the Almighty will make you change your mind...

Abaddon is the most feared being in Dis, having effortlessly fought war-form Seraphim and even terrifying, monstrous Cherubim over the City. His sword, Black Vengeance, has slain more Angels than any other weapon in existence, and has been tainted by their blood into an even more fearsome weapon.

It is commonly believed, despite stained wings, that Abaddon never truly Fell, and is one of the few pure Souls in Hell.



**Lilith, The Archmother, The Prime Sinner, The Doe Buck, The NightRider,
The Limitless Shape, The First Queen of Hell**

Long after Dis was built, completed and populated by Demons, the skies opened and the first Sinners came to Hell. Dis' Demons had prepared for centuries, ready to torture, corrupt and teach the products of the Almighty's design.

At the head of the raucous, maudlin crowd came the composed, quietly angry Lilith.

Aeons had not been long enough to prepare.

No-one was prepared for Lilith.

An unstoppable force of personality, an avaricious ego without humility or shame. No-one knew she had already argued against The Almighty in the first hours of her life, spent a lifetime mating with Beasts to create monsters that defied the Almighty's design. Lilith took without asking, recruited without asking, ruled without asking. In her, Shuddergasp saw the purity of carnality and the power of a demanding body. In her, many saw the firey rebellious leader they had seen in Sammael, not the liberal pen-pusher Lucifer had become.

Lilith surrounded herself with the best, the highest quality, the moist attractive or virile. She flaunted laws and rules, knowing none would oppose her terrible majesty, her lethal presence, or her cult of personality. Her decadence and self-committed corruption swiftly cast aside what was left of her humanity, and embraced demonic monstrosity. Wings, claws, horns, a propensity to change her appearance at will, many say Lilith is the progenitor of Incubi and Succubi.

Lilith took offence at Lucifer's laws and his presence in general. She claimed her message was rebellion, freedom, a world without laws passed down from The Almighty. And yet, for an anarchist, she deeply coveted the Throne of Dis. She claimed every Demon Child in the City was hers, raised in the shadow of her glory, forever to know that she was their true mother. With many backing her, her rule seemed inevitable. Even Abaddon couldn't force her out through force alone, as the Balseraph Andras turned on the Hound of Lucifer, a servant to a new Queen, and the two champions fought to a bloody standstill.

Family fought family, brother fought brother. The streets became a warzone, the free and wild Lilin destroying anything in their path, many "innocent" Sinners trampled underfoot, Lilith and her entourage raised resplendent by palanquin.

The violence seemed unstoppable.

Until the peace talks were called.

In his memoirs, Samigina wrote that a shaken Lucifer claimed that in Lilith he saw the same terrible light, the same oppressive control he saw in the Almighty. The little Demon claimed he had never, before or after, seen a Lucifer so close to breaking point; makeup smeared, hair strewn, eyes focussed on the smouldering streets below... But a glint of that unique Lucifer wisdom behind those tired eyes...

An agreement was made after weeks of talks.

Lilith would leave, never to return, take her 'children' and children with her, set up a new city.

No violence or recompense would be sought.

If the Throne of Dis ever became vacant and no Duke could take it within an Infernal Year, the Throne belonged to Lilith.

Rumours persist that some form of Ritual was performed on the Throne...

And with that, Lilith The Archmother was banished from Dis.

Lilith and her limitless children, both progeny and followers, live in the Northern mountain range. They are feared as anarchistic iconoclasts and monsters - rumours say they survive through conspicuous consumption rather than Sin.

Their domain is one of rebellious freedom to the fortunate, painful subservience to the slave. Lilith, surrounded by her lovers, observes the world in a position that is a mockery of Lucifer's rule, an angry mother waiting for the moment her monstrous children rise up and smash the world.

Lilin, genuine children of Lilith, are often very strange in their appearance and abilities; the bully Bifrons is a cloud of darkness filled with teeth, Orias an invisible presence inside a walking observatory. Rumour says they have inherited their mother's shifting skin, allowing them to take monstrous forms.

Lilith enjoys gifts of slaves, blood, offerings of body parts sacrificed in her name, stolen children, and corpses, especially those of Dis officials.

Rumour says Lilith still visits the City in borrowed skin, toying with Lucifer's rule, flying in to seduce Demons and lay the seeds of discontent.

Lilith, a complicated Soul, enjoys dressing in men's clothes, but revealing her extreme figure.

Lilith hampers an awkward relation with fellow self-proclaimed Queen Agrat, but harbours genuine hatred for the apologist Eiseth. Namaah is a definite ally... For now.

She seems to have some interest in Limbus...



Agrat Bat Malath, The Immolator, The Wyvern, Mother of Fire, Second Attempted Queen of Hell

After Lilith, Agrat attempted to become Dis' second Queen through intimidation and violence. Many were swayed to her side by her needless anger, arson and threats of large scale destruction - that and the horde of fire breathing Wyrms she brought with her. Declared Queen by scared Archdukes purely due to scare tactics, the public turned after the heroic Botis and Naberius rose up against her, leading a revolution against her hell-beasts. Agrat fled the city, and has remained in the Western fire fields since.

Agrat is apparently a Cambion, a creature seemingly of indulgent rage and a love of physical violence besides her twee size; although some say she is merely acting on sheer spite fuelled hatred. Those that surround her are bestial, barbaric and monstrous, completely uncivilized and exiled from society. Many monsters like Pazuzu and his bestial Gluttony fellows are thought to have sided with her. Her home is a tunnel network filled with berserk nomads, carrion trophies or her draconic servants. Agrat sits upon a throne of bones, attended by her lovers and pets, of all breeds. Her dragons attack, hunt and feed in the West like wild animals, without consideration or any logic other than hunger.

Some say Agrat adores gifts of destruction done in her name, images or representations of fire, precious metals, jewellery carved from bone or precious stones. Her hoard is said to be unimaginably huge, and apparently she sleeps on a bed of her treasure. Some say she knows the secrets of Fire and Flame.

Agrat's name, Agrat Bat Malath, implies she is the daughter of Malath... But no Demon by that name has ever been recorded as existing. The mystery of her parentage has troubled historians for Aeons.

Her relationship with Lilith is unknown.

Agrat's dragons are led by a colossal black specimen, and Agrat is believed to travel on her back. The monsters respect this beast as much as they do their Queen Agrat. Hunts for this dragon mother often go awry, and no trophy has ever been successfully retrieved.

The Elder Demon Leraje, the honourable ranger and trapper, games keeper of the Great Forest is said to be her consort. Maybe there's some strange predator-prey, hunter-hunted relationship going on there...

Earl Halphas appears to be guarding something in the North for Agrat...



Eiseth of the Weave, The Moth, Mother of Wolves, The Apologist, Third Queen of Hell

After Agrat, the mysterious Sinner Eiseth was the next demon to attempt to take the role of Queen. An outspoken Apologist, Eiseth spread the idea that the Sins were exactly that, vices of terrible living - to embody those vices' opposite virtues, communicate those new ideas to each other and the Sinners, and earn their place in Paradise despite the torture of Hell, *that* was the true purpose of Hell. Eiseth preached the words of Paradise and the Almighty, touching the hearts of thousands looking for some light in the darkness of Hell.

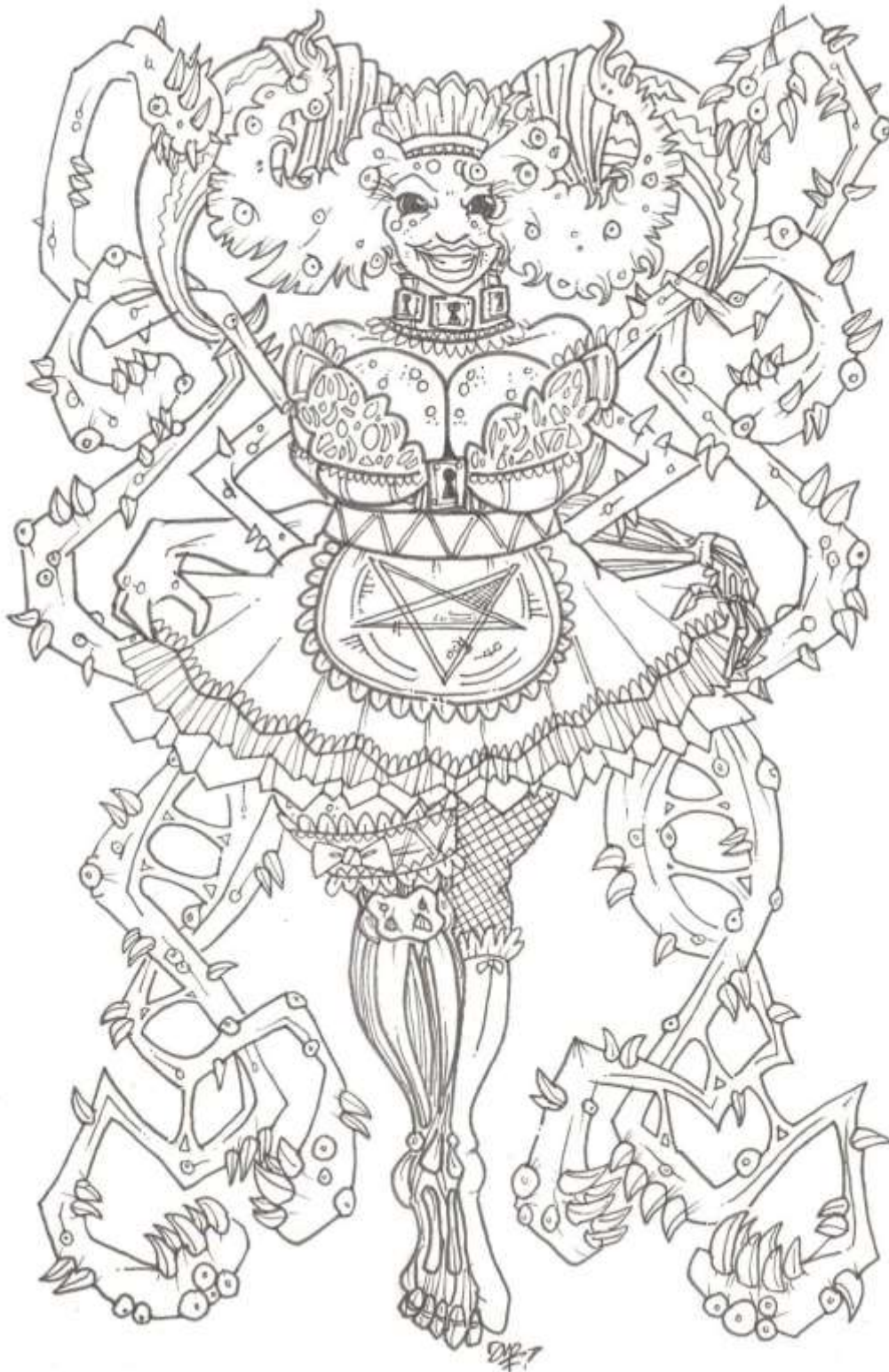
Thousands flocked to her side, creating a power block of Apologists and Redemptionists large enough to make any family think twice...

And then she left. Although she could have easily taken the Throne, Eiseth seemingly chose not to, and instead made her home in the Great Forest, taking hundreds of her fellow Apologists with her. Not once did she threaten Lucifer's reign, and not once did she threaten violence - the whole uprising seemed a stunt or a statement more than anything else. Some say the Silver City forbade force being used against her. Even without her presence in the City, it still has many Apologists, preaching their words of forgiveness...

Eiseth's commune in the Great Forest is seemingly a tiny slice of Paradise in Hell. No-one has truly seen it and returned, but some say it is a verdant grotto where Demon and Beast, especially huge insectile monsters, live in quiet, calm, happy tranquillity. Some say she gifts those who please her with seeds from an ancient tree, a reminder of her ancient, dark past. Her touch and words are said to calm the sickened mind and knit tight the broken flesh.

Eiseth shows no anger to any Demons, except Lilin - Eiseth and her Apologists seem to wage some private war of morals and values against the wild and free Lilin. Lilith and Eiseth absolutely loathe each other for unknown reasons, and Lilith's many attempts to murder Eiseth have failed, often with her assassins switching sides.

The Ambassador to Limbus, Count Murmur, seems loyal to Eiseth, fulfilling some secret task...



**Namaah, The Spider, The Flesh, The Great Pretender, The Hand of Lilith,
Fourth Attempted Queen of Hell**

After Eiseth, the mysterious Namaah was the next, and last, to attempt to rule as Queen. Namaah's origins are unknown - many believe she was one of Lilith's first group of Sinners, following hand in hand with the future Archmother. Like her sister in Sin, whoever Namaah

had been originally had changed under her lascivious depravity into the creature that briefly spread sudden paranoia across Dis...

Simultaneously, across every family, Dukes stated their backing for the unknown Namaah - with such unanimous numbers that it was impossible to ignore. No-one knew who or what or why, and it fell to the already paranoid Mammon and his colleges to find the perpetrator - after scrying failed disastrously, an incredibly dangerous and expensive series of audiences with Elder Demons gathered the pieces of her true name... Only to reveal that Namaah was one of Lucifer's personal aides, able to easily influence anyone of power.

Confronted and ejected, it became clear that Namaah's skill in disguise and shape-changing outdid even that of Lilith, allowing her to slip into any position in society with ease. Even upon ejection Namaah claimed she was innocent, framed...

Namaah now operates from a supposed Palace in the Eastern ruins, built from physics-defying debris. From there, she offers to fulfil desires, for a price of course. Many entertainers looking for employment head for her palace seeking her for patronage.

Namaah is very civil, if not informal and flirtatious regardless of agenda. She is ravenous if angered or double crossed.

Namaah enjoys playing dress up, or posing as people the Demon knows. For presents she loves pretty jewellery, gifts that resemble body forms, or outfits. She also has a taste for keys, although no-one knows why...

Namaah at least used to have a very, very close relationship with Lilith. Times may have changed that.



Astaroth

Astaroth's place in Dis' history is a strange but eternally important one.

Astaroth was a demon not born of Heaven. Like many other famous Demons like Pazuzu, Baal, and Phenex, her origins are unknown. Some claim they were "Angels" from another Heaven, others claim they were Demons native to Hell before the Fall, the original inhabitants of the ruins that were built upon to form Dis. Most just figure they travelled from elsewhere, like the Oni.

Astaroth became a disciple of Asmoday, her personal belief being that lust was simply a shade of love, a pure and precious thing. Swiftly her divine beauty and pure ideas gathered much attention, a separate cell of Shuddergasp devoted to her ideals even springing up as her own disciples. Soon she was seen in the presence of Asmoday as celebrities, with Leviathan as counsellor after her husband's death, with Beleth as socialite Succubi. It was only time before she would be associated with Lucifer... And soon Asmoday had stepped down to offer the Archdukeship to Astaroth.

Romantically linked, Lucifer announced that he was to marry Astaroth, an infernal beautiful union. She would rule Hell alongside him as his Princess, sharing a throne with her betrothed. And all looked good...

Overnight, things fell apart. Rumours spread like wildfire, and with rumours came dissension. She was Lilith. She was the child of Lilith. She was an Almighty spy. She was Nephilin. Anger, revolts, violence. Shuddergasp were attacked en masse, their cathedral-hospitals burnt to the ground, their priests killed on the streets. And still, Lucifer kept silent keeping aloof from the Chaos...

Then the Saints came. Disgusted by the chaos, they came to demand answers from Lucifer...

And Lucifer's bodyguard responded by running a Holy Saint through with his sword.

The Silver City responded by sending two Seraph to apprehend Abaddon. The chaos ceased as everyone watched the sky, ablaze with combat between Abaddon and monstrous warrior angels. Proving his credentials as Lucifer's hand, Abaddon felled both in explosive glory...

Only to stop in the solar presence of a Throne... And only because it threatened the interference of a single Cherubim.

The discussion between Lucifer's office and the Silver City regarding the Astaroth problem lasted days, with the military keeping the chaos under control. When the answers came, they were short and quick.

Lucifer announced there would be no marriage. Asmoday would resume work as Archduke of Lust. Abaddon would undergo trial in the Silver City. Astaroth would not be seen again. That was all.

Everything went as stated. Roles were resumed, Abaddon left and returned.

And Astaroth was never seen again.

Nobody questioned it in public. Life continued, and Astaroth's beauty and purity was either forgotten or locked away...

Some speak of her return heralding a new age of purity and emotional truth in Hell. Others whisper of a great creature in the Nephilim wastes to the waste being her spitting image...



Nephilim, the Ravenous Soil

Not much can be said on the mysterious Nephilim. Shambing from the West, beyond the ruins, the scions of some forgotten ancient race, the Children of Nephil seem drawn to Dis mysteriously. Known to savagely tear apart and eat Demons, the City Walls were built to keep the monsters out... But with every failed siege, the Nephilim learn.

Most Nephilim are Demon sized, all made of jigsaw like messes of bone, exposed muscle, teeth and tumorous growths, feathers fur and missing facial features - no two Nephilim look

alike, all are unique messes. Many seem bred for specific tasks - ape like climbers, winged flyers, clawed diggers, flesh bags that explode with enough ferocity to melt stone. Almost all Nephilim have a featureless bony plate for a face, with a savage sharp mouth. Those that don't, usually have no head but eyes in their place.

The most terrifying are the Titans, the centrepiece of any assault on Dis - colossal, each simple monstrosity is devoted to a single tactic. Armoured and unshakeable, a Titan's weakness must be created or exploited before it can fulfil its task and tear the barriers asunder.

It is believed some last generation Nephilim resemble irregular Demons, and walk amongst us, sabotaging our defences. If the Outer Wall were to fall, the Nephilim would advance towards the Central Circle, then the Inner Circle. If all three walls were to fall, Dis would be destroyed, and the Nephilim would feed...



Ifriit, Children of The Dark Flame

To the South, across the thick tar-like Ocean, pale blue lights can be seen. This is the Isle of Dark Flames, home of the exotic Ifriit, and their king, the Great Shah Iblis. Since the beginning of Dis, rumours of war have spread from the South, and Dis stands on the brink of war with an unknown enemy every day.

Occasionally Ifriit spies are found within Dis. Before a swift death, they claim their country is founded on Guilds, each dictating a different part of Ifriit culture:

The Dervish govern combat, dance, and celebration of the physical.
The Harem govern entertainment and lazy indulgence.
The Ruling govern the laws, the rights of marriage, and each family's power.
The Magi govern magic, untouchable by other castes.
The Hashashin govern death, and the indulgences of killing.
The Merchantile govern trade, ownership of object or person.
The Casteless represent the angry, free speaking common man.

It is believed the Ifriit, much like Nephilim and Lilim, walk amongst us, disguised by their foreign fire magic. They bring useless immigrants and deadly spies into our city, and plan to bring us down to the level of beasts, fresh for assault from Iblis and his armies...

Very rarely, an Ifriit is employed as a dancer or companion by Ripgristle or Shuddergasp, or a slave by any House...



**K'aadmon the Patriarch, K'aadmon the Watcher, Dweller on the Threshold,
Father of Ravens, Husband of Wolves, The Witness Eternal**

Souls without Sin, but that are not part of The Almighty's Great Design dwell in Limbus, the border, a misty insubstantial realm separated into three mutually exclusive demesnes:

Purgatorio, a vast humid forest where near-pure souls bask in the waters to be purified to enter Paradise.

Limbus Infantium, a soft warm world filled with sleeping children protected by clouds of light, awaiting a call to Paradise.

Limbus Patriarchum, a city of insubstantial wisps of light where armies of now purified Souls await some great signal, standing to attention, eyes closed.

Only a few living things wander this strange world. Ravens, crows and other carrion birds. Wolves, foxes and other beasts that watch. Their master is K'aadmon, a cloaked figure shrouded in mist and fog, a man of eternal patience. He walks and watches, attended by the birds and hounds, his "children", carrying his ancient gnarled branch, adorned with the bones of ancient serpents, he checks that all Souls in his realms are safe.

A quiet, calm man, K'aadmon has never shown displeasure to the presence of Demons in his realm, though he asks that no violence or quarrels be brought to his realm. He is a very patient figure, genuinely seeming to enjoy any sort of story or tale, though certain subjects in Dis seem to make him very quiet and contemplative, almost sad. K'aadmon occasionally mentions his wife, and soon enters the same quiet fugue.



The Destructor

From Samigina's collected notes on the prehistory of Hell:

"Example of one of the many statues and ruins devoted to Demons (or Deities) from aeons before the Fall. This genderless Avatar of annihilation is colloquially known only as The

Destructor, and carvings are always flanked by its two bestial Guardians. This giant example stands in the Eastern ruins, one Guardian lording over a broken gateway, the other a thousand keyholes, many now filled by mass pilgrimages. While the fungal growths are as much part of the statue as the creature it represents, records indicate the growths have grown in number over the centuries, quantifying some sort of unfathomable presence. The Destructor's history and purpose are unknown..."



Sathannus Writhespit-Gloatstar
The Goat
Archduke of Wrath

The brother of Lucifer, Sathannus always resented being in His sibling's shadow. Named Archduke of Gloatstar, he was determined to shake off images of nepotism, and seize power for himself. Through his alliances with Leviathan and Behemoth, and his confidant Beleth,

Sathannus aimed to unite the three families with him on top... But the Goat's pent up ambition proved deadly.

Although details are sparse, Behemoth was murdered, and insurgents voted in Sathannus as his replacement. Leviathan's inaction is blamed either on underhanded politics, secrecy, agreements, or simple ignorance. With two Families under his sway, Sathannus' power was second only to his brother... If not for the rise to power of his ally Beleth as Archduke of Gloatstar.

Sathannus hates being in Lucifer's shadow. He is ambitious and manipulative, utterly untrustworthy, determined to play ally against ally. He is liked and respected, never trusted. He is a sex symbol and icon, desired for his personality and power, his raw charisma and danger despite the truth that everyone uses a pawn to him. His anger, especially when a scheme backfires, is destructive.

Sathannus has made it clear he desires Lucifer's Throne many, many times. He has been seen with his brother, as well as with his only constant "allies", Mammon and Baelzebub. Although they are stony faced and well-spoken in public, Sathannus and Leviathan's hatred for one another knows no bounds. Similarly, the saccharine sweet public face he and Beleth share has an underlying pain and rage, especially how Sathannus feels about *him* being betrayed for the only time...

Sathannus is an impressive duellist, favouring axes, relying on his skill and wit to incapacitate his foes.

Stolen from Behemoth and Leviathan, Sathannus controls the Brimstone mines, the source of high quality Brimstone weapons, and selfishly takes the nastiest, finest blades for himself. His prized weapon is The Devil's Pitchfork, a Brimstone Trident that ripples and shudders with rage and wrath, capable of sending a victim into a berserker rage through angered pain alone.

Sathannus' tower is supposedly a temple to himself, every other room either a shrine to his decadence or violent debauchery.

Sathannus' more monstrous form is that of a crimson winged giant with goat-like features, a parody of Angelic beauty...



Leviathan Writhespit-Fallowglass

The Shark

Archduke of Envy

In Heaven, Leviathan and her husband Behemoth were created by the Almighty as living weapons, vast and destructive Unique creatures, never true Angels. Rebelling against their purpose, they joined Lucifer in his Fall.

In Dis, Leviathan realized her chosen Sin was Envy, angered not only by how she perceived others being treated better than her, but also by her desire to have treasures and jewels... That others possessed. In the dark abyssal depths, Leviathan found jewels and teeth in the carcasses of ancient cyclopean horrors - with these items she created Dis' first economy, trading others offal and trinkets for the gems she desired. Realizing she could obtain *anything* with the right words and trinkets, she laid the foundations for Fallowglass to come - an economy based on favours and rumours, all ending with Leviathan obtaining whatever gems she had her eyes on.

Leviathan's true love was Behemoth, their simmering rage and envy of privilege wrapped in the huge forms of gentle giants. As heads of Fallowglass and Writhepit, the two were a power couple, monopolizing information and elusive brimstone weapons effectively. Swayed by Sathannus' charismatic plans to spread his power, they became caught in his machinations. This resulted in Behemoth's death, possibly at Sathannus' own hands.

Whether this happened due to Leviathan's ignorance or a bribe, it is common knowledge that she would do anything to kill Sathannus and avenge her husband. Behemoth's emerald eye was retained by his wife, and became the symbol of Fallowglass, a grim reminder.

Leviathan is cold and alien, but not necessarily cruel. She has the cold patience of a vast predator biding their time amongst unthreatening, unappealing prey. When rumours or treasures are involved, she becomes demanding and threatening, determined to snatch control through any means necessary.

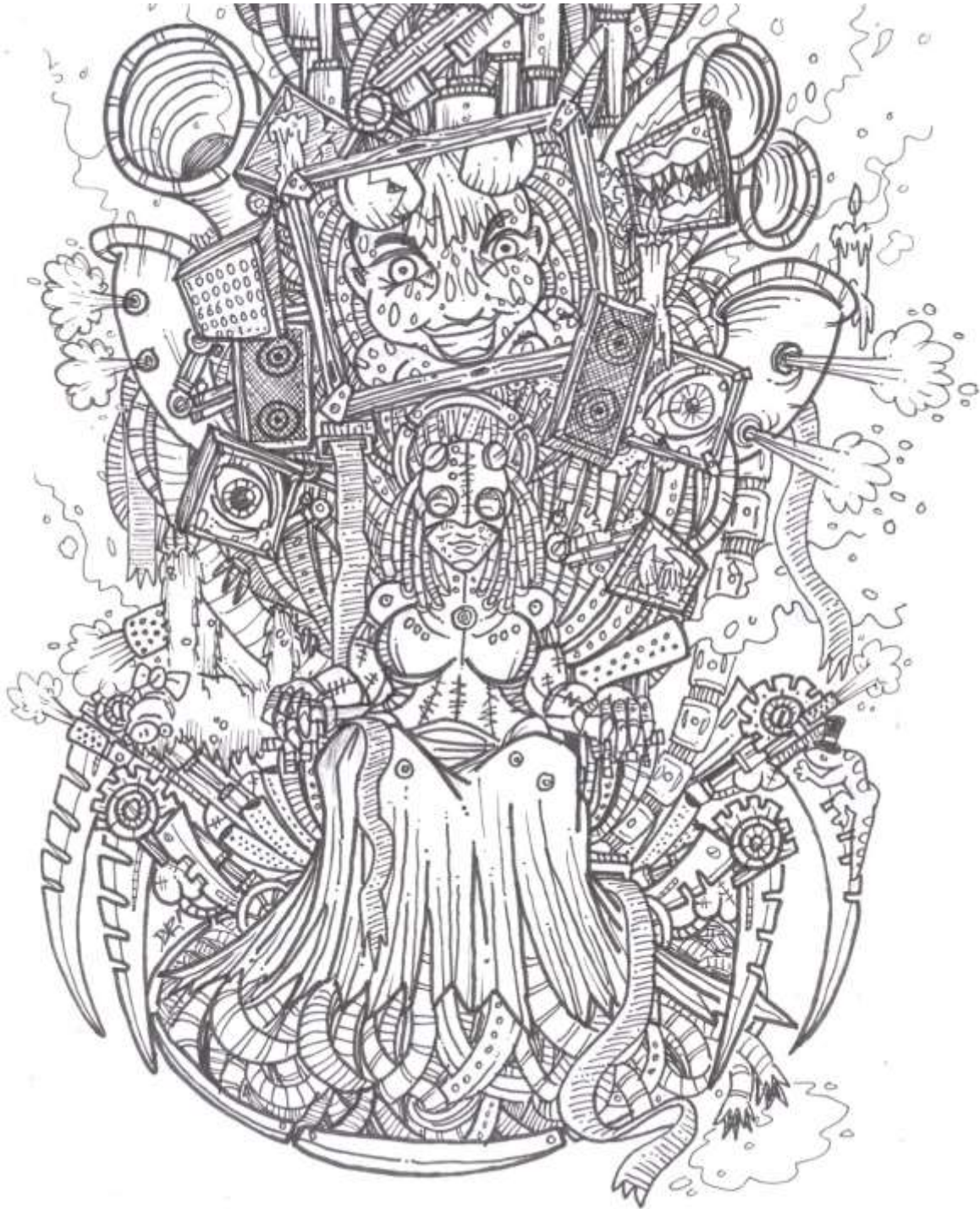
Leviathan's mansion forms the centre of Fallowglass' market and banking district - already built to a larger scale, the manor sprawled once Behemoth died, Leviathan demanding more and more wings be built onto her home. Strangely, many of these extra rooms were built strangely - doors, windows and steps heading nowhere, meaningless iconography, rooms with strange geometry. When questioned, Leviathan claimed it was what Behemoth wanted...

Rumours abound the mansion sprawls even further downwards - vaults, private tunnels, and an entire undercity network of waterways. None of these have ever been proved to exist, and certainly weren't built after the founding of Dis.

Leviathan's treasure horde consists of the finest jewellery and gems throughout Hell. Huge perfect crystals from kingdoms across the oceans and deserts. Flawed alien gems that glow with strange light. Glittering seeds from Eden. Her prized possession is a still intact Halo, a glimmering ring of hope in Hell.

Rumours abound that Behemoth gave Leviathan a child, but no-one knows what happened next...

Leviathan's true form is a vast abyssal predator, an unholy ocean-quaking merger of whale, shark and squid. Her size alone is enough for entire cities to worry...



Belphegor Sweltermoam
The Worm
Archduke of Sloth

Only a few short centuries after the Fall, the lethargic Belphegor became consumed with a great purpose she claimed came in a dream. Against her own muscle-atrophied limbs, she taught herself to walk and manipulate small objects, much to the amusement of her lazy siblings. Within years Belphegor had built herself a mechanized chair, capable of crawling

across Dis' hellish landscape, to her family's chagrin. She was soon named Archduke by Lucifer.

Belphegor made it clear to her fellows that while sinful inactivity was indeed delightful, a day of full-blooded activity meant a week of lazy rest undisturbed. This philosophy changed Sweltermoam into the industrial factory that provides the backbone of Dis' businesses and infrastructure.

From Belphegor's will to create means of future ease came Sweltermoam's production of specialized Familiars and Boschian beasts of burden. As a confidant to Lucifer, and his right hand when it came to science and industry, Belphegor had a much larger hand in the modernization and progression of Dis, from its days of ghostly ruins and deserts, than any other Demon.

Belphegor finally reached the culmination of her great design only in the last century. Sweltermoam's central fortress and centre of Industry, the Forge, became the site of the Belphegor Engine, a colossal ritualized construct of cogs, hoses and glass screens linked to every mechanism and device in Dis... With Belphegor herself as the final component. Her body linked directly to Dis' infrastructure, Belphegor's mind, now part of the city itself, can observe, regulate, and manipulate the entire city without lifting a finger, the ultimate act of Sloth. Belphegor's Soul still makes contact with the outside world via the many screens, for her face, and horns, for her voice.

An unrepentant genius and control freak, many Families resent another Demon, let alone an Archduke, directly in contact with their homes, businesses and information.

Belphegor's closest friendships are with Leviathan, Baelzebub, and her mutual respect for fellow genius Mammon.

Belphegor is ever smiling, always relaxed with a sinister sense of aloofness, like a lazy predator. Outside of her throne, and as her engine-Soul-self, she is surprisingly tall and threatening...

Many artefacts and Souls were ritually bound into the engine in its creation - it is easily one of, if not the, most powerful device in Dis, capable of not only interfacing with the City, its many Bosch and Familiars, but also supposedly scrying and contacting other realms, even beyond Hell...

Belphegor's other, more monstrous, form has never been seen...



Mammon Knotfist
The Wolf
Archduke of Avarice

Mammon is Dis' greatest librarian, hording texts of any kind. Stories, histories, rituals, Enochian circles, especially Enochian. Mammon is still intrigued by Heaven, the Silver City, the Fall, and what exactly happened - despite being there, alongside Lucifer, like all other fallen angels, he cannot remember the details.

Scholastic to the point of anxiety and paranoia, Mammon almost never leaves his Great Librarium, choosing to research and further his own mystical strength than risk any of his knowledge falling into the hands of those with less scruples.

Mammon is Dis' most powerful ritualist, supposedly able to do such feats as enslave Seraph or level entire districts, and even so he fears for his safety. Mammon trusts almost no-one, tended to only by a small number of loyal servants, each sworn to secrecy of their master's actions, even his minor domestic life.

Mammon's only friends are his confidants Sathannus and Baelzebub. The Lord of Flies has tried his hardest to bring his friend out of the dark, but Mammon's consuming paranoia provides enough obstacles. He had at least a level of respect, if not more, for Belphegor - it was he that led the ritual to bind her soul to that hellish engine...

Mammon's paranoia only melts away at the mention of stories and myth, which always pique his interest. With stories at stake, Mammon becomes intrigued, excited, and child-like in his fascination.

It is said that Mammon's library home is heavily guarded by both sentries and many, many rituals. Not only is it the home of Dis' Arch-Magus, it's also the largest collection of valuable information city...

Mammon's staff is a potent ritual artefact, increasing Mammon's own phenomenal power. The Staff's body is carved from Eden's Tree of Wisdom, and is adorned with three artefacts linked with Enochian summoning - the Codex Necros, the Waning Light candle, and the Chime of Judgment's Wake.

Mammon's more monstrous form is a colossal many-headed-wolf.



Baelzebul Ripgristle
The Fly
Archduke of Gluttony

After Lucifer, Baelzebul might be the most popular demon in Dis. Everyone loves Baelzebul - compared to almost everyone else, he's just completely unthreatening. A politician and aide to Lucifer, Baelzebul is a moderate centrist, pushing that while gluttonous sinners should still be punished, gluttony as indulgence, tempered by life and humanity, is more

positive than vice, and is in effect harmless. This position has earned him many, many followers... Even if The Lord of Flies himself is mostly unremarkable and very boring.

Baelzebul's centre of business is his "high cuisine" restaurant, "Nox" - he can be seen regularly sitting at a private table, reading through a pile of newspapers and constantly snacking on unappealing, boring, bland food. His own gluttonous indulgence is indeed, food - snacking in particular.

Baelzebul is a stickler for efficiency and regime - he demands things be on time, and run to the exact second. This efficiency mixed with his tempered liberal views have led to the well-oiled Ripgristle entertainment / hospitality machine.

Baelzebul has never commented on why he chooses to appear as necrotic.

The only remarkable thing Baelzebul has ever done is clash with the monstrous Pazuzu over Ripgristle leadership - the usurper demanded that Gluttony should be represented by one such as he, a monster carved by his own appetite. Arguing that a glutton can *still* control their actions for the safety of others, the two duelled directly for leadership of Ripgristle under Lucifer's decision. While many thought the insatiable winged monster Pazuzu had the upper hand, the beast had forgotten that the Lord of Flies had fought, and survived, in The Fall - Baelzebul assumed the form of a city spanning cloud of flies... And either banished or consumed the upstart. Baelzebul resumed his position, and no-one challenged the meek politician since.

The Archduke is constantly followed by a writhing, crawling horde of flies, maggots and other insects, and attended by six identical fly-like familiars, loyal even by familiar standards - these are his butlers, confidants and entertainers. Asmodeus has affectionately named them "Baelzebuddies".

It is unknown if Baelzebul owns any treasures or wondrous artefacts. He claims not... But it must be noted, as constantly brought up by Sathannus that Baelzebul is also the Lord of Lies...



**Asmoday Lilin-Shuddergasp
The Cockatrice
Archduke of Lust**

It is unclear who exactly the current Archduke of Lust is: records show an Asmodeus among Lucifer's rebels in Heaven, who coupled in Dis with the monstrous Lilith... But also an Asmodeus who is the Cambion child of Lilith's Consort Namaah and K'admon the Watcher of Limbo.

Either way, Asmoday, Archduke of Lust is a popular spokeswoman for Lust - it was she that turned Shuddergasp into a church dedicated to the respectful worship of carnality.

Asmoday sees herself as a Pope for visceral love, determined to outright change Lust from a Sin to a Virtue. Daily, she preaches long, visceral sermons at her Chapel Of Earthly Delights. It is obvious Asmoday cares little for leadership, and only for her position as celebrity and icon - she has voluntarily stepped down multiple times, including once for the usurper Lilith (whom Asmoday has many times insisted "was right" in her attempts to overthrow Lucifer), and once for the mysterious Astaroth. Her popularity has resulted in her resuming the seat, every time.

Unsurprisingly, Asmoday is an outspoken pervert, peppering her sentences with unsubtle double entendres and direct sexual references. This makes many uncomfortable, even in Dis. She is, obviously, unrepentant.

Outside of Shuddergasp, Asmoday is somewhat unpopular, what with her outspoken views, an obvious attempt to construct her own religion, and her unrepentant debauched personality...

She has been seen in the company of Beleth, Baelzebub, Lucifer himself...

Asmoday's prized possession is Raphael's Scourge, the original that was lost during the Fall. A whip that in its original purpose was to torture the sinner for their faults... In Asmoday's hands, a way of proving that the body of the sinner can be shaped and groomed to the point where the Scourge is useless...

Asmoday's more monstrous form is a hideous chimera of snake, fowl, and dragon, all writhing coils, talons, and feathers.



Beleth Gloatstar
The Kitten
Archduke of Pride

Beleth's origins are unclear - whether she was an Angel before the Fall, or was born in Hell, no-one knows for sure. Unlike (possibly) every other Archduke, Beleth was not one of Lucifer's inner circle. Instead she came to prominence as the face of Gloatstar - engineered by Lucifer and Sathannus as a media gimmick, the young Succubus Beleth became the

darling of the military forces, her likeness on posters, banners, her silhouette etched into armour. She was perfect - beautiful, voluptuous, and willing to use her looks. Beleth became the Legions' darling, and soon hers was the most well-known face in Dis (after Lucifer and Baelzebub). Everyone knew she was a pawn of Sathannus to gather morale and support, and willingly she played her part...

Beleth became embroiled in Sathannus' attempts to take over Writhepsit, and the eventual death of Behemoth. Once Sathannus gained leadership of Writhepsit, he expected complacency from Beleth... But swiftly it became apparent he'd made a mistake. With arguably no Archduke, and twenty five legions of adoring supporters, Beleth seized the opportunity, and unanimously became Archduke of Pride. She earned an enemy for life, and the respect of almost everyone else.

Beleth acts immature, playful, vain, and completely engrossed in her own body and beauty. Yet, it is obvious that something clever and conniving thinks behind those vacuous, self-obsessed eyes. She is an expert manipulator, willing to make use of her icon and popularity.

Beleth loves music, and when performed for (performed well, at least), she seems to fall into a silent, pleased zen like state of revelry.

Beleth's tower is a dedication to her own beauty and power, more a museum to her vanity than a home. She is tended to by a platoon of cat familiars, all of whom play instruments for their mistress' amusement.

Beleth is still the Legions' sweetheart. She is wholeheartedly supported, liked, loved, and or desired by almost every Legionnaire.

While she's not into jewellery as much as Leviathan, Beleth's vanity has led to her outbidding the Archduke of Fallowglass on a handful of auctions. One is for her most famous dress, supposedly made of genuine Angel feathers - a feat of twisted, beautiful art almost too dangerous to believe. Another is the Golden Fiddle, a treasure gifted only to Hell's greatest musician. Beleth bought the prize instead, ending the contest in favour of herself. Beleth's more monstrous form resembles a huge winged wild cat.

What Can I Do?

City of Brass games take the form of socialite soirées in the Inner Ring of the City of Dis. All players are Socialite Gentry, members of the Demon Aristocracy who attend parties looking for social connections and ways to bolster your family's reputation.

Soiree Themes

- Family Goals

High up, anti-social Nobles will set goals for their family, promising increases in rank for tasks fixed by next Soiree. Each Soiree sees two or three goals for each family, each goal fulfilled resulting in one family member's increase in Nobility Rank.

- Personal Goals

Much like Family Goals, but only you know of these, and not necessarily your allies. Fulfilling these increase rank, or something else related to your character.

- Finding information / gossip

Soirees are the ultimate way to get up to date on news, gossip and up to the minute weirdness. Each Demon will have at least one piece of gossip, and this information can be sold, if you're lucky. Some visitors may bring information with them, or valuable information can be sold at Auctions. This information can be anything from a report on the lands outside Dis, a Spy's views on a Family, or a secret access code.

- Socializing / Relationships

Making friends with other Families is massively smiled upon, as is making business partnerships, and even eventually marriages. Some families hold monopolies over important resources: Sweltermoam holds mass transport, Gloatstar rapid long distance transport, etc. Getting access to these involves making friends, and usually paying off, that Family's nobility to borrow their goods. If a Partnership is formed via Ritual, the families can share certain things, and a Marriage shares even more. Marriages are incredibly beneficial to both parties.

But be careful! True Names are needed for Partnerships and Marriages, and some families exploit this to get their hands on a rival's Soul...

- Romance

Genuine romances are a common thing at Soirees. Both Families blessings must be attained, and it is considered good will if at least one of the couple helps the other's family in a serious matter (like Downtime). Dowries, sometimes from both sides, are a thing. A relationship usually lasts at least a single entire Soiree and Downtime before Marriage is

considered. Monogamy is more common than Polygamy in Dis due to the power of True Names, but it still happens.

Note All PCs are considered to be potentially single until stated otherwise. PCs cannot be married at game beginning.

- Investigating mysteries

Dis, and Hell, is very strange. From Lucifer's disappearance to the rise of Lilith, there are many, many things happening simultaneous to your family's fruitions. Soirées are the hub for discussing, discovering, planning, and acting on these.

Thoughtweft

All Demons are creatures of Sin, linked by Purpose and mild Corruption. Families, closely tied by their mutual Sin, share a mental miasma of ideas and skills. This Thoughtweft can be accessed by Demons at the beginning of each Soiree

- Adding to the Thoughtweft

Each Demon may add one Skill, Ritual or Circle from their character sheet into the Family Thoughtweft.

Some Demons might be able to add more.

Each Family will have one Skill or Ritual that is always in their Thoughtweft.

- Taking from the Thoughtweft

Each Demon chooses one Skill, Ritual or Circle from the Thoughtweft. This is added to the Demon's sheet for the rest of the Soiree.

Some Demons might be able to choose more.

If a Demon chooses a Skill or Ritual they already have, nothing happens.

Disagreements

Sometimes, the wrong thing is said or done, and people get insulted. Usually this can be resolved with a simple apology, but sometimes...

- Buying out

The simplest disagreements can be settled with a Noble's apology and explanation, and that is that. If that doesn't work, paying off the family with one or two of their Family Sin is a good way to show friendship and reconciliation.

However, sometimes things can only be reconciled with violence...

- Duels and Seconds

Duels are an ordered way to settle problems. The challenged chooses the limit of the fight - to first blood, to mercy (at the call of the First, regardless of who is fighting) or to death (though murder is heavily, heavily frowned upon). The participants can nominate Seconds, and have five minutes to prepare.

A sensible, large pace must be cleared for the fight.

Once the duel is over, and the losing First apologizes, all quarrels are called off.

Trading

Trading and buying goods can be very important. Some families might have the rights to sell certain products, like trappings for Military Units, or mass produced Familiars. Prices on these might be as flexible as the family is willing to bend.

Auctions

Each Soiree, around 10 Auctions will occur, possibly in a block. Auction listings may include items, weapons, relics, information, help from another Demon, buildings, Circles, extra attempts at using Summonings, etc. Each Demon will know of 1 item for Auction, but any public listing will be vague - certain rituals allow the Demon to gain information, or even alter Auctions.

Each item will be given a short pause before the bidding begins, allowing for prep and discussion - sometimes the seller only wants a certain Sin. The bid continues like a regular auction - the item going to the highest, unchallenged bid.

Most sellers favour certain families - if that family wins, they'll always hand back a small amount of the winning bid. This, if known, allows the family to bid higher than may actually occur.

All bids are done in Sin. Some sellers may take other forms of payment, but Sin almost always trumps items or favours.

Rituals

Ritual Magic is the Demon's way to affect Hell and its strange physics. Any Demon can attempt any Ritual, made up on the spot, but it's likely to backfire. A known Ritual is more likely to work, especially if all the trappings and incantations are applied.

Rituals are a big deal, and interrupting one is seen as a Great Infraction.

Circles

Much like Rituals, Soirees can be used by Families to contact Elder Demons, whether by off-the-cuff rituals or utilizing the Demon's Enochian Circle.

Each family has only one attempt at appeasing an Elder each Soiree (although more can be earned), and this can be, for ease, booked on a time-slot system, notified on a public listing.

Summonings are a big deal, and interrupting one is seen as a Great Infraction.

Familiars, et al

Familiars, Bosch, Steeds, Military Units and Gangs that belong to you can be contacted in play if need be. Notify a ref and soon you will be made alert that that contact is here to see you. Your conversation will happen in a side room.

If you physrep a Familiar with a cuddly toy or similar (minimum: baby size) you can keep your familiar with you IC, but they cannot do errands for you.

If you physrep a Familiar using a puppet or similar (minimum: baby size) the Familiar will actually run into the Soiree to see you when called.

If you wish to call / contact other Demons / other people's Familiars et al, there are Rituals to do so.

Games

Games are popular at Soirees, especially card games and chess, or similar games of strategy. Many discussions and agreements have elapsed over a game of chess.

City Jaunts

Sometimes, an NPC might take some Demons on a jaunt into the City, or a Demon might go on their Steed. These Jaunts are short adventures into the city in order to address plot or small actions that can be dealt with in session, rather than downtime.

These can be requested, but are likely to be turned down due to the nature of downtime in this game.

Nephilim Attacks

Nephilim, strange creatures from the West, attack without warning, trying to fell the city walls...

- Scouts

If a Nephilim attack is occurring, a scout will notify a military head asap. Without prior planning, this will be the minute the monsters attack. If plans have been put in place, and scouts have been sent to investigate, there is a good chance you will have a 30 minutes period to plan and conspire. Certain rituals help military units.

- Attacks

Military Officers with a Steed, and anyone they bring with them, can investigate the attack in a form of jaunt. Nephilim armies are made mostly of varying sized foot soldiers, who might have different abilities - flight, climbing, projectiles, burrowing, etc. Different tactics and commands from the military units will have greater / lesser effects on the Nephilim. The centrepiece of a battle is always at least one Nephilin Titan, a unique giant specimen that will have its own tactics and logic behind defeating it - simply attacking it will almost never yield successful results.

Military units can take significant casualties, making them unusable for Downtime, being replaced by fresher, less skilled units.

If the walls are breached, Nephilim will pour continuously into the city, a circle at a time, destroying the city, eating innocents and ruining everything. After breaching the third wall, the Nephilim will have conquered Dis, and major factors of the game will change.

- Predictions

Nephilim attacks also happen in Downtime. Having scouts in play will notify any generals of anything approaching that will hit in Downtime.

Downtime

After a Soiree, each Demon continues their life in Dis. You get to choose what they focus their time on.

Progression

Each Soiree you attend gets you two points that can be spent on skills, rituals and certain qualities. These points can be saved up across Soirees.

A list of what can be bought will be published soon.

Asset Actions

For each asset you have access to, you can specify an action for that asset to attempt. Bosch carry heavy loads, Gangs steal / break / intimidate, etc.

Like all actions, these can go wrong.

Each of these actions can be no more than 50 words.

One major Action

You have 100 words to explain what your Demon is doing in Dis / Hell. This can be operating a business, defending the Walls, searching for something, researching (if you have access to a library or archive), exploring, etc.

Without a form of transport, you are limited to the Inner Circle of Dis.