

# The Satanic Journal





# Character Creation

## REFERENCE SET

When creating a character, use the following pages as reference for easier browsing in the main rule set. Below there is a short description of the full character creation. Refer to the main rule book for the full description of the process.

### PHASE 1 - FORM

1. **CHOOSE OR ROLL YOUR FORM** in chapter 03 The Form on page xxx.
  1. **UNDYING** - AN EARTHLING IN ALL REGARDS
  2. **DARK SOUL** - TAINTED ARCANE SOUL
  3. **NANOSUIT** - NANO ENHANCED SOUL
  4. **SATANIC ENTITY** - A DEMONIC SOUL
  5. **GENESIS SOUL** - A MACHINE SOUL
  6. **LILITH** - A DEMONIC SPIRIT FROM BEYOND
2. **USE THE STARTING SET OF QUALITIES** for your form and increase any qualities by up to 5 steps by lowering another quality an equal amount. You can maximum have 20 (or the starting value if it is higher) in any quality from the start.
3. **ROLL YOUR MASTERS' TYPE** with a d20 on the table for your form. Then roll your master in chapter 04. Write down the blessings and add the mundane, ordinary and excellent to your skill trees or skills.
4. **ROLL ANY CORRUPTIONS** for your form on the corruption table in chapter 06. Add the corruptions and any bonuses to your character sheet.
5. **CHOOSE OR ROLL ONE OF THE 3 DARK MARKS** of your form, read about the dark marks in chapter 07. Add the dark mark and any bonuses or features to your character sheet.
6. **ADD AN EXPERT TRUTH TO ANY QUALITY THAT REACHES 20** or more. Read about expert truths in the character section on the previous pages.

### PHASE 2 - DESTINY

1. **CHOOSE OR ROLL YOUR DESTINY** in chapter 08 Destiny on page xxx.

1-2. Jäger	12. Artisan
3-4. Knight	13-14. Rare blood
5. Mystic	15-16. Elysian
6-7. Necronaut	17. Psycho tech
8-9. Death weaver	18-19. Doctor
10-11. Muse	20. Witch
2. **ADD THE LISTED BONUSES FOR YOUR DESTINY** to your character.
3. **STARTING SKILLS**
  - A. **Add the skill trees' governing quality/2** rounded up to all skills.
  - B. **Add 5 bonuses of +5 to any skills in your destiny specialty skill trees**, as listed on your destiny.
  - C. **Add 5 bonuses of +3 to any other skills** in any skill tree.
4. **ADD THE LISTED DESTINY FEATURE** to your character sheet, with a short explanation.
5. **CHOOSE OR ROLL YOUR INNER DEMON** with a modified D20 as listed on your destiny.

1-3. Lust	15-17. Envy
4-5. Hunger	9-11. Sloth
6-8. Greed	18-19. Pride
12-14. Wrath	20. Make a new demon
6. **WRITE DOWN YOUR STARTING EQUIPMENT.** Create gear together with your GM. See chapter 20 for weapons and armor. See chapter 19 for predefined vestiges.





### PHASE 3 - FINISHING TOUCHES

1. **ROLL YOUR PAST WITH 3X 1D20**  
Add the bonuses to your character sheet. This also establishes some kind of history for your character that you can expand upon with the GM.
2. **ADD TOGETHER ANY BLOOD AETHER YOU'VE GAINED.** Add any bonuses or features you get from your blood tier in chapter 28 Path of Blood.
3. **ADD AN EXPERT TRUTH TO ANY SKILL THAT REACHES 20** or more. Read about expert truths in the character section on the previous pages.
4. **CIRCLE THE COLUMNS OF YOUR THREE STATS.**

PHY + ♥ BONUS for ♥  
 DRV + ☉ BONUS for ☉  
 SPR + ☾ BONUS for ☾

#### DETERMINE YOUR THRESHOLDS (ROUND DOWN)

PHY/5 is your ♥ threshold  
 DRV/5 is your ☉ threshold  
 SPR/5 is your ☾ threshold

These increase as their governing qualities increases.

### PHASE 4 - DEPTHS OF SOULS

1. **CREATE AN IDENTITY** and mark it with level 0.
2. **CREATE A CHARACTER TRUTH** in collaboration with the GM. Something you are, have, done or been.
3. **CREATE SOME QUIRKS** for your character: personality traits, mannerisms, behaviors or usual expressions.
4. **CHOOSE A FITTING NAME.** Demonic, angelic, mythical, biblical or plain earthly. Also see the Satanic Journal for angel and demon names.





# The Form (Chapter 03)

## UNDYING

## DARK SOUL

## NANO SUIT

*Master*

1-4 Worm God  
5-12 Fallen deity  
13-16 Cthonian deity  
17-20 Egyptian deity

1 Worm God  
2-4 Fallen deity  
5-19 Ancient deity  
20 Eternal

1-2 Fallen entity  
3-18 Ancient entity  
19 Machine angel  
20 Eternal

*Qualifies*

Well trained **PHY 15**  
Years of Zero G **SPD 10**  
Scientist **COG 15**  
Survivor **DRV 15**  
Well spoken **CHA 15**  
Fear of the dark **SPR 5**

Weak and powerless **PHY 5**  
Quick to get away **SPD 10**  
Wise and literate **COG 20**  
No aches or lusts **DRV 10**  
Convincing **CHA 15**  
Unnatural aura **SPR 25**

Exo Skeleton **PHY 15**  
Nano reflexes **SPD 25**  
Dual brain **COG 15**  
Digital mind **DRV 10**  
Likable **CHA 15**  
Ghost in the shell **SPR 5**

*Corruptions*

Corruptions 0

Corruptions 2

Corruptions 2

*Dark Marks*

1D20  
**1-5. The Faithful** Your faith is intact and can help you both in life and death.  
**6-10. The Survivor** You have survived the frontiers and learned to stay alive.  
**11-15. The Blacksmith** You are a natural at crafting weapons and armor. (If you also choose to be an Artisan your Dark Mark will begin at 6)  
**16-18. The Lover** You have natural instinct to bond with other beings.  
**19-20. The Fool** Your innocence shines bright and your mistakes are plentiful.

1D20  
**1-5. The Messenger** You are a vessel of dark powers, bringing good or bad fortune.  
**6-10. The High Priestess** You have divine intuition and exude ethereal wisdom.  
**11-15. The Holy Diver** You are resilient to the Dark Lord's presence and corruption.  
**16-18. The Alchemist** You have insight into the secrets of alchemy.  
**19-20. The Traitor** You thrive in lies and deceit.

1D20  
**1-5. The Digital** Your mind and reflexes work fast!  
**6-10. The Assassin** You are a silent killer ready to strike from the shadows.  
**11-15. The Navigator** You find your way around hell better than most souls.  
**16-17. The Executioner** Killing is a business, and business is good!  
**18-20. The Cartographer** You understand maps better than most souls.

## SATANIC ENTITY

## GENESIS SOUL

## LILITH

*Master*

1-6 Worm God  
7-15 Fallen Entity  
16-18 Ancient Entity  
19-20 Eternal

1 Fallen Entity  
2-16 Ancient Entity  
17-19 Machine angel  
20 Eternal

1 Worm God  
2-3 Fallen entity  
4-15 Ancient entity  
16-20 Machine angel

*Qualifies*

Violent & Aggressive **PHY 25**  
Predator **SPD 25**  
One track mind **COG 10**  
Animal Instincts **DRV 20**  
Rough impressions **CHA 5**  
Non Spiritual **SPR 10**

Mechanical strength **PHY 25**  
Industrial machine **SPD 10**  
Super computer **COG 25**  
Zeroes and Ones **DRV 10**  
Sleep mode **CHA 10**  
No Aura **SPR 10**

Never needed a body **PHY 5**  
Slippery **SPD 10**  
Gods to some... **COG 25**  
From the depths **DRV 15**  
Seductive **CHA 20**  
Sensitive Soul **SPR 15**

*Corruptions*

Corruptions 4

Corruptions 3

Corruptions 4

*Dark Marks*

1D20  
**1-5. The Behemoth** You are a towering giant on the battlefield, feared by all foes.  
**6-10. The Immortal** Your body has the power to heal itself at an astonishing rate.  
**11-15. The Berzerker** You are a natural-born killer; set in this world for one thing.  
**16-18. The Torturer** You love to bring pain to others and you are good at it.  
**19-20. The Whore** You thrive in carnal desires and riches.

1D20  
**1-6. The Silent Giant** You are a large machine living as an outsider, trying to fit in.  
**7-10. The Sphinx** You are used to dying, and can actually get stronger by it.  
**11-15. The Dragon** You are a mythic spirit, and corruptions tends to favor you.  
**16-18. The Chrono Seer** Connected to Time you can sense the future and past.  
**19-20. The Hanged Man** Your spirit is doomed, and melancholy taints your soul.

1D20  
**1-5. The Blood Oracle** You can sense the blood of any soul and discern its power.  
**6-10. The Abomination** Your blood can defend you in grotesque cascades.  
**11-15. The Keeper of Secrets** You are connected to a vast net of contacts.  
**16-18. The Necromancer** You can commune with and animate flesh and bone.  
**19-20. The Tyrant** You thrive in raising your status at the cost of others.



# Destiny (Chapter 08)

## JÄGER

### Destiny Bonus

☾ Bonus +2  
👁 Bonus +2  
Maneuver +5

### Specialty skill trees

Affinity  
Infernal Survival  
Movement

### Starting Equipment

Excellent III Weapon  
Mundane I Armor  
Excellent III Dimension canvas

Feature ✂ I Knew A Guy...

Inner Demon 1D20-5  
Power +1

## KNIGHT

### Destiny Bonus

♥ Bonus +4  
One Warfare skill +5

### Specialty skill trees

Crafts  
Movement  
Warfare

### Starting Equipment

Excellent III Weapon  
Excellent III Armor  
Mundane I Wall cutter

Feature ✂ History of Violence

Inner Demon 1D20+3  
Power +2

## MYSTIC

### Destiny Bonus

☾ Bonus +3  
👁 Bonus +1  
Divine Rituals +5

### Specialty skill trees

Arcane Arts  
Crafts  
Literacy

### Starting Equipment

Ordinary II Weapon  
Excellent III Aether instrument  
Ordinary II Suspension cape

Dark Mark "The Mystic" 5 Ranks

Inner Demon 1D20+6  
Power +2

## NECRONAUT

### Destiny Bonus

👁 Bonus +2  
♥ Bonus +2  
Stealth +5

### Specialty skill trees

Movement  
Perception  
Shadowry

### Starting Equipment

Excellent III Weapon  
Ordinary II Armor  
Ordinary II Suspension cape

Feature ✂ Always crazy, never insane

Inner Demon 1D20-2  
Power +2

## DEATH WEAVER

### Destiny Bonus

☾ Bonus +3  
👁 Bonus +1  
Abyssal Rituals +5

### Specialty skill trees

Arcane Arts  
Literacy  
Infernal Survival

### Starting Equipment

Masterful IV Slashing Weapon  
Ordinary II Mask of aether  
Mundane I Sphere

✂ The Sharpest Blade

Inner Demon 1D20  
Power +3

## ARTISAN

### Destiny Bonus

♥ Bonus +3  
👁 Bonus +1  
One Crafts skill +5

### Specialty skill trees

Crafts  
Infernal Survival  
Shadowry

### Starting Equipment

Excellent III Weapon  
Excellent III Carrier forge  
Mundane I Carrier workshop

Dark Mark "The Blacksmith" +5

Inner Demon 1D20+3  
Power +2

## MUSE

### Destiny Bonus

♥ Bonus +2  
👁 Bonus +2  
Conduct +5

### Specialty skill trees

Affinity  
Perception  
Shadowry

### Starting Equipment

Ordinary II Weapon  
Masterful IV Aether umbrella  
Ordinary II Blood pipe

✂ Conducting the Blood

Inner Demon 1D20-7  
Power +1

## RARE BLOOD

### Destiny Bonus

☾ Bonus +4  
Dark Connections +5

### Specialty skill trees

Affinity  
Literacy  
Warfare

### Starting Equipment

Excellent III Weapon  
500 Copper tokens  
Legendary V Vestige

Blood Aether +700

Inner Demon 1-12 Peacock 13-20 Fox  
Power +1

## ELYSIAN

### Destiny Bonus

See elysians on page 118.

### Specialty skill trees

See elysians on page 118.

### Starting Equipment

Excellent III Weapon  
Mundane I Armor  
Excellent III Dimension bag

✂ The Second Master

Inner Demon 1D20  
Power +1

## DOCTOR

### Destiny Bonus

👁 Bonus +3  
♥ Bonus +1  
Medicine +5

### Specialty skill trees

Literacy  
Infernal Survival  
Shadowry

### Starting Equipment

Ordinary II Weapon  
Masterful IV Medicorder  
Ordinary II Dimension bag

✂ The good Samaritan

Inner Demon 1D20  
Power +2

## PSYCHO TECH

### Destiny Bonus

☾ Bonus +2  
👁 Bonus +2  
Perception +5

### Specialty skill trees

Affinity  
Perception  
Shadowry

### Starting Equipment

Ordinary II Weapon  
Masterful IV Nano tool  
Ordinary II Sphere

✂ Spirit Connection

Inner Demon 1-10 Peacock 11-15  
Fox 16-20 Donkey  
Power +1

## WITCH

### Destiny Bonus

👁 Bonus +2  
☾ Bonus +2  
Witchcraft +5

### Specialty skill trees

Arcane Arts  
Infernal Survival  
Craft

### Starting Equipment

Ordinary II Weapon  
Masterful IV Carrier laboratory  
Excellent III Pet Machinae

Dark Mark "The Witch" 5 Ranks

Inner Demon 1D20+2  
Power +2



# Items

IF RANDOM	TIER
1-3	Mundane I
4-10	Ordinary II
11-16	Excellent III
17-19	Masterful IV
20	Legendary V

IF RANDOM	CATEGORY
1-5.	Consumables
6-8.	Gear
9-12.	Vestiges
13-17.	Valuables
18-20.	Undefined

The difference between looting and creating a random item is that looting will give you a set item from the looting chapter, be it a predefined vestige or consumable or a tiered item of some category. When creating a random item you will never get a predefined item and you may even end up with an item of an undefined category such as a **Legendary V** Undefined item.


When looting you can either roll tier and category independent or use the combined loot table. When you have a result, go to chapter 22 - Looting and refer to the correct category to roll your item.

## LOOTING

### ROLL TIER

LOOTING TABLE	CATEGORY
1-4.	Valuables
5-11.	Consumables
12-15.	Vestiges
16-20.	Gear

OR use the combined loot table

Combined loot table Modify any  value by x5.

1-3.	<b>Mundane I</b> Valuable
4-8.	<b>Mundane I</b> Consumable
9-11.	<b>Mundane I</b> Vestige
12-15.	<b>Mundane I</b> Gear
16-22.	<b>Ordinary II</b> Valuable
23-34.	<b>Ordinary II</b> Consumable
35-41.	<b>Ordinary II</b> Vestige
42-50.	<b>Ordinary II</b> Gear
51-56.	<b>Excellent III</b> Valuable
57-66.	<b>Excellent III</b> Consumable
67-72.	<b>Excellent III</b> Vestige
73-80.	<b>Excellent III</b> Gear
81-83.	<b>Masterful IV</b> Valuable
84-88.	<b>Masterful IV</b> Consumable
89-91.	<b>Masterful IV</b> Vestige
92-95.	<b>Masterful IV</b> Gear
96-97.	<b>Legendary V</b> Valuable
98-99.	<b>Legendary V</b> Consumable
100.	<b>Legendary V</b> Vestige or Gear
(1D2) 1. Vestige 2. Gear	

### CONSUMABLES

(Juice fragments - next page)

ROLL	TYPE
1-5	Augmentation
6-10	Elixir
11-15	Poison
16-20	Grenade

also see predefined vestiges

### VESTIGES

(Origin fragments - next page)

ROLL	TYPE
1-5	Ancient
6-10	Genesis
11-15	Harrowed
16-20	Secular

also see predefined vestiges

### GEAR

(Descent - see chapter 20)

ROLL	TYPE
1-8	Melee weapon
9-16	Ranged weapon
17-20	Armor

also see predefined gear

### VALUABLES (chapter 23)

Valuables don't have triptych traits. (See Chapter 22 - Looting)

### UNDEFINED (chapter 17)

Undefined items will stay that way until they are inspected or used for upgrading another item.

## ITEM CONDITION

1. Dangerous	14. Narrow	27. Small	40. Remarkable	53. Transparent	66. Sharp	79. Cultural	92. Impressive
2. Broken	15. Rotten	28. Short	41. Graceful	54. Breathing	67. Pulsating	80. Precious	93. Luxurious
3. Slimy	16. Nasty	29. Neat	42. Great	55. Transmitting	68. Devious	81. Fanged	94. Advanced
4. Foul smelling	17. Corrupted	30. Cold	43. Sparkling	56. Glowing	69. Crystalline	82. Shiny	95. Soothing
5. Unreliable	18. Corroded	31. Convenient	44. Heavy	57. Contorting	70. Hardened	83. Thin	96. Large
6. Fragile	19. Dull	32. Fossilized	45. Tactical	58. Inconspicuous	71. Fiery	84. Ghastly	97. Renowned
7. Inefficient	20. Bulky	33. Peculiar	46. Oozing	59. Recording	72. Translucent	85. Raven	98. Stealthy
8. Loud	21. Colorful	34. Twin	47. Fast	60. Watching	73. Thunderous	86. Brilliant	99. Smart
9. High maintenance	22. Raised	35. Thin	48. Murmuring	61. Burning	74. Strong	87. Decorative	100. Evil
10. Simple	23. Oily	36. Angular	49. Sticky	62. Talking	75. Dark	88. Poisonous	
11. Dusty	24. Balanced	37. Long	50. Quiet	63. Helpful	76. Crackling	89. Smoking	
12. Conspicuous	25. Gets hot	38. Satanic	51. Profound	64. Impressive	77. Twisting	90. Translucent	
13. Horrific	26. Rugged	39. Effective	52. Beeping	65. Very intelligent	78. Infested	91. Self-cleaning	



# CONSUMABLE FRAGMENTS

## Augmentations

Rune-inscribed ammunition, blades kissed with otherworldly venom, battle curses, ancient prayers or data algorithms transforming an attack in conflict.

### AUGMENTATION JUICE COLUMNS

1st	2nd	3rd
1. Burning	Binding	Air
2. Circuit	Blinding	Awareness
3. Cursed	Confusing	Blood
4. Demonic	Consuming	Chaos
5. Digital	Destroying	Energy
6. Electric	Engulfing	Fire
7. Gravity	Exhausting	Flesh
8. Holy	Exploding	Ice
9. Magnetic	Melting	Kinetics
10. Organic	Neglecting	Light
11. Poisonous	Paralyzing	Liquid
12. Psychic	Penetrating	Power
13. Shining	Restraining	Smoke
14. Scaring	Shattering	Sound
15. Smoking	Shocking	Space
16. Soul	Stinking	Spirits
17. Sparkling	Spreading	Storm
18. Sticky	Tormenting	Venom
19. Stinking	Trembling	Void
20. Wet	Weakening	Wind

## Elixirs

Potions, dust clouds, luminescent radio waves, ethereal and astral, or even poetic incantations affecting a single individual with a positive effect.

### ELIXIR JUICE COLUMNS

1st	2nd	3rd
1. Amplified	Alluring	Appearance
2. Altering	Awakened	Aura
3. Bright	Deceptive	Charm
4. Carnal	Energizing	Dreams
5. Cleansing	Fattened	Drive
6. Ethereal	Floating	Element
7. Fortifying	Flourishing	Emotions
8. Ghostly	Forced	Euphoria
9. Lingerin	Herded	Focus
10. Lucid	Mystical	Health
11. Mighty	Resilient	Leadership
12. Psychic	Second	Mind
13. Rapid	Serene	Motivation
14. Reducing	Shifted	Morality
15. Sensual	Speeding	Movement
16. Soothing	Stealthy	Restoration
17. Spiritual	Swarmed	Sense
18. Tranquil	Transported	Shape
19. Virtual	Unseen	Strength
20. Warping	Young	Travel

## Poisons

Lethal liquids, sinister sonnets, nefarious nanoclouds, and perilous radio wave data affecting a single individual with a negative effect.

### POISON JUICE COLUMNS

1st	2nd	3rd
1. Blazing	Anchored	Amnesia
2. Boiling	Blackened	Attraction
3. Crippling	Blinding	Bleeding
4. Cursed	Commanding	Blindness
5. Delirious	Corrosive	Boiling
6. Delicious	Crawling	Confusion
7. Digital	Dazzling	Decay
8. Dry	Floating	Diarrhea
9. Eldritch	Frenzied	Disease
10. Luminous	Growing	Rupture
11. Nano	Haunting	Insanity
12. Ominous	Infectious	Insomnia
13. Psychic	Living	Mirage
14. Radiating	Morphing	Nausea
15. Rapid	Mutilating	Nightmare
16. Slow	Paralyzing	Pain
17. Spiritual	Sparkling	Possession
18. Silent	Unbearable	Rage
19. Wet	Vile	Seizure
20. Withering	Whispering	Weakness

## Grenades

Explosives, astral disruptions, area curses, unholy projectors, unbearable melodies or limericks affecting an area with negative affects or destruction.

### GRENADE JUICE COLUMNS

1st	2nd	3rd
1. Abyssal	Blinding	Blast
2. Crystal	Corroding	Blood
3. Dangerous	Collateral	Death
4. Demonic	Dazzling	Dirt
5. Divine	Deafening	Fire
6. Dreamy	Distant	Flesh
7. Fuse	Electric	Gas
8. Genesis	Entangling	Gate
9. Glass	Gravity	Holtzfield
10. Ice	Impaling	Infection
11. Liquid	Lingering	Light
12. Living	Magnetizing	Poison
13. Metal	Paralyzing	Radiation
14. Organ	Penetrating	Slime
15. Paper	Shattering	Smoke
16. Powered	Silencing	Tar
17. Psychic	Slumbering	Tendrils
18. Reflective	Steaming	Trap
19. Sticky	Stinking	Treats
20. Thorny	Violent	Wind

# VESTIGE FRAGMENTS

## Ancient vestiges

Ancient artifacts, divine relics, often beautiful items with pure magic properties and arcane auras, often used like magic items from fairy tales.

### ANCIENT ORIGIN FEATURES

1st	2nd	3rd
1. Awakens	Ancient	Bliss
2. Blazes	Beauty	Chaos
3. Calls	Breast	Collection
4. Confuses	Cloud	Delicacy
5. Contains	Darkness	Deviant
6. Deconstructs	Emotion	Fall
7. Dreams	Fire	Fixation
8. Enchants	Idea	Flame
9. Erases	Irritation	Freedom
10. Floats	Life	Gold
11. Hides	Light	Honor
12. Immobilizes	Opulent	Interrogation
13. Increases	Pain	Intimidation
14. Inscribes	Rain	Nudity
15. Inspires	Song	Pride
16. Separates	Speed	Shade
17. Sparkles	Storm	Splendor
18. Summons	Wind	Strength
19. Transcends	Wine	Top
20. Watches	Wisdom	Mystery

## Genesis vestiges

Bio-mechanical equipment, lovecraftian relics with ultra-tech properties crossing the border of magic, half sentient items with nanite swarms and holtzfields.

### GENESIS ORIGIN FEATURES

1st	2nd	3rd
1. Activates	Aether	Bubble
2. Blooms	Beam	Disturbance
3. Cleans	Blood	Dream
4. Commune	Blood yarn	Drying
5. Connects	Bloodshed	Ending
6. Disassembles	Creep	Explosion
7. Eats	Death	Growth
8. Flickers	Divinity	Hunt
9. Levitates	Dust	Irritation
10. Listens	Envy	Knowledge
11. Locks	Fog	Love
12. Manipulates	Hologram	Meal
13. Paralyzes	Holtzfield	Memory
14. Recognizes	Insanity	Moon
15. Reduces	Oracle	Reaction
16. Regenerates	Plant	Sense
17. Shows	Ruin	Slime
18. Sings	Sloth	Slither
19. Soils	Tentacle	Speech
20. Traces	Wrath	Twitch

## Harrowed vestiges

Death artifacts, unlight organic flesh relics, abyssal equipment, often grotesque items with abhorrent evil properties of infernal capacity often sentient.

### HARROWED ORIGIN FEATURES

1st	2nd	3rd
1. Attaches	Anger	Behavior
2. Attracts	Blood	Chain
3. Bleeds	Bone	Damage
4. Bursts	Cock	Dream
5. Consumes	Darkness	Force
6. Crawls	Death	Genetics
7. Drinks	Deceit	Grave
8. Feeds	Ember	Horns
9. Grows	Fiber	Hunger
10. Influences	Fire	Mesh
11. Knits	Flesh	Moth
12. Oozes	Guts	Muck
13. Opens	Poison	Odor
14. Pierces	Scream	Puke
15. Rains	Shit	Rot
16. Sews	Skin	Ravage
17. Squeezes	Sleep	Rust
18. Stinks	Stomach	Smoke
19. Thirsts	Unlight	Stink
20. Vibrates	Vein	Terror

## Secular vestiges

Hi tech breakthrough instruments, third-law semi magical equipment, earth relics, ultra-modern tech with scientific properties.

### SECULAR ORIGIN FEATURES

1st	2nd	3rd
1. Blackens	Ash	Attraction
2. Bleaches	Clothes	Blade
3. Clouds	Clear	Cavity
4. Coats	Corpse	Command
5. Discolors	Darkness	Drug
6. Explores	Glass	Dusk
7. Hides	Havoc	Glow
8. Marks	Heat	Grime
9. Numbs	Hunger	Leak
10. Embellishes	Key	Length
11. Pours	Lust	Liquid
12. Recognizes	Luxury	Meat
13. Reveals	Memory	Might
14. Runs	Mind	Noise
15. Shines	Core	Presence
16. Smashes	Silence	Savage
17. Smites	Silk	Stain
18. Smothers	Sound	Stress
19. Spreads	Soup	Thickness
20. Turns	Stone	Weight



# Quick Gear

Modify base values to quickly create a piece of gear.

## Weapon base values

TIER	ATT	AGM	DAM	TGT	GRADE
Mundane I	0	0	I	1	0
Ordinary II	0	0	II	2	0
Excellent III	0	0	III	3	0
Masterful IV	1	1	IV	4	1
Legendary V	2	2	V	5	2

## Armor base values

TIER	ARM	GRADE	DESCENT BONUSES
Mundane I	1	0	-
Ordinary II	2	0	-
Excellent III	3	0	-
Masterful IV	4	1	-
Legendary V	5	2	-

## Melee weapons

FINESSE

- 1-2. *Titan Spear of Tiamat*  
ATT +6 AGM +3 DAM +0 TGT +0 GRADE +1
- 3-4. *Divine Crowbar of Behemoth*  
ATT +7 AGM +4 DAM +0 TGT -1 GRADE -1
- 5-6. *Elysian Whip of Agarthar*  
ATT +5 AGM +3 DAM -1 TGT +3 GRADE +0
- 7-8. *Flesh Flail of the Beyond*  
ATT +1 AGM -4 DAM +1 TGT +1 GRADE +0
9. *Evolving Dagger of Samael*  
ATT +5 AGM +5 DAM +0 TGT +0 GRADE -1

SLASHING

- 10-11. *Inquisition Scythe of the Horned God*  
ATT +0 AGM -5 DAM +0 TGT x2 GRADE +3
12. *Legion Blade of Hermes*  
ATT -3 AGM +0 DAM -1 TGT x2 GRADE +0
13. *Limbonian Katana of Asmodeus*  
ATT +0 AGM +0 DAM +0 TGT x2.5 GRADE -1
14. *Cerberus Axe of Hades*  
ATT +0 AGM +0 DAM +1 TGT x1.5 (+1) GRADE +1
15. *Blood Yarn Sword of Cain*  
ATT +2 AGM +6 DAM -1 TGT x2 GRADE +0

CRUSHING

16. *Sinful Great Flail of Fenrir*  
ATT -6 AGM -6 DAM +1 TGT +2 GRADE +1
17. *Ghost Hammer of Achilles*  
ATT +5 AGM +2 DAM +2 TGT -1 GRADE +1
18. *Haxan Great Sword of the Day Star*  
ATT +0 AGM -5 DAM +3 TGT -1 GRADE +2
19. *Asgardian Great Spear of Mephistopheles*  
ATT -7 AGM +4 DAM +1 TGT +1 GRADE +1
20. *Conquistador Great Axe of Hate*  
ATT +2 AGM +8 DAM +2 TGT -2 GRADE +4

## Ranged weapons

PRECISION

- 1-2. *Babylonian Revolver of the Great One*  
ATT +4 AGM -3 DAM +0 TGT +1 GRADE +2
- 3-4. *Myrkheim Long Rifle of Execution*  
ATT +6 AGM +0 DAM +0 TGT +1 GRADE +1
- 5-6. *Eden DMR of the Maelstrom*  
ATT +12 AGM +0 DAM +0 TGT -1 GRADE +0
- 7-8. *Blackened Stalker Rifle of the Void*  
ATT +3 AGM +0 DAM +2 TGT +0 GRADE +0
9. *Abyssal Bow of the Raven*  
ATT -3 AGM +6 DAM +1 TGT +1 GRADE -1

AUTOMATIC

- 10-11. *Legion Assault Rifle of Aura*  
ATT -3 AGM +0 DAM +0 TGT x2 GRADE +0
12. *Ghost Machine Gun of the Horse*  
ATT +5 AGM +2 DAM -1 TGT x2 (+1) GRADE +1
13. *Sinful Flamethrower from Hell*  
ATT +0 AGM +0 DAM -1 TGT x2.5 (+1) GRADE +2
14. *Inquisition Vulcan Cannon of Light*  
ATT +0 AGM -5 DAM +1 TGT x1.5 GRADE +1
15. *Haxan Shotgun of Death*  
ATT -4 AGM -5 DAM +1 TGT x2 GRADE -1

HEAVY

16. *Cerberus Rocket Launcher of a Thousand*  
ATT -6 AGM -6 DAM +2 TGT +2 GRADE +1
17. *Eden Harquebus of Leviathan*  
ATT +5 AGM +5 DAM +2 TGT -2 GRADE +0
18. *Flesh Siege Rifle of Chaos*  
ATT -1 AGM +0 DAM +3 TGT -2 GRADE +0
19. *Asgardian Rail Gun of the Rotten*  
ATT +2 AGM +5 DAM +2 TGT -1 GRADE +0
20. *Abyssal Grenade Launcher of Blood*  
ATT -9 AGM +4 DAM +2 TGT +0 GRADE +0



# Armor

- 1-3. *Undying Explorer Armor of True Death*  
**ARM** +0 **GRADE** +0 **BONUS** Maneuver +5, Sixth Sense +5, Psychology +2
- 4-5. *Haxan Dark Cloak of the Mother*  
**ARM** +0 **GRADE** +0 **BONUS** Maneuver +5, Abyssal Rituals +5
- 6-8. *Ghost Gravity Armor of Baldir*  
**ARM** +0 **GRADE** +0 **BONUS** Maneuver +5, Jump +5, Stealth +2
- 9-10. *Anubian Feathered Armor of the True Light*  
**ARM** +1 **GRADE** +4 **BONUS** Jump +4, Divine Rituals +1 Medicine +2
- 11-13. *Red Ceremonial Armor of the Black Legion*  
**ARM** +1 **GRADE** +4 **BONUS** Psychology +4, Disguise +2
- 14-15. *Satanic Operator Armor of Mimir*  
**ARM** +2 **GRADE** +0 **BONUS** Maneuver +3, Stealth +3, Dominions +2
- 16-17. *Abyssal Laminar Armor of the Mare*  
**ARM** +3 **GRADE** +0 **BONUS** Stealth +3, Abyssal Rituals +2
- 18-19. *REGENESIS Plate Armor of Sacrifice*  
**ARM** +3 **GRADE** +1 **BONUS** Maneuver +2
- 20. *Asgardian Assault Armor of Secrets*  
**ARM** +4 **GRADE** +0 **BONUS** Stealth +1



# Vestige ideas

The tier of the vestige decides the power and limitations of the vestige.

## Feather of Horus

Grants the ability to see the truth in certain situations, piercing through illusions and lies.

## Feather of Osiris

Offers powerful protection against necrotic forces and the undead. Can be used to commune with spirits and manipulate boltzfields.

## Feather of Thoth

Allow the user to refresh their Learned Fragments once per session.

## Coffin of Anubis

Summoned from beneath the ground and can be hidden between the worlds. Room for a human sized object.

## Brsingamen

Bestows the wearer with enchanting beauty and charisma, offering substantial bonuses to persuasion and diplomacy.

## Chalice of Zagreus

Always contains wine making the drinker tell the truth.

## Santa's Sack

A bag of holding with a festive twist, able to produce any mundane item once per day.

## Hymir's Cauldron

When used to brew potions you get twice the amount of doses as usual.

## Lantern of Archangel Gabriel

Reveals hidden celestial messages and guides the bearer to important crossroads or decisions.

## Mjolnir Amulet

Allows the user to summon a storm or control electrical elements.

## Chains of Judecca

Unbreakable bonds that can restrain any creature, nullifying their powers and binding them to the bearer's will.

## Tyrian Cloak

Granting the wearer the ability to ensure fairness in a deal or judgment.

## Circe Mirror

A looking glass that can be used to see through disguises, reveal truths, or even trap someone's visage within.

## Odysseus' Compass

Ensures the traveler always finds the way to their intended destination, but not without trials and adventures.

## Morpheus's Net

An advanced neural interface that captures and records dreams, which can be replayed or analyzed for hidden meanings.

## Ark of the Covenant Module

Stabilizes areas of reality, acting as an anchor point that keeps the fabric of space-time from unraveling or being corrupted by arcane forces.

## Moloch's Forge Kit

A portable fabricator that can recycle any material into new creations, but demands a specific sacrifice for each use.

## Lazarus Capsule

A medical pod that can rejuvenate the appearance of a soul into what they looked before the Rapture for a time.

## Jezebel's Illusion Matrix

A carriable holographic projector that creates lifelike illusions, enabling disguise or misdirection at a sophisticated level.



# The Embarking

When all players have created their characters you can use these ideas to tie them together, and start their adventure with a bang.

## BOUND

Each character is bound to two things, apart from their master. One positive and one negative. This is just something from the world of Fracture that they know a little more about and have some kind of connection to. Roll 2 things and choose which one is a negative and which one is positive.

1. The Rapture
2. The Damnation
3. The Great Dark
4. The Great Fog
5. The Red Dust
6. The Tesseract
7. Michigan Red
8. Ambrosia Coral
9. Brimholtz
10. Abyssal Ivory
11. Infernal
12. The Black Sabbath
13. Blood Relics
14. Golden Blood
15. Black Honey
16. Red Machine God
17. A Haxan Coven (1D5)
  1. Thelema Coven
  2. Wormwood Coven
  3. Stregheria Coven
  4. Birch Moon Coven
  5. Sacred Flame Coven
18. A Death Singer 1D10
  1. Lost Soul
  2. Singer
  3. Sibyline
  4. Emissary
  5. Hierophant
  6. Carnifex
  7. Lictor
  8. Architech
  9. Psychopomp
  10. Apex Singer
19. The Satanic Church
20. Court of Babylon 1D3
  1. House of Marduk
  2. The house of Tumbroit
  3. The house of Raloot
21. A Temple in Babylon (1D6)
22. The Palace of Carnality
23. Old Babylon
24. The Infernal Syndicate
25. The Court of Opulence
26. The Death Messiah
27. The Death Bank
28. Bifrost
29. Mayor Ritzack
30. Sorgefeber
31. Odin
32. Thor
33. The Lucid Fox
34. Sorgesalir
35. Valhalla
36. Loki
37. The Prison Satellite
38. Mimirsbrunnr
39. The City of Agartha
40. Folkvangr
41. Inn of the Winds
42. Burning Golgata
43. The Palace of Zeus
44. Temple of Aphrodite
45. Medusa
46. Tavern of Hermes
47. The Golden Baths
48. A River of Hades (1D5)
  1. Styx
  2. Acheron
  3. Phlegethon
  4. Cocytus
  5. Lethe
49. Mephistopheles
50. Order of Epsilon
51. Theatre of Orpheus
52. Auegan Stables
53. Nectar of Diabolos
54. Apep Vipers
55. Fields of Reed
56. Lost temple of Osiris
57. Horus
58. Isis
59. The Palace of the Sun
60. The Black Pyramid
61. The Third Book of the Dead
62. Oasis of the Gods
63. Avenue Malizia
64. Bridge of Death
65. Arch of Sorrow
66. The Black Plaza
67. Opera House of Dis
68. Ministry of Souls
69. Spiritis Gorge
70. Abaddon
71. Be'er Chachat
72. Tit Ha-Yaven
73. Naraka
74. Diyu
75. Gehinnom
76. Sha'are Mavet
77. Black City of Kadatheron
78. Sheol
79. Duzakh
80. Kur
81. Cocytus
82. The Abyss
83. Pandemonium
84. The Hollow
85. Mead of Poetry
86. Wine of Sodom
87. Alchemy or Infusing
88. Death Rituals
89. Celestial Rituals
90. Witchcraft
91. A Loop
92. A Ghost
93. A Red God
94. A Machine Angel
95. A Great One
96. A Dead God
97. A Satanic King
98. An Eternal
99. A Worm God
100. Reroll with a Satanic D100



## BOND

Each character also has two bonds that they share with one or more characters. This is something that binds the group together and gives them a common connection to the world of Fracture.

### ENTITY BOND

What	Who
1. Abandoned	1. A Dead god
2. Engaged	2. A Titan
3. Freed	3. A Lost god
4. Escaped from	4. A Deacon
5. Conquered	5. A Kherub
6. Defended	6. A Seraphim
7. Infiltrated	7. An Archangel
8. Ignited	8. A Machine Angel
9. Survived	9. An Eternal
10. Sabotaged	10. A Worm God
11. Hates	11. A Sphinx
12. Loves	12. Haxan
13. Loyal to	13. The Satanic Church
14. Want to help	14. The Satanic Court
15. Betrayed	15. A Dark Spirit
16. Has a debt to	16. A Proto/Demi god
17. Imprisoned by	17. Nymphs/Satyroi
18. Ravaged by	18. Dökkalfir
19. Cursed by	19. Dwargar
20. Hunted by	20. Myrkir

### LOCATION BOND

What	Where
1. Hates	1. Babylon
2. Has a promise to keep in	2. The Citadel
3. Escaped from	3. The Midnight Sea
4. Explored	4. Sorgesalir
5. Slaughtered in	5. Valhalla
6. Infiltrated	6. Mimirsbrunnr
7. Has traded slaves in	7. City of Agarthar
8. Has been a slave in	8. Folkvangr
9. Has been to a party in	9. Burning Olympus
10. Knows the underground of	10. House of Hades
11. Has a hideout in	11. Lands of Manu
12. Knows a great bar in	12. Heliopolis
13. Knows a great smithy in	13. Dis
14. Know of a treasure in	14. Abaddon
15. Knows of a gate in	15. Naraka
16. Has lived in	16. Diyu
17. Knows the dark corners of	17. Gehinnom
18. Knows of a lost god in	18. Sha'are Mavet
19. Defended	19. Black City of Kadatheron
20. Loves	20. The Hollow

## WELCOME TO FRACTURE

Roll one 3D10 to see what is happening right now. This will throw the characters into an event, and depending on what the GM want to do, you can progress your game from this situation.

### You are...

1. dancing	1. through the chaos	1. with horrors around you
2. advancing	2. amidst gunfire	2. without your gear
3. climbing	3. in the dark	3. with aching muscles
4. lunging	4. through open space	4. as time ticks away
5. traversing	5. through smoke and flames	5. as the water floods in
6. watching	6. the treacherous terrain	6. as you hear the snarls getting closer
7. floating	7. past obstacles	7. as the cloud spreads around you
8. evading	8. against the odds	8. with the stench of death in the air
9. sprinting	9. towards the threat	9. as wounds throb with pain
10. flying	10. avoiding death	10. with the weight of destiny upon your shoulders

*If it is a fight scene - start with a conflict.*

*If it is stealthy action - demand some Stealth checks.*

*If it is a terrain based action - demand some Movement checks.*

*If it is a chase or hunt scene - start a complex task, where the group can decide what skills they want to roll and let them describe how they are trying to get away or catch up.*

*Either way this is their introduction to Fracture. It could be the real beginning of their adventure or just some side action, heck it could even be a flashback, ending the scene with them dying horribly and then cutting to the bar where they are all sitting remembering this scene.*

*Use the rest of the Satanic Journal to make your adventures come alive.*



# Maps

If you want to, every character can begin with 2 random maps.  
Navigators and Cartographers begin with 5 random maps.

TIER	TYPE	SKILL	HARDSHIP	FAILS & BOTCHES
<b>Mundane I</b>	Hostile map	-10	1D20	Navigator dies on a failure, everyone dies on botch Random traveler dies on botch
<b>Ordinary II</b>	Stubborn map	-5	1D40	
<b>Excellent III</b>	Neutral map	+0	1D60	
<b>Masterful IV</b>	Friendly map	+5	1D80	
<b>Legendary V</b>	Loyal map	+10	1D100	Reroll the first botch per journey

## Mundane I Hostile maps

These are maps of pure hatred and will do anything to destroy their owner.

## Ordinary II Stubborn maps

Grumpy maps that are unwilling to show you the way.

## Excellent III Neutral maps

Normal maps without any modification.

## Masterful IV Friendly maps

Very good maps that are easy to use and lessen the worst hardships.

## Legendary V Loyal maps

The best maps, very easy to use, lessen the worst hardships, and even forgive some mistakes.

## RENTING OR BUYING MAPS

Maps normally take the form of knowledge and could be easily shared with other souls – but, of course, this never happens in Fracture. Instead, they are sold and rented for high prices by clever cartographers who find ways to make their maps work only once per payment.

MAP	BUYING COST	RENTING COST
<b>Mundane I</b>	25 Ct	2.5 to 5 Ct
<b>Ordinary II</b>	50 Ct	5 to 10 Ct
<b>Excellent III</b>	100 Ct	10 to 20 Ct
<b>Masterful IV</b>	250 Ct	25 to 50 Ct
<b>Legendary V</b>	500 Ct	50 to 100 Ct

## Creating maps

Needs the Cartographer Dark mark. Creating a map is a complex task with a difficulty of 5-10. The number of checks needed to complete the task, determines the maximum tier of the map. The map will become the tier that the creator is willing/able to pay.

MAP TIER	CHECKS	COST
<b>Hostile I</b>	8+	5 Ct
<b>Ordinary II</b>	6-7	10 Ct
<b>Excellent III</b>	4-5	20 Ct
<b>Masterful IV</b>	2-3	50 Ct
<b>Legendary V</b>	1	100 Ct

Roll the die according to the creators cartographer dark mark rank to determine the number of waypoints. If creating a random map just use 1D12.

JOURNEY	WAYPOINTS
1. Instant	0
2. Trek	0
3. Excursion	1
4. Hike	1
5. Operation	2
6. Tour	2
7. Passage	2
8. Expedition	3
9. Voyage	3
10. Pilgrimage	4
11. Odyssey	5
12. Life journey	6

Read more about maps in chapter 27 - Traveling.

the flesh of men cried out to us  
drawn by insentiable hunger and thirst






# Map ideas

## Example Interpretations

*Absorb a bed of thorns with a full moon* - The navigator must lie upon a bed of thorns during a full moon.

*Move the sun with an animal* - Form the corpse on an animal into a circle and hold it up towards the sun.

- |                |               |
|----------------|---------------|
| 1. Absorb      | 51. Lose      |
| 2. Accelerate  | 52. Lower     |
| 3. Align       | 53. Make      |
| 4. Arrange     | 54. Meditate  |
| 5. Ascend      | 55. Move      |
| 6. Bathe       | 56. Offer     |
| 7. Beat        | 57. Open      |
| 8. Break       | 58. Paint     |
| 9. Brew        | 59. Pierce    |
| 10. Burn       | 60. Plant     |
| 11. Call       | 61. Play      |
| 12. Carry      | 62. Pluck     |
| 13. Carve      | 63. Plunge    |
| 14. Catch      | 64. Pull      |
| 15. Chase      | 65. Pump      |
| 16. Clean      | 66. Reap      |
| 17. Close      | 67. Ride      |
| 18. Construct  | 68. Rub       |
| 19. Consume    | 69. Run       |
| 20. Cook       | 70. Sacrifice |
| 21. Count      | 71. Scream    |
| 22. Curse      | 72. Scribe    |
| 23. Dance      | 73. Scry      |
| 24. Descend    | 74. Sculpt    |
| 25. Dispose    | 75. Separate  |
| 26. Drink      | 76. Sew       |
| 27. Drop       | 77. Smash     |
| 28. Dry        | 78. Smoke     |
| 29. Elevate    | 79. Spark     |
| 30. Embed      | 80. Sprint    |
| 31. Entomb     | 81. Stab      |
| 32. Explore    | 82. Strip     |
| 33. Extract    | 83. Stroke    |
| 34. Fight      | 84. Submerge  |
| 35. Fill       | 85. Suck      |
| 36. Flatten    | 86. Swim      |
| 37. Forge      | 87. Taste     |
| 38. Gore       | 88. Throw     |
| 39. Have       | 89. Tie       |
| 40. Head       | 90. Traverse  |
| 41. Illuminate | 91. Tune      |
| 42. Impale     | 92. Unravel   |
| 43. Ingest     | 93. Use       |
| 44. Iron       | 94. Violate   |
| 45. Kill       | 95. Walk      |
| 46. Kiss       | 96. Wash      |
| 47. Knit       | 97. Wear      |
| 48. Lift       | 98. Weave     |
| 49. Light      | 99. Wound     |
| 50. Lock       | 100. Zip      |

- |                                 |  |
|---------------------------------|--|
| 1. a bed of thorns              | 51. a trail of breadcrumbs   |
| 2. a box                        | 52. an anchor  |
| 3. a brass bell                 | 53. an animal  |
| 4. a child                      | 54. an argument  |
| 5. a circle of blood            | 55. an insect  |
| 6. a circle of bones            | 56. an item  |
| 7. a cloth doll                 | 57. at a precise speed   |
| 8. a concoction of bitter herbs | 58. at high speed  |
| 9. a corpse                     | 59. barefoot in salt   |
| 10. a crown of ashes            | 60. beads  |
| 11. a cup of water              | 61. blood of a fallen  |
| 12. a cursed item               | 62. candles and incense  |
| 13. a darkened mirror           | 63. eggs   |
| 14. a deep well                 | 64. feathers from a crow   |
| 15. a demon                     | 65. fish   |
| 16. a door                      | 66. hair   |
| 17. a drugged soul              | 67. hallucinogenic fungi   |
| 18. a femur                     | 68. in pain  |
| 19. a game                      | 69. intricate patterns   |
| 20. a gift                      | 70. red sand   |
| 21. a high cliff                | 71. sigils and symbols   |
| 22. a horse with no name        | 72. some bread   |
| 23. a knot                      | 73. some mead  |
| 24. a labyrinth                 | 74. some trinkets  |
| 25. a labyrinth of mirrors      | 75. something firm   |
| 26. a large tree                | 76. symbols into the flesh   |
| 27. a loved one                 | 77. tears  |
| 28. a lullaby of Earth          | 78. the Ace of spades  |
| 29. a maiden                    | 79. the complete darkness  |
| 30. a marathon                  | 80. the flesh of a demon   |
| 31. a maze                      | 81. the flesh of a soul  |
| 32. a melody                    | 82. the heart of a soul  |
| 33. a naked body                | 83. the insides of a soul  |
| 34. a named angel               | 84. the moon/sun   |
| 35. a poem                      | 85. the sunlight   |
| 36. a pool of blood             | 86. the void   |
| 37. a pot of tea                | 87. thick mist   |
| 38. a quilt                     | 88. water  |
| 39. a ritual of divination      | 89. wood   |
| 40. a room                      | 90. wooden runes   |
| 41. a rope                      | 91. your clothes   |
| 42. a sarcophagus               | 92. your eyes  |
| 43. a scar                      | 93. your finger  |
| 44. a scarf or blanket          | 94. your heart   |
| 45. a secret                    | 95. your memory  |
| 46. a sigil into your own flesh | 96. your vehicle   |
| 47. a small fire                | 97. your worst fears   |
| 48. a soul                      | 98. 1D6   |
| 49. a star                      | 99. 1D6   |
| 50. a night                     | 100. 1D6  |

## WHILE

1. reciting the 666 names
2. chanting
3. smoking
4. freezing
5. traveling
6. concentrating
7. upon a cursed altar
8. eating something tasty.
9. covered in fresh sot
10. totally insane

## IN/WITH

1. a full moon
2. dirt from a grave
3. an animal
4. a circle
5. a conflux
6. pain
7. a cloud
8. a fire
9. a scroll
10. a ritual

## INTO/THROUGH

1. a corpse
2. a tunnel
3. a storm
4. a sound
5. a field
6. a dream
7. an abyss
8. water
9. a gate
10. the darkness





# CREATING Adversaries

## SEPULCHRAL TABLETS OF THE COSMIC ABYSS

Adversaries are often described with an easy formula.

**CLASS (TIER) + MODIFIER + MODIFIER + MODIFIER...**

The tier and the class are the core of the adversary, and give it its base stats. The modifiers can change these stats and introduce features and triggered or end troubles.

TIER	DAMAGE	MORTALITY
Mundane	+1	-1
Ordinary	+2	-2
Excellent	+3	-3
Masterful	+4	-4
Legendary	+5	-5

The class regulates how you can end the conflict and gives the adversary its base stats.

**HORDE** (Groups of 20-100)  
0 ⚔ 12 🛡 1 🛡

**MINIONS** (Groups of 3-10)  
0 ⚔ 12 🛡 4 🛡

**CHAMPIONS** (Any amount)  
4 ⚔ 7 🛡 4 🛡

**BOSS** (Single)  
10 ⚔ 0 🛡 4 🛡

To generate a random encounter, roll for tier, type and modifiers as follows. When applying modifiers, use the narrative to blend their mechanics into the story.

TIER (1D6)	TYPE (1D6)
1. Mundane I	1. Horde
2-3. Ordinary II	2-4. Minion
4. Excellent III	5. Champion
5. Masterful IV	6. Roll again if 6 - Boss
6. Legendary V	

An adversary with the following description:

**CHAMPION IV: FIERCE + WEAK + DENY SHADOWRY**

Would have the following core stats.

7 ⚔ 4 🛡 4 🛡

And also be very hard to sneak up on.

When applying modifiers, use the narrative to blend their mechanics into the story. Deny ranged could be a forcefield around the adversary stopping fast moving projectiles, a gravity change, or a storm. Power could be a magic potion, a sigil appearing, or just a change in motivation.

Support could be additional forces, eggs hatching or new limbs growing out, or even a clone born out of the existing adversary.





## MODIFIERS (1D20, 2-4 OR MORE)

### 1. FIERCE

*Violent, vicious, bloodthirsty, relentless*  
Damage +2, Mortality -1

### 2. BIG BONED

*Armored, thick skin, great physique, heavy*  
Bones +2

### 3. SLIPPERY

*Nemesis, enthusiastic, iron-willed, vengeful*  
If the conflict end roll is ended without ⚡, the adversary manages to flee or get away somehow.

### 4. WEAK

*Soft skinned, small, cowardly*  
Damage -1, Mortality +2

### 5. PEACEFUL

*Docile, weak, gentle, intoxicated*  
Damage -2

### 6. IMMOBILE

*Slow, stupid, bad eyesight, restrained*  
Movement ⚡ against it is worth double

### 7. AGGRESSIVE

*Nimble, smart, deceptive, tactical*  
Applies a negative aspect to one or more characters at the start of each verse OR deals two wounds when dealing damage

### 8. CONFUSING

*Invisible, sneaky, chaotic, flying, clairvoyant*  
Attacks against it can generate 3 ⚡ at most

### 9. AREA

*Forcefield, storm, natural effects, sigils*  
The area around the adversary affects characters

1. **Shock/Exhaustion/Chaos:** No Straining
2. **Damage/Heat/Frost:** Lose 1 ♥ each verse
3. **Distractions/Gas/Pain:** All ⚡ is worth half
4. **Insanity/Psychic/Fear:** Lose 1 👁 each verse
5. **Impeding/Muddy/Slippery:** Movement & Melee ⚡ is worth half
6. **True Death:** Anybody dying here dies the True Death.

### 10. ENGAGE

- Attack, movement, tactic, special circumstance*
1. **Grapple** Trouble: Grapples a character, halving their defense roll in the next verse
  2. **Fear** Trouble: One, more or all characters loses 1-10 👁
  3. **Capture** Trouble: Captures a character
  4. **Assault** Trouble: Damages and captures a character
  5. **Special attack** Trouble: Deals high damage and a negative aspect to a character
  6. **Devour** Trouble: Captures a character and damages them each verse until they are somehow rescued

### 11. DENY

*Arcane effect, sigil, environmental obstacles, resistance*  
Completely negates one or several skills or skill trees

1. **Affinity**
2. **Arcane Arts**
3. **Movement**
4. **Jump**
5. **Throw**
6. **Shadowry**
7. **Literacy**
8. **Infernal Survival**
9. **Warfare Melee**
10. **Warfare Ranged**

### 12. REGENERATING

*Arcane effect, potions, natural, gear*  
**Trouble:** Lower the maximum damage received by 1 at the end of each verse

### 13. TWIST

*All carcasses aren't the same*  
When defeated something happens

- Becomes a dungeon
- Carcass explodes/melts/evaporates
- Resurrects or escapes
- Curses or haunts its killers
- Divides into several entities
- Calls for reinforcements, either now or later

### 14. SUPPORT

*Shouting, roof crashes in, arcane, eggs hatch*  
Double original amount or add 1 champion

### 15. PHASE

*Shielded, taking cover, arcane, movement*  
**Trouble:** Next verse, cannot be damaged at all

### 16. CARNAGE

*Special attack, frenzy, new weapon, poison*  
**Trouble:** Deal double damage

### 17. DEATH

*Special attack, environmental effects, mind control, story twist*  
**End Trouble:** Kill 1-2 characters, or even all of them

### 18. COUNTDOWN

*Explosion, large environmental change, empowering transformation, escape*  
**Trouble:** Start a countdown to some large event

### 19. ARCANE

*Magic, special attack, psychic power, artifact*  
**Trouble:** Arcane powers affecting one or several characters

### 20. POWER

*Arcane effect, artifact, potion, special ability*  
**Trouble:** Increase in power  
⚡ +2 🗡 -2 🛡 +2





# Location Genatrix

SEPULCHRAL TABLETS OF THE COSMIC ABYSS

A general location consists of one location, one atmosphere, and two mythical elements, but if you feel it is necessary, use more or less. All tables in the location genatrix can also be used individually to enhance your story. What temple was mentioned in that volume they found, what can the players see out the window of the abyss vessel they are traveling in, and so on. Try to use the Genatrix in situations normally spent flipping pages in a book to find inspiration. Just let the dice roll and see what happens instead.

## ATMOSPHERE

When you are describing a new location, you might need some inspiration on what this place is like. Roll 1D20 and 1D6 and read the result. Even if it initially doesn't make sense for your location you can almost always find a way to incorporate it, or reroll one of the dice.

**A hidden tunnel "stricken by pandemic"** – There are diseased corpses lying in it. **A deserted ruin "overcrowded with street performers"** – The players find lots of instruments and funny masks. **A graveyard by night "plagued by cheap prices"** – The grave stones and chests are cheap rubbish.

## MYTHICAL ELEMENTS

Determine a central feature, element or key entity present at this location. Roll 2x D100 and read the result. This can be anything depending on how you interpret it, a person, an event, a place or just lore, like a rumor or reputation. Even if it initially doesn't make sense for your location you can almost always find a way to incorporate it, or reroll one of the dice.

**Deep Demon** – "An underground dwelling satanic entity rules this place", or a "haunted well which whispers at night." **Tranquil Amulet** – "Name of the local inn run by a nymph", or "gossip about an enchanted fountain lost in a dreary swamp".

This is useful in a range of situations, for instance, the players find a book, and you have not figured out what the book is about. Or the players ask questions about some subject that you haven't thought of before. Inspiration for any narrative element for your story, be it a legend, a treasure or just something the players overhear at the local tavern.

## CREATE LOCATION

Using the next spread you can generate a complete location with a name including a suffix, a place and an origin, a D6 table of rooms, loot and inspiration to include or roll randomly as the players to explores.

A great way to use this is to roll a "room" first together with "inspiration" to get the players first impressions of the location. Then as the players look around and starts to ask questions, you can roll more inspiration or loot to include in the description. Utilize other tables such as the treasures & myths or adversaries to generate more content as you need.





**1. CRAWLING WITH**

1. Crabs
2. Spiders
3. Maggots
4. Locusts
5. Toads
6. Leeches

**5. CURSED BY**

1. Tragic events
2. Ghosts
3. Fear
4. An evil leader
5. A bloodline
6. A witch

**9. COVERED WITH**

1. Trash
2. Dust
3. Seeds
4. Ash
5. Leaves
6. Frost

**13. CROWDED WITH**

1. Soiled souls
2. Buildings
3. Stores
4. Restaurants
5. Street performers
6. Satanic offices

**17. SWARMED BY**

1. Insects
2. Birds
3. Pests
4. Religious groups
5. Prophets
6. Clocks

**2. RAINS WITH**

1. Ink
2. Blood
3. Oil
4. Flesh
5. Fire
6. Ash

**6. SNOWING WITH**

1. Petals
2. Feathers
3. Black snow
4. Ash
5. Embers
6. Nanites

**10. INFESTED WITH**

1. Rats
2. Cockroaches
3. Whores
4. Gossip
5. Disease
6. Agents of Haxan

**14. BLESSED BY**

1. Fireflies
2. Sewage
3. Plastic debris
4. Invasive Plants
5. Nobles
6. Nuclear leakage

**18. ENGULFED BY**

1. Fog
2. Despair
3. Clouds
4. Immigrants
5. Human bones
6. Black fire

**3. REEKS OF**

1. Feces
2. Death
3. Rotting garbage
4. Oil
5. Sewage
6. Urine

**7. STRICKEN BY**

1. Social unrest
2. Pandemic
3. Food scarcity
4. Extreme Weather
5. Natural disaster
6. War

**11. SCORCHED BY**

1. Wildfires
2. A heatwave
3. Lightning strikes
4. Oil spills
5. Drought
6. Pollution

**15. FLOODED BY**

1. Rains
2. Sewage
3. Burning ashes
4. Thick mud
5. Small spiders
6. Worms

**19. FILLED WITH**

1. Trees
2. Traps
3. Orchards
4. Rustling leaves
5. Flesh eating plants
6. Screams

**4. HAUNTED BY**

1. Moans
2. Sobbing
3. Knocks and tapping
4. Growling
5. Wailing
6. Hissing

**8. DEVASTATED BY**

1. Earthquake
2. Flooding
3. Chemical disaster
4. Disease
5. Fire
6. Hurricane

**12. BLACKENED BY**

1. Soot
2. Oil
3. Smog
4. Unlight Radiation
5. Coal mining
6. Darkness

**16. BLIGHTED BY**

1. Unlight addiction
2. Discrimination
3. An evil greater soul
4. Brutality
5. The Satanic Church
6. A Temple

**20. PLAGUED BY**

1. Draught
2. Decay
3. Delusions
4. Unnatural weather
5. Cheap prices
6. Corruption

1. Flying
2. Evil
3. Nocturnal
4. Dangerous
5. Cursed
6. Soiled
7. Ashen
8. Greater
9. Golden
10. Illuminated
11. Scorched
12. Strong
13. Thin
14. Dead
15. Red
16. Decaying
17. Enchanted
18. Infested
19. Rotten
20. Burning
21. Sewage
22. Arcane
23. Smothering
24. Blackened
25. Stranded
26. Battered
27. Haunted
28. Drowned
29. Contaminated
30. Infused
31. Swarming
32. Engulfed
33. Bathing
34. Submerged

35. Drifting
36. Hanging
37. Crypto
38. Digital
39. Yearning
40. Xeno
41. Flittering
42. Soft
43. Wailing
44. Alchemic
45. Bewitched
46. Smoking
47. Possessed
48. Beautiful
49. Exotic
50. Mechanical
51. Gloomy
52. Isolated
53. Magnificent
54. Lush
55. Mysterious
56. Peaceful
57. Remote
58. Serene
59. Tranquil
60. Spectacular
61. Wild
62. Hidden
63. Worn
64. Mangled
65. Putrid
66. Rancid
67. Foul
68. Wrecked

69. Moon
70. Solar
71. Bloody
72. Engineered
73. Augmented
74. Shape-shifting
75. Time
76. Deep
77. Forsaken
78. Holtzfield
79. Stinking
80. Harrowed
81. Genesis
82. Sparked
83. Unlight
84. True Unlight
85. Infernal
86. Necrotic
87. Phantom
88. Shadow
89. Dark
90. Dream
91. Abyssal
92. Midnight
93. Ancient
94. Judgment
95. Death
96. Damned
97. Obsidian
98. Divine
99. Holy
100. Aether

1. Soul
2. Fairies
3. Spirit
4. Angel
5. Gorgon
6. Demon
7. God
8. Witch
9. Wolves
10. Insects
11. Elders
12. Treasure
13. Artifact
14. Chimera
15. Ogre
16. Relic ship
17. Spider
18. Beast
19. Ghost
20. Vessel
21. Cauldron
22. Traps
23. Rainbow
24. Wine
25. Jar
26. Mead
27. Dew
28. Honey
29. Forest
30. Mist
31. Dust
32. Grass
33. Capsule
34. Shaft

35. Rune
36. Tree
37. Flowers
38. Chemicals
39. Wyvern
40. Titan
41. Siren
42. Oracle
43. Jinn
44. Valkyrie
45. Banshee
46. Wraith
47. Poison
48. Apple
49. Book
50. Vulcano
51. Bird
52. Body
53. Skeleton
54. Heart
55. Key
56. Instrument
57. Mermaid
58. Unicorn
59. Sphinx
60. Dragon
61. Troll
62. Skull
63. Whale
64. Stone
65. Harpy
66. Oni
67. Phoenix
68. Lich

69. Well
70. Mirror
71. Egg
72. Flask
73. Scale
74. Blood
75. Statue
76. Device
77. Scroll
78. Smoke
79. Eye
80. Feathers
81. Amulet
82. Horn
83. Nightmare
84. Hourglass
85. Tooth
86. Ring
87. Weapon
88. Box
89. Crown
90. Claws
91. Tome
92. Grail
93. Candelabra
94. Collar
95. Spindle
96. Song
97. Anvil
98. Torch
99. Pendant
100. Cloak



Prefix	1D20	Area	Place	1D20	Loot	Origin	1D20	Inspiration/Events
1		The Growing	1	CHAPEL	1. Legendary V Skull 2. 2D6 Copper Trinkets 3. 1D6 Luxury Booze 4. 1D6 Titan Blood IV 5. 1 Legendary V Consumable 6. Masterful IV Aether Instrument	1	of Carnage	1. Altar 2. Whispers 3. Servant cutting themself 4. Old monk 5. Statue of Lilith 6. Pillars of bone
2		The Glass	2	CEMETARY	1. Legendary V Instrument 2. 1D6 Abyssal ivory ingots 3. 1D6 Excellent III Grenade 4. 1D6 Masterful IV Potion 5. 1D6 Golden Blood V 6. Masterful IV Revive Unit	2	of Winter	1. Strong wind 2. Statue kissing a worm 3. Secret pathway 4. Skeleton sculptures 5. Network of blood yarn 6. Human fountain
3		The Basalt	3	GRAVE	1. Legendary V Radio Unit 2. 1D6 Luxury booze 3. 2D6 Blackened Ingots 4. 1D6 Golden honey 5. 1 Legendary V Potion 6. Masterful IV Weapon	3	of Sacrifice	1. Hole in the wall 2. Floating light 3. Satanic device 4. Pile of shit 5. Petrified cat 6. Skulls stacked along the w
4		The Jade	4	FOREST	1. Legendary V Cooking pot 2. 1D6 Blood I 3. 1D6 Unlight Flare 4. Excellent III Blood relic 5. Excellent III Nano wire 6. Masterful IV Dimension canvas	4	of Hunters	1. Chained creature 2. Corpse sculptures 3. Black foul plants 4. Howling 5. Sound of a ritual 6. Black obsidian wall
5		The Hidden	5	WELL	1. Legendary V Rope 2. 1D6 Human skulls 3. Volume II 4. 1D6 Death Charm 5. Grimoire IV 6. 1 Legendary V Consumable	5	of Seemen	1. Slippery floor 2. Egg sacks 3. Green jade wall 4. Ankle deep water 5. Pillars of corpses 6. Bear trap lamp
6		The Forsaken	6	MAUSOLEUM	1. Legendary V Cape 2. 4D6 Copper Trinkets 3. 3D6 Coins of the dead 4. 1D6 Excellent III Elixir 5. 1D6 Wine of Sodom 6. 1 Satanic Coin	6	of Tears	1. Clean and tidy 2. Covered by thin, sticky film 3. Satanic Device 4. Thunder outside 5. Dice made of bones 6. Human centipede
7		The Scarred	7	CATHEDRAL	1. Legendary V Chalice 2. 1D6 Ordinary II Elixir 3. 1D6 Excellent III Poison 4. 3D6 Rare blood 5. 1 Potassium Honey 6. 1D6 Exotic ingredients	7	of Flies	1. Statue of Baphometh 2. Large wall painting 3. Ladder leading up 4. Massive stone gate 5. Dead old scribe 6. Large floating symbol
8		The Thorn	8	CHAMBER	1. Legendary V Box 2. 3D6 Booze 3. 1D6 Aether Flares 4. 1D6 Excellent III Poison 5. Masterful IV Vestige 6. Masterful IV Weapon	8	of Solitude	1. Small robots moving arou 2. Chains 3. Corruption 4. Spiders and insects 5. Arcane materials 6. Large hole in the floor
9		The Ivory	9	ATHENAEUM	1. Legendary V Relic key 2. Journal I 3. Volume II 4. Book III 5. Grimoire IV 6. Codex V	9	of Poison	1. Dust of eternities 2. Mirror larger than a hous 3. Heads stacked along the v 4. Statue of Thoth 5. Room full of echoes 6. Research spread on the fl
10		The Black	10	LODGE	1. Legendary V Dagger 2. 1D6 Human skulls 3. 1D6 Spark blood III 4. Volume II 5. Masterful IV Blood relic 6. Excellent III Cerberus Unit	10	of Puppets	1. Fleshy wall 2. Lamp made of human ren 3. A tricky door 4. Sound of sharpening knife 5. Luxurious gaming table 6. Frozen corpse statue



11	The Pale	<ol style="list-style-type: none"> <li>1. Sin Room</li> <li>2. Kitchen</li> <li>3. Locker room</li> <li>4. Well</li> <li>5. Living quarters</li> <li>6. Anatomical theatre</li> </ol>	11	PALACE	<ol style="list-style-type: none"> <li>1. Legendary V Helmet</li> <li>2. 6D6 Copper Trinkets</li> <li>3. 3D6 Luxury food</li> <li>4. Excellent III Preservation Unit</li> <li>5. 2D6 Wine of Sodom</li> <li>6. Masterful IV Noose of the dead</li> </ol>	11	of the Goat	<ol style="list-style-type: none"> <li>1. Gigantic goat statue on the wall</li> <li>2. Drapes longer than the night</li> <li>3. Corpses hanging from the roof</li> <li>4. Unlight radiation</li> <li>5. Statue of Asmodeus</li> <li>6. Set dinner table</li> </ol>
12	The Blade	<ol style="list-style-type: none"> <li>1. Spire</li> <li>2. Theatre</li> <li>3. Gallery</li> <li>4. Fitting room</li> <li>5. Lab</li> <li>6. Engine room</li> </ol>	12	TOWER	<ol style="list-style-type: none"> <li>1. Legendary V Puzzle box</li> <li>2. 2D6 Coin of the dead</li> <li>3. 1D6 Human skulls</li> <li>4. 1D6 Death Charm</li> <li>5. Excellent III Gear</li> <li>6. 3D6 Stygian Ingots</li> </ol>	12	of Greed	<ol style="list-style-type: none"> <li>1. A bed made of something living</li> <li>2. Human sized chess pieces</li> <li>3. Sound of torture</li> <li>4. Electric current</li> <li>5. Black ooze coming from the roof</li> <li>6. Shaft with black liquid</li> </ol>
13	The Ashen	<ol style="list-style-type: none"> <li>1. Game room</li> <li>2. Elevator</li> <li>3. Lounge</li> <li>4. Bedroom</li> <li>5. Library</li> <li>6. Salon</li> </ol>	13	TUNNEL	<ol style="list-style-type: none"> <li>1. Legendary V Black Crown</li> <li>2. 1D6 Black Iron Ingots</li> <li>3. 1D6 Blood I</li> <li>4. 1D6 Holy Water</li> <li>5. Excellent III Weapon</li> <li>6. 1 Iron Honey</li> </ol>	13	of Ruin	<ol style="list-style-type: none"> <li>1. Inactive Red God</li> <li>2. Egyptian-looking door</li> <li>3. Ankle deep blood</li> <li>4. An opening to the sky above</li> <li>5. Boiling cauldron</li> <li>6. Shaft with fire</li> </ol>
14	The Ember	<ol style="list-style-type: none"> <li>1. Living room</li> <li>2. Light room</li> <li>3. Inn</li> <li>4. Wine cellar</li> <li>5. Auditorium</li> <li>6. Map study</li> </ol>	14	LAKE	<ol style="list-style-type: none"> <li>1. Legendary V Lilith heart</li> <li>2. 1D6 Unlight Tobacco</li> <li>3. 1D6 Tactical Flares</li> <li>4. Excellent III Vestige</li> <li>5. Grimoire IV</li> <li>6. Masterful IV Suspension Cape</li> </ol>	14	of Lust	<ol style="list-style-type: none"> <li>1. Foul smell</li> <li>2. Pipes with hot water</li> <li>3. Pillar of living slaves</li> <li>4. Room sized bed</li> <li>5. Iron maiden</li> <li>6. An orgy</li> </ol>
15	The Mirror	<ol style="list-style-type: none"> <li>1. Lobby</li> <li>2. Sun room</li> <li>3. Stock room</li> <li>4. Cold room</li> <li>5. Show room</li> <li>6. Ritual hall</li> </ol>	15	LIBRARY	<ol style="list-style-type: none"> <li>1. Legendary V Nayed Tears</li> <li>2. Volume II</li> <li>3. Book III</li> <li>4. Grimoire IV</li> <li>5. Codex V</li> <li>6. Legendary V Artifact</li> </ol>	15	of Drapes	<ol style="list-style-type: none"> <li>1. Torture instruments</li> <li>2. Cloaks and masks</li> <li>3. Spiderweb everywhere</li> <li>4. Secret door</li> <li>5. Tome chained to the floor</li> <li>6. Altar with an item</li> </ol>
16	The Tortured	<ol style="list-style-type: none"> <li>1. Torture chamber</li> <li>2. Maze</li> <li>3. Barracks</li> <li>4. Cantina</li> <li>5. Chapel</li> <li>6. Shaft</li> </ol>	16	TEMPLE	<ol style="list-style-type: none"> <li>1. Legendary V Weapon</li> <li>2. 1D6 Ambrosia Coral Ingots</li> <li>3. 1D6 Spark Blood III</li> <li>4. 1D6 Golden Blood V</li> <li>5. 1 Legendary V Consumable</li> <li>6. Masterful IV Night Catcher</li> </ol>	16	of Stairs	<ol style="list-style-type: none"> <li>1. Total darkness</li> <li>2. Statue of Anubis</li> <li>3. Complex machine of some kind</li> <li>4. Deep shaft with magma</li> <li>5. Marked secret door</li> <li>6. Shaft with dead creatures</li> </ol>
17	The Invisible	<ol style="list-style-type: none"> <li>1. Hangar</li> <li>2. Feeding area</li> <li>3. Showers</li> <li>4. Ritual hall</li> <li>5. Utility room</li> <li>6. Unlight hall</li> </ol>	17	CHURCH	<ol style="list-style-type: none"> <li>1. Legendary V Bottle</li> <li>2. 1D6 Copper trinkets</li> <li>3. 1D6 Crimson Weave</li> <li>4. 4D6 Rare Blood II</li> <li>5. 1D6 Masterful IV Elixirs</li> <li>6. Masterful IV Genesis Torch</li> </ol>	17	of Insanity	<ol style="list-style-type: none"> <li>1. Crazy deacon</li> <li>2. Statue of Beelzebub</li> <li>3. Harrowed tech door</li> <li>4. Pillar of corpses</li> <li>5. A sacrifice</li> <li>6. Crucified entity</li> </ol>
18	The Shattered	<ol style="list-style-type: none"> <li>1. Assembly hall</li> <li>2. Mausoleum</li> <li>3. Tesseract</li> <li>4. Panic room</li> <li>5. Genesis room</li> <li>6. Vestibule</li> </ol>	18	PIT	<ol style="list-style-type: none"> <li>1. Legendary V Skin pants</li> <li>2. 2D6 Adamant Ingots</li> <li>3. 1D6 Brimholtz ingots</li> <li>4. 1 Golden Honey</li> <li>5. 1D6 Titan Blood IV</li> <li>6. Masterful IV Organ Pipe</li> </ol>	18	of the Worm	<ol style="list-style-type: none"> <li>1. Hall larger than a racetrack</li> <li>2. Dead garden</li> <li>3. Massive gate</li> <li>4. Spikes</li> <li>5. Thick fog</li> <li>6. Meat stacked along the walls</li> </ol>
19	The Shadow	<ol style="list-style-type: none"> <li>1. Conference hall</li> <li>2. Tea room</li> <li>3. Boudoir</li> <li>4. Living room</li> <li>5. Throne room</li> <li>6. Bathroom</li> </ol>	19	VAULT	<ol style="list-style-type: none"> <li>1. Legendary V Demon Horn</li> <li>2. 1D6 13th-day alloy weave</li> <li>3. 1D6 Excellent III Poison</li> <li>4. 1D6 Holy Water</li> <li>5. Codex V</li> <li>6. 1 Silver Honey</li> </ol>	19	of Death	<ol style="list-style-type: none"> <li>1. Foul smelling flowers</li> <li>2. Blood fountain</li> <li>3. Flesh hanging from above</li> <li>4. Huge scalable pillar</li> <li>5. The air is thick</li> <li>6. Small pieces of bones</li> </ol>
20	The Putrid	<ol style="list-style-type: none"> <li>1. Terrace</li> <li>2. Theatre</li> <li>3. Chapel</li> <li>4. Ceremony hall</li> <li>5. Arcane chamber</li> <li>6. Orgy area</li> </ol>	20	MONOLITH	<ol style="list-style-type: none"> <li>1. Legendary V Jaw of a god</li> <li>2. 1D6 Stygian ingots</li> <li>3. 1D6 Flares</li> <li>4. Masterful IV Blood relic</li> <li>5. Masterful IV Aether Umbrella</li> <li>6. Masterful IV Sphere</li> </ol>	20	of Satan	<ol style="list-style-type: none"> <li>1. Many levels</li> <li>2. Large tree</li> <li>3. Living garden</li> <li>4. Buzzing insects and life</li> <li>5. Room with no gravity</li> <li>6. Hallway leading upwards</li> </ol>





# Tomes & Artifacts

INFERNAL HYMNS OF GEHENNA

Tomes are powerful relics of myth and written testaments of knowledge. You can research them using a complex task with a difficulty of 2-10, with each check taking an evening or so of research. You also can research and gain knowledge from certain artifacts in the same way. They both give you a set of bonuses that are distributed using the group gain mechanic – meaning that the bonuses are divided among everyone involved, however you choose.

TOMES	ARTIFACTS	DIFFICULTY
Journal I	Mundane I	2
Volume II	Ordinary II	4
Book III	Excellent III	6
Grimoire IV	Masterful IV	8
Codex V	Legendary V	10

Create tomes or artifact, using this simple guide. A simple random loot may only contain a skill bonus in a single skill, while a coveted, highly sought-after named book or artifact could include bonuses to several skills as well as free skill points, learned fragments and a couple of maps all depending on how hard it was to come by.

Tomes and artifacts can contain a wide range of bonuses or threshold increases, but these are the most common ones:

Skill bonus +1	1 Ingredient
Quality bonus +1	1 Exotic ingredient
10 Skill points	1 Map
1 Learned fragment	Information

The number of bonuses in a tome or artifact normally depends on its tier, but there are examples of tomes in Fracture that award a much higher or lower number of bonuses.

## Journal I or Mundane I Artifact

Can contain up to 2 bonuses

## Volume II or Ordinary II Artifact

Can contain up to 4 bonuses

## Book III or Excellent III Artifact

Can contain up to 6 bonuses

## Grimoire IV or Masterful IV Artifact

Can contain up to 8 bonuses

## Codex V or Legendary V Artifact

Can contain up to 10 bonuses

## ARTIFACTS

If you'd like an artifact to have uses other than just being researched like a tome, assign them an item category of the same tier and give them comparable bonuses as if they were researched while being used instead.

*For example, a Legendary V Fire Artifact that is a sword could be regarded as a Legendary V Sword with a +5 bonus to Attack and +1 Damage or given the feature of setting anyone it damages on fire.*



# Predefined Tomes

## 1-3 ELEMENTA MAGICA JOURNAL I

Divine rituals +1  
1 Exotic Ingredient

*An ancient manuscript detailing the elemental forces that bind reality and the under-world. Penned by an unlight priest in the 12th century, while communing with demonic spirits.*

## 4-7 CONSECRATION OF THE SIDONIAN VIRGINS JOURNAL I

Harrowed tech +1  
Pantheon +1

*Disturbing scroll chronicling originating from Sidon, it intertwines occult practices and Levant fertility cults.*

## 8-11 PONAPE SCRIPTURE JOURNAL I

Dominions +1  
Pantheon +1

*Written in Naacal on palm leafs, bound in cycadean wood, by a high-priest of Gbatanothoa, the manuscript is about the ancient lands of Mu.*

## 12-15 MANUSCRIPT OF CARCOSA JOURNAL I

1 Aether ritual fragment  
Dominions +1

*Originally part of the play "The King in Yellow", this prelude often invokes sessions of insanity from its readers.*

## 16-19 THE HEPTARCHIA MYSTICA VOLUME II

Abyssal rituals +2  
2 Abyssal ritual fragments

*A manuscript penned by a secret society, the Malachite Order, focusing on dark, hellish magic.*

## 20-25 4TH BOOK OF OCCULT PHILOSOPHY VOLUME II

Divine rituals +1  
Alchemy tech +2  
1 Abyssal ritual fragment

*Agrippa's darkest tome, disclosing necromantic pacts and the means to rend the very fabric of time and cosmos.*

## 26-29 3RD BOOK OF OCCULT PHILOSOPHY VOLUME II

Divine rituals +2  
Dominions +1  
1 Celestial ritual fragment  
1 Death ritual fragment

*By Agrippa, focuses on celestial magic, including the harnessing of dark cosmic entities and fallen angels, with the aim of acquiring forbidden, god-like abilities.*

## 30-39 2ND BOOK OF OCCULT PHILOSOPHY VOLUME II

Divine rituals +1  
Alchemy +2  
1 Sulfur ritual fragment

*By Agrippa, a practical guide to alchemical infusions, and inner workings of occult theories like the 'Elixir of Despair.'*

## 40-49 1ST BOOK OF OCCULT PHILOSOPHY VOLUME II

Divine rituals +1  
Death rituals +1  
Pantheon +1  
1 Death ritual fragment

*This foundational work by Agrippa provides the keys to understand the language of demons and to invoke malevolent spirits to perform one's bidding.*

## 50-54 DOWNFALL OF ADRIA BOOK III

Dominion +2  
Pantheon +2  
Witchcraft +1  
Dark connections +1

*Historical account that incorporates occult themes, detailing how the city of Adria fell due to the influence of dark sorcery and infernal pacts.*

## 55-64 DE CEREMONIIS MAGICIS LIBER

### BOOK III

Abyssal rituals +2  
Divine rituals +1  
Harrowed tech +1  
1 Abyssal ritual fragment

*A manual for conducting unholy rites and ceremonies, involving the summoning of abyssal entities and the consecration of cursed relics.*

## 65-72 LIBER SALOMONIS BOOK III

Abyssal Rituals +3  
Alchemy Tech +1  
2 Abyssal ritual fragments

*An offshoot of the legendary Key of Solomon, this book contains spells and rituals focused on summoning and controlling demonic legions said to have served King Solomon.*

## 73-79 LIBER IVONIS BOOK III

Dominion +3  
Pantheon +2  
1 Abyssal ritual fragment

*The Book of Eibon - A strange and rare, forgotten volume. Comes from a series of manifold translations from a prehistoric original written in the lost language of Hyperborea.*

## 80-83 BOOKS OF LIFE GRIMOIRE IV

Pantheon +1  
30 Free skill points  
Charisma +4

*A series of sacred texts, said to provide secrets to immortality by harnessing the souls of the damned.*

## 84-87 BOOKS OF DEATH GRIMOIRE IV

20 skill points  
Cognition +3  
+1 Rank in the Necromancer dark mark

*Antithesis of the Books of Life, filled with necromantic rites and the means to sever the cycle of mortality.*

## 88-92 BLACK VOLUME OF THAMMUZ GRIMOIRE IV

Apotichary +2  
Witchcraft +1  
40 skill points  
Drive +1

*A manuscript soaked in sacrificial blood, offering guidance on ancient Babylonian rites that honor Thammuz, the god of the Underworld.*

## 93-96 THE TESTAMENT OF MULCIBER GRIMOIRE IV

Ancient tech +2  
Harrowed tech +2  
Genesis tech +2  
4 Exotic ingredients

*A blasphemous gospel written by Mulciber, a fallen angel and craftsman of Hell, which is said to contain blueprints for infernal machines and dark architecture.*

## 96-97 DE VERMIS MYSTERIIS CODEX V

Abyssal Rituals +2  
Witchcraft +3  
Dominions +2  
+1 Rank in the Necromancer dark mark

*A mystical text dealing with secrets of the outer gods, Nyarlathotep but also knowledge of agrippean daemons such as Jinns and other creatures.*

## 98-99 THE ECSTASY OF ICONOCLAST CODEX V

Psychology +2  
Fable +3  
Disguise +3  
Read Situation +2

*A heretical text celebrating the breaking of holy symbols, arguing that true power and liberation lie in the destruction of sacred icons and the subversion of heavenly order.*

## 100 THE HEAVENLY RECORDS CODEX V

Pantheon +2  
Genesis Tech +2  
100 skill points  
Cognition +2  
Drive +2

*A contradictory tome, filled with prophetic visions that promise both celestial glory and hellish damnation, scribed by an anonymous mystic who claimed to have visited both heaven and hell.*





# Worlds

## SATAN'S CHOIR SINGS THE REQUIEM OF MAN

Six tables that can create treasures or artifacts, myths, phenomenas, groups, events and historical records to give some flavor to a location or narrative. Roll 3x D100 and read the result, one prefix, the main table and end with a suffix. Even if it initially doesn't make sense for your location you can almost always find a way to incorporate it, or reroll or ignore one of the dice.

These tables are useful in a range of situations. If the players find a book, and you have not figured out what the book is about. Or the players ask questions about some subject that you haven't thought about before. Inspiration for any narrative element for your story, be it a legend, a treasure or just something the players overhear at the local tavern. Roll the dice and let the story take flight.

When looting and getting "Treasure", generate one here and assign it a worth of 2D6 x D100 Copper tokens. If you need stats, assume it is a Legendary V Gear or Vestige.

### PREFIX

1. Abyssal	26. Divine	51. Luminous	76. Sealed
2. Aetherial	27. Dread	52. Lunar	77. Searing
3. Alchemical	28. Elder	53. Lurid	78. Serpent
4. Ancient	29. Eldritch	54. Majestic	79. Shadow
5. Angelic	30. Elemental	55. Misty	80. Shimmering
6. Arcane	31. Ephemeral	56. Molten	81. Silent
7. Blackened	32. Ethereal	57. Mystic	82. Silver
8. Blasphemus	33. Exalted	58. Necrotic	83. Solar
9. Blessed	34. Fabled	59. Nether	84. Soulless
10. Blood	35. Fallen	60. Occult	85. Splintered
11. Broken	36. Fire	61. Ominous	86. Sulfur
12. Celestial	37. Flesh	62. Phoenix	87. Timeless
13. Colossus	38. Floating	63. Phosphor	88. Tormented
14. Consecrated	39. Forbidden	64. Primal	89. Torn
15. Corrupted	40. Forgotten	65. Primordial	90. Twilight
16. Cosmic	41. Genesis	66. Potassium	91. Undead
17. Cracked	42. Gilded	67. Red	92. Unholy
18. Crow	43. Golden	68. Relic	93. Veiled
19. Cruel	44. Grim	69. Royal	94. Venomous
20. Cryptic	45. Haunted	70. Ruptured	95. Vile
21. Cthonic	46. Hexed	71. Sacred	96. Void
22. Cursed	47. Hollow	72. Sacrificial	97. Whispering
23. Dark	48. Icy	73. Sacrilegious	98. White
24. Demonic	49. Infernal	74. Satanic	99. Wondrous
25. Desecrated	50. Iron	75. Savage	100. Wretched

### SUFFIX

1. of Agony	26. of Lucifer	51. of Witchcraft	76. of the Lich
2. of Apostasy	27. of Lust	52. of Wisdom	77. of the Lost Souls
3. of Disorder	28. of Malediction	53. of Wrath	78. of the Martyr Runes
4. of Cursed Memories	29. of Mercury	54. of the Black Heart	79. of the Minotaur
5. of Decay	30. of Mysteries	55. of the Coven	80. of the Moon
6. of Desolation	31. of Nightfall	56. of the Crawling Horrax	81. of the Nephilim
7. of Deception	32. of Oblivion	57. of the Damned Trinity	82. of the Ninth virgin
8. of Despair	33. of Pandemonium	58. of the Dead seed	83. of the Night caller
9. of Doom	34. of Plague	59. of the Deceiver	84. of the Oracle
10. of Enigmas	35. of Prophecy	60. of the Dreamweaver	85. of the Phoenix Code
11. of Evil	36. of Reckoning	61. of the Endless	86. of the Plague Angel
12. of Fate's Hand	37. of Riddles	62. of the Eternal Ice	87. of the Right hand
13. of Forbidden Magic	38. of Rituals	63. of the Fallen Kingdom	88. of the Sabbath
14. of Forgotten Echoes	39. of Sadism	64. of the Fates	89. of the Seer
15. of Forgotten Realms	40. of Salt	65. of the Forgotten	90. of the Seventh Tomb
16. of Gehenna	41. of Seals	66. of the Forsaken	91. of the Siren
17. of Haunting	42. of Secrets	67. of the First Evangelion	92. of the Sixth Plague
18. of Heaven	43. of Shadows	68. of the Great Womb	93. of the Third Storm
19. of Hellfire	44. of Sorcery	69. of the Hated God	94. of the Undying Ghost
20. of Illusions	45. of Sorrows	70. of the Harbinger	95. of the Valkyries
21. of Immortality	46. of Thunder	71. of the Howling Mother	96. of the Wanderer
22. of Lament	47. of Time	72. of the Huntress	97. of the Wicked Son
23. of Lead	48. of Transcendence	73. of the Jester	98. of the Windwalker
24. of Lies	49. of Treachery	74. of the Kraken	99. of the Wolf Stream
25. of Light's Bane	50. of War	75. of the Leviathan	100. of the Wraith King



**TREASURE** ("An Abyssal *Crown* of Agony")

1. Boots	26. Capsule	51. Blade	76. Decoder
2. Cloak	27. Cauldron	52. Dagger	77. Detector
3. Corset	28. Chalice	53. Hammer	78. Engine
4. Crown	29. Coffin	54. Lance	79. Lens
5. Gauntlet	30. Jar	55. Scythe	80. Resonator
6. Gloves	31. Pouch	56. Shield	81. Rod
7. Mantle	32. Urn	57. Trident	82. Transmitter
8. Mask	33. Vial	58. Crystal	83. Bell
9. Robes	34. Inkwell	59. Cube	84. Bone
10. Veil	35. Parchment	60. Disc	85. Censer
11. Ankh	36. Quill	61. Hexweave	86. Coin
12. Charm	37. Tome	62. Orb	87. Deck
13. Gem	38. Drum	63. Phylactery	88. Doll
14. Necklace	39. Flute	64. Relic	89. Eye
15. Ring	40. Harmonica	65. Rune	90. Feather
16. Scepter	41. Harp	66. Sigil	91. Flower
17. Stone	42. Lute	67. Apple	92. Heart
18. Talisman	43. Lyre	68. Egg	93. Hook
19. Wand	44. Cart	69. Grapes	94. Hourglass
20. Glasses	45. Chariot	70. Leaf	95. Lock
21. Lantern	46. Dinghy	71. Peach	96. Loom
22. Monocle	47. Mount	72. Pear	97. Nails
23. Telescope	48. Sail	73. Plum	98. Net
24. Bottle	49. Ship	74. Amplifier	99. Pipe
25. Box	50. Vessel	75. Core	100. Shroud

**MYTH** ("The Cracked *Garden* of the Crawling HorruX")

1. Abyss	26. Fountain	51. Meadow	76. Roots
2. Altar	27. Gallery	52. Menagerie	77. Ruins
3. Asylum	28. Gates	53. Mesa	78. Sanctuary
4. Armory	29. Garden	54. Mines	79. Savanna
5. Basilica	30. Geysers	55. Mists	80. Sea
6. Bazaar	31. Glacier	56. Monument	81. Sewers
7. Beach	32. Gorge	57. Moor	82. Shrine
8. Bridge	33. Grotto	58. Mountain	83. Stairs
9. Burrows	34. Heights	59. Nanites	84. Statue
10. Canyon	35. Hill	60. Nest	85. Stronghold
11. Catacombs	36. Hole	61. Nexus	86. Spire
12. Cave	37. Hot Spring	62. Oasis	87. Swamp
13. Chapel	38. Island	63. Observatory	88. Tears
14. Chasm	39. Jungle	64. Orchard	89. Temple
15. Cove	40. Kingdom	65. Palace	90. Throne
16. Crater	41. Labyrinth	66. Peak	91. Torrent
17. Creek	42. Lagoon	67. Pit	92. Tower
18. Crypt	43. Lair	68. Plateau	93. Tree
19. Desert	44. Lake	69. Plaza	94. Tundra
20. Estuary	45. Lighthouse	70. Pond	95. Underworld
21. Field	46. Loop	71. Prairie	96. Valley
22. Fjord	47. Maelstrom	72. Pyramid	97. Vault
23. Flow	48. Mangrove	73. Realm	98. Volcano
24. Forest	49. Mansion	74. Reservoir	99. Waterfall
25. Fortress	50. Marsh	75. River	100. Woods

**WEATHER & PHENOMENA** ("An Iron *Aurora* of Reckoning")

1. Algie	26. Drought	51. Ignition	76. Smog
2. Alignment	27. Dust	52. Inception	77. Snow
3. Anomaly	28. Dust Storm	53. Infestation	78. Solstice
4. Apocalypse	29. Earthquake	54. Layer Shift	79. Spill
5. Atonement	30. Echoes	55. Ley Lines	80. Starfall
6. Aurora	31. Eclipse	56. Lights	81. Storm
7. Binding	32. Ejection	57. Maelstrom	82. String
8. Blackout	33. Embrace	58. Matter	83. Sun
9. Blizzard	34. Emission	59. Mirage	84. Surge
10. Breeze	35. Equinox	60. Monsoon	85. Thinning
11. Cataclysm	36. Eruption	61. Nebula	86. Tide
12. Circulation	37. Famine	62. Nova	87. Timefall
13. Cloud	38. Flood	63. Portal	88. Tornado
14. Cluster	39. Fog	64. Projection	89. Torrent
15. Comet	40. Formation	65. Proliferation	90. Trap
16. Convergence	41. Freezing	66. Pulsar	91. Tremors
17. Crossing	42. Fusion	67. Pyroclasm	92. Tsunami
18. Curse	43. Gale	68. Radiance	93. Typhoon
19. Cycle	44. Hail	69. Radiation	94. Vents
20. Cyclone	45. Halo	70. Rain	95. Vortex
21. Darkening	46. Harvest	71. Rays	96. Wailing
22. Dew	47. Heatwave	72. Reaping	97. Warping
23. Dilation	48. Hoarfrost	73. Scattering	98. Wave
24. Drain	49. Holtzfeld	74. Shift	99. Wind
25. Drizzle	50. Hurricane	75. Shower	100. Wormhole

**GROUPS** ("The White *Witch Division* of the Plague Angel")

1. Academy	26. Community	51. Fellowship	76. Parish
2. Agency	27. Confederacy	52. Forum	77. Partners
3. Alliance	28. Congregation	53. Foundation	78. Pilgrims
4. Assembly	29. Consortium	54. Fraternity	79. Platoon
5. Association	30. Corporation	55. Front	80. Redeemers
6. Band	31. Corps	56. Guardians	81. Regiment
7. Battalion	32. Council	57. Guild	82. Saint
8. Brigade	33. Court	58. Hand	83. Sanctuary
9. Brotherhood	34. Coven	59. Haven	84. Scarlet
10. Brothers	35. Crew	60. Holding	85. School
11. Bureau	36. Crimson	61. House	86. Scribe's
12. Cabal	37. Cult	62. Institute	87. Sect
13. Campus	38. Daughters	63. Laboratory	88. Shrine
14. Cartel	39. Delegation	64. League	89. Sisterhood
15. Cell	40. Directorate	65. Librarians	90. Society
16. Chapel	41. Disciples	66. Lodge	91. Sons
17. Chapter	42. Division	67. Ministry	92. Squad
18. Children	43. Elites	68. Monastery	93. Syndicate
19. Church	44. Empire	69. Monks	94. Team
20. Circle	45. Enterprise	70. Mothers	95. Temple
21. Clan	46. Explorers	71. Movement	96. Tribe
22. Club	47. Faction	72. Mystics	97. Trust
23. Coalition	48. Family	73. Network	98. Union
24. Collective	49. Fathers	74. Order	99. Unit
25. Committee	50. Federation	75. Organization	100. Workshop

**PUBLIC OR PRIVATE EVENT** ("A Silent *Serenade* of the Wraith King")

1. Adoption	26. Day	51. Harvest	76. Sacrifice
2. Appearance	27. Debate	52. Hearing	77. Sawing
3. Auction	28. Derby	53. Hunt	78. Schism
4. Awakening	29. Detongueing	54. Hymn	79. Screaming
5. Ball	30. Display	55. Inauguration	80. Seance
6. Bazaar	31. Drowning	56. Initiation	81. Serenade
7. Beheading	32. Duel	57. Joust	82. Sermon
8. Bonfire	33. Equinox	58. Market	83. Show
9. Burning	34. Evening	59. Masquerade	84. Skinning
10. Carnival	35. Execution	60. Mass	85. Slow Slicing
11. Celebration	36. Exhibit	61. Meeting	86. Solstice
12. Ceremony	37. Expo	62. Mourning	87. Spectacle
13. Channelling	38. Fair	63. Opera	88. Stoning
14. Circus	39. Feast	64. Parade	89. Summit
15. Class	40. Festival	65. Party	90. Symphony
16. Communion	41. Fight	66. Penance	91. Symposium
17. Concert	42. Flying	67. Pilgrimage	92. Tasting
18. Conclave	43. Food Fair	68. Procession	93. Torture
19. Consecration	44. Funeral	69. Prophecy	94. Tournament
20. Contest	45. Gala	70. Reading	95. Vigil
21. Convention	46. Gallery	71. Reception	96. Visitation
22. Convocation	47. Gathering	72. Recital	97. Walk
23. Creature Fair	48. Gazing	73. Regatta	98. Wedding
24. Crucifixion	49. Gibbeting	74. Ritual	99. Whipping
25. Dance	50. Hanging	75. Sabbat	100. Worship

**HISTORIC RECORD** ("The Eldritch *Insurrection* of the Sixth Plague")

1. Absolution	26. Convergence	51. Famine	76. Rebirth
2. Act	27. Coronation	52. Formation	77. Reckoning
3. Affair	28. Coup	53. Imprisonment	78. Reconciliation
4. Alliance	29. Covenant	54. Infestation	79. Redemption
5. Apocalypse	30. Crash	55. Inquisition	80. Remembrance
6. Armada	31. Crisis	56. Insurrection	81. Resurrection
7. Ascension	32. Crowning	57. Invasion	82. Retribution
8. Atonement	33. Cursing	58. Judgment	83. Revelation
9. Attack	34. Decree	59. Kiss	84. Revolution
10. Banishment	35. Dedication	60. Liberation	85. Salutation
11. Baptism	36. Defiance	61. Melding	86. Succession
12. Benediction	37. Deposition	62. Migration	87. Summer
13. Betrayal	38. Depression	63. Miracle	88. Summoning
14. Binding	39. Dethroning	64. Murder	89. Time Leap
15. Blessing	40. Disaster	65. Naming	90. Tithing
16. Campaign	41. Discovery	66. Night	91. Trail
17. Chanting	42. Dissection	67. Oath	92. Transcendence
18. Choir	43. Dissolution	68. Omen	93. Treaty
19. Circle	44. Divination	69. Opening	94. Trial
20. Cleansing	45. Entombment	70. Ordeal	95. Triumph
21. Collision	46. Evocation	71. Penance	96. Unveiling
22. Conflagration	47. Exaltation	72. Purge	97. Uprising
23. Conflux	48. Exile	73. Purification	98. Viewing
24. Conquest	49. Exorcism	74. Quest	99. Vow
25. Consecration	50. Fall	75. Rapture	100. War





# Names & Titles

BY INFERNAL RITE, THE COVENANT SEALED

*Angelic*

*Demonic*

## BEGINNING

1. Ad	51. Oli
2. Al	52. O
3. Ar	53. Oma
4. Aza	54. Or
5. Ba	55. Pa
6. Be	56. Pe
7. Bru	57. Pha
8. Ca	58. Po
9. Cha	59. Qo
10. Che	60. Qu
11. Clo	61. Ra
12. Co	62. Re
13. Da	63. Ri
14. Do	64. Ro
15. Du	65. Sa
16. E	66. Se
17. El	67. Ser
18. Ele	68. Ska
19. En	69. Sl
20. Eri	70. So
21. Eze	71. Sol
22. Fa	72. Su
23. Fel	73. Ta
24. Fl	74. T
25. Fu	75. Tho
26. Ga	76. Thu
27. Gl	77. Tr
28. Gr	78. Ty
29. Gru	79. Tza
30. Ha	80. Uri
31. He	81. Uru
32. Ir	82. Uz
33. Ith	83. Vai
34. Jez	84. Ve
35. Ji	85. Vi
36. Jo	86. Vra
37. Kha	87. Vu
38. Ki	88. Wra
39. Ku	89. Wu
40. La	90. Xa
41. Le	91. Xe
42. Li	92. Ya
43. Lu	93. Yal
44. Mal	94. Yar
45. Mi	95. Yeh
46. Mo	96. Za
47. Na	97. Ze
48. Ne	98. Zer
49. No	99. Zha
50. Nu	100. Zo

## ENDING

1. ael	51. miel
2. ahiah	52. mion
3. ail	53. model
4. aliel	54. mon
5. ais	55. nael
6. biar	56. niah
7. biel	57. nix
8. bris	58. oel
9. cian	59. oin
10. cias	60. pialo
11. chiel	61. phan
12. diar	62. phia
13. diaro	63. phiel
14. diax	64. rehel
15. diel	65. riel
16. dir	66. rim
17. dion	67. rion
18. dior	68. rius
19. dyn	69. ron
20. dris	70. rum
21. elhar	71. sael
22. emion	72. siel
23. etal	73. shar
24. fien	74. sorial
25. fiel	75. taniel
26. gael	76. terah
27. gal	77. tihar
28. haniel	78. thiyz
29. haniel	79. thiel
30. iah	80. thos
31. ian	81. tision
32. iel	82. thorz
33. ion	83. tris
34. ium	84. tius
35. ius	85. udiel
36. kion	86. uiel
37. lael	87. uriel
38. lah	88. viel
39. lan	89. vius
40. lar	90. xus
41. laiaz	91. yliel
42. liel	92. zabel
43. lix	93. zal
44. lium	94. ziel
45. lyus	95. zrien
46. mael	96. zer
47. myian	97. zette
48. miari	98. ziahn
49. mien	99. ziirn
50. miah	100. zior

## BEGINNING

1. Adra	51. Q
2. Arah	52. Qor
3. Az	53. Qrex
4. Bael	54. Quel
5. Bli	55. Quo
6. Blor	56. Rhul
7. Blor	57. Sat
8. Bor	58. Ser
9. Bri	59. Skar
10. Crev	60. Skel
11. Dor	61. Skrath
12. Drak	62. Skri
13. Dreg	63. Skul
14. Drex	64. Thal
15. Dul	65. Thorg
16. Eld	66. Thra
17. Exx	67. Threx
18. Freg	68. Tor
19. Fryx	69. Tor
20. Gar	70. Torn
21. Gel	71. Tri
22. Gor	72. Ty
23. Grim	73. Ul
24. Grish	74. Uz
25. Gro	75. Va
26. Grol	76. Val
27. Gyth	77. Ven
28. Hag	78. Vex
29. Hama	79. Vor
30. Hax	80. Vren
31. Hema	81. Vulk
32. Hor	82. Wan
33. Jek	83. War
34. Jor	84. Woc
35. Klor	85. Xal
36. Kor	86. Xe
37. Kran	87. Xor
38. Krel	88. Xyl
39. Lil	89. Y
40. Lug	90. Y
41. Ma	91. Ygr
42. Mel	92. Yon
43. Morth	93. Yz
44. Nek	94. Zar
45. Neth	95. Zed
46. Nul	96. Zen
47. Om	97. Zep
48. Orth	98. Zor
49. Ph	99. Zu
50. Plur	100. Zul

## ENDING

1. bran	51. nor
2. dor	52. noth
3. dran	53. nox
4. drax	54. ntz
5. ganox	55. nytik
6. garoth	56. phor
7. gath	57. phrax
8. gax	58. qqa
9. gaz	59. quel
10. gyax	60. quil
11. ghal	61. quix
12. glath	62. rael
13. gloth	63. rax
14. gnok	64. rexlor
15. gon	65. rian
16. gonoth	66. rion
17. goth	67. rix
18. grael	68. tak
19. grath	69. th
20. grax	70. thak
21. grimh	71. thall
22. gronath	72. thikk
23. hathian	73. thim
24. inox	74. thir
25. kor	75. thlax
26. koxx	76. thok
27. kuk	77. thon
28. lan	78. thox
29. lar	79. thranox
30. lax	80. thras
31. lith	81. thrax
32. lithos	82. threx
33. lix	83. thryx
34. lokk	84. thul
35. lorgh	85. trix
36. loth	86. vel
37. lyok	87. venor
38. mar	88. vix
39. mon	89. vox
40. moth	90. x
41. nack	91. xen
42. nak	92. yricon
43. nal	93. yrc
44. nath	94. yck
45. nax	95. yxick
46. nixor	96. znak
47. nnaft	97. zoth
48. nogah	98. zox
49. nok	99. zrik
50. nook	100. zzik



## BLACK LEGION TITLES (Example: Praetor Sonorus of the Airborne Jägers)

### POSITION 2D12 (no you can't roll General)

1. Legatus <small>(General)</small>	13. Triarii <small>(Elite Infantry)</small>
2. Praetor <small>(Colonel)</small>	14. Sagittarii <small>(Archer)</small>
3. Dux <small>(War Duke)</small>	15. Aeneator <small>(Musicians)</small>
4. Tribune <small>(Brigade Command)</small>	16. Tessariux <small>(Guard Chief)</small>
5. Primus Pilus <small>(Senior Captain)</small>	17. Cornicen <small>(Horn-Blower)</small>
6. Centurion <small>(Captain)</small>	18. Signifer <small>(Standard-Bearer)</small>
7. Optiofex <small>(Lieutenant)</small>	19. Explotores <small>(Scouts)</small>
8. Evocatus <small>(Veteran)</small>	20. Speculaal <small>(Special Operations)</small>
9. Decanox <small>(Squad Leader)</small>	21. Munitionarii <small>(Quartermaster)</small>
10. Principhaal <small>(Heavy Infantry)</small>	22. Frumentarii <small>(Intelligence)</small>
11. Pedites <small>(Regular Infantry)</small>	23. Classiarius <small>(Navy Marine)</small>
12. Hastati <small>(Spearmen)</small>	24. Nauarchus <small>(Navy Admiral)</small>

### TITLE SUFFIX

1. Sonorus
2. Lux
3. Custodis
4. Occultus
5. Arcanus
6. Magnus
7. Secundus
8. Ordinis
9. Grandis
10. Ultimus
11. Regalis
12. Maximus

### BLACK LEGION OUTFITS

1. Airborne Jägers
2. Armored Knights
3. City Guard
4. Intelligence
5. Marine Korps
6. Navy Service
7. Praetorian Guard
8. Regular Legion
9. Royal Guard
10. Satanic Squadron
11. Secret Police
12. Special Forces

## TITLES IN THE SATANIC COURT (Example: Blistering Chancellor of the Abyssal Science Armory)

### ADDITION

1. Blistering
2. Discordant
3. Grim
4. Impure
5. Infernal
6. Insidious
7. Licentious
8. Necrotic
9. Nefarious
10. Ominous
11. Phlegm
12. Primeval
13. Purgatory
14. Rancid
15. Repugnant
16. Sinister
17. Soiled
18. Treachery
19. Unlight
20. Vicious

### POSITION

1. Chancellor
2. Governor
3. Consul
4. Magistrate
5. Justiciar
6. Prefect
7. Margrave
8. Minister
9. Director
10. Overseer
11. Curator
12. Mayor
13. Secretary
14. Herald
15. Executor
16. Notary
17. Scribe
18. Auditor
19. Accountant
20. Bailiff

### OFFICE

1. of Abyssal Science
2. of Alchemy
3. of Apostasy
4. of Arts and Writing
5. of Curses and Hexes
6. of DIS
7. of Dreams
8. of Eldritch Exploration
9. of Heretical Loops
10. of Infernal Ecology
11. of Licences and Permits
12. of Maps
13. of Punishment
14. of Sacrificial Offerings
15. of Signs
16. of Soul Harvesting
17. of the Seven Sins
18. of Torment
19. of Treasury
20. of True History

### INSTITUTIONS & BUILDINGS

1. Armory	11. Infirmary
2. Bastille	12. Library
3. Board	13. Magisterial Court
4. Bureau	14. Ministry
5. Chancery	15. Parliament
6. Consulate	16. Royal Court
7. Council	17. Sanatorium
8. Courthouse	18. Scriptarium
9. Department	19. Sheriffs Office
10. Garrison	20. Throne

### PRIVATE ESTABLISHMENTS & LOCALES

1. Theatre/Opera	11. Dyinghouse
2. Menagerie	12. Apothecary/Witch
3. Bath/Pain spa	13. Plaza/Gallows
4. Brothel/Inn	14. Shops/Markets
5. Mill/Baker	15. Cartographer
6. Oracle/Mystic	16. Soul trader/Guild
7. Butcher/Tavern	17. Barber/Surgeon
8. Corpse handlers	18. Casino/Temple
9. Mortuary	19. Haxan office
10. Smithy/Forge	20. Void port/Port

## MEMBERS OF THE SATANIC CHURCH (Example: Abyssal Acolyte of the Accidental Deaths Abbey)

### ADDITION

1. Abyssal -
2. Arch -
3. Black -
4. Grave -
5. Diabolic -
6. Death -
7. Dread -
8. Luminous -
9. Elder -
10. Rune -
11. Exalted -
12. Head -
13. High -
14. Master -
15. Sinister -
16. Seraphic
17. Supreme -
18. Impure -
19. Grand -
20. Prime -

### POSITION

1. Acolyte
2. Curate
3. Scribe
4. Auditor
5. Executor
6. Deacon
7. Sage
8. Priest
9. Inquisitor
10. Oracle
11. Prefect
12. Envoy
13. Vicar
14. Bishop
15. Magister
16. Cardinal
17. Patriarch
18. Dominus
19. Magus
20. Archon

### CHURCH

1. of Accidental Deaths
2. of Magicks
3. of Oblivion
4. of Rapture
5. of Revelations
6. of Sacrifice
7. of Stairs
8. of Torment
9. of the Abyssal Womb
10. of the Ashen Garden
11. of the Blackened Veil
12. of the Conquistadors
13. of the Eldritch Sacrament
14. of the Flesh
15. of the Infernal Covenant
16. of the Knight Templars
17. of the Midnight Fruit
18. of the Ravenous Fluid
19. of the True Fathers
20. of the Unholy Trinity

### INSTITUTIONS & BUILDINGS

1. Abbey
2. Altar
3. Basilica
4. Cathedral
5. Chamber
6. Chapel
7. Chapter
8. Church
9. Cloister
10. Convent
11. Covenant
12. Diocese
13. Hermitage
14. Ministry
15. Monastery
16. Oratory
17. Order
18. Parish
19. Sanctuary
20. Temple



# Cast

Populate your world with beings using the following tables as you wish. If you know the being but just want to give them a concept roll the without forms and give them a personality based upon a dark mark. If you need a named strong entity, simply roll the Influential Entities table. Roll 1D20 to determine the tier of the being.

*A Greater Alchemist who is a Sphinx, A Lilith Executioner, A Lesser Inquisitor with the King personality, A Greater Judge Daemon with the Murderer personality etc*

RANDOM	ENTITY TIER
1-6	Lesser
9-15	Regular
16-20	Greater

## WITHOUT FORMS

Random dark marks or personalities.

1. The Abomination
- 2-3. The Alchemist
- 4-7. The Assassin
- 8-9. The Behemoth
- 10-13. The Berzerker
- 14-16. The Blacksmith
17. The Blood Oracle

- 18-21. The Bull
- 22-23. The Cartographer
- 24-26. The Chrono Seer
- 27-30. The Cultist
31. The Digital
- 32-35. The Dragon
- 36-39. The Executioner
40. The Faithful
- 41-44. The Fool
- 45-47. The Hanged Man

- 48-49. The High Priestess
- 50-54. The Holy Diver
- 55-57. The Immortal
- 58-59. The King
- 60-63. The Keeper of Secrets
64. The Lover
- 65-67. The Merchant
68. The Messenger
- 69-73. The Murderer
- 74-76. The Mystic

- 77-80. The Navigator
- 81-82. The Necromancer
83. The Silent Giant
- 84-86. The Sphinx
87. The Survivor
- 88-90. The Torturer
- 91-93. The Traitor
- 94-95. The Tyrant
- 96-97. The Whore
- 98-100. The Witch

## FORMS

Random encounters and beings.

1. Undying
2. Dark Soul
3. Nano Suit
4. Satanic Entity
5. Genesis Soul
6. Lilith
7. Jäger
8. Knight
9. Necronaut
10. Death Weaver
11. Muse
12. Abyssal Mystic
13. Divine Mystic
14. Artisan
15. Rare Blood
16. Elysian
17. Psycho Tech
18. Doctor
19. Witch
20. Alchemist
21. Valkyrie
22. Black Valkyrie
23. Death Stalker
24. Blood Goat
25. Deacon Silas
26. Epsilon Cultist
27. Haxan Cultist
28. Machinae
29. Unlight Creature
30. Plague Locust
31. Red Swan
32. Pig Fiend
33. Unlight Soul
34. Being of Spark
35. Aurai
36. Dryad
37. Naiad
38. Oread
39. Thyiade
40. Satyr
41. Pane
42. Seilenoi
43. Faun
44. Dökkalf
45. Dwarg
46. Myrkir
47. Ghost
48. Agent of Haxan
49. Soul

50. Black Legionnaire
51. Centurion
52. Disciple Witch of Haxan
53. Being of Unlight Spark
54. Spinaic Imp
55. Spinaic Succubus
56. Spinaic Incubus
57. Spinaic Drude or Mare
58. Agrippean Furie
59. Agrippean Judge
60. Agrippean Quaternary
61. Agrippean Dark Spirit
62. Black Horrux Command
63. Abyss Walker
64. Death Diver
65. Nether Navigator
66. Empyrean
67. Netherhound
68. Great Mother
69. Hades Unit
70. Hydra Shark
71. Arachnite
72. Gardener Demon
73. Harpy
74. Chimera
75. Death Wolf
76. Sphinx
77. The Blood Phantoms
78. Lost God
79. Satanic Priest
80. Inquisitor
81. True Father
82. Cambion
83. Protogod
84. Demigod
85. High Witch of Haxan
86. Titan
87. Einherjar
88. Arch Witch of Haxan
89. Red Dust
90. Fallen Deacon
91. Red God
92. Dead God
93. Laterne Demon
94. Fallen Kherub
95. Fallen Seraph
96. Red God Strider
97. Fallen Archangel
98. Machine Angel
99. Prime Witch of Haxan
100. Serpent

## INFLUENTIAL ENTITIES

1. Worm God Hatred
2. Worm God Life
3. Worm God Halt
4. Worm God Rot
5. Worm God Fear
6. Worm God Chaos
7. King Asmodeus
8. King Bael
9. King Beleth
10. King Belial
11. King Paimon
12. King Purson
13. King Zagan
14. Anubis
15. Hathor
16. Horus
17. Osiris
18. Seth
19. Thoth
20. Hades
21. Hecate
22. Hypnos
23. Nyx
24. Charon
25. Aphrodite
26. Apollo
27. Ares
28. Artemis
29. Athena
30. Demeter
31. Dionysos
32. Hephaestus
33. Hermes
34. Poseidon
35. Freyja
36. Freyr
37. Njord
38. Idun
39. Loki
40. Odin
41. Thor
42. Tyr
43. Cheshire Cat
44. Hanuman
45. Nyarlathotep
46. The Unchained One
47. Machine Angel Afriel
48. Machine Angel Ananiel
49. Machine Angel Barachiel

50. Machine Angel Cassiel
51. Machine Angel Gabriel
52. Machine Angel Nakir
53. Eternal Love
54. Eternal Death
55. Eternal Time
56. Eternal Purity
57. Eternal Courage
58. Eternal Trust
59. Eternal Law
60. Machine Angel Azazel
61. Elucidor - The great Gospel
62. Aecus - Judgespirit of Hades
63. Marquis Leraje
64. Lord Tyrrian - Slave God
65. Prime witch of Thelema
66. Prime witch of Wormwood
67. Vor'thul - Warden of Wormwood
68. Prime witch of Stregheria
69. Prime witch of Birch Moon
70. Prime witch of Sacred Flame
71. The White Sun
72. Marquess Decabria
73. Duke Agares
74. Duke Valefor
75. Duke Barbatos
76. Duke Buer
77. Duke Guison
78. Duke Eligos
79. Duke Sallos
80. Duke Haborym
81. Marquis Naberius
82. Duke Buné
83. Duke Berith
84. Duke Astaroth
85. Marquis Sabnock
86. Duke Vapula
87. Marquis Kimaris
88. Duke Amduscias
89. Crenshax - Oracle of Sandro
90. Marduk - the Sun Calf
91. Ira - Star goddess
92. Macinio - God of the Crescent Moon
93. Geri and Freki
94. Xocrates
95. Lionnor - Death Messiah
96. The Three Norns
97. Mimir
98. Prince Seere
99. Mephistopheles
100. Isis



## REPUTATION



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