

PANDAEMONIUM



"WE ARE EACH OUR OWN DEVIL, AND WE MAKE THIS WORLD OUR HELL."

- OSCAR WILDE

Creating a Damned One

The denizens of Hell are numerous and varied, perhaps to the point where one could never see two exactly the same. Every character, called Damned Ones, have 3 attributes:

Body - Your proficiency at physical tasks. Rolled to lift a large boulder, pick a lock or attack something with a weapon.

Mind - Your proficiency at intellectual tasks. Rolled to recall long-lost information, decipher a language or deduce the veracity of someone's statement.

Spirit - Your proficiency at spiritual and emotional tasks. Rolled to detect magical energies, project into the astral spectrum and steel yourself from fear.

To determine these attributes, assign 7 points between the three stats. Your **HP** is equal to $[8 + \text{Body}]$. No attribute can go below 1 or above 6 unless specifically stated.

Next, roll your Fleshcage, then your Misguided Life, then write down 4 memories that were important to you in life. This can be a first love, a traumatic war experience, a conviction to a god or anything else. You may not have more than 4 Memory Slots, though you may choose to extend what is in those slots as far as you want. These memories are what will keep you sane in the afterlife. In addition, write down one Ideal, a tenet that you will uphold no matter what (e.g. 'Nothing is more important than my friends' or 'My survival comes before all else') or a mission that you seek to complete (e.g. 'I will obtain power over my own Layer of Hell' or 'I will strike down the leaders of the First Church').

If at any point a significantly important event occurs for the character, they may place that memory in one of their empty Memory Slots.

Fleshcages

The legions of Hell are nothing if not diverse, each slightly more horrifying than the last. Some fortunate souls wake as normal humans. Those less fortunate become foul creatures, poxes upon the land, though beautiful in their own way. To the other demons, at least.

Roll 2d6 to determine your physical nature. You gain all the perks stated in the entry for that fleshcage type.

2d6	Fleshcage Type	Perk
2-4	Undead	+1 Spirit . Roll on the Undead Type table, gaining the ability and the Hunger associated with each type.
5-8	Humanoid	+1 to Body , Mind or Spirit and 2 extra skills. Gain 1 Miracle or Dark Gift.
9-12	Demon	Consult the Demon section to determine your Form.

Undead

Wretched things, the undead are. Didn't turn out right when they were being made new bodies, their souls defective and broken. Now they roam the place, still half-dead, insatiable in the Hunger that keeps them from oblivion and drives them to further atrocities.

1. Skeleton

Ability: Your limbs are detachable, and can be wielded as Light Medium Weapons. Your head is also detachable, though the rest of your body becomes inanimate if you take it off. You may place your head on another skeleton to animate it under your control (you cannot do this if the skeleton in question already has a head).

Hunger: You hunger for the flesh of intelligent beings. At least one meal per rotation must include it. For every rotation you go without it, your Maximum **HP** is reduced by 1d3. If your Maximum **HP** reaches 0 through this method, you become inanimate, and can only be restored by a Great Duke or higher ranked demon. Your Maximum **HP** is restored when you make up the time lost.

2. Vampire

Ability: Gain a Dark Gift. You may at any point turn into a bat or a wolf (you are reverted if you take any damage while transformed). Your bite deals 1d6 damage. You can see in total darkness as if it was dim light.

Hunger: You hunger for blood, preferably of intelligent beings. Every rotation you must consume 200ml of blood, or 400ml if it is of an unintelligent being. You may go three rotations without blood with no penalty. After that, the amount you must drink to satiate yourself is doubled every rotation. You must also succeed a **Body** test each rotation or become feral, with the **Threshold** increasing by one each rotation.

3. Ghoul

Ability: Your saliva is a poison that can paralyze anyone who ingests it or has it in their bloodstream for 1 hour if they lose an opposed **Body** test. Your claws deal 1d8 damage, and are as hard as steel.

Hunger: You hunger for the flesh of intelligent beings. At least one meal per rotation must include it. For every rotation you go without it, your **Mind** is reduced by 1 and your **Body** is increased by 1. If at any point your **Mind** reaches 0, you go feral and become a monster under the Keeper's control.

4. Banshee

Ability: You can see lingering spirits around you. Your voice projects into the minds of all around you when you sing. Each person you choose who can hear you when you sing must make an opposed **Spirit** test. On a failure, you may choose to deal 1d8 psychic damage to them or force them to do one task that can be completed within the next rotation. On a success, they are immune to this effect for the next 2d6 rotations.

Hunger: You hunger for negative emotions. At least one person per 7 rotations must break down crying near you, and the tears must be genuine. If you go for 14 rotations without this, you will cry a deathknell, and someone you hold dear will be lost forever.

5. Dullahan

Ability: Your head is detachable, and you can control your body while it is away. You may also at any point summon your Bone Chariot, allowing you and three other people to travel 100 miles in 1 hour as well as functioning as a normal chariot. However, doing

this reduces your and your passengers' **HP** by 1 per hour spent travelling in this way. Should anyone's **HP** hit zero while in the chariot, their soul is fed to it and lost forever. You may choose the appearance of your Bone Chariot at the start of the game, though it may be changed through supernatural means or through extreme changes in your disposition.

Hunger: You hunger for the souls of intelligent creatures. You must kill at least one creature in your chariot per 4 rotations, or the chariot consumes you instead.

6. Wight

Ability: Gain a Miracle. You can smell the stench of the living and those who have given into Sin. It is not immediately obvious to others that you are actually Undead, except to those who can detect your nature through supernatural means. You may at any point sprout bone wings from your spine, allowing you to fly.

Hunger: You hunger for Salvation. Every rotation, you must use at least one Miracle. For every rotation you do not do this, your undead nature becomes more pronounced and your **Body** is decreased by one. You must kill a powerful demon to reset this. If you do not have a Miracle, replace a Dark Gift with one or gain one.

7. Vrykolakas

Ability: You can see in total darkness as if it was dim light. You may speak to wolves. Your teeth and claws all deal 1d6 damage. Your heightened sense of smell allows you to sense the presence of anything with a smell around you and can track smells like a well-trained dog.

Hunger: You hunger for the flesh of intelligent beings. At least one meal per rotation must include it. For every rotation you go without it, your **Mind** is reduced by 1 and your **Body** is increased by 1. If at any point your **Mind** reaches 0, you go feral and become a monster under the Keeper's control.

8. Draugr

Ability: You deal +2 damage to non-undead creatures. You have +1 **Armour**. You may contort your bones into any weapon of your choice.

Hunger: You hunger for battle. Once every ten rotations, you must challenge someone to a battle to the death in single combat. They must have a greater reputation than the last person you defeated.

9. Wraith

Ability: You may turn incorporeal at any point. In this state you can walk through normal materials, and are not subject to physical harm. Magic can still affect you. While incorporeal, your gear is turned incorporeal with you, but you cannot interact with the physical world.

Hunger: You hunger for meaningful contact. You must spend at least an hour alone with someone dear to you every seven rotations. Beyond this point, your **Mind** is reduced by 1 every rotation until you spend the time. If your **Mind** reaches 0 through this method, you lose yourself and become a wandering spirit.

10. Skinwalker

Ability: You may steal the skin from any fleshcage of an intelligent creature, perfectly replicating their appearance and voice. Even if your humanoid form would not fit, you somehow find a way.

Hunger: You hunger for beauty and seek to have it for yourself. If at any point you see someone you consider beautiful, you must succeed an opposed **Mind** test against yourself or be compelled to take their skin for yourself.

Demons

Hideous creatures, creeping, crawling through the veins of the Dead God. Some begin in these horrid forms, but all eventually end up like this.

To generate a demon, first roll on the Base Form table and follow any instructions therein. Then, determine the amount of mutations you have by rolling 1d4+1, then roll on the demonic mutations table that amount of times.

2d6	Base Form	Note
2-4	Quadruped	Roll on the Quadruped Nature table to determine your quadruped's base. The Keeper may determine whatever abilities you gain from this base form, though some of it may be altered by your mutations.
5-10	Biped	Roll on the Biped Nature table to determine your biped's base. The Keeper may determine whatever abilities you gain from this base form, though some of it may be altered by your mutations.
11-12	Monstrosity	Double the amount of mutations you have. Your form is just your mutations.

d66	Biped Nature	d66	Biped Nature	d66	Biped Nature
1	Wolf	23	Goblin	45	Lynx
2	Human	24	Fairy	46	Puma
3	Leopard	25	Dragon	47	Orangutan
4	Tiger	26	Owl	48	Rat
5	Hyena	27	Fox	49	Gorilla
6	Boar	28	Rabbit	50	Chameleon
7	Bull	29	Toad	51	Rhino
8	Snake	30	Reindeer	52	Rooster
9	Gecko	31	Ram	53	Raven
10	Komodo Dragon	32	Squirrel	54	Crow

11	Jackal	33	Hawk	55	Cat
12	Hippo	34	Sparrow	56	Shark
13	Crocodile	35	Weasel	57	Bear
14	Lion	36	Crab	58	Lobster
15	Mantis	37	Dog	59	Spider
16	Cockroach	38	Scorpion	60	Bat
17	Salamander	39	Otter	61	Pig
18	Walrus	40	Anglerfish	62	Oryx
19	Frog	41	Jaguar	63	Elephant
20	Panther	42	Wasp	64	Mandrill
21	Cyclops	43	Satyr	65	Red-skinned Devil
22	Dwarf	44	Slug	66	Vulture

d33	Quadruped Nature		Quadruped Nature		Quadruped Nature
1	Wolf	12	Lion	23	Panther
2	Hippopotamus	13	Otter	24	Toad
3	Boar	14	Pig	25	Cat
4	Dog	15	Horse	26	Jackal
5	Reindeer	16	Oryx	27	Jaguar
6	Lynx	17	Puma	28	Bear
7	Dragon	18	Weasel	29	Fox
8	Bull	19	Stag	30	Hyena
9	Rhino	20	Elephant	31	Frog
10	Komodo Dragon	21	Crocodile	32	Gecko
11	Goat	22	Rat	33	Tiger

d100	Mutation	Effect
1	Venomous Teeth	Upon biting an enemy, they must succeed an opposed Body test against you or be dealt 1d4 damage at the start of their turn for 1d6 rounds. They may repeat the opposed test at the end of each of their turns.
2	Snake Head	You have a snake somewhere on your body. It is venomous. It can speak, and you can automatically understand it, though others will need to know Serpent Tongue to understand it. It is inclined to assist you, since your destruction will mean its destruction.
3	Withered	You have -2 Max HP , and lose one dice when rolling against soul drain and aging effects.
4	Cursed Eye	One of your eyes, when opened, drains the life of whoever it stares at, dealing 1d6 damage per round to its target. However, it also hurts to open and close, requiring a self-opposed Spirit test each time. On a failure, you take 2d4 damage.
5	Myriad Arms	You have d100 extra arms.
6	Towering	You are 2d10 metres taller.
7	Swarmform	You may turn into a swarm of (roll 1d6): 1. Ants 2. Wasps 3. Flies 4. Rats 5. Bats 6. Cockroaches. The swarm has collective HP of a d6, rolled when you transform. If the swarm's HP reaches zero, you are transformed back and cannot transform again until the next rotation.
8	Muscular	+1 Body .
9	Anemic	You are incredibly pale, and require 10 hours of sleep per day. All attacks deal +1 damage to you.
10	Bone Shell	+1 Armour . You may splinter your shell to deal 1d10 damage to everything within close range. Your shell regenerates by the next rotation.

11	Second Head	+1 Mind . Your second head may have a different personality to you, but does not control the body. However, if you disagree too much, you must succeed in a self-opposed Mind test or the second head will take over. You may repeat this test once every rotation.
12	Spines	2d6 chunks of bone protrude from your spine. They can be broken off and used as Light Medium Weapons, however doing this deals 1d3 damage to you. The spines regenerate after 1d4 rotations.
13	Springheels	You can jump 30m into the air from a standing position.
14	Slimy	You constantly produce a mildly adhesive, luminescent slime through your pores.
15	Mitosis	You can split into two perfect copies of yourself by sacrificing 1 Body . The copies are independent and may not follow your orders. They have the same stats as you. They may also use this ability. To regain your Body attribute, the copy must reform with you, either willingly or by you killing it.
16	Shark Teeth	Gain 1d4 more rows of teeth. Your bite deals 1d8 damage.
17	Crab Claw Arm	One of your arms becomes a crab claw dealing 1d8 damage, and imparting +1 Armour .
18	Dangling Light	A bioluminescent light hangs from your forehead. You can turn it on to cast bright light in nearby range.
19	Rebellious Tongue	There is a 5% chance when you speak that you will instead say the opposite of what you wanted.
20	Million Mile Tongue	You can extend your tongue out to 2d20 metres in length.
21	Silkspinner	You can spin silk like a spider, creating two metres of thread per round. It is as strong as rope, and is sticky.
22	Splitting Skull	You have one less dice when defending against mental attacks, and take an extra dice of damage from them. Your brain exposes itself under stress.
23	Brainscuttle	If your body would be destroyed, your brain crawls out of the corpse on tendon legs. You can see and

		manipulate small objects, as well as be able to use any non-physical Dark Gifts you may have. You may crawl into another corpse, taking it over. You do not regain your mutations, but instead gain any of the physical features that body had. You do not gain any of its memories or Dark Gifts. Your brain has 1 HP .
24	Gills	You can breathe underwater as if it was air.
25	Fins	You can travel at speeds up to 40km/hr underwater.
26	Bone Fusing	Your bones are fused together, making it difficult to move properly. You have -1 dice when doing anything that requires fast movement, and can only move up to close range with a movement action, requiring a full turn to move up to nearby range.
27	Worm Limb	One of your limbs is composed entirely of worms. They are only mildly cooperative, and too much damage to your limb will cause them to leave in protest, at which time you must find more worms to replace them.
28	Demonic Carrier	There are eggs pulsating inside you. You don't know when they will hatch nor what they will hatch into.
29	Extra Eyelids	You have a transparent third eyelid on your eyes, allowing you to watch things without blinking.
30	Darkvision	You see darkness as if it was light, and light as if it was darkness.
31	Dread Wings	You gain a pair of wings, allowing you to fly comfortably.
32	Prehensile Hair	You can control your hair as if it was an arm.
33	Unnatural Regrowth	You may reduce your Body by one until the next rotation to instantly heal one Wound.
34	Echolocation	You can see by creating noise.
35	Neck Frill	You can use your frills to frighten enemies in combat, requiring an opposed Spirit test. On a failure, they will seek to flee for 1d4 rounds.
36	Fairy Skin	You take 1d6 damage from touching iron or steel.
37	Inversion	Your head and torso are flipped from where they should be. Your insides are the same as they should be.

38	Horns	You have ram horns on your forehead that deal 1d6 damage on a hit.
39	Sanguine Touch	All liquids turn to blood upon touching your skin.
40	Biting Immune System	Any intrusion past your skin is met with teeth that deal 1d4 damage on a hit. This does not discriminate between beneficial and malicious sources.
41	Gold Aversion	Gold burns you, dealing 1d8 damage per round as you touch it.
42	Shadowless	You do not have a shadow, and do not show up in infrared.
43	Radiator	You maintain a constant temperature of 35 degrees celsius. Any ice you touch instantly melts. You are not affected by cold environments.
44	Writhing Tentacles	You have 2d10 tentacles. You may ask them to do stuff for you, but they generally do their own thing.
45	Total Inversion	You are inside out, your organs dragging as you walk. -2 Armour .
46	Give Us Eyes	You have 2d100 extra eyes. Gain an extra dice on checks to perceive physical things. You cannot be surprised in combat.
47	Healing Blood	Your blood heals 1d4 HP for every 1 HP dealt to you in the process of its extraction. However, it has a 20% chance of imparting a random one of your mutations when imbibed, lasting 1d4 rotations until it goes away.
48	Adhesive	You can stick to nearly anything, allowing you to easily climb. However, removing things from your hand requires an entire round.
49	Outer Voice	You have two tiny versions of yourself that manifest on your shoulders, both of which whisper conflicting advice on the current situation.
50	Fire Breath	Everything within close range takes 1d6 fire damage on a failed opposed Body test.
51	Levitating	You can hover up to a metre off the ground. This ability can catch a fall.
52	Cold-Blooded	Take double damage from cold and ice attacks. You

		require at least an hour of exposure to direct heat every rotation or take 1d10 damage as you slowly freeze to death.
53	Prehensile Tail	Gain an extra tail that can be operated as a limb.
54	Gaping Maw	You can swallow something twice your size and still move comfortably. You probably can't digest it, however.
55	Hydra	If your head is cut off, make a self-opposed Spirit test. On a success, two heads grow in its place. This can be counteracted by fire.
56	Metal Skin	+2 Armour . Sextuple your weight.
57	Stomach Mouth	Grow a ravenous mouth on your stomach. Its crushing bite can break rock and iron. It deals 1d8 damage on a hit.
58	Vein Appendages	You can make your veins come out of your skin and be used as prehensile limbs. This somehow does not affect your health.
59	Oily Blood	You bleed petroleum. If you take more than 10 fire damage in a single attack you must succeed on a self-opposed Body test or explode, dealing 1d6 damage to everything around per point of HP you had left.
60	Acid Spit	You can spit acid up to far range, dealing 1d6 damage on a hit.
61	Compressible	If water could run through it, you can squeeze through it.
62	Vocal Chorus	Your voice sounds like 5d20 extra voices speaking at once. 2 more dice when attempting to intimidate. Cannot whisper.
63	Eye Reconnaissance	You can take your eye from your head. It grows bat wings, and is directed by you. You can see through it still as it moves, but you can only see from one perspective at once.
64	Fragile	+1 damage from all sources. You are far too easily broken.
65	Locked Away	Your Heart has been taken out of your body. It has 1

		HP. You can only feel emotion while it is within 10 metres of you.
66	Eldritch Marks	Your body is covered with black symbols that mean nothing to you. They pulsate bright green when you are near enemies.
67	Paralyzing Spores	Every time you take damage, you have a 10% chance of releasing paralyzing spores into the air around you. Everything within nearby range of you must succeed a self-opposed Body test or be paralyzed for 1d4 rounds.
68	True Name	Your True Name is carved onto your heart and can be seen deep in your eyes. Anyone who knows it can control you.
69	Fireproof	Your skin is immune to all fire and lava damage. Any exposed flesh underneath your skin can still be hurt if it is targeted.
70	Flesh Tools	You can contort your limbs into weapons and basic tools. Deals 1 damage to you every time you do so.
71	Throat Portal	There is a portal in your throat to an unknown location. You still gain the benefits of eating, it just doesn't go to your stomach.
72	Monstrous	Gain 1d4+1 more mutations.
73	Magnetic	All metal within nearby range is drawn to you. You must succeed a self-opposed Body test each round to suppress this.
74	Moonlight Form	You appear as a beautiful human under the light of the moon.
75	Halo	A ring of fire floats above your head. Can be wielded as a Light Medium Weapon. If you throw it, it will always come back to you.
76	Hourglass Eyes	Your pupils are shaped like hourglasses and tell the time, with each turning of the hourglass being exactly one minute relative to the layer you are currently on.
77	Withering Presence	All plants you touch wither and die within 1 minute unless you stop touching them.
78	Shifting Visage	To each person, you have a 40% chance of your face

		appearing as normal, a 30% chance of appearing as their most hated enemy and a 30% chance of appearing as their most beloved companion. Your body does not change, only your face. This is only determined once for each individual.
79	Cat Eyes	You can see in the dark as if it was light. You can also see the entrances to the Hidden Paths, wherever they may lie.
80	Mirror Split	Your reflection does not follow what you do, and is its own being that can speak into the real world. Being a reflection, it has a twisted version of your own personality.
81	Mark of the Undead	Upon being destroyed, roll for an Undead type. Your current body sheds and you are left as that Undead.
82	Aerodynamic	You can comfortably run at speeds of 80km/hr. You can move to anywhere within far range with a movement action, and distant with an entire turn.
83	Dealmaker	You always know when someone breaks a deal with you, and you deal an extra 1d4 damage to anyone who has done so.
84	Centauric	If you are a Quadruped, gain a Biped Nature as well. If you are a Biped, gain a Quadruped Nature as well. If you are a Monstrosity, gain 1d3 more mutations.
85	Myriad Legs	You have 1d100 extra legs.
86	Split Soul	Your body was accidentally created with another soul besides yours. Its nature is entirely up to the Keeper. You may interact with them while sleeping, though with effort it may speak in your mind while you are awake. It does not have control of the body. Not yet, at least.
87	Myriad Tongues	You have 1d10 extra tongues. You may speak an extra language for each tongue.
88	Hybrid	Gain a second Nature of the same type as your base form. If you are a Monstrosity, gain 1d3 more mutations.
89	Antennae	You can telepathically communicate with anyone within far range. You can sense the location of thought signals, allowing you to pinpoint the location of all

		intelligent creatures within distant range of you. In crowds, the amount of thought signals overwhelm you, imposing -1 dice on all tests until you get out of the situation.
90	In Twain	There are two of you, each holding a different part of the soul. The Keeper rolls up a separate character for your other half, keeping its nature a secret for you. You both have 20d10 rotations from the beginning of the campaign to track down and kill the other half to reclaim the soul, or both of you will be condemned to oblivion.
91	Blood Frenzy	Upon smelling blood, you must succeed a self-opposed Mind test or be sent into a frenzy, attempting to kill whatever you can to feed upon it. You may repeat this test every round while in this state. While in this state, gain +1 Body and Spirit , and -1 Mind for all tests except the one to get out of the blood frenzy.
92	Stupid	You're pretty dumb. -2 Mind .
93	Pain Shackles	You have shackles of flesh attached to you that you can direct in combat as Heavy Medium Weapons and move as limbs. You may also use them to restrain things. If you attach a chain to someone's neck, you may split any damage you take between you and them.
94	Perfect Memory	+1 Mind . You can perfectly recall anything you have seen or heard, and have an extra dice when defending against memory-altering magic.
95	Stretchy	You may stretch any part of your body up to eight times its normal length.
96	Chameleon Skin	You may change your skin colour to whatever you wish, and may control it to the point where you can display images across your skin.
97	Oozemorph	You can choose to be a solid or a liquid. You cannot possess equipment while in liquid form. You can move and act while in liquid form, but you can still be hit. Any damage taken while in liquid form reverts you back to being solid.
98	Volatile Mutations	Gain another mutation. At the beginning of each rotation, there is a 20% chance that you will wake up with a different mutation, replacing the old one. Some

		mutations, such as Split Soul, do not make sense in the context of this ability, and thus should be rerolled.
99	Strange Voices	There are voices in your head, constantly egging you towards gaining more and more power in Hell. The true nature of these voices is not known to you, and should be decided in secret by the Keeper.
100	Catastrophe	Double your number of mutations.

Misguided Lives

Who were you before you came here? A foolish question, really. It is of no consequence here. But for so many, it is all they have left to cling to. So go ahead then. Tell us.

1. PALADIN OF THE ALDRIC ORDER

By the words of St. Aldris, you fought back those who were plagued. You waded through their still-rotting corpses as they clawed at your feet, but you did not flinch. The corruption of Black Annis had to be snuffed out, even if you were called a heretic and a monster for it. Or at least, that was what you thought once. Now, in your eternal punishment, perhaps what you had done was indeed wrong. Perhaps those children you slaughtered in Aldris' name were innocent after all.

EQUIPMENT: Medium Armour, Heavy Shield, a bladed Heavy Medium Weapon with a serrated edge to cause the maximum amount of pain possible, the Book of St. Aldris, a human eye

SKILLS: Genocide, Theology

MAGIC: The Hymn of St. Aldris. Summons the shades of everything you have killed in the last year to fight for you for one rotation, after which time they are free to take revenge as they wish for the next 6 rotations. **Tenets:** You cannot show mercy to any who have attacked you.

2. GRIM EXECUTIONER

It was your job, indeed. You were following the orders of your king, murdering foul criminal after foul criminal in increasingly brutal ways. But you knew full well that that one was innocent when you subjected them to months of torture. And still you knew when you watched the life leave their eyes on the gallows.

EQUIPMENT: Light Armour, a Large Weapon suitable for executions, a set of shackles, a set of torturer's tools, 50ft of rope

SKILLS: Interrogation, Torture, Execution

MAGIC: [N/A]

3. MARTYR

You died for your god, for they are just and true. The misguided fanatics of the First Church found you and your holy books, raided one of your sermons and you were made an example of. But your death will light the fires of uprising against that foul religion, and your sacrifice will light the way to salvation.

Which god did you die for? [1d6]

1. Coranthil, God of the Sacred Crystal
2. HE WHO SPEAKS BEAUTIFUL MYSTERIES
3. God-Emperor Adrathal of Hagishka
4. Mik'thoshuza, Time in Stasis
5. Kushiel, Bright Light of Salvation
6. Agratha, the Black Witch

EQUIPMENT: a Light Medium Weapon, your holy book, a talisman of your god

SKILLS: Sermon-delivering, Heresy

MAGIC: 2 Miracles

4. ASSASSIN

Perhaps you killed out of necessity, perhaps you killed for fun. Either way, people paid you to murder others in cold blood, and in the thrill of each and every death, you found yourself enjoying it. You knew where you would end up when you finally kicked the bucket. Now you just need to make the most of it.

EQUIPMENT: A Light Medium Weapon, a dagger, a hooded cloak, a set of poisons

SKILLS: Poison, Tracking

MAGIC: [N/A]

5. DEVOTEE OF THE SECOND CHURCH

Once, you worshipped the 57 Entities of the Second Church, in all their divine glory. You believed in the tales of salvation from the Chimaeric Hordes, and the safety that the Legion would bring you. Perhaps you still do. But, for whatever reason, you are not with them now. No, you're in Hell.

EQUIPMENT: Robes of the Second Church, THE BOOK OF 57, a Light Medium weapon, an exorcism kit, a bell made of bones

SKILLS: Sacrifice, Exorcism

MAGIC: 1 Dark Gift

6. THE CHOSEN ONE

You were Chosen by the Overseers themselves for a divine purpose, a mission to complete above all else. You were the key to Balance, to the continued existence of All. And you failed.

What was your purpose? [1d6]

1. Overthrowing the God-Emperor of Hagishka.
2. Reclaiming the Lost City of Doum from its Rakshasan rulers.
3. Leading the Armies of Heaven against the Chimaeric Hordes.
4. Gathering the Pieces of Ten to seal the Seventh Gate.
5. Destroy the tyrannical Black Dragon Khatrixis upon Mount Kysolthis.
6. Preparing yourself to become the Avatar of the Glorious One, Overgod of the First Church.

EQUIPMENT: Medium Armour, A weapon of your choice, Light or Heavy Shield, a mark of being chosen (can be an item or a mark on your body)

SKILLS: Leadership, Speechmaking

MAGIC: 1 Miracle or Dark Gift

7. FAILED ADVENTURER

The outside world takes those with dreams, chews them up and spits them back out, sometimes alive but broken, usually dead. You thought you could get away from all the troubles of civilisation, away from all the people you left broken in your wake, by escaping to the wild places. In the end, all it did was get you killed.

EQUIPMENT: Light or Medium Armour, Light or Heavy Shield, two weapons of your choice, a lantern, 1d10 gold coins from the living world

SKILLS: Escape, Bargaining

MAGIC: [N/A]

8. DIRGE-IMPARTER

You took upon yourself the art of Dirge-singing, listening to the eternal songs of the 11 Spirits and soaking in their laments. With that, you cleansed yourself of extraneous emotion and became a Dirge-Imparter, layering your haunting voice with the sadness those songs instilled in you in order to lead the souls of the departed to the Last Home. But this ancient art is heretical, impure in the eyes of the First Church, and so you were put to death along with the serial murderers, the timelost children and the witches.

EQUIPMENT: Light Armour, an instrument (violin, lyre or flute), a Light Medium weapon, a tuning fork that tunes to the nearest source of sadness

SKILLS: Performance, Pensivity

MAGIC [1d8]:

1. *The Lament of Good King Terman:* He led his people from the wrath of the gods toward the Horizonland. While playing this song, you travel across land at three times normal speed.
2. *The Ballad of Nostric Bearheart:* The greatest warrior of his time, he was said to have fallen to the hundredth warrior after killing 99 others. While playing this song, your allies who can hear you ignore one Advantage during their attacks.
3. *Three Sisters' Threnody:* Through foul magics of the fae, each threw themselves off the city walls thinking the others had died. While singing this song, all who can hear it take half damage from falls.
4. *Coronach of the Fallen:* Upon the Battlefield of Vigrid, Modi sings for all the warriors fallen. While singing this song, all allies who can hear you can ignore one Minor Wound.
5. *Lost:* A song sung by a forgotten spirit, whose name will never be remembered again. While singing this song, you will find yourself somehow turned towards your destination.
6. *Elegy of the Wolf Child:* A child, abandoned by the civilised world, stands weeping above the corpse of the wolf that raised them. While singing this song, you may summon to you the ghost of a wolf who can lead you in the direction of a safe haven.
7. *The Failed Requiem:* The greatest composer of his time, died before he could finish his greatest work. You may sing this once per rotation, and any allies who hear it may treat one dice in a single roll as a success, regardless of its actual result.
8. *Death March of the Dragons:* The final thing heard by humanity from a Dragon as they flew into the East, never to be seen again. While singing this, any roll to find you has their number of dice reduced by one (to a minimum of one).

9. WITCH

You devoted yourself to the Covens to gain forbidden knowledge and power from beyond this mortal realm. Through occult rituals, you met with a Great Duke of Hell, and struck a deal for power. However, your time is up, and soon your debt will come due, and servitude with it.

Which Demon are you indebted to? [d72]

1. King [Bael](#)
2. Duke [Agares](#)
3. Prince [Vassago](#)
4. Marquis [Samigina](#)
5. President [Marbas](#)
6. Duke [Valefor](#)
7. Marquis [Amon](#)
8. Duke [Barbatos](#)
9. King [Paimon](#)
10. President [Buer](#)
11. Duke [Gusion](#)
12. Prince [Sitri](#)
13. King [Beleth](#)
14. Marquis [Leraje](#)
15. Duke [Eligos](#)
16. Duke [Zepar](#)
17. Count [Botis](#)
18. Duke [Bathin](#)
19. Duke [Sallos](#)
20. King [Purson](#)
21. Count [Marax](#)
22. Prince [Ipos](#)
23. Duke [Aim](#)
24. Marquis [Naberius](#)
25. Count [Glasya-Labolas](#)
26. Duke [Buné](#)
27. Marquis [Ronové](#)
28. Duke [Berith](#)
29. Duke [Astaroth](#)
30. Marquis [Forneus](#)
31. President [Foras](#)
32. King [Asmoday](#)
36. Prince [Stolas](#)
37. Marquis [Phenex](#)
38. Count [Halphas](#)
39. President [Malphas](#)
40. Count [Räum](#)
41. Duke [Focalor](#)
42. Duke [Vepar](#)
43. Marquis [Sabnock](#)
44. Marquis [Shax](#)
45. Count [Viné](#)
46. Count [Bifrons](#)
47. Duke [Vual](#)
48. President [Haagenti](#)
49. Duke [Crocell](#)
50. Knight [Furcas](#)
51. King [Balam](#)
52. Duke [Alloces](#)
53. President [Caim](#)
54. Duke [Murmur](#)
55. Prince [Orobas](#)
56. Duke [Gremory](#)
57. President [Ose](#)
58. President [Amii](#)
59. Marquis [Orias](#)
60. Duke [Vapula](#)
61. King [Zagan](#)
62. President [Valac](#)
63. Marquis [Andras](#)
64. Duke [Flauros](#)
65. Marquis [Andrealphus](#)
66. Marquis [Kimaris](#)
67. Duke [Amdusias](#)

33. Prince [Gäap](#)
34. Count [Furfur](#)
35. Marquis [Marchosias](#)

68. King [Belial](#)
69. Marquis [Decarabia](#)
70. Prince [Seere](#)
71. Duke [Dantalion](#)
72. Count [Andromalius](#)

EQUIPMENT: Witch Robes, a pointy hat, a Small or Light Medium Weapon, a spellbook, a mark of servitude

SKILLS: Bargaining, Occultism

MAGIC: 2 Dark Gifts, a Familiar which can speak and follows your orders (**1d6:** 1. Snake, 2. Cat, 3. Raven, 4. Rat, 5. Dog, 6. Spider)

10. FALLEN ANGEL

You once fought on the front lines of the Armies of Heaven, condemning sinners and raising up the worthy. But the Glorious One began to seem far less glorious than they would have you believe, and eventually the corruption and evil amongst heaven was far too much. You rebelled alongside the Demon King, and were cast down to Hell when your revolution failed.

EQUIPMENT: Heavy Armour, Heavy Shield, two weapons of your choice, a single white feather that points towards the Stairway to Heaven

SKILLS: Sedition, Freedom

MAGIC: 1 Miracle, 1 Dark Gift

11. GUTTERSNIPE

You were born in the gutters, and from there, covered in the filth, you lived your life. Thievery and conmanship were your only ways of survival, and survival was what you wrested from the hands of the wealthy. 'Blessed are the meek', the First Church always said. Stuff about those with nothing being the most holy. Bullshit indeed.

EQUIPMENT: A Small Weapon, Rags, a trinket from a wealthy noble, a pet rat that died with you

SKILLS: Thievery, Lockpicking

MAGIC: 1 Miracle

12. CHANGELING

A sickly, dying human child, traded for a healthy one created by the Fae in dark rituals. The wider world none the wiser, the parents safe in knowing their real child was safe in Tír na Sidhe. You were the faerie child, naught but a stopgap, never truly real in the eyes of your parents no matter how hard you tried to please them. So you stopped trying. Pity they're not down in Hell with you, though.

EQUIPMENT: A Small or Light Medium Weapon, Light Armour, a stuffed animal once owned by the human child you replaced, a faerie coin

SKILLS: Disguise, Acting

MAGIC: 1 Dark Gift. You may tap into your faerie heritage to grow butterfly wings that allow you flight. You can see the Fae Roads, wherever they may be. You take 1d4 damage each round you touch iron or steel (stacks with similar effects).

13. DISGRACED RULER

You used to rule a kingdom. You were once the arbiter of fate for millions, each one subject to your whims, quivering at your every word. Now, though, your land is long forgotten, your name lost to time. Your hubris, your power were your downfall, and thus the downfall of all around you.

EQUIPMENT: Light or Medium Armour, a Light or Heavy Shield, a weapon of your choice, half of a crown, 1d20 gold coins from the living world

SKILLS: Leadership, Etiquette

MAGIC: [N/A]

14. HOMUNCULUS

Yours is an artificial soul, created by the Wizards of Nix to offer to the afterlife in their place. You were built to die, to go to Hell so that your master could live immortal. A cruel fate, no?

EQUIPMENT: The robes of the Wizards of Nix, a weapon of your choice, a jar in which your soul is kept

SKILLS: Any 2

MAGIC: 1 Dark Gift. You cannot experience destruction until your soul is let out from the jar. If this occurs, your master is dragged down to Hell to face judgement. You cannot open the jar yourself, nor can you willingly give it to someone else to do it for you.

15. CORRUPT NOBLE

You were of the upper class, a wealthy noble with a life built upon the corpses of the peasants below your ivory tower. While they toiled and died, you lived in luxury. Using your powers, you took bribes and favours to increase the position of those most deplorable of society, and thus fatten your coffers. Crime and debauchery flourished under your complacent eye. You, above most, deserve this.

EQUIPMENT: A ridiculously ostentatious and expensive outfit, a Light Medium Rapier, 1d10 jewels worth 200 gold coins each in the living world

SKILLS: Debauchery, Financial Corruption, Illegal Dealings

MAGIC: [N/A]

16. FOREIGNER

You were a stranger to the Once-Free Kingdoms when you arrived, from a far-off land where different gods watched different peoples. Your accent was unfamiliar, your attire exotic, and while you may have spent much time there, you never truly lost the influence of your homeland, whether in the skills you kept or the words you couldn't say. But the hospitality of your new home did not last, and you were rounded up with the others by the First Church. They named you a monster, a foul being of the Chimaeric Hordes, and they put each and every one like you to death, until they at last arrived at you.

Where are you from? [1d6]

1. The Desert Nation of Khamursi
2. Dreklavad in the Far North
3. Quetzatamal in the Jungle Belt of Ishix
4. Shanshu of the River-People
5. Kiyogata under the Eyes of the Dragons
6. The Red Gardens of Hatuni-Khundo, Lord of the Twelve Sun-Rings

EQUIPMENT: The attire of a distant land (Light or Medium Armour), a weapon of your choice (it must be a strange weapon in some way), Light or Heavy Shield, a memento of your lost home

SKILLS: Any 3

MAGIC [1d12]: Taken from Phlox's [Barbarian](#)

1. You can speak to (**1d3**: 1. Horses, 2. Trees, 3. Unconscious People).
2. You understand alchemy.
3. You can fight perfectly in darkness, read lips, and sign.
4. You can always tell when someone is lying.
5. You can always predict the weather.
6. You walk on water.
7. You can change your gender presentation at will.
8. You leave no tracks and have no scent.
9. You can always navigate urban environments.
10. You are immune to most madnesses.
11. You can sleep comfortably in all circumstances.
12. You can tell what someone was thinking at the moment they wrote what you are reading.

17. PIT THING

With effort, you could have been called a human, though most would have seen you as nothing more than a monster. The Chimaeric Hordes dragged your lifeless cadaver from The Pit along with the rest of primordial humanity and shoved your protosoul back into your chest. Evolution has overtaken your strain of ape people, though you were by no means harmless. The Pit Things' effectiveness in the Razing of the Holy City proves that much. But the world had changed since you had first crawled from the Veins of Reality, and the Pit Things could not survive for long. You died again, along with your people, at last free from the pull of the Pit. By comparison, Hell is a paradise.

EQUIPMENT: Heavy Armour of the Chimaeric Legion, Heavy Shield, a weapon of your choice, a shard of pure darkness from the Pit that can be wielded as a Small Weapon

SKILLS: Any 2

MAGIC: Gain 1 mutation from the Demon Mutations table. Effects that give you extra mutations do nothing.

18. STITCHER

You were an artist, weaving beautiful pieces from the endless piles of corpses the Hordes left in their wake. Sewing needles flowed thread through flesh into yet more golems, unfeeling hunks of meat with all the force of a siege engine. Your children punched through the walls of the Holy City, laying waste to the once-proud spires of the Veddrhorn. But like so many others, you were captured in the counterattack and put to death. A waste of talent, really.

EQUIPMENT: Light Armour, a Heavy Medium or smaller weapon, a set of sewing needles, a butcher's knife

SKILLS: Sewing, Butchery

MAGIC: You have golem retainer. Roll 1d4 times on the Biped Nature table to determine what creatures you created it from. Your golem has a **Body** of 1d4+2 and no other attributes. It follows your orders unquestioningly. It has 8 + **Body HP**. If it reaches zero **HP**, it is destroyed and the magic is lost, and you must spend 7 rotations continuously working on it to get it working again.

19. CORSAIR OF THE SEVEN ARMADAS

The Great South Sea is your home, the cold ocean breeze your closest companion. You sailed the great blue yonder with your crew of ruthless pirates, cutting down captains and taking their goods for yourselves. With the protection of one of the seven Pirate Kings, you were unstoppable. The Golden Age did not last, however, and the arrival of The Maw marked the abrupt end of your career.

EQUIPMENT: A Light Medium Cutlass inscribed with 3d20 notches for every ship you stole in life, Light Armour, a compass that points towards the nearest source of substantial treasure

SKILLS: Sailing, Thievery

MAGIC [1d8]: All Corsairs can breathe underwater.

1. You were part of the Armada of Drarik-Il, controlled by the great Sea Serpent of the same name. You can turn your skin scaly, giving yourself +1 **Armour** and becoming entirely waterproof.
2. You were part of the Sharkbite Pirates, terrors of the sea who would bite through the ships they sank. You can cause your teeth to become serrated, dealing 1d8 damage on a hit. You can bite through wood and similarly solid materials with this ability, though not stone or metal.

3. You were part of the Sage Corsairs of Carraig Claíomh, famous for your abilities in writing the Ancient Languages. You can speak Swordsong, the language of blades, through which you can create swords of any kind with your voice. These swords last 1d6 hours after their creation.
4. You were part of the Monks of Blue Ascendency, a splinter group from the Third Church that took to the seas to make a living in accordance with High Thurmani's guidance. You can move up to 1 metre cubed of water with your mind, and may use it as a ranged weapon dealing 1d6 damage on a hit. You cannot move water that is inside a Fleshcage.
5. You were part of the Ice Queen's Navy, riding through the waters on ships of ice, the cold winter breeze in your sails. Any water you touch with your bare skin instantly freezes. You cannot slip on ice, and you move at twice speed while sliding. You can slide on ice no matter where gravity should be, allowing you to slide up walls or on ceilings. You are not affected by slope while sliding.
6. You were part of the Maelstrom Rats, who travelled into the hearts of storms to destroy the foul Storm Drakes, while using the resulting powers to raid ships and plunder the Great South Sea. If you decide to stay in one place, there is no power in the universe except death that can move you. You can change the direction of the wind as you wish and cause short bursts of gale force winds at will.
7. You were part of the Pescathropes, a small group of pirates empowered by the life below the waters. You can at any point turn into any fish or sea mammal. You possess all your mental faculties while in this state, and can speak telepathically to anyone within **far** range. You remain at the same **HP**, and are reverted to your previous form upon reaching 0 **HP**.
8. You are a deserter, a betrayer, or perhaps a double agent. Either way, you moved between one armada into another. Roll twice on this table and gain both abilities. You cannot gain this effect more than once.

20. SCION OF THE THIRD CHURCH

By the words of High Thurmani you lived, and you lived well for it. You were a crime lord, overseeing the continuation of protection money scams, drug-running and sacrifices to the Trickster Prince. So many lived under your boot, and you dragged every brass penny from them. 'Take everything and give nothing back' once said High Thurmani. The same applies even in Hell.

EQUIPMENT: A Small or Light Medium Weapon, Light Armour, thieves' tools, a set of shackles, three random trinkets that were not yours

SKILLS: Thievery, Blackmail, Subterfuge

MAGIC: If someone has not seen you for more than 5 minutes, they cannot find you if you don't want them to.

21-25 created by [nickorish inck](#)

21. BEAST TRAINER

Your animals were always of high quality, trained personally by you. Those who knew of your work always trusted your abilities, and you were even employed by high society. There was no beast you couldn't teach some trick or command to, no matter how stubborn. Or so you thought. There are those beasts most stubborn and unwilling. Those beasts mocked you with the wilderness that ran deeply within them. You trusted your abilities in breaking them. Too bad they broke you first.

What type of animal was your expertise? [1d8]:

1. Dogs
2. Horses
3. Birds of Prey
4. Elephants
5. Big Cats
6. Bears
7. Creatures of the Sea
8. Serpents

EQUIPMENT: Light Armour, Light Medium weapon, 50 feet of rope, 10 foot pole, animal companion [1d4]

1. Dog
2. Bird of Prey
3. Medium Cat
4. Serpent

SKILLS: Animal Handling, Riding

MAGIC: As long as an animal is not actively engaged in combat with you, you can calm it if you can lay a hand on it.

22. CELESTIAL SCRIBE

The bright lights above and their heavenly courses always captivated you, drawing your attention ever upward. You learned things heretofore unknown by even the greatest theologians and sages. You gained a small following of those hungry for heaven, and together you uncovered secrets of the cosmos above. Unfortunately, you soon discovered

the First Church has laid claim to the heavens above. Your discoveries were deemed blasphemous by the First Church and you and your followers were destroyed under the sparkling lights above you. How ironic.

EQUIPMENT: Light Armour, Small weapon, fine robes, astrolabe, and a book of celestial observations

SKILLS: Mathematics, Navigation

MAGIC: [N/A]

23. DREAM INTERPRETER

There are many ways to gain the guidance of the gods. Dreams are one of the greatest and honored ways of divining and you were a skilled dream interpreter. You gained audience with those inside and outside the Churches, with royals and commoners alike. You became a source of knowledge and comfort to those who employed you. Then the nightmares came for you, and wouldn't stop. Night after night of sleepless stirring drove you slowly mad. You couldn't divine your own dreams and those who thought so highly of you realized you were a fraud, unable to divine for yourself. O physician, you should have healed thyself.

EQUIPMENT: Light Armour, Small weapon, 10 sticks of incense, dreamcatcher, a frenzied sketch of the monster from your nightmares

SKILLS: Deduction, Discernment

MAGIC: You can enter someone's dream by touching them while they are sleeping. While in their dream, you can freely converse with them without fear of them recognizing you.

24. GLADIATOR

The highest form of entertainment, and the greatest way to claim glory for oneself, is to prove oneself in the pit. You were going to be one of the greats, who had climbed from the local mud pits into the esteemed arenas of chieftains. With audiences of hundreds and thousands watching, you killed your opponents in glorious combat. At your greatest peak, you were slain, caught off guard by your opponent's second wind. Those who trained you for the arena and those who sponsored you always told you that showboating was foolish.

EQUIPMENT: Medium Armour, Light Medium weapon, Light Shield, Net, 2 gifts from sponsors/fans

SKILLS: Close Quarters Combat, Performance

MAGIC: [N/A]

25. WASTES WALKER

Some wastelands are natural and some are created at the hands of militaries and civilizations. Either way, you walked them, a loner among the desecrated lands. To some you were protector of civilization from the wilderness beyond; to others you were a shroud and harbinger of bad omens; to others you were a hermit unfit for civilization. You didn't care what others thought of you. You spent your days cultivating small patches of life in a land of death and facing natural horrors which wander through those lands. As is the case with all who call the wastes home, the wastes creep in and claim those who walk them. You joined the ranks of those before you, just another corpse in a land of death.

EQUIPMENT: Light Armour, Light Medium weapon, Heavy Medium weapon, 50 feet of rope, hunting trap

SKILLS: Bushcraft, Survival

MAGIC: You can cause small plant growth, such as small saplings or medium height grasses, anywhere you touch. You must sustain these growths, or they will die as normal.

The Rules Which Bind Us

Indeed, even Hell has its vices and requirements, its hierarchies of evil and filth. But this is a world of the most vile of people. Expecting its denizens to follow the rules was a folly from the start.

Rolling

In Pandaemonium, each attribute represents a pool of d6s. So if I have a **Body** of 3, that's 3 d6s that I can use during **Body** tests. When rolling for a test, you declare how many dice you want to initially invest and roll those dice. You then determine the total number of successes. If you roll a 1-2, that is considered a Failure and adds nothing to the total. If you roll a 3-4, that counts as a Partial Success and adds 1 to the total but also adds a complication, represented as an asterisk next to the total. If you roll a 5-6, it counts as a Success and adds 1 to the total. A 6 also removes 1 complication from the total. You may add extra dice after the initial roll, however if you still fail upon doing so something catastrophic happens.

There are two types of test: **Normal** and **Opposed**. A **Normal Test** involves the player rolling against a **Threshold** that they must beat to achieve success. The default **Threshold** is 1, but more difficult tasks may increase that. An **Opposed Test** involves two opposing forces rolling attributes against each other. Whoever receives the most successes wins. Ties are broken by the number of complications.

For example, Barathiel is trying to wrest open an iron door. Because this is a difficult task, the Keeper determines a **Threshold** of 2, therefore Barathiel must get 2 successes to complete the task. He has a **Body** of 3, so he decides to invest all his dice into the test. He rolls a 5, a 4 and a 1, bringing his total up to 2*. This is enough to tear the iron door down, however because of the complication the noise echoes through the prison and now the guards are coming.

Having a **Skill** adds one dice to the pool whenever you do a task related to that skill.

Combat

You will get into combat eventually, that is inevitable. Whenever combat is entered, the players go first unless they are **surprised** by the opposing forces (whoever is currently going is referred to as **holding initiative**). Each player and enemy may make two actions of any kind on their turn, only one of which can be an attack (unless you have an ability that states otherwise). The participants may take their turns in any order when they hold initiative. Once everyone on that side has taken a turn, the round is over and initiative is given to the opposing side.

Attacking

When you attack an enemy in melee, you make an **opposed test** against each other. However, this test functions slightly different to normal opposed tests, and thus is called a **duel**.

First, you must determine how many dice you will invest into the test, and their nature. The character who initiated the duel determines the number of dice, and the other creature must match that number or fail the test automatically. You cannot invest more dice than your highest stat into an attack. Once the number has been determined, each character then invests dice from their **Body**, **Mind** or **Spirit** pools. Each one has a separate effect on the battle and each one can gain **Advantage** over another dice.

Advantage works as such: Barathiel invests 3 **Body** dice into the roll, rolling successes on all of them, thus his attack roll is 3*. His opponent, a goblin, isn't very strong, and so invests 3 **Mind** dice to match him. **Mind** gains **Advantage** over **Body**, so each success counts as 1.5 to the total rather than 1. Thus, despite rolling only 2 successes and 1 failure, the goblin's total comes out to 3. The goblin wins due to Barathiel having a complication, and thus gets to roll damage.

The attributes are effective over each other in this way:

Mind → **Body** → **Spirit** → **Mind** → ...

In addition, each attribute, when added to an attack, imparts an extra effect.

Body: +1 minimum damage per dice (if you roll below the number, it becomes the number instead).

Mind: Ignore 1 Armour per dice.

Spirit: Reduce the result of one of your opponent's dice by one per dice.

Whoever receives the most successes gets to deal damage to their opponent. Ties are broken by the number of complications. When that doesn't apply, it always breaks in favour of the character who started the duel. Damage is increased by the difference in the number of complications between the winner and loser (for example if Barathiel rolls 3*** and the goblin rolls 3*, the goblin deals +2 damage).

If a character receives three more successes than the other, it counts as a **Critical Hit**.

Movement and Distance

Pandaemonium is built mostly for Theatre of the Mind-style play, and as such movement is abstracted into four categories: **close**, **nearby**, **far** and **distant**. With their action, a character can move to anywhere within **nearby** distance. By giving up their entire turn, they can move to somewhere within **far** distance. Moving to somewhere within **distant** distance requires three full turns.

For those wishing for more tactical play (assuming that every square or hex on a battlemat is 5ft), an action allows a character to move 30ft.

Equipment

Encumbrance

Each character has a number of slots equal to 10 + their Body score. For each slot used above that, you cannot use one Body dice in your rolls. As a rule of thumb, if you can fit something in your mouth, it does not take up a slot, though this may not apply when you have many of them.

Money

There are two forms of currency in the afterlife: gold and souls. Gold is far more common and less valuable than Soul Coins, which are made of ectoplasm harvested from destroyed Fleshcages. If you listen closely enough, you can still hear the poor things screaming as you trade them for weapons.

1 SC = 100gp = 1,000sp

Weapons

Melee Weapon Category	Examples	Cost	Damage	Slots Taken
Small Weapons	Dagger, Club	5gp	1d4	1
Light Medium Weapons	Shortsword, Handaxe, Scimitar, Spear	10gp	1d6	1
Heavy Medium Weapons	Longsword, Battleaxe, Warhammer	15gp	1d8	2
Large Weapons (requires two hands)	Greatsword, Halberd, Greathammer, Greataxe	25gp	1d10	3

Ranged weapons must be reloaded with a secondary action to fire.

Ranged Weapon Category	Examples	Cost	Damage	Slots Taken	Range
Small	Sling, Bola	5gp	1d4	1	Nearby
Light Medium	Shortbow, Boomerang	10gp	1d6	1	Far
Heavy Medium (requires two hands)	Longbow, Light Crossbow	15gp	1d8	2	Far
Large (requires two hands)	Heavy Crossbow	25gp	1d10	3	Distant

Armour

Armour reduces the amount of damage taken in an attack by its **Armour Value**, or **AV**.

Armour Category	Examples	Cost	Slots Taken	Armour Value
Light	Leather, Hide	20gp	2	2
Medium	Studded Leather, Chainmail	60gp	4	3
Heavy	Plate, Full Mail	300gp	6	4
Light Shield	Buckler, Wooden	10gp	1	1
Heavy Shield	Iron	40gp	2	2

Adventuring Gear

Surviving in Hell requires not only skill, but the right tools for the job. Presented here is a short list of different equipment, but it is by no means exhaustive and the Keeper is encouraged to come up with their own prices.

Item	Cost	Item	Cost
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Lantern	10gp	Rations	2sp per day
Oil, 1 hour	2sp	Waterskin	5sp
Candle, 1 hour	3sp	Iron Spikes	2sp per spike
Rope	1sp per 10ft	Hook	1gp
10ft pole	2sp	Thieves' Tools	30gp
Arrow	1gp per 10 arrows	Crossbow Bolt	1gp per 5 bolts
Torch, 1 hour	2sp	Soulcatcher	50gp

Death and Health (taken from [Spwack](#))

At some point, despite all of your equipment and caution, your character will hit 0 **HP**, make some very bad mistakes and be destroyed. But this is not the end. No, you are already dead. But that does not mean you are free from torment. Far from it, indeed.

Hitting Zero

When you drop to 0 **HP**, compare the excess damage to the list below. Don't track the amount, just compare it. Death Dice (DD) add 1d6 any amount of damage taken below 0. DD and one random Minor Injury are cleared after a **long rest**. If you want to try and patch (not heal) a Minor Injury, anyone can make a **Mind** test with a Threshold of 2, but only once per injury. If they succeed, you can use that limb (or whatever) but it is still injured.

If you already have an Injury and gain it a second time, or an effect is impossible to apply, move to a greater severity: Minor Injury > MAJOR INJURY > Succeed a self-opposed **Body** or **Spirit** test or be destroyed.

The Result:

1. Too close for comfort. +1 Death Dice
2. Cut, bruised or marked, +1 DD
3. Drop held item or +1 DD (if no held item, lose random from inventory)
4. Slashing: Knocked prone, Piercing: +2 DD Bludgeoning: Stunned, 1 round, Fire/Acid: Shaken, 1 round Other: +1 DD or +1 Trauma
5. Horrifying near-miss, +1 Trauma
6. Painful injury, +1 DD and Shaken for 1d4 rounds (-1 dice on all checks)
7. Stunned for 1 round, +2 DD
8. Choose +2 DD or take a Minor Injury
9. Permanent reminder of the blow, +1 DD, +1 Trauma
10. Take a Minor Injury (left arm/even), +2 DD
11. Take a Minor Injury (left leg/odd), +2 DD
12. Take a Minor Injury (right arm/even), +3 DD
13. Take a Minor Injury (right leg/odd), +3 DD
14. Knocked prone, disarmed and in a bad position, +2 DD
15. Minor Injury, whichever would be worse, +3 DD
16. Random stat takes damage equal to current DD (not permanent), +3 DD
17. Unconscious for 1d4 rounds, +3 DD
18. +1d6 Trauma, +2 DD, if you contract an Insanity it's probably going to be a phobia of whatever just hit you
19. +2 DD, make a Wisdom check or Shaken until combat ends
20. Major Injury (arm/even), +5 DD

21. Major Injury (leg/odd), +5 DD
22. +6 DD, automatically suffer a Breakdown
23. SLOW DEATH. Paralysed, broken, doomed etc. could take hours or even days
24. JUICY DEATH. Blood everywhere, a slipping hazard, might be able to halt the gushing...
25. DISEMBOWELLED, DIE STARING AT YOUR INTESTINES IN 1d8 ROUNDS
26. DROWN IN YOUR OWN BLOOD OVER 1d6 ROUNDS
27. SHOCK, DIE SUDDENLY IN 1d4 ROUNDS
28. LIMBS SCATTERED
29. SKULL SHATTERED
30. TORN ASUNDER
31. HORRENDOUS FATE, TRAUMATISE YOUR ALLIES FOR 1d6 ROUNDS THEN DIE
32. ABSURD DEATH, HOW DID THAT EVEN HAPPEN?
33. DECAPITATION
34. or more - TOTAL OBLITERATION

Trauma

Upon gaining any amount of Trauma Points: Player rolls a **Spirit** test. If the result is equal-to-or-less-than their current Trauma Points, they suffer a breakdown.

Breakdowns last for 1d10 rounds. Each time another player spends an action calming them down, reduce the duration by 1 round.

At the end of the Breakdown: If the player fails a self-opposed **Mind** test, they gain a permanent Madness and remove all Trauma Points.

For each week spent in peaceful surroundings, doing nothing adventure-related: Remove 1 Trauma Point.

Breakdowns (d6):

1. Run away.
2. Hide.
3. Nausea. You cannot benefit from rest today.
4. Faint.
5. Paralyzed, stuttering.
6. Constant screaming. Roll for encounter.

Madness (d8)

1. Addiction

Whenever it is available, you must seek out [d4]: sex, drugs, gambling, or church attendance. A successful self-opposed **Spirit** test resists.

2. Alien Hand Syndrome

One arm becomes an NPC. (It must be convinced to do anything dangerous; it may turn against you if pushed too far.) The Keeper determines its personality.

3. Hallucinations

Unreliable senses; the DM will give you false descriptions of things if you are ever alone (without your allies to guide you). Since you are always doubting your senses, you are always surprised on the first round of combat unless you succeed on a self-opposed **Mind** test.

4. Nightmares

No restful sleep unless a Threshold 1 **Mind** test is made each night.

5. Phobia (Proximal)

Permanently afraid of whatever thing or class of things caused the Insanity Point. When confronted with the trigger, feels Fear for 1d6 rounds unless successful on a Threshold 2 **Spirit** test.

6. Phobia (Dungeon)

As #5, except against [d4]: being alone, claustrophobia, darkness, or heights.

7. Psychosis

Cannot leave combat until all enemies are dead. A Threshold 2 **Spirit** test can be attempted once per combat the first time you attempt to resist.

8. Split Personality

Roll up a new character that uses your current physical stats, but new mental stats. The Memories and Ideal must be different from your current ones. Every morning, roll to determine which character the player is playing. The two personalities may have different Fleshcages, but reduce your **Body** by one if they do.

Injuries

Type/Damage	Minor	Major
Slashing/Default	<i>Odd</i> - Leg, <i>Even</i> - Arm, cannot use that limb.	CHOPPED, if you succeed on a self-opposed Body test, lose a finger/toe. If you fail, the whole limb is

		smashed to pieces, sliced off, pulped etc.
Bludgeoning	<i>Odd</i> - Concussed, roll everything with -1 dice. <i>Even</i> - Winded, stunned and prone until you succeed a self-opposed Body check. An ally can spend a full round helping you up, ending the condition.	CRUSHED, if you succeed on a self-opposed Body test, gain a cool scar. If you fail: <i>Odd</i> - Lose 1 Mind. <i>Even</i> - Lose 1 Body.
Piercing	<i>Odd</i> - Jabbed, lose 1d6 max HP <i>Even</i> - Shanked, attacker chooses which arm is disabled.	SPLIT, if you succeed on a self-opposed Body test, gain a cool scar. If you fail: <i>Odd</i> - Punctured Lung, -1 dice on all checks after exerting yourself for more than one round. <i>Even</i> - Eviscerated. In 1d6 rounds, succeed a self-opposed Body test or be destroyed.
Fire/Acid	<i>Odd</i> - Sizzling, take 1d6 ongoing damage as normal, remember that if you are already suffering the effects, move to the MAJOR INJURY <i>Even</i> - Scorch, lose a random item	IT BURNS, take 1d12 damage ongoing instead of 1d6.
Poison/Necrotic	Self opposed Body test vs. vomiting (stun) for 1d6 rounds, no benefit from rest.	ORGAN FAILURE, -1d4 Max HP each round, successful self-opposed Body test ends.
Cold	Frostbite, treat Body as 1 due to shaking, succeed a self-opposed Body test or	CHILL OUT, succeed on a self-opposed Body test or end up a solid block of ice. Hard impacts may require

	lose a random extremity (finger, toe, ear etc.)	you to make a self-opposed Body test vs. shattering.
Lightning/Radiant	Stunned for 2d6 rounds	HEART ATTACK, succeed a self-opposed Body test or die. If you take lightning damage again in the next 1d6 minutes, make a Threshold 2 Body test to revive.
Psychic	Take Trauma equal to damage, suffer the MAJOR INJURY if you are already having a breakdown.	<i>Odd</i> - ENSLAVED, take a single command from the attacker, succeed a Mind test against the attacker or Die if you resist. <i>Even</i> - ALL IN YOUR HEAD, you are now (1d4): 1. Blind, 2. Lamé, 3. Mute, 4. Prone to seizures
Magic	Roll a random mutation , no benefits.	Reroll your Fleshcage.

Destruction

When a character dies, their soul retreats back to the Birthing Chamber and something new is created. Reroll your Fleshcage and your Attributes and lose 1 Memory permanently. Lose any Injuries you currently have, but retain any Madnesses. Should you ever run out of memories, make a self-opposed **Mind** test. On a success, you retain your Ideal and may keep your character, though they remember nothing of who they once were. On a failure, you lose yourself and become one of the Screaming Masses, wandering souls who have long since lost their purpose.

The Gatekeepers, the black hooded guardians of the Birthing Chamber, may be entreated to give concessions to the rebirth, perhaps gaining a tailor-made Fleshcage or not losing a Memory. They will of course, like everyone else here, want something in return.

In addition, some powerful demons may have the ability to mess with the Rebirth process, editing it to their own ends. If you piss off a Great Duke, they may turn you into a slug and torture you for the rest of eternity.

Dark Gifts

When one makes deals with demons, foul powers are incurred. Each Dark Gift has a Power that may be used and a Price that must be paid in order to use it. You may only have up to [**Spirit**] Dark Gifts or Miracles at once, in addition to whatever ones are given by your Misguided Life.

	Dark Gift	Description
1	Pale Tongue	Power: Your tongue is as strong as a limb, able to crush a plank of wood with its strength. It may extend up to 200m in length. You may taste the true identity of anyone you lick with it. Price: You will not tell the truth if expressly asked to do so. Any secret you know is written on your body in black writing, dripping ink.
2	Timebroken	Power: With a successful opposed Spirit test, you may revert someone back to where they were up to [10 x the number of complications they rolled, minimum 10] minutes ago. On a failure, revert back to where you were 1d6 rounds ago. Price: Suffer 1 Trauma if you are ever unsure of what time it is. You must designate an exact time as to when you do your daily tasks (sleep, eat, etc.). Take 1 Trauma if you fail to meet them.
3	Pyromancy	Power: You may produce flames the size of your palm. These may be thrown, used to ignite your weapon or shaped into objects (they have no mass, however), dealing 1d6 fire damage in all of these cases. You may extinguish any fires within nearby range of you. Price: To use your abilities, you must smoke a cigarette, dealing 1 fire damage to you and allowing you to use your abilities for 10 minutes.
4	Grey Picture	Power: Anyone who would be attracted to you, generally is. You appear as the most idealised version of yourself, however that is. People will go out of their way to help you. You may ignore 1 Minor Injury per rotation. You do not age.

		Price: All of your blemishes are stored upon a portrait of you. Every lie you tell, every life you take, every wrong you commit are all written upon this picture. Your true self can be seen in this picture, aged and disfigured with all the Injuries you ignore. If the painting is ever destroyed, you instantly suffer all the effects of what was stored in the painting, revert to your true self and lose this Dark Gift.
5	Witchblade	Power: Gain a Witchblade, a sentient weapon that deals 1d10 damage on a hit. It may take whatever form you wish, though it must be a bladed weapon. Your Witchblade can be summoned and dismissed to a pocket dimension at will. Witchblades are demons, and have motivations of their own. They speak whatever language you do. Witchblades can hurt incorporeal creatures. Price: If you summon a Witchblade, you must kill 1d6 sentient creatures before the next rotation or it will take over your body and kill whoever it can find.
6	Crown of Command	Power: You may manifest a Crown of Command, allowing you to target one creature and make an opposed Mind test. On a success, you may control their actions and see into their mind. On a failure, there is a 1 in 10 chance that one of your Memories is replaced by one of the targets', and a 4 in 10 chance that your attempt backfires and the person you were targeting controls you instead. Your body is inert while controlling someone. You may also do this to inert Fleshcages without a check. Price: While asleep, something else controls you. It is a strange being, whatever it is, that lurks inside your mind. It seemingly has no allegiance. At least, it is most definitely not on your side.
7	Shapechanger	Power: Roll twice on the Quadruped Nature Table. You may at any point transform into an example of those creatures, or any combination of them and your normal form. You can speak to animals of that type. Price: Under the light of the moon, you go entirely feral, and become an NPC under the control of the Keeper, attacking anything in sight to satiate your hunger. This lasts until the next dawn.

8	Eyebite	Power: You can take an eye out of its socket and make it grow bat wings. You can still see out of it, and can control where it goes. It can travel any distance away from you, though you have -1 dice on any roll that relies on sight while it is away. You may place it back just as easily. Price: Should your eye ever be destroyed while outside of your body, you will be cursed to 1d6 months of blindness, at the end of which time a new eye will be grown in its place.
9	Shadowstep	Power: While standing in shadows, you are invisible except to those who can see in the dark as if it were daytime (anything less does not work). You may teleport from one set of shadows to any other you can see or have seen in the last five minutes. Price: You are weakened in the light. -1 Body and +1 DD while under the sun or holy light.
10	Puppeteer	Power: You may take the souls of fallen enemies and shove them into wooden puppets of your own construction. You must succeed on an opposed Spirit test to successfully do this. These function as the Stitcher's golem. They last for one rotation. You may only have one active Puppet at a time. Price: You hear the whispers of dolls. Any inanimate object vaguely in humanoid shape whispers in your head, requiring a successful Spirit test to get rest while in the presence of one.

Miracles

Through faith alone, some keep their sanity in Hell. Each Miracle can be used at any time, and you may have up to [**Spirit**] Miracles at once (this stacks with your number of Dark Gifts). Each comes with a Tenet that you must follow or lose access to that Miracle until you atone. Using a Dark Gift at any point instantly cuts off all Miracles you had permanently, requiring you to acquire them again (there may be ways to circumvent this).

	Power	Description
1	Ethereal Stair	You may summon an infinite staircase anywhere, choosing whether or not it is visible to others (those with the true sight may view it at any point). This counts as a Fae Road. You may change its position as you wish. Tenet: The world is yours to take. Take any opportunity you can to advance your position and the position of those you care about.
2	Council of Four	You may bring yourself in a mental audience with the Council of Four, the spirits of Life, Death, Light and Dark, and ask them whatever advice you will. They have not agreed on anything in living memory, though it is said that anyone who manages to get all four to agree on something is granted one wish. Tenet: You must keep complete balance between the four spirits: for each life you take, you must help one survive. For every hour spent in the dark, you must spend one in the light.
3	One With The Stones	You may speak with the spirits of stone and metal and listen to their secrets, though they are not obliged to listen to you or answer. You may also ask them to shape themselves into other forms. Tenet: You must be as unmoving and eternal as the stone. Once you have made a stance, you may not move from it. You must give no ground to the enemy. Impatience is the undoing of us all. Maintain your composure.
4	The Flame of Life	You may light a flame in your palm infused with healing properties. It casts light within nearby

		range. If you hold it over a wounded person, they regain 1d6 HP for every minute they spend in contact with it. You may use the flame to light fires but it only retains its healing properties for an hour after leaving you. Any broken object held in the fire is repaired in ten minutes for every day it has been broken. Tenet: You shall not cause another to bleed.
5	Pure Speech	Your words are believed by any who hear them unless they know what you say to be false. This effect lasts for one rotation before wearing off, after which time the listener may resist for 1d6 rotations. Tenet: You shall write a four-line rhyming poem each day in reverence.
6	Holy Arms	Gain a Holy Arm, a weapon that deals 1d8 damage on a hit. It may take whatever form you wish. Your Holy Arms can be summoned and dismissed to a pocket dimension at will. You can cause it to glow in nearby range. It deals 1d12 damage to demonic entities. Tenet: You shall not raise your weapon in anger, only when the cause is just.
7	Nature's Call	When touching a tree, you can sense anything near its roots (if its roots connect to another tree's roots, you may see through it too). You may speak to woodland animals. Tenet: You shall not eat nor use that which has been made from the death of an animal, nor shall you take more than you need from trees or plants.
8	Blood For The Gods	You may flay yourself to gain increased power. For each point of damage you deal to yourself (no one can do it for you), you may add double that amount to a pool of damage that you may draw from and add to any attack within the next rotation. You may also heal others from this pool, though not yourself. Tenet: For each mistake you make and task you fail, you must flay yourself ten times.

9	Stormcaller	You always know what the weather will be for the next 7 rotations in your current location. Once per rotation, you may cause a storm to rage around you, attacking indiscriminately with lightning and gale force winds. You may also at any point create lightning in your fingers and control it. (Lightning bolts fired by a character deal 1d10 damage). Tenet: There is no challenge you cannot face, no storm you cannot face into. Do not back down.
10	Through The Looking Glass	At any point, you may drag your reflection from a mirror or reflective enough surface into the real world, reaching into the world beyond and pulling it out. This being has the same attributes and equipment as you, and may be able to use some of your abilities. Reflections cannot regain HP through resting. The reflection remains in the world until its death or dismissal. The reflection has its own turn, however, only you or your reflection can make an attack each round, not both. You may at any point begin to see through your reflection's senses, seeing what it sees and feeling what it feels, however your body is immobile and vulnerable while you do this. You may also take direct control of your reflection's actions while in this state. As an action, you can switch places with your reflection. Miracles and Dark Gifts may be used through your reflection. Once your reflection hits oHP, it is instantly sent back to the mirror world and cannot be resummoned until the next day. Reflections do not have reflections, and your reflection does not appear on any surface while it has been summoned. Your reflection has roughly the same personality and morals as you, though its experiences can change it. Tenet: Between yourself and the Keeper, tell the story of a virtuous hero who completed great deeds. You must seek to emulate them in all that you do.

Factions & Advancement

Most advancement in Pandaemonium is done through Factions, groups of like-minded individuals and organisations that have formed in the bowels of Hell. A character may, through helping and maneuvering politically within a faction, gain Favour with said faction. Gaining enough Favour will give the player a Rank within that faction. Each Faction can have any number of Ranks, going from Rank A down the alphabet. As a rule of thumb, the larger and more powerful the Faction, the more Ranks it has. Each Rank bestows a number of abilities and a Hit Dice, which you roll and add on to your **HP**. Losing Favour with a Faction may mean a loss of these abilities, though that is up to the discretion of the Keeper on a per-ability basis. Every two Ranks, you may increase an Attribute by 1.

Favour	Rank
0	-
2	A
4	B
8	C
12	D
20	E
30	F
+10	G, H, I...

Creating a Faction is exactly like creating any other GLOG class, just with slightly more theming. One example is given, but it is up to the Keeper to create them on a per-setting basis. Feel free to just convert GLOG classes for use here.

Example Faction

The Lonely Monks

To forget what you left behind, what you did that brought you here. That is the dream of the Lonely Monks. And with the help of the Lord of the Solitary Temple, they will lock away their memories, as if they had always lived in Hell.

Desires: The memories of all living beings, artifacts of great historical significance, books

Abhors: Anyone who withholds information from them, anyone who wakes up a Lonely Monk from their new lives

Hit Dice: d8

Rank A: Locked Away, Ever Lonelier

Rank B: Lonely Ritual

Rank C: Fortress of Solitude

Rank D: Total Isolation

A: Locked Away

You have gone through the Severance, a ritual which entirely cuts your consciousness off from reality and replacing it with a fabricated person, complete with their own fake memories and everything, all so that you can be entirely alone, and thus closer to The Lord of the Solitary Temple. You play as that fabricated person, who has no idea of the circumstances of their creation. If you ever learn your old name again, you automatically lose all Lonely One Templates, since you are no longer alone. Once every year, your original self is permitted to take control of the body for no more than {Lonely Monk Ranks} minutes.

A: Ever Lonelier

You may cut off your senses to gain extra abilities, however each one you cut off also gives you a drawback. The more alone you are, the more powerful you become. After cutting off a sense, you must wait 1d4 weeks before allowing yourself to bring them back.

Sense	Perk	Drawback
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Sight	Able to sense invisible creatures and magical signals. Immune to all gaze attacks and being frightened.	Cannot see normally. Penalty of 2 on all attack rolls and -2 AC.
Hearing	Immune to all sound-based attacks and spells with verbal components. Cannot be stunned.	Cannot hear. Must roll twice to determine surprise against you and take whichever number would be worse. You cannot benefit from any sound-based abilities (bard songs and the like).
Smell	Immune to gas attacks and any other smell-based attacks. Can breathe in airless environments, and can roll twice and take the higher number to avoid being choked.	Cannot smell. You cannot roll complete successes on rolls to notice things around you, instead all successes give complications and must always roll to find or discover things.
Touch	All damage taken is reduced by 2, and you do not fall unconscious after reaching 0 hit points. You deal +4 damage on a hit.	Cannot feel. You no longer keep track of your HP, instead the Referee does it for you, keeping the number a secret from you. Your allies must tell you if you seem very hurt, for you cannot feel it. All damage taken below 0HP counts as double for the purposes of all mechanics that track it.
Taste	Without opening your mouth, you may mimic any voice you've heard and make it sound as if it is coming from somewhere within 200ft. Can communicate telepathically with entities within 100ft, not requiring a common language to understand and be	Cannot taste or speak. You cannot tell when you have been poisoned, and the Referee makes any poison saves for you in secret. Your dice to roll when you rest to regain hit points goes down by one step on this chain: 1d12, 1d10, 1d8, 1d6, 1d4.

	understood. Once a connection is established, the creature may reply.	
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B: Lonely Ritual

You must spend at least 4 hours alone each day, or lose the perks from Ever Lonelier while keeping the drawbacks until you make up the lost time. If you sleep alone, you gain +2 health from the rest. You may perform a ritual to The Lord of the Solitary Temple during a rest, seeking guidance. You may ask {Lonely Monk Ranks} 'yes or no' questions to the emptiness. It will give an answer as honestly as it can, answer either 'Yes', 'No' or 'Unclear'. If any of those would be misleading, they may give an answer of up to {Lonely Monk Ranks x 2} words in length.

You may replace one of these questions with a cry for help, asking for The Lord of the Solitary Temple's help on one action that you specify. If that action occurs before the next time you perform the ritual, you may roll twice and take the better option.

C: Fortress of Solitude

You have a demiplane inside your head, with a radius of {Lonely Monk Ranks} miles from the centre, in a rough sphere. This may appear as you wish, with very few restrictions. At any point, you may start a 30 minute long ritual to enter inside along with up to {Lonely Monk Ranks} x 2 other creatures. You may place up to {carryweight x 2} of items inside this demiplane. Any items created inside the demiplane cannot be brought into the real world.

As an action once per day, you may make an attack roll against an enemy. On a hit, the enemy must succeed a save vs. teleportation or be forced into the demiplane for 1d6 hours. During this period, you can hear everything they say, and can talk to them.

Anyone killed inside the demiplane is instantly ejected and takes 1d6 psychic damage.

A nameless figure stalks the demiplane, constantly alone, trying to speak its name to anyone who listens, but can never manage to say it. If someone enters the demiplane who is actively antagonistic to you, there is a 10% chance that it will hunt them down and attack them.

D: Total Isolation

Once per day, if you have cut off all 5 senses, you may temporarily reach Apotheosis for {Lonely Monk Ranks} rounds. For the duration, you lose all drawbacks and all

numerical values in the perks are doubled. In addition, all hits are critical hits for the duration. However, when Apotheosis ends, you lose all the perks but regain the drawbacks for {Lonely Monk Ranks} rounds. After that time period has ended, you go back to normal.