

DEVILS

GHOST TRAITS

Row: Roll 1d per year of ghostly existence, take highest

	1	2	3	4	5	6
1	Jealous	Desperate	Violent	Hysterical	Skittish	Fleeting
2	Curious	Deceptive	Clever	Probing	Knowledgeable	Charming
3	Prophetic	Insightful	True	Revelatory	Guiding	Instructive
4	Reactive	Territorial	Dominant	Insistent	Bold	Demanding
5	Angry	Volatile	Aggressive	Wild	Savage	Vengeful
6	Mad	Chaotic	Bizarre	Destructive	Insane	Vile

GHOSTLY SECONDARY EFFECTS

	1	2	3	4	5	6
1-3	Frost, Chill	Cold wind	Faint visions of the local past	Electrical Discharge	Weird shadows	Faint echoes
4, 5	Mist, Fog	Rushing wind	Intense visual echoes	Intense magnetism	Disturbing shadows	Thunderous sounds
6	Freezing fog	Storm winds	Pitch darkness	Lightning	Clutching shadows	Voices in your head

DEMON TYPES

	1	2	3	4	5	6
AFFINITY	Sea, Water	Darkness	Earth, Metal	Fire, Smoke	Sky, Stars	Storm, Wind
ASPECT	Humanoid w/ Bestial or Elemental Features			Animal	Monstrous	Amorphous

DEMON DESIRES

Some demons have more than one desire

	1	2	3	4	5	6
1, 2	Mayhem	Murder	Justice	Corruption	Power	Control
3, 4	Knowledge	Pleasure	Suffering	War	Revenge	Chaos
5, 6	Freedom	Savagery	Manipulation	Deception	Fear	Achievement

SUMMONED HORRORS

	1	2	3	4	5	6
1	Reeking Tar	Writhing Mass	Radiant Being	Crystalline Shards	Creeping Growth	Animated Stone
2	Cloud of Burning Ash	Shadow Being	Swarm of Insects	Toxic Cloud	Fiery Being	Liquid Being
3	Flayed Being	Shambling Rags	Freezing Fire	Impossible Geometry	Monstrous Animal	Shimmering Spheres
4	Twisting Machinery	Psychic Mist	Throbbing Viscera	Metallic Being	Coil of Thorns	Hypnotic Lights
5	Oozing Slug	Tremulous Vibrations	Lashing Hooks	Skeleton of Black Glass	Flowing Quicksilver	Clutching Darkness
6	Floating Octopoid	Cloying Vapors	Swirling Mucosa	Serpent Being	Insectoid Being	Consuming Orb

DEMON NAMES

Korvaeth
Sevraxis
Argaz
Zalvroxos
Kethtera
Arkeveron
Ixix
Kyranax
Voldranai
Esketra
Ardranax
Kylastra
Oryxus
Ahazu
Tyraxis
Azarax
Vaskari

DEMON FEATURES

Black shark eyes
Scales (*onyx, iridescent, crystalline, metallic, etc.*)
Razor-sharp claws
Bony protrusions
Multiple eyes
Lashing tail
Leathery wings
Spines
Dripping ichor
Glowing eyes or markings
Hair or fur (*drifting as if underwater, burning with a cool fire, etc.*)
Feathers
Multiple arms
Tentacles
Hard shell, metallic plates
Lights dim or flare
Plants wither or grow wildly
Mechanisms grind to a stop
Liquid freezes, boils, turns to blood or ashes

FORGOTTEN GODS

CULT PRACTICES

Mix and match gods and practices as you see fit

11	The One Within Many	Sacrifice: Fed to specially consecrated beasts / Savaged (eaten?) by frenzied cult mob.
12	The Silver Fire	Sacrifice: Pitted against an annointed champion in death arena.
13	The Rapturous Chord	Sacrifice: Ritually bled upon the sacred altar.
14	The Fallen Star	Sacrifice: Progressively overdosed with mind-expanding drugs.
15	The Lord of the Depths	Sacrifice: Ritually killed and claimed as annointed spirit-champion.
16	The Silent Song	Sacrifice: Slain by arcane means (electrocuted, spirit shattered, death-cursed).
21	The Lady of Thorns	Congregation: An orgy of pleasure (sex, food, dance, music) and/or pain.
22	Our Blood Spilled in Glory	Congregation: Sacred hymns or prayers for days without ceasing.
23	The Drowned Saviour	Congregation: Occupying a sacred nexus point during an astrological confluence.
24	The Empty Vessel	Congregation: A pilgrimage to a sacred place or being in the death lands / at sea.
25	The Closed Eye	Congregation: A group vision / dream-quest via essences, drugs, or meditation.
26	The Hand of Sorrow	Congregation: A reenactment / dumb-show of a sacred event.
31	That Which Hungers	Acquisition: A collection of eyes / hearts / blood from mystics or demons.
32	The Thousand Faces	Acquisition: The shards of a shattered sacred object (jewel, sword, skull, stone).
33	The Web of Pain	Acquisition: The original holy writings of the prophet / master / saint.
34	The Pillars of Night	Acquisition: The severed body parts (heads, hands, tongues) of heretics or apostates.
35	The Burned King	Acquisition: Properties aligned with sacred geometry or attuned by mystical events.
36	The Father of the Abyss	Acquisition: The ghosts of prophets / mystics / founders / enemies of the order.
41	The Forsaken Legion	Destruction: Ritual burning of sacred objects (rune-papers, effigies, flesh, hair).
42	The Unbroken Sun	Destruction: Ritual eradication of a spirit or demon.
43	The Revelation	Destruction: The breaking of the seals which keep the god from this world.
44	The Radiant Word	Destruction: Shattering of ritual objects / altars / temples sacred to an enemy order.
45	The Shrouded Queen	Destruction: Eradication of weapons / objects / sites / rituals which can harm the god.
46	The Reconciler	Destruction: Eradication of social / legal / cultural elements which threaten the order.
51	The Cloud of Woe	Consecration: Purification by bathing in sacred fluid (blood, wine, milk, oil, etc.).
52	The Broken Circle	Consecration: Purification of the gates which give passage to the god into this world.
53	The Conqueror	Consecration: Baptism / blessing of an acolyte or object by immersion in spirit well.
54	She Who Slays in Darkness	Consecration: Purify / bless cult followers with tattoos / scarification / mutilation.
55	The Dream Beyond Death	Consecration: Creation of blessed idols / artwork / ritual spaces / artifacts.
56	The Blood Dimmed Tide	Consecration: Wards / runes / spirits bound to shun enemies of the order.
61	The Guardian of the Gates	Desecration: Debasement or defilement of one sworn to an enemy order.
62	The Maw of the Void	Desecration: Corruption of place / object / ritual / tradition to appropriate its power.
63	The Keeper of the Flame	Desecration: Defilement of place / object / ritual to humiliate another order.
64	The Throne of Judgment	Desecration: Manipulation of authorities / institutions to appropriate their power.
65	The Lost Crown	Desecration: Corruption of acolytes to prepare them for transformation.
66	The Golden Stag	Desecration: Mindless, pointless chaos; sewing the seeds of anarchy.