

## *Bound To Power: Another Summoning*



You hardly have any warning. One moment you're going about your day, the next it feels like a cold hook drives itself into your... your... you don't have words for it. It is not your brain, though you feel your thoughts shred. It's not your heart, though your blood freezes, tearing through your veins and arteries like ice, like knives. It's a split second of agony the likes of which you have no words for.

And then you're not in your body anymore. You're being dragged through... What?

Through nothing. Not blackness, or grayness, or chaotic impossibilities, or anything else. You are dragged through an absence so profound that no description suffices, your thoughts and awareness dodging away from them. The hook is firmly lodged in you, and that hook is at the end of some... some kind of... the only word you have is 'chain.' It's wrong. It's not a hook, it's not a chain, but you lack the words.

Still, you focus on the chain.

Only... the hook is a... description, you realized. Somehow you see it, understand the intent behind it. It's a call. Only... that feels horribly wrong. When it didn't find what it sought, it continued until it found you. However it was made, it was malformed, and then worn away by the nothing that now surrounds you.

And then you're terrified to realize that that's not a problem, because in this Nothingness, its description is stronger than your reality.

It's seeking a -

## *Roles*

Pick at least One Role.

You may pick up to Four roles, but keep track of how many you pick. They may cost you...

Each Role taken informs and enforces a new nature on you, granting you an Omen and inflicting consequences on you.

<u>Role</u>	<u>Task</u>	<u>Consequence</u>
Adviser	Take a <b>Weaver</b> , <b>Master</b> , or <b>Heresiarch</b> Omen that is focused on insight, skills, and/or a foundational ability at seeming (or being) prescient; in line with the behind the scenes evil vizier.	+1 Portent. +1 Binding.
Artisan	Take a <b>Master</b> or <b>Artificer</b> Omen that is focused on crafting skills and/or foundational ability to create useful items and tools.	+0 Portent. +0 Binding.
Artist	Take a <b>Master</b> or <b>Trickster</b> Omen of modest power—an Omen that doesn't trigger Greater Demon—that is focused on creativity skills and/or foundational ability to create art and inspire emotions.	+0 Portent. -1 Binding.
Caretaker	Take a <b>Tempter</b> or <b>Muse</b> Omen of modest power—an Omen that doesn't trigger Greater Demon—that is focused on nurturing skills and/or foundational ability to care for others; in line with a healer or caretaker.	+0 Portent. -1 Binding.
Castellan	Take a <b>President</b> , <b>Idol</b> , or <b>Weaver</b> Omen that is focused on leadership skills and/or foundational ability to command and control minions and armies.	+1 Portent. +1 Binding.
Factotum	Take a <b>Master</b> or <b>Heresiarch</b> Omen that is focused on repair skills and/or foundational ability to craft objects and maintain grounds or fortifications.	+0 Portent. +0 Binding.
Lover	Take an <b>Idol</b> or <b>Siren</b> Omen of modest power—an Omen that doesn't trigger Greater Demon—that is focused on seduction skills and/or foundational ability to please a partner; in line with a courtesan.	+0 Portent. -1 Binding.
Maid	Take a <b>Defiler</b> or <b>Master</b> Omen of modest power—an Omen that doesn't trigger Greater Demon—that is focused on cleaning and organizational skills and/or foundational ability to maintain a household or workplace.	+0 Portent. -1 Binding.
Occultist	Take an <b>Artificer</b> , <b>Ritualist</b> , or <b>President</b> Omen that is focused on knowledge of the occult and/or foundational ability to sense the spiritual and perform rituals.	+1 Portent. +1 Binding.

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<u>Role</u>	<u>Task</u>	<u>Consequence</u>
Seneschal	Take a <b>Weaver</b> or <b>Master</b> Omen that is focused on administrative skills and/or foundational ability to manage resources and logistics.	+0 Portent. +0 Binding.
Spy	Take a <b>Trickster</b> , <b>Elemental</b> , or <b>Oracle</b> Omen that is focused on subterfuge skills, gifts of subtle or ghostly nature, and/or foundational clairvoyant ability.	+1 Portent. +1 Binding.
Warrior	Take a <b>Ravager</b> , <b>Malfactor</b> , or <b>Abomination</b> Omen that is focused on fighting skills and/or foundational martial ability.	+1 Portent. +1 Binding.

As new knowledge and abilities bloom in you, you feel your spiritual form being reshaped. It makes your “surrounding” no more pleasant. Like a piece of dry wood held underwater, your spirit keeps trying to burst free from this nothingness, to pop out into reality, and again and again.

The hook in you drags you onward, but you realize you’re dragging a contrail of possibilities from worlds you’ve collided with.

Mere moments before you might have said what you wanted most of all in this world was escape into reality. Any reality. You have learned better. Because the chains have started to truly invade you.

## Binding

The Binding Attribute is a measure of how tightly bound you are. The higher it is, the more power your Master holds over you, and the harder it will be to escape him or her.

Some Roles will increase your binding; summoners are more leery of devil assassins than they are of Succubi, even if that’s not always a wise attitude. In other cases, you’re being tasked with a role that isn’t respected—a dangerous attitude, but a common one.

The chains gather the substance of the Abyss to you, and as you skipped across realities in your journey, their myriad natures added weight to your spirit. Yet unreality has ground you down. Has the sum experience exalted you, or ruined you? If you can’t reduce your binding below 8 before your summoning finishes, you are doomed.

## Binding

The use of Portent - the otherworldly potential you absorbed on your journey beyond reality - can further increase or decrease Binding. A low Binding means you might slip your leash... but generally the choices that lead to a low binding leave you weaker or more vulnerable, making both the attempt to free yourself, and even success at it, more dangerous. On the other hand, a high Binding leaves you thoroughly enslaved, but offers power that might let you endure long enough to earn that freedom.

The inherent complexity of a demon's nature varies, and grows more multifaceted as their rank increases. Free roles are just that: how many Roles you start out with. Any Roles you took past that limit will have to be paid for later...

<p><b>Demon God Mode</b></p> <p><u>Initial Binding</u> -∞</p> <p><u>Starting Portent</u> 15</p> <p><u>Free Roles</u> 4</p>	<p><b>Archdemon Mode</b></p> <p><u>Initial Binding</u> -20</p> <p><u>Starting Portent</u> 12</p> <p><u>Free Roles</u> 3</p>	<p><b>Demon Lord Mode</b></p> <p><u>Initial Binding</u> -10</p> <p><u>Starting Portent</u> 9</p> <p><u>Free Roles</u> 2</p>
<p><b>Greater Demon Mode</b></p> <p><u>Initial Binding</u> -5</p> <p><u>Starting Portent</u> 6</p> <p><u>Free Roles</u> 2</p>	<p><b>Demon Mode</b></p> <p><u>Initial Binding</u> 0</p> <p><u>Starting Portent</u> 3</p> <p><u>Free Roles</u> 1</p>	<p><b>Slave Mode</b></p> <p><u>Initial Binding</u> 8</p> <p><u>Starting Portent</u> 0</p> <p><u>Free Roles</u> 2</p>

## Binding State

At Zero Binding, all of these apply to you -

## Binding State

<p>You must obey the letter of any order your master gives you. But...</p>	<p>All orders implicitly carry the order, "Don't Harm Me" from your master.</p> <p>You also will feel compelled to obey the spirit and intentions of any order your master gives you. But...</p>	<p>You feel positively inclined towards your master, with that feeling being reinforced whenever you are in their presence. It's easy to let go of grievances and hard to hold on to grudges and slights. But...</p>
<p>...the longer you've been following an order, the weaker it becomes, until after a week without reinforcement you can shake it off entirely.</p>	<p>...the more this pushes you out of your comfort zone, the more it will wear away at the binding, weakening it.</p>	<p>...the longer you're away from your master, the more unnatural feelings will fade. So long as you can cling to your grudges, you can learn to hate them.</p>
<p>Your master can call you up from the abyss with a short ritual. It's possible to prepare that ritual in advance. You must be in the Abyss to be summoned.</p>	<p>Your master can give other people power over you. Such control acts as if they were at binding level one lower. But...</p>	<p>If the Binding breaks, you must stay free for a hundred and one days for it to completely decay away. If bound again during that time, it resumes its old level.</p>
<p>They can send you back to the abyss with a short command taking about five seconds. They must be in your presence to banish you.</p>	<p>...any damage they do to the binding passes on to your master's binding.</p>	<p>The remnant portions of the old bindings on a <i>Free Devil</i> occupy the place any new binding would be set, degrading and weakening such attempts.</p> <p>Become a <i>Free Devil</i> enough times; it will be impossible to enslave you again.</p>

## Binding State

<p>When the binding is Damaged you can use that to attempt to become temporarily free, letting you perform mischief.</p>	<p>When the Binding is damaged, you can use that to attempt to degrade the binding, lowering your current Binding.</p>	<p>If you haven't yet used the damage, it's possible for your master to repair it.</p>
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## Shifting Bonds

As Binding Increases...		
<p>At 1...</p>	<p>It takes months for orders to decay.  Being under order counts as being in your master's presence for the purposes of your feelings towards them.</p>	<p>You must stay free for two hundred and thirteen days to become a <i>Free Devil</i>.</p>
<p>At 2...</p>	<p>Your positive feelings for your master weaken any damage done to the binding</p>	<p>You must stay free for three hundred and sixty six days to become a <i>Free Devil</i>.</p>
<p>At 3...</p>	<p>Your master can banish you to the abyss no matter where you are.</p>	<p>You must stay free for seven hundred and twenty seven days to become a <i>Free Devil</i>.</p>
<p>At 4...</p>	<p>Your orders taken years to weaken</p>	<p>You must stay free for five years to become a <i>Free Devil</i>.</p>
<p>At 5...</p>	<p>You feel love towards your</p>	<p>You must stay free for ten years</p>

## Shifting Bonds

	<p>master, with that feeling being reinforced whenever you are in their presence.          You'll subtly rewrite your own memory while in their presence to put them in a positive light, and you won't recover your original memory when you leave their presence.</p>	<p>to become a <i>Free Devil</i>.</p>
<p>At 6...</p>	<p>Your Bond slowly repairs itself</p>	<p>You must stay free for fifty years to become a <i>Free Devil</i>.</p>
<p>At 7...</p>	<p>Your bond becomes unbreakable. You always count as being in your master's presence. You now always follow the spirit and intention of their wishes, which you can flawlessly sense.</p>	<p>Only the death of your master will free you, something you'll instinctively work to prevent with everything you have.</p> <p>You must stay free for one hundred years to become a <i>Free Devil</i>.</p>
<p>At 8 or more...</p>	<p>You become the perfect tool of your master, instinctively adapting yourself to their whims and wishes, not merely in a moment to moment way, but to fulfill their long term needs and wants.          If you ever lose your current master, the Bond will instantly be inherited by whoever they would wish would claim you next (so long as that isn't you yourself). If no such person exists, then their legal heir. If no</p>	<p>You will never be free.</p>

## Shifting Bonds

	such person exists, then whoever killed them. If no such person exists, then whoever is closest. If no such person exists, then you'll sleep a dreamless sleep until you're found and claimed by your next master.	
As Binding Decreases...		
At -1...	It becomes easier to ignore the intentions of orders.	You must stay free for Ninety Three Days to become a <i>Free Devil</i> .
At -2...	You no longer are inherently positively inclined towards your master	You must stay free for Seventy One Days to become a <i>Free Devil</i> .
At -3...	Your negative Feelings towards your master increase any damage done to the Bond.	You must stay free for Fifty Two Days to become a <i>Free Devil</i> .
At -4...	The Bond passively frays, and must be repaired at least once every six months to stop you from attempting to suspend it, or once a year to stop you from degrading it.	You must stay free for Thirty Seven Days to become a <i>Free Devil</i> .
At -5...	All rituals involving you,	You must stay Free for Thirteen

## Shifting Bonds

	whether to summon, banish, or repair the binding, become much longer, and have a chance of silently failing	Days to become a <i>Free Devil</i> .
At -6...	You can become very creative even with direct orders, and can completely ignore the spirit of an order. Orders no longer contain the implicit order not to harm your master.	You must stay free for twenty five hours to become a <i>Free Devil</i> .
At -7 or lower...	You become <i>free</i> .	Your binding snaps and you become a <i>Free Devil</i> .

Every time you become a *Free Devil*, you 'base' Binding permanently decreases by 1. That is, the binding a new master will trap you at if you're summoned and enslaved again. If your base Binding is -7 or lower, you're immune to being bound.

### *The Abyss*

You Breach into reality, and unlike your previous times, you stay. You've reached the origin of the chains... or rather, where they were supposed to find their target... and where they punch outside their own universe when they didn't find them.

That is to say... you're in hell.



You are rising slower now, the chains that wrap about you try to catch on layers as you smash through them. Soon they will dig in, and solidify your connection to a location. That will be your abyssal home, you realize. The place you return to again and again, until forever finds its end.

The hells whip past you, images of desolation being replaced by ones of corruption, only to fade to images of decadence.

You see empty places, limbos along the vertices of places, flux lines where the Abyss deflects reality away. They are gaping wounds of emptiness on a literally ontological level. If you ground yourself there, you would have a safe place to fall back to, if perhaps a lonely one.

You see wastelands of damnation, places where damn souls cluster like sparkling gems, their terrible prison-cysts leaking the substance of incarnation. The terrible storms of substantiation that fuel growth, currents of form that are caught in the flux lines and distributed to feed existing layers, and grow new ones.

You see the Deserts, those layers that formed along the edges of wastelands, places where the outflow was weakened enough to provide substance, without inviting endless storms of ruin, or that formed along at the outer rings of oases, where the plenty has been tapped out, but substance makes its way there as waste products. Such deserts are marginally habitable. These are the planes most demons live in, though it's a 'most' that

spreads thin, balanced between danger and deprivation.

And then there's the Oases themselves. Places where the Cysts of the damned were buried deep, containing each other and their effluence was tamed by pressure and their mutual prisons into a font of plenty, or places where the flux lines wrap around each other. Substance and existence rain down as plenty. Life teems about these nexus, and even the smallest oasis will have populations of demons in the tens of millions. The greatest ones will have populations in the hundreds of billions, most of it slums claimed by demons packed together like a nightmare version of Kowloon's Walled City.

The Hellscape  
(Choose One)

Limbo

When banished back to hell, you find yourself in an emptiness. A place where no one else dwells. There is no one else here, and there never will be. It is a place for you. Your private torment. Only through force and intention could another demon or wizard invade, and the very world would reject their presence, weakening them until they're finally cast out.

You need not fear harm during your time in hell. That's... a limited blessing. But it can be a blessing

Wasteland

You are in what can only be called a 'blasted hellscape' There are other demons here, though they aren't common. The sheer hostility of the place winnows much of the population, with most demons bound to a Wasteland spending the majority of their time dead or summoned out of hell.

There are many damned souls, each trapped in their terrible punishments. There's resources, and sometimes you might be able to trade with the damned. If you're masochistic enough to want to enter such zones.

Still, if you can survive, that very pressure can make this place useful. It's dangerous for otherworldly invaders - a mage wanting to hunt you down might think twice before invading here. There's other powerful demons, who might become allies, or food, or components for spells. And the region is rich in materials that can become alchemical reagents and other useful substances.

Desert

Less hostile than the wasteland, with your demonic regeneration along you're unlikely to die to the elements... too often. It would still make the worse places on earth seem paradisiacal. So quite pleasant for hell.

There will be the occasional demon village. Getting the right to settle in one is no mean feat, but they can be traded with, and they're someone to talk to.

The drawback to such a place is that... It's survivable. The number of hostile demons you'll encounter will increase tremendously. The zones around damned souls are still terrible even for hell, but there's resources to gather there. And material beings can survive here without *that* much trouble if they prepare right. At least for a time.

There's many things you can claim in such zones, whether by trading, harvesting from the damned, or taking from the environment.

Cosmopolitan

Anything more pleasant than the desert will be settled, no matter how terrible it is. So this option is for any such territory. They are many, and varied, but they're teeming with demons and the damned. Whether islands choking with life both above and beneath the waves, or vast multidimensional labyrinths, or living rape tunnels... anything more livable than the desert is going to be overcrowded.

Just remember that demons are born of the worst expressions of both order and chaos, filtered through entropic evil. Your decision making might not be tainted by such things, but that's hardly common.

Shifting  
[Costs +1  
Binding for 2, +2  
Binding for  
Walking]

You are not locked into a single return point when you come back to the Abyss.

For +1 Binding, you can lay your mark upon two hells as you pass through them, gaining the ability to banish yourself from one to the other, and back again.

For +2 Binding, you start out only knowing two hells, but you can learn more. Whenever you find yourself on a new layer, you can add it to your repertoire, returning to it as you will. You fill find it difficult to reach layers too far from your own alignment,

You feel your chain catch behind you as you continue to rise. You've made your choice, picked your damnation. Still, while the hostility of the environment was one factor, you caught others in your ascent. It's too late to change it now, but what was the plane you tied yourself to like?

Hell forms around three great principles. The Entropic truth of Evil twisting curdling reality into tyrannical chains of Order that bind things into place and form, even while its steady corrosive decay unleashes Chaos in made storms of whimsy and transformation. However, where a given layer of the abyss sits on that spectrum varies.

Your starting Entropy, Tyranny, and Whimsy are all 0.

Alignment Rating	Free Trait Purchases	Weakness Impact	Aligned Omen Limit
0	0	NA	1
1	1	-2 Binding per Level	2
2	1	-2 Binding per Level	2
3	2	-3 Binding per Level	3
4	2	-3 Binding per Level	3
5	3	-4 Binding per Level	4
6	4	-4 Binding per Level	5

Free Trait measures how many ranks of the associated alignment trait you automatically gain. Entropy grants Sinister. Tyranny grants Tyrannical. Whimsy grants Tumultuous.

Weakness Impact set the 'cost' (how much Binding you lose) for its associated Alignment Weakness trait. The Aligned weakness of Entropy is Vile, Whimsy has Haywire, and Tyranny attaches to Static. There is no 'rank zero', because taking the weakness increases the Alignment Trait, so taking the weakness puts you at least at one.

Aligned Omen Limit sets how many times you may discount an Omen for each Alignment in the Omen Builder Section.

Limbo can not and does not express a nature, and so if you are bound to a Limbo, purchasing anything but Neutral is forbidden.

Your starting plane can embrace both Chaos and Order, but the sum of order and chaos for that starting plane can't go past +4. The two combine to form a kind of wonderland, with chaos breaking symmetry and order forcing new strange rules. It can be almost a kind of mad wonderland. Evil exists on its own axis.

World Option	Cost
What Makes a Demon?	<p>The demons of the plane you arrive on are people. They are the products of their choices. They have many negative pressures, and their natural instincts push them in a dark direction,</p> <p>[Requires Neutral for all three planar Alignments This does not require Limbo to be purchased]</p>

	<p>but they can rise above it. Or fall.</p> <p>But they own their choices, and they can make better ones. They can be good, or foul. If they rise, they can fall, and if they fall, they can pick themselves up again.</p> <p>They're people, despite it all.</p> <p>In some ways this is a disadvantage, because people are predisposed against demons, and you trying to act better will get put down to demonic trickery (like it does with many demons trying to rise above the stereotype), rather than something genuine. You're giving up certain power for theoretical moral freedom, with a group of people that probably don't require external forces to push them towards evil.</p> <p>Is it worth it?</p>	
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Isekai Hell	<p>Maybe you are not unique? Perhaps otherworldly souls being harvested into demonhood is a known phenomenon, at least in hell. The wizards will think that they know better than to fall for the mad words of demons of course, no matter how true.</p> <p>No guarantee that anyone was isekai'd from <i>your</i> world, but there are other demons out there with the same experience, and like you, they may have unusual moral freedom for demons.</p>	
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	<p>You are tied to parts of the Abyss where Evil dominates. Entropy rules - it is a vector both environmental and spiritual.</p> <p>Physically, the world works to degrade, corrupt, or violate all that walks upon it. It pushes things towards invasive extremes. In more ordered planes, heat might spontaneously organize itself to dehydrate you, or flee your presence to lock you within an unending cold. In more chaotic ones, consistency breaks down with malicious intent, space might rip itself apart in a dozen different ways, all aimed working against you from moment to moment.</p> <p>Spiritually, demons from a plane aligned strongly with evil will embrace the worst archetypes of devils.</p>	
	<p>Neutral The Plane does not express the evils of the Hells. That doesn't mean it's pleasant, just that the plane does not actively work to enforce evil on the plane itself or its natives.</p>	<p>+ 0 Entropy</p>
<p>Entropic Evil</p>	<p>Hostile The Plane expresses the evil of the hells at a basic level. The world is more hostile than its mere physical properties seem like they should imply. Demon native to this plane will generally be worse than they should be, even considering the conditions of Hell. The worst response comes more easily, like a dark voice is always suggesting it to them.</p>	<p>+ 1 Entropy</p>
	<p>Malicious The Plane strongly expresses the evil of the hells. It corrodes and twists all into worse forms with an almost intelligent design. The world itself is cursed, and everything that's a part of it starts to express that. Demons native to this plane will generally express evil as a basic response. It's not merely that they have a dark voice, but that evil is emotionally satisfying on a basic level.</p>	<p>+2 Entropy</p>

<p>Fallen</p> <p>The Plane embodies the evil of the hells. Anything from such a plane will strongly express its moral alignment, such that it's actually mystically valuable... Though in the cause of Entropic Evil, there are few people who value those properties. Every piece of it will continue to seek to express its nature - a rock picked up from the plane could be the seed that curses a small village to horrific self destruction.</p> <p>Evil is no longer just an instinct or an emotional need - evil begins to feel like a moral truth. Pursuing evil begins to seem like a goal that's worth personal loss. A demon might still be honorable, or capable of long term thinking, but furthering evil for its own sake begins to be a goal that demons passively pursue. You begin to spontaneously see self-organization, sacrifice, or commitment to the cause of Hell for the sake of damnation.</p>	<p>+3 Entropy</p>
<p>Pure Evil</p> <p>The Plane concentrates and refines evil to an extent that's actively strange and horrific even for hell.</p> <p>Everything of the plane is corrupt. A handful of sand poured from a hellish beach onto the material plane could poison a mid-sized river, and lead the life in it to mutate into horrors.</p> <p>Demons from these planes are almost universally consumed by Evil. Evil is no longer a tendency, instinct, or creed. It is gravity. Demons pursue evil so wholeheartedly that they begin sabotaging themselves.</p> <p>They can no longer reliably make deals in good faith - a Demon of Greed who offers riches might mean that they bind you to their army as a slave soldier, helping you 'seize' riches from their enemies, so that you might deliver them to their vault: Greed so overwhelming that they can't give wealth away even temporarily.</p>	<p>+4 Entropy</p>

	<p>Evil at this level begins to become self-destructive to such an extent that it starts losing its ability to corrupt. This might seem like an advantage, but as you're bound to this plane, you'll be forced to deal with and interact with them regardless.</p>	
Rampant Chaos	<p>You are tied to parts of the Abyss where Chaos dominates. Whimsy overturns, as it is a transformation that is both environmental and spiritual. Physically, the world works to warp, disrupt, or overturn all stability inflicted upon it. It pushes things away from consistency.</p> <p>Spiritually, demons from a plane aligned strongly with Chaos will embrace the mad archetypes of devils.</p>	
	<p>Neutral The Plane does not express the chaos of the Hells. That doesn't mean it's pleasant, just that the plane does not actively work to enforce madness on the plane itself or its natives.</p>	+0 Whimsy
	<p>Eccentric The Plane expresses the chaos of the hells at a basic level. Consistency frays at the edges — distances are unreliable, landmarks shift when unobserved, and the same path walked twice may not lead to the same place.</p> <p>The plane has moods, and those modes are erratic. How places work bend under these personalities; a region might be perfectly navigable one season and hellish the next, with no clear cause for the change.</p> <p>Demons native to this plane will generally be more impulsive than they should be, even considering the conditions of Hell. Patience comes harder, whims come easier, and there's a restlessness to their thoughts — a nagging feeling that grows the longer they commit to course, that whatever they're doing, they should be doing something <i>else</i>. Staying still comes harder, and being restrained becomes</p>	+1 Whimsy

	<p>actively painful even in the short term. Consistency feels like a cage, and every routine is a trap.</p>	
	<p><b>Turbulent</b>  The Plane strongly expresses the chaos of the hells. Stability is an invasive species here, and the plane treats it accordingly. Decay is often not through entropy, but because the world simply decides to reinvent itself. A wall breaks down not into rubble but into a thicket, a river reversing direction because it got bored of flowing downhill. Cause and effect still operate, but they take creative liberties. The same action performed twice will produce different results, and trying to systematize the differences only accelerates them. Maps are aspirational at best.</p> <p>Demons native to this plane will generally express chaos as a basic response. It's not merely that they have a restless voice, but that change is emotionally satisfying on a basic level. Repetition feels physically nauseating.</p>	<p>+2 Whimsy</p>
	<p><b>Mad</b>  The Plane embodies the chaos of the hells. Anything from such a plane will strongly express its nature, such that it's actually mystically valuable — materials harvested from Protean layers are prized by enchanters and alchemists for their mutability, though working with them requires accepting that they will <i>continue</i> to express that nature. A chunk of stone carried from the plane might become glass, then iron, then a living beetle, all over the course of a week — and each transformation will somehow be contextually ironic.</p> <p>Change is no longer just an instinct or an emotional need — change begins to feel like a moral truth. Pursuing transformation for its own sake begins to seem like a goal worth personal loss. A demon might still be methodical, or capable of following a plan, but furthering chaos for its own sake begins to be a</p>	<p>+3 Whimsy</p>

<p>goal that demons passively pursue. You begin to spontaneously see obsessive reinvention, elaborate sabotage of stable systems, or commitment to disruption as a kind of sacred duty. Demons don't merely fail to keep promises — they find the concept of a binding agreement spiritually repulsive, and will undermine their own treaties out of principle.</p>	
<p><b>Pandemonium</b>  The Plane concentrates and refines chaos to an extent that's actively strange and disorienting even for hell. Everything of the plane is mutable. A fistfull of grass ripped from a hellish field and dropped onto the material plane wouldn't poison it. It would inspire it, matter nearby catching the contagion of change and beginning to express possibilities it was never meant to contain. Wood might become reflective and start showing scenes from other times. Water might develop opinions.</p> <p>Demons from these planes are almost universally consumed by Chaos. Change is no longer a tendency, instinct, or creed. It is vertigo. Demons reinvent themselves so compulsively that they begin losing coherence. They can no longer reliably maintain a consistent identity. A Demon of Deception might spend a century becoming so thoroughly someone else that it forgets it was ever deceiving anyone, only to shed that identity in an afternoon for no reason at all. Chaos so overwhelming that they can't maintain a self long enough to pursue any agenda, even an agenda of chaos.</p> <p>Chaos at this level begins to become self-defeating to such an extent that it starts losing its ability to disrupt. A perfectly chaotic system is, in its own horrible way, predictable — you know nothing will be the same, and that knowledge is itself a kind of order. This might seem like an advantage in warning not to deal with it, but as you're bound to this plane, you</p>	<p>+4 Whimsy</p>

	won't be able to escape its blast radius regardless.	
	<p>You are tied to parts of the Abyss where Order dominates. Tyranny binds, as it is a structure that is both environmental and spiritual. Physically, the world works to classify, constrain, and crystallize all that exists upon it. It pushes things towards a terrible perfection of form. Spiritually, demons from a plane aligned strongly with Order will embrace the tyrant archetypes of devils.</p>	
Crushing Order	<p>Neutral The Plane does not express the order of the Hells. That doesn't mean it's pleasant, just that the plane does not actively work to enforce structure on the plane itself or its natives.</p>	+0 Tyranny
Crushing Order	<p>Rigid The Plane expresses the order of the hells at a basic level. Rules are unusually absolute here — not merely physics, but propriety. Things have a place and a purpose, and the plane subtly resists anything being used outside its designated function. A sword used as a lever feels heavier. A room arranged 'wrong' develops a persistent chill. It's not an intelligent design so much as a kind of cosmic bureaucracy that insists on proper filing.</p> <p>Demons native to this plane will generally be more methodical than they should be, even considering the conditions of Hell. Spontaneity comes harder, routine comes easier, and there's a compulsive tidiness to their thoughts — not necessarily their living spaces, but their categories. Everything must be sorted. Friend or enemy. Useful or wasteful. Above or below. A tendency to find every freedom an inefficiency and every exception is a flaw.</p>	+1 Tyranny
Crushing Order	<p>Regimented The Plane strongly expresses the order of the hells. Deviation is treated as disease, and the plane's immune response is ruthless — a river</p>	+2 Tyranny

<p>that tries to change course is forced back into its banks by stone that grows to contain it. Seeds that fall in the wrong place don't take root. Creatures that wander outside their territory find the world becoming geometrically hostile, corridors narrowing, paths looping, space itself conspiring to return them to where they belong. The plane has roles, and everything in it is cast whether it auditioned or not.</p> <p>Demons native to this plane will generally express order as a basic response. It's not merely that they are methodical, but that hierarchy is emotionally satisfying on a basic level, and ambiguity feels like pain.</p>	
<p>Anankastic The Plane embodies the order of the hells. Anything from such a plane will strongly express its nature, such that it's actually mystically valuable — materials harvested from Petrified layers are prized for their permanence and precision, their crystalline perfection useful in binding circles and containment wards. Every piece of it will continue to seek to express its nature. A brick taken from the plane could be the seed that calcifies a household into a frozen tableau, every member locked into their role and routine until they starve at their posts.</p> <p>Order is no longer just an instinct or an emotional need. Order is a moral truth. Pursuing structure for its own sake begins to seem like a goal worth personal loss. A demon might still be creative, or capable of adaptation, but furthering order for its own sake begins to be a goal that demons passively pursue.</p> <p>You begin to spontaneously see caste systems, ritualized behavior, and fanatical dedication to hierarchy — not because it serves any purpose, but because the hierarchy is the purpose. Demons organize themselves into rigid chains of command and will enforce rank with lethal</p>	<p>+3 Tyranny</p>

<p>conviction, even when the rank structure serves no one.</p>	
<p><b>Absolute</b> The Plane concentrates and refines order to an extent that's actively strange and horrifying even for hell. Everything of the plane is fixed. A stone pulled from a quarry onto the material plane would crystallize its surroundings into terrible perfection — living things nearby slowing, stiffening, their biological processes becoming so perfectly efficient that they lose the capacity for adaptation. Muscles that perform one motion begin to lose the ability to perform any other. Minds that hold one thought find that thought becoming the only thought they can ever hold again.</p> <p>Demons from these planes are almost universally consumed by Order. Structure is no longer a tendency, instinct, or creed. It is paralysis. Demons define themselves so completely that they begin losing volition. They can no longer reliably deviate from established behavior.</p> <p>You could see a Demon of War incapable of sheathing its sword even to eat, because its self-definition has crystallized around combat to the exclusion of all else. A Demon of Greed can no longer spend wealth, only accumulate it, hoarding with such mechanical precision that the hoard itself becomes a prison.</p> <p>Order becomes so overwhelming that demons of the plane are little different than automata, executing their function with terrible perfection. Order at this level begins to become self-defeating to such an extent that it starts losing its ability to control.</p> <p>A perfectly ordered system is, in its own horrible way, fragile. Every element is load-bearing, every routine is mandatory, and a single disruption the system failed to anticipate can shatter the whole structure like a dropped</p>	<p>+4 Tyranny</p>

crystal. This might seem like an advantage if you're outside the system, but as you're bound to this plane, you'll be caught within its gears whenever you return to hell.

The chains continue to drag you... you upward. You're close now. You're still changing, but you can see the shape of what you're becoming.

It's a demon summoning spell. It wants a demon.

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
Demon	<p>You are a demon, a native of the Abyss. A native of the afterlife, life and death mean little to you. If you die, you simply go back to the Abyss to form a new incarnation.</p> <p>Only attacks upon the soul can do lasting damage to you, and even other demons and the divine struggle to wield such things.</p> <p>Your lifeforce is both a thing of the seething chaos and entrapping fetters of order, infected with cosmic entropy. While with this alone you have little power, if you gain power you can easily invoke such forces.</p>	Free and mandatory
Incarnate	<p>You are neither alive nor dead. You may draw upon the substance of hell to form a new incarnation if you lose your current one.</p> <p>By default, you will form a human-ish similar to your old one, though that could have been changed by the path you've already taken, or the powers you claim from here on.</p> <p>It's possible to slowly reshape the incarnation you take, but it's limited by those paths you're bound to. If you have the 'Lover' role for instance, then all incarnations you take will embody that role to some extent.</p> <p>By default it takes you seven days to form a new incarnation from scratch. Likewise, you will slowly heal any injury or deprivation - you can think of it as being restored 14% of the way to wholeness every day.</p>	Free and mandatory

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
	<p>If you are forcefully banished from a plane - killed - you will be barred from leaving the Abyss for thirteen days.</p> <p>This is a mercy, because if you are summoned while disincarnated, the summoning will create a new incarnation... and repair your Bond from any damage it's currently under.</p>	
Fated Role	<p>It seems that you were fated to serve the role you find yourself in.</p> <p>Your potential is tied into realizing it, but you pay no deeper price.</p>	<p>-1 Portent +1 Role</p>
Foul Role	<p>The entropic nature of the Abyss infests you through the auspices of the role you were forced into. You will find yourself naturally displaying the Evil of the Abyss through that role, and the Abyss will corrupt and subvert your natural personality and inclinations in service to that role. It's not overwhelming, but it is a foothold Entropy will always have over you.</p>	<p>+1 Role</p>
Fixed Role	<p>The Tyrannical nature of the Abyss infests you through the auspices of the role you were forced into. You will find yourself naturally displaying the Order of the Abyss through that role, and you will fixate on the role and its tasks and develop neuroses that drive your natural personality and inclinations to fall into the role. It's not overwhelming, but it is a foothold Tyranny will always have over you.</p>	<p>+1 Role</p>
Fickle Role	<p>The Whimsical nature of the Abyss infests you through the auspices of the role you were forced into. You will find yourself naturally displaying the Chaos of the Abyss through that role, as whim and confusion function as a strange attractor, pulling you back to the role and its function. The changeability of the abyss will undermine aspects of your natural personality that opposed the role, pushing you towards stumbling into it.. It's not overwhelming, but it is a foothold Whimsy will always have over you.</p>	<p>+1 Role</p>
Bound Role	<p>Your Binding forced the role upon you, and rules you through it.</p>	<p>+1 Binding</p>

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
	The binding has a bit more of a hold on you, but you pay no deeper price.	+1 Role
	<p>While there are rituals to summon a generic 'demon' of some type, such rituals only catch the weakest demons, just forming from the miasma of the abyss. The spell that caught you was one such spell, one that first became warped by chaos flinging it out of reality, and then further twisted by the Nothing beyond reality.</p> <p>Such an event is rare beyond all imaginings though. As an already existing demon, you need not fear generic summons, but only intentional ones. While there are ways of contacting warlocks across the veil, or for summoners to home in on a particular demon, the easiest way to catch a demon to bind is with their true name. They have the fewest defenses against such.</p>	
True Name	<p>Normally you would be spared this weakness, but the binding expected you to have a true name, one you would be forced to vomit up to your summoner. That part of the image is blurred, unclear. But if you were to forcefully consume some of the strange possibilities wearing away at the chain, it might come clear, causing you to develop a true name.</p> <p>In the end, this is more a long term threat - it leaves you vulnerable to future summoners binding you, whether by your master trading away your name, or passing it onto their apprentices. There's also other ways of using someone's true name against them.</p> <p>Does your desperation truly make you trade your future for such immediate advantage?</p>	-1 Binding +1 Portent
	By Default, you are fair of form. That isn't to say pretty, but rather that you pass as human.	
Witch's Nipple	<p>You can force the chains to drag more Hell into your incarnation, weakening them by tainting all your Incarnations with Hellishness.</p> <p>For -1, it's subtle but visible to those who look. Not a single hideable sign, but a dozen of</p>	-1 to -3 Binding

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
	<p>them. Your eyes might be an unnatural color, your nails made from the wrong material, your hair has feathers in it, or similar phenomenon.</p> <p>For -2 it gets harder - you have demonic features on the level of having horns, claws, and a tail - and not one that easily wraps around your waist to hide as a belt, but one that wants to actively wave around.</p> <p>For -3, there is simply no way of hiding the fact you're a demon. Whether monstrous or beautiful, not only is your body shape starting to leave the basic human template in more significant ways, and you're either too large or too small to pass as an adult human.</p>	
Gluttony	<p>As a demon, your presence in the mortal world is unnatural. Under normal circumstances, you can only enter it because your master sustains your presence, which gives them a stronger binding on you.</p> <p>By shackling yourself closer to your demonic nature, you can have it sustain you instead. Pick 'appropriate' acts or emotions. For example, Fear, lust, and rage all work for emotions, while treachery or worship towards you work for acts.</p> <p>For -1 you can pick 5 acts or emotions that feed you. For -2, pick 3. And for -3, pick one.</p> <p>If you are unable to feed upon your emotion or act, you will starve when outside the Abyss, regardless of what other abilities you have.</p>	-1 to -3 Binding
Sinister	<p>You express the entropic nature of evil. Any time you are working towards an entropic purpose, your results are magnified. This could be direct and physical, or more conceptual, but it's an improvement of roughly one fifth each time you purchase this. That is: 20%, 36%, 48.8%, 59.04%, and 67.232% at five purchases.</p> <p>Likewise, effort you put forth towards entropic ends is reduced or refunded, as the moral vector of your actions is supported by entropy itself. Whether that's stamina you would have consumed in a rampage, or the blood sacrificed to cast a spell, it's all</p>	+1 Binding <i>or</i> -1 Portent per purchase (Max 5)

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
	<p>reduced by a fifth each time.</p> <p>Likewise, you are shielded from forces of entropy and evil. Entropic or unholy force turned against you has its intensity scaled down by a fifth each time you take this, and before it reaches you it must overcome a well of resistance. Think of it as having to completely overcome you once(or twice, thrice, etc.)-over before it begins to affect the real you.</p> <p>Resisting Binding is always Entropic.</p>	
Vile	<p>The entropic evil of the Abyss has gotten into your soul. A dark voice now speaks your thoughts to you, and it... reframes your thoughts. It takes a dark joy in entropy, degradation, and cruelty, and it works to share that with you. If you're not careful, you may never even notice when it subverts you.</p> <p>A second purchase of this makes it harder to hear your own thoughts, to find the place where you end and the voice begins. It begins to be able to tug at your instincts, reactions, the truths of your nature under the surface.</p> <p>This also marries the entropic evil of hell to your own nature. You gain the weaknesses of demons to that which is sacred, and holy forces enhance any binding attempt against you. This effect strengthens on a second purchase.</p>	*see Impact, +1 Entropy per purchase
Tumultuous	<p>You express the chaotic nature of hell.</p> <p>Any time you are working towards a whimsical purpose, your results are magnified. This could be direct and physical, or more conceptual, but it's an improvement of roughly one fifth each time you purchase this. That is: 20%, 36%, 48.8%, 59.04%, and 67.232% at five purchases.</p> <p>Likewise, effort you put forth towards chaotic ends is reduced or refunded, as the moral vector of your actions is supported by Chaos itself. Whether that's attention you would have devoted towards a scheme, or the endurance to flee a crime, it's all reduced by a fifth each time.</p>	+1 Binding <i>or</i> -1 Portent per purchase (Max 5)

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
	<p>Likewise, you are shielded from forces of chaos and transformation. Whimsical or disruptive force turned against you has its intensity scaled down by a fifth each time you take this, and before it reaches you it must overcome a well of resistance. Think of it as having to completely overcome you once(or twice, thrice, etc.)-over before it begins to affect the real you.</p> <p>Resisting Binding is always Whimsical.</p>	
Haywire	<p>The chaotic nature of the Abyss has infiltrated your being, causing unpredictable and erratic behavior. Your actions may not always align with your intentions, and your thoughts may jump from one idea to another without warning.</p> <p>A second purchase infects your perception and memory with chaos. Consistency becomes a struggle as you become mentally unmoored.</p> <p>This also grants you the weaknesses of demons to orderly forces of creation, as constructive forces restrain and suppress you. Additionally, any attempts to bind or control can be bolstered by using symbols and forces of making against you. This effect strengthens on a second purchase.</p>	*see Impact, +1 Whimsy per purchase
Tyrannical	<p>The ordered nature of the Abyss fortifies you.</p> <p>Any time you are working towards an ordered purpose, your results are magnified. This could be direct and physical, or more conceptual, but it's an improvement of roughly one fifth each time you purchase this. That is: 20%, 36%, 48.8%, 59.04%, and 67.232% at five purchases.</p> <p>Likewise, effort you put forth towards concrete ends is reduced or refunded, as the moral vector of your actions is supported by Order itself. Whether that's reagents you would have consumed in a ritual, or the time it takes to draft a plan, it's all reduced by a fifth each time.</p> <p>Likewise, you are shielded from forces of order and stasis. Tyrannical or defining force</p>	+1 Binding or -1 Portent per purchase (Max 5)

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
	<p>turned against you has its intensity scaled down by a fifth each time you take this, and before it reaches you it must overcome a well of resistance. Think of it as having to completely overcome you once(or twice, thrice, etc.)-over before it begins to affect the real you.</p> <p>Resisting Binding is always Ordered.</p>	
Static	<p>The ordered nature of the Abyss has infiltrated your being, causing rigid and inflexible behavior. Your actions may become overly structured and predictable, and your thoughts may become fixated on specific ideas or routines, and you become inclined towards obsessive-compulsive behavior.</p> <p>A second purchase strengthens this. You find it hard to reorient, reevaluate, and that it's easier and easier to double down on mental habits and reinvest in choices already made.</p> <p>This also grants you the weaknesses of demons to chaotic forces, as unpredictable and disruptive forces can throw you off balance. The wild growth of nature and fecundity repulses and erases you. Additionally, any attempts to bind or control can be bolstered by using symbols and forces of nature against you. This effect strengthens on a second purchase.</p>	<p>*see Impact, +1 Tyranny Per Purchase</p>
Bound Mind	<p>A demon is a being of Order and Chaos alike, filtered through a lens of evil. This is not without consequence - as you are bound, your mind fractures and freezes that fracture, laying upon you a singular, inconvenient, and strange obsession. While you could cleanse that fracture, by allowing it to continue to exist you have secured a snapshot of your former humanity, of a being unbound.</p> <p>While inconvenient, there is one virtue in this, no matter how much you are compelled to love your master, suppressing or denying your obsession significantly frays any bond less than the 7th binding.</p>	<p>-2 Binding</p>
The Devil's Own Truth	<p>The precarious balance between order and chaos tips and confuses your thoughts. To hold that balance, you find yourself unable to form a discontinuity between your</p>	<p>-2 to -3 Binding</p>

Take as many as you want.

<u>Trait</u>	<u>Effect</u>	<u>Cost</u>
Shed Power	<p>thoughts and your words. That is to say, you cannot willingly speak a word untrue.</p> <p>For -2, there is a broad bridge between your words and thoughts. That is, so long as you could find a clear path between them, your balance is stable. In short, you speak Kyubey's own truth.</p> <p>But for -3, it becomes more strict. You must be clear and concise in your meanings; you don't have to clear up misconceptions, but you cannot willingly create them with your words.</p> <p>In neither case are your words binding. You can't make a promise you don't intend to keep... but many people break promises they mean with all their hearts when they speak them.</p> <p>While your master can order or force you to speak false, such disharmony rages in your thoughts and soul, shredding at your Binding.</p> <p>A demon is no mere being of flesh, but a construct of power unyielding and evil incomprehensible. As the binding sinks into your being, you create an ablativ shall of power into which it may sink its hooks rather than yourself, casting aside the greater portion of your power in return for lessened bindings.</p>	-1 Portent per -1 Binding

Up and you go, if the 'not a direction' you travel can be simplified in such simple terms. You continue to fight as you rise, like a fish on a hook.

You haven't stopped, the hook dragging you up relentlessly, no matter how you fought it. There's a pressure building, working against your upwards momentum. The planes of man are trying to reject your presence. But the chain is relentless, and you erupt into reality..

What is the world you entered like?

<u>Characteristic</u>	<u>Effect</u>
Your Master	

What is the world you entered like?

Characteristic

Effect

(Choose One)

Archmage

Your summoner is one of the greatest wizards in the world, striving at the limit of what is possible... that is, the petty demon he was trying to summon, who could barely fulfill the roles he had intended was the limit of what a wizard could call up.

This is a world of low fantasy, where sword and brawn are every bit the equal, and maybe even superior, to magical skill. You are unlikely to ever obtain significant magical abilities or gifts outside of the ones you've bought with portent or wrestled into being by strengthening your own Binding.

This is not just you. Other demons are also mostly physical threats, if rare ones.

Any Portents Beyond are likely to cost you dearly, for it wouldn't take much to twist the future of this world. It's also likely to be quite hard to get back to the living world if you're ever banished.

High Mage

Calling upon a demon without already having its name is something only a powerful and talented wizard could do, and so grimoires of names are highly valued. Even with a name, calling up a demon is more the work of a master mage than a journeyman.

Magic has started to overtake brawn at this point, but magic is still a slow, ponderous, and not an altogether potent force. You still have limited room to grow that you didn't take from elsewhere. This is still in the realms of low fantasy, though magic is present enough that non-superstitious people will know it exists, even if they don't take it seriously.

However malevolent, demons are still mostly a physical threat when summoned.

If banished without a Binding, it's not impossible for you to arrange escape, but it's probably involved. You might be out of circulation for decades at least, if you don't have something already set up.

What is the world you entered like?

Characteristic

Effect

Innate Master Mage

Binding new demons and either giving the names and bindings to friends or selling them for profit is now common work for the master mage, but even a journeyman can reliably summon a demon if provided with a name.

Magic has firmly taken the lead over physical force. Mages are forces to be feared, and probably make up part of the ruling class, whether directly or indirectly. We aren't quite into high fantasy yet, but we've left low fantasy behind.

You can learn to twist your demonic life force into various subtle corruptive effects, or use it to fuel rituals. With the right setup on the other end, you could corrupt a path from hell to the living world, though you would only be able to do this to escape to a place that had become hell on earth.

That said, magic is a talent, an innate gift. People must have the gift to learn magic, and that applies to demons as much as people. While demons are hellish, and can hence wield hellish powers, if they want real magic, they need to be demon mages. Without that, they're still... mostly... physical threats.

Without something granting you the gift, you don't possess the gift, and so your innate ability to grow more mystically powerfully will be limited.

Still, at this level it's possible to take more potent Portents Beyond - as the world grows, how high you can grow before you break the sky increases.

Learned Master Mage

This is much like Innate Master Mage, except magic is *learned*. It's not a gift, or not exclusively a gift. That means there will be a lot more mages, and a lot more magic. Even if most of it isn't potent, learning it has such an inherent advantage that low magic will be everywhere, even if there are few examples of truly potent workings.

This is a two edged sword. There's no longer such a thing as a 'magic demon' or 'physical demon'. Just a demon, and how far they can stretch themselves. While many demons do stick to expressing themselves as physical threats, mystical growth is now something all demons can do. But on the other hand, magic is now much more common, so those who could (and will try to) bind you now also grow more common.

What is the world you entered like?

Characteristic

Effect

It's no great feat to bind a fresh demon, but rather something any mage, firm in his fundamentals, can do. The one who summoned you is a journeyman, fresh out of the nest. Calling up a demon of your (intended) power is no great feat, though not something your master did *casually*.

Magic is now firmly on top. Every village has at least a hedge witch, there are magical universities, and modest magic has infiltrated every part of the world.

Journeyman  
Mage

While the competence of the one who holds you goes down, other threats replace it. If you kill your master, and anyone figures it out, your master's teachers are liable to come after you. There's likely other escaped demons around, which might be helpful... or the opposite. Both because there are probably demon hunters now, and because most demons are sort of awful.

Whether gift or learned, magic is now enough a part of the world that you can assume you have it, and the ceiling of what can be done, and how it can be done, is much higher even without otherworldly gifts.

You can now take significant Portents Beyond without it dooming yourself, provided they take some time to grow.

Apprentice  
Mage

Your master is an apprentice or student mage, summoning you under the eyes of his teacher. You're likely not the first, nor the last slave of your young accursed master either. It's not like demon summoning is hard.

The number of bad fates that could find you grows a great deal. Demons can be turned into the animating intelligence of magical items, or used as fuel for rituals. That might not be *destruction* for one such as you, but it is degradation. And painful. And long.

Many and varied are the abilities you can put your demonic nature to even before learning real magic, enough so that you could almost think of them as another path natural to demons, one of curses, corruption, and twisted nature. And the heights of real wizardry are high indeed at this point.

You would have to take truly potent Portents if before your Binding claims you forever.

What is the world you entered like?

Characteristic

Effect

Your summoning wasn't even a thing of intention, but an instinctive expression of magical talent. Your master needed a demon, and without knowledge, skill, training, or preparations, was able to rip a demon from hell and bind it to their service.

You are in a world drowning in magic. And considering how your master called up a demon, much of it is *dark* magic. There is no longer a real distinction between 'magic' and 'brawn.' Power is power, and it surges into this world in a never ending stream.

Wild Magic

Far beyond every town having a hedge mage, every town has a witch-catcher, and a monster hunter, and a hex breaker. If they didn't, they would be buried under curses and unwholesome spawn in no time.

As the monsters get worse, what a demon can grow into becomes greater and more terrible. The heights are high, even if the depths are low.  
If there are any virtues to this, there is one. What your master intended to summon up is so weak that no one starts out caring about you. Even apprentice mages have better things to do. Of course, a new demon is no great terror in this world. Watch your steps.

Even nearly godlike powers aren't able to truly dominate this world, so you can push your portents quite far.

The World

Choose as many as you wish

Inner Way

In addition to magic, there are inner pathways, ways of mastering and internalizing one's own energy. It's really the same force as magic, calling upon the same resources, only used inside oneself. But the approach is different, and even if magic is gated by a talent or gift, anyone can use their energies internally.

At the Archmage level, such things are nearly invisible; people being just a bit better than should be possible, by the Learned Master level, there are many martial or ascetic paths to power, and by Apprentice, you are entering full on Xuanxian, if not Xianxia.

Such paths are as open to a demon as anyone else. More so, perhaps, because a demon's natural lifeforce seems with potential, if of a dark and terrible nature.

## What is the world you entered like?

### Characteristic

### Effect

The Paths of Learning

The people of the world you're summoned to possess not only magic, but also a firm grounding of science. You advance the technological progression anywhere from early renaissance to sci-fi. Likewise, you can set it on a divergent path, make the world steam or dieselpunk. Hell may have its own dark technologies as well, to mirror the worst aspects of technological progress in the world you find yourself in.

In a halo of otherworldly power you erupt into reality. You've spent much of it as you rose through the layers of the abyss. You had to, the chains infecting you and infected them as well. But some of them survived your mad grabbing of power. Possibilities that belong to different worlds, different realities...

## *Portents Beyond*

### Trait

### Effect

### Cost

A Portent

Your journey has marked you, dragged you like a comet falling in reverse. You have gathered portents and strangeness about yourself. Shaped by the Chains and the Abyss, your journey has made you into something new. You can shape it, solidify it, define what kind of devil you will become.

Each time you take this, make a new Omen.

Craft what you wish, but *beware...*

-1 Portent,  
+1 Binding

## *Devil's Might*

To build an Omen, start with a theme. It could be narrow or broad. 'Cursed spikes that extract suffering into a timeless eternal moment' could be a theme, so could 'the Arcane.' How broad or narrow a theme is does not matter; what matters is what you do with it. If you can use your cursed spike theme to build an atemporal labyrinth of suffering whose ever growing cry can torment the godhead and let you transcend time to gather victims

from the past and the future... than your overly specific theme is stronger than most versions of 'Arcane.'

Second, pick the *nature* of the power. That will give you a structure to build upon. Different natures have different components that work together to make a kind of demonic archetype.

Finally, consult Hidden Chains to see how much it's going to cost you to invest yourself with that power.

A power does not have a fixed number of components. It could have a dozen, or it could have one. And 'one' could be more than enough to completely break a setting. "Wish for anything" is a legitimate power. It's just one that would instantly trigger the *Demon God* and *Broken Chains Hidden Chains*, and would push your Binding rating above 8 in anything other than Demon God Mode.

### Factors

Omens have a number of factors that define their cost.

A Omen has a -

Condition Name: What it's called.

Trigger: What condition triggers it and makes a Omen include it.

Cost: What it adds to the cost of the Omen in Binding or in Portents.

Limit: How many times it can trigger - some Conditions can only trigger so many times.

You can only be freed so many times. You can only reach Demon Godhood so many times.

If you've reached the limit of a Condition, you no longer have to pay its cost.

For conditions that have variable costs, always pick the most expensive.

#### Hidden Chains

If you end with Binding at seven, you are bound for the life of your master, inescapably, no matter what powers you gained from your Omen. If you end it at eight, you are bound eternally.

<u>Condition</u>	<u>Trigger</u>	<u>Cost</u>	<u>Limit</u>
Thematic Cohesion	Three Omens that all work together to form a coherent context reinforce one another, and reinforce your spiritual coherence, letting you pull harder against Bindings.	-1 Binding	Max 1 per Theme
Omen Weather	The Omen is not entirely controllable, in a way that spreads hellish influence around you through an	+ 1 Portent Or	Max 2

### Hidden Chains

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<u>Condition</u>	<u>Trigger</u>	<u>Cost</u>	<u>Limit</u>
	alignment you have. Your magic might summon and deploy infernal forces that remain after your spell finishes, or your aura might work towards occult principles aligned with the Abyss.	- 1 Binding	
Aligned Sin	The Omen connects to one of the three Abyssal Alignments.	+ 1 Portent Or - 1 Binding	Max [Aligned Omen Limit] for each Abyssal Alignment
Tasked	You've taken two Omens in line with a role you were given, and was not one of the starting Omens granted to you	-1 Binding	Max 1 for each role.
A step towards freedom	The Omen gives significant help towards freeing you from your bindings, enough that you could expect to free yourself within a year from a Binding of 0.	+5 Binding	Max 2 Max 0 if you have 'Broken Chains
Broken Chains	The Omen would shatter your chains, making any binding impossible.	+20 Binding	Max 1
Beyond the Horizon	The Omen you take invokes a power that resists context - nanotech utility fogs in a medieval setting, for example. Upgrade to +4 if your Omen is some form of personal fiat, a power severed from any logic but yours.	+2 Binding / +4 Binding	Max 2 Only take multiple times if each form of Horizon Break is distinct.
Steady March	The Omen steadily grows in power over time, becoming its own path to power. Upgrade to -1 Portent, + 1 Binding if it's growth is automatic.	-1 Portent / -1 Portent, + 1 Binding	Max 2

### Hidden Chains

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<u>Condition</u>	<u>Trigger</u>	<u>Cost</u>	<u>Limit</u>
Setting the Foundation	The Omen grant enables steady holistic growth—this is not the Omen growing more powerful, this is you growing more powerful as a whole. Upgrade to -2 Portent, + 1 Binding if it's growth is automatic.	-2 Portent / -2 Portent, + 1 Binding	Max 2
Greater Demon	The Omen makes you a major power upon this world from day one, enough to take a kingdom within a year.	-5 Portents	Max 3
Demon God	The Omen will grant you enough power to take on the world, and... if not win, then not convincingly lose, within a year.	+20 Binding	Max 1. Anything that triggers Demon God triggers Greater Demon by definition.

### Expressions

Omens are built from Expressions, the ways demonic power might manifest.

**Aura:** Your presence radiates an effect that comes from your Omen's theme into the world around you. It twists or corrupts the world in service of, or to exalt, that theme.

**Skill:** An expression from your Omen's theme so deep it functions like mastered talent. You don't need to practice it and you can't lose it — you are simply, inherently excellent at this, in all contexts, always. A mortal could train their whole life and not reach your baseline. This doesn't mean you can't grow or learn.

**Curse:** Your Omen's theme hunts down that which violates it and punishes the violation. A curse of cleanliness doesn't clean the room; it finds what made the room dirty and makes it regret existing - or possibly not exist.

**Boon** Your Omen's theme seeks out that which serves it and rewards the service. A boon of cleanliness doesn't clean the room; it finds whoever *has been* cleaning and makes their work easier, their tools sharper, their effort more fruitful.

**Incarnation** Your body physically expresses from your Omen's theme. This isn't equipment or a spell — it's what you *are*, written into your flesh and form.

**Power** A small, fixed set of abilities that express from your Omen's theme. You don't improvise with these — you *have* them, the way you have arms. They're instinctive, reliable, and always available, but they are what they are. If your abilities don't solve the problem in front of you, you're out of options. The advantage is that nothing stops them from working. No preparation, no concentration, no resource to run out of. You are simply someone who can do these things, full force, forever.

**Sorcery** A flexible but bounded pool of ability that expresses from your Omen's theme. You improvise within that expression — applying your power differently moment to moment, adapting to circumstances, finding creative applications. You can't do everything, but you can usually find *something* that helps. The tradeoff is that you're spread thinner than a fixed power set, you have to actively decide how to apply yourself, and your peak output in any single application is lower than someone who does nothing but that one thing.

**Thaumaturgy** A system of knowledge and technique that expresses from your Omen's theme. You understand *why* your power works, which means you can extend it — developing new techniques, combining principles, building toward applications nobody anticipated. Given enough time, your options are multitudinous. The tradeoff is that this requires study, effort, and time, and even more than Sorcery, it is a skill made of countless complex, technical, subskills.

**Minion** You have servants, creations, or spawn that embody your Omen's theme through their own nature. They act on your behalf but they are *separate from you* — they exist when you're not present, they can be sent where you aren't, and destroying them doesn't directly harm you. Whether they're summoned, created, corrupted, or bred depends on the theme.

**Domain** A layer of reality aligned to your Omen's theme that you can access and leverage. Not a fortress — you don't have to be inside it for it to matter. It's more that your theme has a *place* in the structure of reality, and you can reach into it, pull from it, or drag others into it. A domain of mirrors might mean that mirrors everywhere are

slightly yours. A domain of rot means could express decay itself is a territory you can navigate.

**Fortress** A specific place where your power and your options expand built from your Omen’s theme. Unlike a domain, this is *local* — it’s a lair, a sanctum, a personal hell. It advantages you, or provides you with options, or strengthens you, or harms intruders.

Each Omen has a Demonic Nature, essentially what kind of demon it represents - a summoning will try and call a *Defiler* who *Defiles* in a particular way. The cost of an Omen is the cost of gaining access to one (whether through taking a Role, or through A *Portent of What’s to Come*) plus the cost defined by the Hidden Chains. An Omen with a dozen Expressions but which can’t move the needle, is cheap. An Omen that lets you break your chains or take over the world, is expensive. Each Demonic Nature has ‘common’ Expressions listed, but these suggest the most common course the Nature takes, they are not binding.

<u>Demonic Nature</u>	<u>Expressions</u>
Make Your Own	<p>The Abyss is a teeming horde of diversity that defines belief. The examples below don’t even scratch the surface.</p> <p style="text-align: center;"><b><u>Defining</u></b></p> <p><b>[Expression]</b> Each Nature will have its own expression that it takes in a specific, the reason why it’s considered a category..</p> <p><b><u>Common:</u></b> [Expressions] These secondary natures will give context and depth to the primary one, solidifying it as a complete nature.</p>
Defiler	<p>The Defiler transforms and mutates the world by their mere presence. They don’t act upon reality so much as reality acts upon itself in response to them — warping, changing, becoming something else. A Defiler might be summoned to cleanse a plague by replacing it with something the master prefers, to reshape territory into a fortification, to curse an enemy’s lands into barrenness, or simply because the master wants to live in a world more to their liking and has a demon who makes that happen by existing. The Defiler embodies both chaos in how they unmake what was, and order in how they establish what will be. They are the most passively dangerous archetype — a Defiler doesn’t need to choose to be a threat. They just need to be present.</p>

Demonic Nature

Expressions

Defining

Aura

The defining trait of the Defiler is that their mere presence changes the world.

Common: Curse, Boon, Incarnation, Sorcery

Whether demonic maids or Living incarnations of flame, the Defiler is summoned to corrupt the world into a new form. They embody both chaos in how they change the world, and order in how they establish a new one.

Master

The Master achieves what mortals dream of and devils promise — perfection in action. A Master might be summoned to forge an artifact no mortal smith could complete, to paint a portrait that binds the soul of its subject, to fight a duel no mortal champion could win, or simply because the summoner coveted a servant whose every action is a masterwork. The Master embodies evil in how the products of their mastery form paths of temptation — who could resist the sword that never misses, the song that rewrites memory, the medicine that cures anything for a price? — and order in the terrifying discipline such perfection implies. A Master doesn't need to be creative. They just need to act, and what they do will be done *better than it has ever been done before*.

Defining

Skill

The defining trait of the Master is that they wield finesse mortals will never achieve

Common: Boon, Curse, Incarnation, Sorcery

Whether demonic swordsaints whose blade-work transcends physics, or artists whose paintings trap destiny in pigment, the Master is summoned to *do* what no one else can.

Ravager

The Ravager is ruin given purpose, the one who ends. Structures, armies, wards, lives, hopes... They are summoned when a diabolist needs something destroyed beyond recovery. A Ravager might be called to shatter a fortress, to break an enemy army, to tear apart a magical working that resists all conventional unraveling, or simply to serve as a deterrent so terrible that no one dares test it. The Ravager embodies devastation in its purest form — whether that devastation is the precise, methodical dismantling of everything in its path or the wild, screaming annihilation that leaves nothing but rubble and silence. An ordered Ravager is a siege engine that takes apart a city wall by wall. A chaotic one is the earthquake that swallows it whole. Both leave the same absence behind. A Ravager doesn't need subtlety. They need a target, and then they need

Demonic Nature

Expressions

everyone nearby to understand that nothing will remain.

Defining

Power

The defining trait of the Ravager is that they possess a fixed, devastating suite of destructive capabilities that never falter and never run dry.

Common: Aura, Incarnation, Curse, Minion

The Ravager's passage leaves debris behind. They are weapons built to tear down the world, but their passing does not end the violence. The debris often becomes the fodder for further destruction, spawning echoes of ruin that continue the work when the Ravager has moved on.

Malefactor

The Malefactor is hatred made methodical. Where the Ravager annihilates — tearing down walls, shattering armies, ending things in fire and fury — the Malefactor *ruins*. They don't destroy the castle; they make it so that everyone inside slowly turns on each other. They don't kill the king; they make his blood betray him, his mind fray, his allies recoil. A Malefactor is summoned when the master doesn't want something destroyed but wants it to *wish it had been*. Assassination by curse, wars of attrition waged through blight and misfortune, the slow dismantling of an enemy's life until nothing remains but the understanding that they earned this somehow. The Malefactor embodies entropy in its purest form — not the dramatic chaos of the Ravager's rampage, but the grinding, patient degradation of everything good into something ruined. They embody order in how precisely they can target their malice, and chaos in how the effects cascade beyond anyone's ability to contain them.

Defining

Curse

The defining trait of the Malefactor is that their power hunts. Point it at something, and it will find every crack, every weakness, every vulnerability, and it will *work on them* until there is nothing left worth having.

Common: Aura, Sorcery, Domain, Thaumaturgy

The Malefactors may wield targeted harm, or push things into utter chaos. Their passage is marked by misery, sometimes small, sometimes apocalyptic, always heartbreaking.

Weaver

The Weaver is control expressed as architecture. Whether blatantly declared, or woven

Demonic  
Nature

Expressions

into the fabric of fate, they curse anything that breaks their design. They don't ruin your life, they build a system in which your life can only go one way, and if you try to step off the path, the system ruins your life *for* them. A Weaver might be summoned to enforce a treaty no party can betray, to build a network of obligations that binds a court together under the master's control, to lay a web of conditional curses across a territory so that no one can act against the master's interests without suffering for it, or simply because the master wanted a servant who could guarantee that deals, once struck, *hold*. The Weaver embodies order in the most suffocating sense, systems so thorough that even the illusion of freedom dies. They embody evil not in cruelty but in the quiet horror of a world where every choice has already been accounted for, and every wrong step was guaranteed and punished anyways.

Defining

Curse

The defining trait of the weaver are curses that enforce and define boundaries. Whether for locations no one goes to, customs no one breaks, or choices no one contemplates, they shape the future through the negative space.

Common: Skill, Domain, Boon

Weavers are often plotters or rulers, and the breadth of tools at their disposal reflects the complexity of the systems they build.

President

The President is sovereignty expressed through multitude. They don't need to be everywhere because their servants already are. They don't need to be powerful because their legion is. A President might be summoned to garrison a fortress with tireless sentinels, to seed an enemy's court with agents who report to the master, to cultivate an ever-growing workforce that builds while the master sleeps, or simply because the master wanted an army and lacked the coin to hire one. The President embodies order in the terrifying efficiency of a hive that needs no orders to function, and evil in how it *spreads* — a President's minions don't stay contained. They recruit, they convert, they breed, they build more of themselves, and every new addition is another finger on a hand that was already around your throat. A President doesn't need to be in the room. They just need to have been in the room *once*, and left something behind.

Defining

Minion

The defining trait of the President is that they are never alone. Destroying their minions is temporary; replaced by making, recruiting, or summoning.

Demonic Nature

Expressions

**Common:** Boon, Domain, Fortress

Presidents wield others as weapons. Sometimes that looks like support, and sometimes that looks like infrastructure. It is the nature of a President to have resources to call upon, to fall back on, and to pass forward. A Demon President is a nation into themselves.

Tempter

The Tempter is generosity with teeth. They gift, and giving can open doors no trickery would ever budge. A Tempter might be summoned to heal a master's dying child when all medicine has failed, to bless a domain's crops into impossible abundance, to inspire an army with courage they didn't have before the demon walked among them, or simply because the master wanted a servant who made everything *easier* and didn't care to ask what that ease would cost them in the long run. The Tempter embodies evil through dependency, the help that hollows out.

**Defining**

**Boon**

The defining trait of the Tempter is that their power gives. The healing heals, the inspiration inspires, the protection protects; their plenty is not false. Few things are harder to give up than the promise of succor.

**Common:** Aura, Sorcery, Skill, Incarnation

The Tempter's power serves others. Whether nurturing healers or corruptors who offer exactly what you want most, the Tempter is summoned to provide.

Demonic Nature

Expressions

The Heresiarch is forbidden knowledge given voice, they simply *knows things that should not be known*. They understand and turn that understanding into power. A Heresiarch might be summoned to decipher a dead language no living scholar can read, to identify the weakness in an enchantment that has resisted every attempt at unraveling, to teach a master the principles of magic that have been lost or suppressed, or simply because the summoner realized that knowledge is the one resource that multiplies when shared and wanted a source that could never run dry. The Heresiarch embodies order in the terrible completeness of their understanding. They just need to tell you something true that you weren't ready to hear, and let the consequences unfold on their own.

Heresiarch

Defining

Skill

The defining trait of the Heresiarch is *methodology*. They understand and there is little they cannot dissect, reverse-engineer, or infer. They are not merely learned but masters of learning itself.

**Common:** Thaumaturgy, Skill, Domain

The Heresiarch's knowledge and mastery of the pedantic can be leveraged to win more than arguments, but turned into a lever against the world itself.

Trickster

The Trickster is deception incarnate. They don't overpower, but misdirect, and by the time you realize what actually happened, it's already over. A Trickster might be summoned to infiltrate a rival's court wearing a stolen face, to weave an illusion so complete that an army marches on a fortress that isn't there, to steal a secret from behind wards designed to stop anything but a convincing lie, or simply because the master needed a servant who could be *anyone*, anywhere, at any time. The Trickster embodies chaos in the way they dissolve certainty — nothing is reliable when a Trickster is involved, not your senses, not your allies, not your own memory — and evil in how they weaponize trust itself. A Trickster doesn't need to be stronger than you. They just need you to believe something that isn't true for long enough.

Defining

Sorcery

The defining trait of the Trickster is flexible, improvisational deception. They have flexible tools built that they can adapt to many purposes.

**Common:** Power, Skill, Curse

Whether ghostly phantoms or silver-tongued shapeshifters, the Trickster is summoned to be what reality isn't and corrode certainty. Their passage leaves doubt behind.

Demonic Nature

Expressions

Siren

The Siren is hunger wearing a halo. The Siren doesn't have to give anything at all, but rather their presence is the gift, and the withdrawal is the weapon. A Siren might be summoned to shatter the morale of a besieging army by making every soldier ache for home, to make a court love their master with the fervor of zealots, to reduce a rival's inner circle to a squabbling mess of jealousy and obsession, or simply because the master wanted a servant whose presence made everything *right* and whose absence made everything wrong. The Siren embodies chaos in how they dissolve orthodoxy — reason melts like snow falling into a hot-spring - it's entered a place it's not welcome, and a different order belongs. People do things they would never do and say things they would never say, and later can't explain why. It embodies evil in the dependency that follows. A Siren doesn't seduce you. They don't have to. You walk into the room with them and you're already halfway to ruining your life. All they have to decide is in which direction.

Defining

Aura

The defining trait of the Siren is impact on choice. Emotions, priorities, memories, inhibitions, fates. They change the world of people.

**Common:** Incarnation, Skill, Boon, Sorcery

Whether devastating beauties whose presence unravels marriages or faceless horrors that fill rooms with creeping dread, the Siren is summoned to *rewrite the future*.

Muse

The Muse is potential with an agenda. The Muse offers what you *could be*, because you can resist temptation but you cannot resist becoming the version of yourself you've always known you should be. A Muse might be summoned to elevate a mediocre court into a golden age of art and innovation, to take a bumbling apprentice and forge them into the mage their master needs, to turn a ragged militia into something that fights like it has a destiny, or simply because the master realized that the most loyal servants are the ones who owe you everything they've become. The Muse embodies order in the

Demonic Nature

Expressions

terrifying trajectory they set — once a Muse starts improving you, the path curves inevitably toward what *they* decided you should be, and what you wanted for yourself matters less with every milestone — and evil in how they make the cage feel like wings. You aren't enslaved. You're *fulfilled*. And you will fight to the death anyone who tries to take that fulfillment away, including yourself.

Defining

Boon

The defining trait of the Muse is that their power *improves*. They Sharpen, they deepened, under them potential unfurls. Whether a muse can turn this inwards varies.

**Common:** Skill, Aura, Sorcery

Whether brilliant mentors who sculpt champions from clay or twisting corruptors that grow horrors, Muses are those who craft improvement. Their passage leaves growth steeped in hell's truths behind.

Abomination

Defining

Incarnation

The defining trait of the Abomination is that their body is a weapon into itself. Maybe it adapts, solving problems by becoming the solution. Maybe it is already perfect to some martial ideal. The Abomination is a threat incarnated into flesh.

**Common:** Power, Skill, Sorcery

There's a simplicity to the Abomination. A hellknight who can manifest a blade that burns with hellfire, a protean consumer who builds its body like a machine made from

Demonic Nature

Expressions

bone and sinew - it operates along simple physical axis. Simple doesn't mean safe.

Idol

The Idol is perfection. They wield a body so exactly, terribly right that it becomes its own argument. An Idol might be summoned to stand in a court and quietly degrade every mortal around it by comparison, to be the incarnation of a principle that justifies itself through their existence, or simply because the master wanted a servant that could walk into any room and own it without saying a word. The Idol embodies order in the crushing weight of an aesthetic so complete that it reorganizes everything around it — fashion changes, architecture shifts, people start sculpting their own bodies toward an impossible standard without realizing the standard is standing right there — and evil in how it makes mediocrity feel like suffering. You were fine with how you looked before you met an Idol. You will never be fine with it again.

Defining

Incarnation

The defining trait of the Idol is that their body is not merely beautiful or powerful but definitive. They are an answer.

Common: Power, Curse, Boon

Whether breathtaking figures of impossible grace or terrifying paragons of physical supremacy, the Idol is summoned to *be* the standard. Their passage weighs on the world itself.

Elemental

The Elemental is force, incarnate. They often are destructive more as much by side-effect as intent; when the cold descends, you are not a target, but it will devour your warmth all the same. An Elemental might be summoned to manipulate the weather, to provide warmth or cold or water or some other elemental font, to control nature, or simply because the master wanted to show their mastery over the physical world. The Elemental embodies both an Order and Chaos that dwells outside the boundaries of civilization.

Demonic Nature

Expressions

Defining

Sorcery

The defining trait of the Elemental is their embodiment of a force not normally incarnate as life.

**Common:** Domain, Power, Minion

Whether formless darkneses that eat light or a walking pillar of earth and stone, elementals are primal in a way that seems almost indifferent to Man.

Ritualist

The Ritualist is method put to purpose. The Ritualist studies the machinery of power for the sake of *using* it. A Ritualist might be summoned to perform a working too foul for any mortal mage to complete without destroying their own soul, to devise a ritual that weaponizes a ley line into a death sentence for everything within a hundred miles, to systematically dismantle the magical defenses of an enemy's stronghold by understanding them better than their creator did, or simply because the master needed someone who could look at a magical problem, no matter how terrible, and say "I can build a process for that." The Ritualist embodies order in the systematic rigor they bring to the unspeakable — their atrocities come with diagrams, timetables, and quality control — and evil in what those systems *produce*. A Ritualist doesn't improvise. They don't need to. They've already accounted for every variable, and the variables include your screaming.

Defining

Thaumaturgy

The defining trait of the Ritualist is that they possess not merely magical knowledge but magic open to design. They are able to implement workings, rather than merely manipulate existing forces.

**Common:** Skill, Sorcery, Domain

To the Ritualist, magic is not a tool. They have too many magics to give any one of them that level of importance. No, magic is a toolbox, one as deep as the Abyss itself.

Demonic Nature

Expressions

Artificer

The Artificer externalizes power. Whether through tools, weapons, or arcane devices, the Artificer creates masterworks through infernal engineering. Their great strength is that what they make is not dependent on them - whether it's infrastructure or a personal weapon, their craftsmanship has a reality external to their own. An Artificer might be summoned to forge a blade that can cut down a wall, or forge one that can cut down a thought. They might be tasked with crafting a lock to seal a break into another reality, or to seal someone's loyalty. Or maybe simply because the master wanted a craftsman who could turn any request, no matter how absurd, into something they could hold in their hand. The Artificer embodies order in the terrifying regularity of their output and evil in what those pieces *do* to the world when they leave the workshop.

Defining

Thaumaturgy

The defining trait of the Artificer is that their knowledge produces things independent of the Artificer.

**Common:** Boon, Curse, Fortress, Skill

The Artificer makes, and that is enough to change the world.

Echidna

The Echidna wields parenthood as a weapon. They bring from themselves, but it's for their own sake—whether they bring forth children or tools is mistaking the two as different things. An Echidna might be called to staff a tower with guardians that are born knowing its layout, to birth a self-sustaining plague of lesser demons that overwhelm through numbers, to produce fetches of those they consume who could be used to stealthy take over an organization, or simply because the master needed numbers and didn't care what those numbers looked like. The Echidna embodies chaos through a fecundity that chases collapse, and evil in how thoroughly it objectifies life.

Defining

Minions

Demonic Nature

Expressions

The defining trait of the Echidna a teeming life that overflows. Their minions come from them—whether spawned, budded, hatched, or divided.

**Common:** Incarnation, Aura, Domain, Fortress

Whether grotesque mother-things that birth armies from their own flesh or elegant hive-minds whose spawn are beautiful, identical, and everywhere, the Echidna is summoned to *fill space*. Their passage leaves an ecosystem behind.

Oracle

The Oracle is knowledge that watches you back. They reach into out and pull back knowledge. Maybe from the future, or dream, or fate. They have access to a layer of reality that may or may not exist, but in either case one that holds knowledge. An Oracle might be summoned to find an enemy who has hidden themselves behind every ward and false trail that magic can produce, to monitor a kingdom by listening through every reflective surface, or simply because the master wanted a servant for whom the phrase "I don't know" is a temporary condition. The Oracle embodies order in the horrifying implication that everything is *already known* and the only variable is who has access — and chaos in how they break the symmetry of secrecy that allows for stability. Spying implies effort, but an Oracle simply occupies a place where your secrets are furniture.

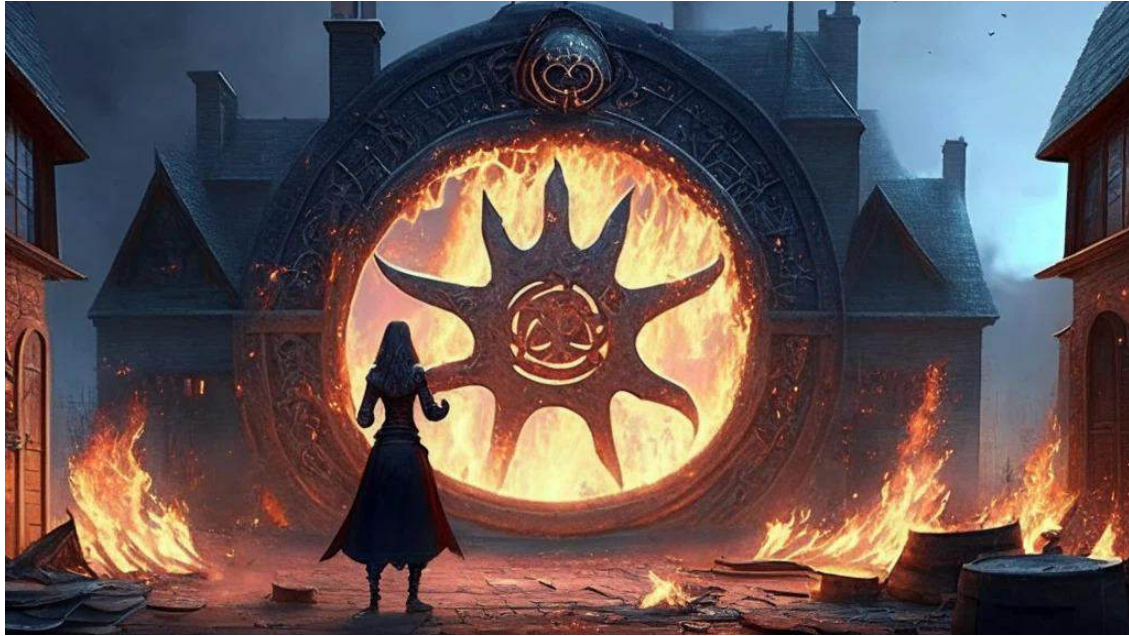
Defining

Domain

The defining trait of the Oracle is that they have access to a conceptual territory that contains information.

**Common:** Boon, Curse, Fortress

Whether a Blind seer and silent watcher, the Oracle is summoned to *know things*. Their passage leaves unease behind, and a future that has been rewritten in infernal ink.



You emerge into reality. This is your world now.

So... what do you do about it?

### *Fully Built Example Omens*

<u>Omen</u>	<u>Execution</u>
Ethereal	<p data-bbox="824 1220 1016 1247" style="text-align: center;"><b><u>Demon Nature</u></b></p> <p data-bbox="358 1255 1430 1350"><b><i>Idol</i></b> An Ethereal demon expresses the distance between the immaterial and the physical, and the superiority of the spiritual over the concrete.</p> <p data-bbox="865 1356 976 1383" style="text-align: center;"><b><u>Purpose</u></b></p> <p data-bbox="358 1390 1479 1518">As a demon, you are native to an Afterlife. You find Physicality a choice, one you don't always have to make. You can shift your incarnation into an insubstantial state, one that can move through solid objects, or float through the air. You can vanish from physical sight. You can possess objects or people, and wield influence over or through them.</p> <p data-bbox="358 1551 1468 1648">Ethereal grants you immunity to purely physical attacks, as they will at worst force you into immateriality, but you magic and other supernatural forces can reach you. Magical weapons might be able to - if it can hurt a ghost, it probably can hurt you.</p> <p data-bbox="358 1682 1393 1717">You can express other ghostly abilities, though they will take time and practice to</p>

Omen

Execution

master. Whether invading someone’s dreams, harming them through cold malice, or dragging someone’s soul out of their body, you are as much ghost as demon.

Cost

Ethereal can form Thematic Cohesion with other omens that lean into similar concepts - soul-reapers, necromantic omens, or ones focused on the spiritual.

Ethereal doesn’t normally qualify for Omen Weather, but if your version of it disturbs ghosts, invites the damned to reach into reality to torment the living, or otherwise trigger ghost-aligned events, it might.

Ethereal, with its focus on the afterlife and death, qualifies for Entropic Aligned Sin.

Ethereal could be Tasked for Spy or Occultist

Ethereal does not help you go free

It is not Beyond the Horizon for any setting that has ghosts or spirits - some settings might be so low magic that they basically don’t. In those cases, +2 binding.

While you can learn and grow your abilities, that’s not the power growing stronger; it’s you learning to use it better. It doesn’t trigger Steady March or Setting the Foundation.

A Greater Demon Omen must be mighty enough that, by this power alone, they could take on entire kingdoms in a short span of time, to force the entire entity to surrender or be destroyed within a year.

In Archmage, Ethereal would count as a Greater Demon. It would give you the power to walk through cities and break armies, with only legendary tools, potent and rare holy relics, and rare archmages able to stand in your way.

By the time you reach High Magic, it would no longer qualify. It would be a rare and potent ability, but it wouldn’t let you lay waste to entire cities singlehandedly on its own.

Demon Nature

*Siren*

Embodied Obsession is a straightforward example of the Siren.

Purpose

You have a casual dark allure, one that you can use to easily manipulate others. You embody and radiate a nature that pulls on others. In you is the seed of obsession,

Embodied  
Obsession

## Omen

## Execution

whether gross or abstract, and one that spreads from you like daffodil seeds.

As it roots in others, you can use this to control or manipulate them. You can pull their thoughts about, twist their feelings. If someone has been infected by you, you could call them to you from a distance, their feelings leading them towards you, or push their thought away from an idea you don't want them to have, the obsession catching in their mind every time they try to think the forbidden thought.

You physically embody your obsession. A pit fiend could be huge and physically overwhelming, while a succubus would be sculpted towards desirability and being physically entrancing. You will resist being made less aligned with the obsession you embody. It's hard to sully a succubus, or imprison a pit fiend.

You draw power from those who are caught up in your obsession, though it fades with distance and time.

While you supernaturally radiate your obsession, it must find fertile soil to sprout in. The truly saintly won't get it. They lack the dark strings you naturally pull on.

## Cost

Embodied Obsession can form Thematic Cohesion with other omens that resonate with the feelings you embody - a succubus might have Idol, Defiler, or Master omens that make them more an incarnation of lust, a Pit Fiend might have Ravager or Abomination Omens that justify the fear.

Embodied Obsession easily qualifies for Omen Weather. You might always radiate your obsession and twist people's thoughts, even when you don't want to.

Embodied Obsession could align with any of the Abyssal moral alignments, but which ones is going to change from obsession to obsession. Tiredness could align with Order, as it moves you to inaction, while hope could align with Chaos, as it drives you to act out and disrupt the status quo. Which Aligned Sin it aligns with will change from one to another.

Embodied Obsession could be Tasked for Artist, Castellan, Lover, Seneschal, or Spy.

Embodied Obsession does not help you go free

Embodied Obsession is not Beyond the Horizon.

While Embodied Obsession is a source of power, it doesn't grow your power in a lasting way.

Embodied Obsession isn't normally a Greater Demon Omen, but it isn't hard to upgrade

Omen

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it into one. Make the effect wide enough, fast enough, and hard enough to resist such that you can start controlling entire cities with reasonable reliability, and possibly extend it across more emotions so that your control isn't one note, and it could become a Greater Demon Omen.

On the flip side, Embodied Obsession fits in Archmage as a normal Omen if you keep it slow enough that taking control of large groups is time consuming, and so long as willpower alone can fight it off so that even normal men can refuse you if sufficiently motivated.

**Demon Nature**

*Weaver*

The Soul Trade functions as a curse - you curse those who have made a pact with you or broken a pact - to be damned to hell.

**Purpose**

Damned souls are both resource and threat. Their outflow is the fundament which all hell grows upon.

By twisting one of the chains binding you to your layer of Hell, you can gain the ability to engage in the soul trade. While this might seem purely to your advantage, there are ways of checking if a demon is a soul-dealer, and demons with such abilities are feared more, and trusted even less.

The Soul Trade

How it works is as this; you offer a deal in return for someone's immortal soul. If they agree, an incomplete binding forms. If you fulfill your part of the deal, the binding solidifies, and their soul is damned. While the contract exists, you count as Bound to the terms of the contract, as of a binding of the 6th order - your Master in this case isn't the other individual, but the contract.

More complex contracts are possible - for example, you could come to own their soul if they fail to keep their side of the deal, instead of it happening after you fulfill your side.

It is your own chains that form the binding tethering the damned to Hell, and so you have some power over the Prison-Realm, though many factors are beyond your control as functions of the nature of Hell.

Every damned soul is that it is a replenishing well of resources within hell. At a minimum, you can crudely guard yourself against the dangers of 'your' Prison-Realms, and cause the realm itself to harvest its resources and provide them to you. Some might be harvested and sold, with others could be harnessed as crude sorcerous power. Over

Omen

Execution

time, you'll learn manipulate the relationship between different damned souls' Prisons, and even shape them and their product somewhat. With this, you can slowly build more complex magics, or have the produce stranger and more esoteric resources. With enough Cysts, you could even harness their collective output to produce a new layer of Hell of your own design.

Cost

The Soul Trade easily forms Thematic Cohesion with other omens that tie into using the Hells themselves.

Soul Trade usually doesn't cause Omen Weather, though it's not impossible. An example effect might be that your contractors cause eruptions of curses to spill out and defile the area around the site of their death, as hell spills into the physical world.

The Soul Trade is both Entropic and Tyrannical.

The Soul Trade could be Tasked for Adviser, Castellan, Seneschal or Occultist.

The Soul Trade does not help you go free

The Soul Trade is not Beyond the Horizon.

The Soul Trade triggers both Steady March and Setting the Foundation.

The Soul Trade doesn't qualify as a Greater Demon Omen. It can grow to that level, but it takes too long and too much work for it to trigger that effect except possibly in Archmage. Even in Archmage, you could avoid it by making power and value you can pull from any given pact small.

Demon Nature

*Defiler*

An example of a modest starting Omen for the Maid role. Pristine Presence expresses the demonic maid's fundamental nature — an aura of tidiness that slowly imposes order on the world around her.

Pristine  
Presence

Purpose

Your presence is antithetical to filth.

It's not dramatic, and only visible over a few minutes. You manifest cleanliness as a a slow, grinding pressure. Dust settles wrong around you, accumulating away from surfaces you've passed rather than on them. Stains fade. Grime loosens. Clutter

## Omen

## Execution

migrates toward walls and corners as if afraid to be seen. With more time, even those broken remnants of filth slowly retreat from existence as Hell's malediction hunts them down. Left in a room long enough, you'll find it cleaner when you leave than when you arrived, even if you never lifted a finger.

This isn't telekinesis or transmutation. It's closer to a low-grade environmental curse. Filth near you is cursed — it degrades faster, clings less, breaks down. Conversely, the act of cleaning near you is blessed — soap lathers better, scrubbing is more effective, stains yield to effort they'd normally resist. You could hand someone a rag and they'd clean ten times as fast. It's not so much that they're more skilled, but because the world is cooperating.

The aura also works on a slightly more abstract level. Clutter resolves. Disorganization becomes less stable — a pile of unsorted papers is more likely to be knocked into a pattern that suggests a filing system, a tangled cord slowly untwists itself. Disorder is less welcome in your vicinity, and order invades.

None of this is fast, nor powerful. It's not highly controllable in any fine-grained way. You radiate it. That's what you do. The range is modest — a large room, maybe a small building if you stay long enough. It won't clean a battlefield or purify poisoned water. It will keep a household spotless with minimal effort. Just what the kind of person who summons a demonic maid would have been looking for.

## Cost

Pristine Presence can form Thematic Cohesion with other Omens that lean into domestic mastery, order-imposition, or purification themes — a Seneschal's administrative Omen, or an Artisan's crafting Omen focused on maintenance and restoration.

Pristine Presence qualifies for Omen Weather. Your aura is always on, leaking a low-grade tyrannical influence into your surroundings whether you want it to or not. Rooms you pass through stay clean for days. Spaces you inhabit for weeks start to feel oppressively tidy — not cursed, but ordered in a way that subtly unsettles people who can't explain why their desk won't stay messy.

Pristine Presence qualifies for Tyranny-aligned Aligned Sin. Cleaning is fundamentally an act of imposing order — classifying what belongs and what doesn't, and removing what doesn't.

Pristine Presence could be Tasked for Maid and Factotum.

Pristine Presence does not help you go free.

Pristine Presence is not Beyond the Horizon for any setting where demons exist —

Omen

Execution

household-spirit magic is among the oldest folklore there is.

The aura does not grow in power over time, so it doesn't trigger Steady March or Setting the Foundation.

Pristine Presence is not a Greater Demon Omen at any magic level. Even in Archmage, this is a convenience, not a weapon. Your summoner wanted a maid and got one.

Demon Nature

*Defiler*

A mid-tier Omen suitable for an Innate Master Mage setting. Immaculate Dominion takes the cleaning theme and pushes it into genuine supernatural utility — the point where "demonic maid" stops being a job description and starts being a threat classification.

Purpose

Your aura no longer merely encourages cleanliness — it enforces it.

Normal mess is annihilated on contact; walk through a room and filth simply ceases to exist. It's annihilated fast enough that it's unlikely to survive to face your gaze. Blood, mud, rot, grease, industrial waste—anything you would categorize as mess is scoured away by your passage. You can extend this to larger spaces with focus, cleaning a small palace in moments with focused attention.

Immaculate  
Dominion

But "cleaning" is a concept with extensible boundaries, and your power follows those boundaries with infernal literalism.

Damage is a form of mess. A cracked wall is less pristine than a whole one. A wound is a disruption of bodily integrity. You can repair — mending broken objects, healing injuries, restoring things to a more whole state. This isn't healing magic in the conventional sense; it's closer to the world around you being pressured toward its most intact configuration. You can heal others, repair structures, restore damaged items. The more broken something is, the more effort it takes, but the principle scales, and you aren't a *weak* demon.

You could drag a squad of broken legionaries back to the battlefield in pristine condition. Curses are harder to deal with, the malignant magic a form of filth that fights back, but you can clean away hostile magic too. Poisons, diseases... all those dirty things that keep your tool away from the battlefield can be scoured away. The more concrete furniture will similarly submit to repair. You could restore a shattered line of siege bulwarks in minutes.

## Omen

## Execution

Disorder is a form of mess. Scattered components are less tidy than an assembled mechanism. You can organize — sorting, arranging, assembling things into their most ordered configuration. Timber and unquarried stone are simply untidy Trebuchets. If you know more magic, then reagents and chalk are the components of a ritual, left scattered until you clean the magic into mint condition.

Your sovereign rulership of cleaning extends into its soldiers. You can animate cleaning implements and tools as crude minions, brooms and mops and rags moving with purpose under your direction. With more focus you can levy cleaning tools into existence, conjuring forth animated waves of lye, vinegar, and alcohol. Empowered by your blessings, and with their targets suffering under curses defining them as ‘filth’, they could wash entire rooms clear of organic life in moments.

If used for their more traditional purpose, they are still useful. They might not be actually intelligent, but they’re persistent and tireless, and a household staffed by your animated servants operates with eerie efficiency.

Your body expresses the principle too. A healthy body is a well-maintained body, and you maintain yourself with the same relentless drive your aura brings to a dirty floor. You are vigorous, resistant to disease and poison, and you regenerate. If not burdened by unnatural wounds, you’ll tidy and repair injuries in minutes while caught in the fray, or moment if given time to breath. Your body is always clean, always presentable, always functioning at its best.

And here is where it becomes dangerous: the Binding is a curse and a mess. It is, after all, a system of chains and hooks and invasive magical constructs wrapped around your soul. It is clutter on a spiritual level, a foreign imposition disrupting the pristine state of your being. Your power recognizes it as such, and works on it the way it works on everything else — persistently and inevitably. You won’t wake up free tomorrow. But the Binding frays under your nature the way grime fades in your presence. Given a year and a Binding at zero, you could reasonably expect to erode it away entirely.

## Cost

Immaculate Dominion can form Thematic Cohesion with the same themes as Pristine Presence but also reaches into restoration, maintenance, and body-mastery themes — an Artisan’s construction Omen, a Caretaker’s healing Omen, or a Factotum’s repair Omen would all resonate.

Immaculate Dominion qualifies for Omen Weather. Your cleaning aura is always on and now it’s aggressive. Environments you spend time in don’t just stay clean — they become uncannily sterile. Cobwebs in neighboring buildings vanish. Rust on nearby ironwork retreats. People in your vicinity find their clothes cleaner, their hair tidier, their minor aches fading. It’s helpful, but it’s also noticeable. A mage investigating the area will find a zone of supernatural order centered on wherever you’ve been living,

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which is an obvious trail.

Immaculate Dominion qualifies for Tyranny-aligned Aligned Sin, as with Pristine Presence.

Immaculate Dominion could be Tasked for Maid, Caretaker, or Factotum. Immaculate Dominion is a Step Towards Freedom.

The cleaning of the Binding is passive, persistent, and effective enough to expect freedom within a year from Binding 0. This triggers +5 Binding. Immaculate Dominion is not Beyond the Horizon — repair, healing, and animation of objects all exist within most magical frameworks that include demons.

The healing and repair abilities grow more refined with practice, but the underlying power isn't increasing — you're becoming a better magician, not a stronger demon.

Immaculate Dominion is not a Greater Demon Omen in sufficiently magical worlds. In Innate Master Mage it is not a Greater Demon Omen. At High Mage it is. You're extremely useful, genuinely threatening on a personal level, and you can erode your own chains, but you can't take a kingdom with cleaning magic in anything but a low magic setting.

It would either be the ceiling of Greater Demon, or the very floor of Demon God, in an Archmage setting.

Demon Nature

*Defiler*

The final form. Divine Domain: Cleanse is what happens when "cleaning" is no longer a metaphor for anything — when it becomes a fundamental force of reorganization applied at the scale of armies, ecosystems, and atmospheric chemistry.

Purpose

Divine Domain: Cleanse

You are Cleanliness as a force of nature, wielded with the precision of a scalpel and the scope of a natural disaster.

When you hunt, the first thing you do is field dress it, cleaning away the parts you don't need and recovering the parts you'll use. Processing in a farm is a more extreme form of the same cleaning. So is a butcher preparing your cuts.

A body is just an untidy, uncleaned cut of meat. And an army is a mass of bodies.

At your level, you could turn entire cities into cleaned cuts in your larder with a wave of

## Omen

## Execution

your hand. Animal Materials might go into a second store - the skin turned into leather or kept as cleaned hides. Weapons or metal—depending on your needs—could go into a third. Stone and other quarried material into a fourth. And so on.

If you're feeling less murderous, you could organize them into prisons or internment camps with just as little effort.

If you're feeling more alchemical, the air is a mixture, and Mixtures are untidy. You could clean away the oxygen mortal life needs out of existence - it's just an unwanted substance that attracts pests, after all. Or you could go the other way, and clean away everything but the oxygen with the same instinct that lets a lesser version of you separate dust from a shelf. Isolate and compress it, and what you have is the cleaning power of flame itself. Strip the water from a lake and leave the contaminants behind as a dry toxic residue, or do the reverse and purify it absolutely.

There are many meanings of clean, but they all answer to you. If you decide that a forest's pristine state is "neatly organized lumber and sorted topsoil," the forest obliges. If you decide a city's pristine state is "every building at perfect repair, every street spotless, every citizen healthy," you could spend an hour there and make it happen — though the citizens might find the experience of being involuntarily tidied deeply unsettling.

You can reorganize, rebuild, reshape. Not by transmuting materials into other materials, but by sorting, arranging, assembling, and erasing what's already there with absolute authority over the process. This is not a physicist's idea of 'what is there.' You could scour away a missing arm, leaving behind pure flesh and bone. A ruin can be un-ruined. A battlefield can be cleaned into a garden.

It might not be what's normally thought of as telekinesis, but things not being where you want them is untidy, and you can organize the world into place hard enough to throw a small hill into the moon. You impose the tyranny of your own aesthetic on the physical world, and at this scale, that tyranny can reshape nations. And given time? Worlds.

The Binding doesn't merely fray — it is an intolerable violation of your pristine nature, and your power shatters it.

## Cost

Divine Domain: Cleanse forms Thematic Cohesion with Omens of environmental control, mass destruction, or reality-imposition — an Elemental's domain Omen, a Ravager's destructive suite, or a Weaver's system of enforced order.

Divine Domain: Cleanse qualifies for Omen Weather. At this magnitude, it's less "weather" and more "climate change." Regions you inhabit begin reorganizing

Omen

Execution

themselves toward whatever you consider tidy. Ecosystems shift. Erosion patterns change. The land remembers you, and it stays clean.

Divine Domain: Cleanse qualifies for Tyranny-aligned Aligned Sin. At this scale, cleaning is tyranny — the forcible imposition of your order on everything around you.

Divine Domain: Cleanse could be Tasked for Maid or Factotum (though at this point, calling you a maid is like calling a tsunami a rinse cycle).

Divine Domain: Cleanse constitutes Broken Chains. Your power does not merely assist your freedom — it makes binding you a contradiction in terms. Chains are clutter. You remove clutter. This triggers +20 Binding.

Divine Domain: Cleanse doesn't trigger Beyond the Horizon for Learned Master Mage or above worlds that have divine principles or domains. Divine Domains are part of the logic of those kinds of worlds. Below that, it becomes fiat, for +4 Binding.

Divine Domain: Cleanse triggers Demon God. Within a year, you could reorganize a continent — not conquering it through war, but simply... tidying it. Sorting the population. Arranging the infrastructure. Cleaning away resistance, in every sense of the word. The world doesn't fight you because the world is being cleaned, and on a fundamental level, the matter you're rearranging has no more ability to resist you than dust has the ability to resist a broom. +20 Binding. Anything that triggers demon god also triggers Greater Demon. -5 Portent.

Divine Domain: Cleanse doesn't trigger Setting the Foundation or Steady March. You might get better at it, but that's you becoming a more skilled demon god.

Demon Nature

*Ravager*

Infernal Armament is a straightforward Ravager — a warrior who fights with hell-forged weapons and armor summoned from their own nature.

Purpose

You can manifest weapons and armor from your demonic substance. They are brought forth as physical equipment that is as much a part of you as your hands. A sword, a shield, a suit of plate.

The specifics follow your nature and aesthetic; a demon of Tyranny might manifest rigid, geometrically perfect arms that gleam like black glass, while one of Whimsy might call forth a shifting arsenal of iridescent threads that never looks quite the same twice.

Infernal Armament

## Omen

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The arms are good. They are not subtly enhanced or faintly magical—they are hellish weapons, forged from the substance of the Abyss, and they carry its nature. They cut deeper than steel, turn blows that would shatter mortal plate, and they resist being damaged or destroyed with the stubbornness of something that isn't really an object. If broken, you can remanifest them given a few moments of concentration.

You are skilled with them. Not with the earned mastery of a lifetime of training, but with the instinctive competence of a being whose body and weapon are the same thing. You don't wield the sword so much as extend yourself into a shape that cuts. This makes you dangerous immediately and reliably, though a true master of arms with comparable equipment could outfight you on technique. Your advantage is that your equipment is always perfect, always available, and always exactly what you need for the fight you're in. At least within the limits of conventional arms.

Such is a knight of hell. Dangerous in a fight, hard to disarm, hard to put down, and always armed. You aren't subtle, you aren't versatile outside of combat, and you don't reshape the world. You're just very, very good at violence.

## Cost

Infernal Armament can form Thematic Cohesion with other martial or infernal-substance omens — an Abomination's body-as-weapon, a Master's combat skill, or an Elemental's destructive force.

Infernal Armament qualifies for Omen Weather if the weapons you manifest leave traces — hellish sparks that don't go out, an acrid smell of brimstone that lingers in places you've fought, a lingering wrongness in wounds you've inflicted that resists healing.

Infernal Armament qualifies for Tyranny-aligned Aligned Sin. Manifesting ordered structures from infernal substance — arms and armor with fixed, defined forms and purposes — is an act of imposition.

Infernal Armament could be Tasked for Warrior or Castellan.

Infernal Armament does not help you go free.

Infernal Armament is not Beyond the Horizon for any setting where demons exist as physical threats.

Infernal Armament triggers Steady March. You feed upon violence and upon the imposed order you inflict. Over time, you can expand your arsenal — a hell-horse that forms beneath you from smoke and chain-stuff, a banner that radiates dread, eventually a retinue of lesser armaments that fight independently as spectral soldiers. The core doesn't change; you're still a knight. But a knight with a warhorse and a company of

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troops is a different problem than a knight alone. -1 Portent.

Infernal Armament does not trigger Setting the Foundation. Your arsenal grows, but you don't. The weapons getting better doesn't make the demon holding them a more powerful being overall.

Infernal Armament is not a Greater Demon Omen even at Archmage. This is the kind of power that makes it worthwhile to summon a Demon.

Even a hell-knight with excellent arms is one combatant. You could be the deadliest single fighter in a kingdom and still not threaten that kingdom — you can't be everywhere, and an army doesn't lose a war because one enemy soldier is unkillable. Even in Archmage, where demons are rare terrors and magic is scarce, a single infernal knight in full panoply doesn't qualify.

Demon Nature

***Heresiarch***

The Arcanist's Foundation is the most mundane Omen in the document. You are a demon who knows how to use magic.

Purpose

You have the foundational knowledge and ability to practice conventional magic as it exists in the world you've been summoned into. Not demonic sorcery, not infernal ritual, not power drawn from your chains or your alignment . The same magic mortal wizards study, learn, and wield.

In an Archmage world, this might mean very little — a handful of cantrips, some basic ward-work, the ability to sense magical currents. In a Wild Magic world, it means you have the same starting foundation as any other novice practitioner in a world drowning in power, and the same unfathomable ceiling stretching above you.

What makes this noteworthy is what you are. A mortal wizard trains for years to build their foundation. You received yours in the space between heartbeats, as the chains reshaped you. You didn't earn it. You don't fully understand it. But it's there — a seed of magical talent woven into you, as real and functional as any mortal's gift.

This means you can learn. You can study under a teacher, experiment on your own, read grimoires, and advance the way any mage does — through effort and practice. You aren't locked into a fixed set of demonic tricks. The entire magical tradition of the world you've entered is open to you, limited only by time, talent, and access to instruction.

The obvious limitation is that "conventional magic" means exactly that. You aren't better at it than a mortal of comparable study. You don't have exotic insights or infernal

The Arcanist's Foundation

## Omen

## Execution

shortcuts — or rather, you might develop those separately through other Omens, but this one just gives you the same toolbox every other mage carries. You're a first-year student with a demon's lifespan and a demon's motivation.

The less obvious advantage is that demons live a very long time, and magic rewards patience. A mortal wizard might master their craft in forty years and then die. You have centuries, and every year of study compounds.

### **Cost**

The Arcanist's Foundation forms Thematic Cohesion with virtually any other Omen that involves magical practice — Ritualist omens, Artificer omens, or any Omen whose applications could be extended by conventional magical knowledge. A hellknight who can also enchant his own weapons. A soul-trader who can also perform mortal ward-work. Conventional magic is a universal solvent for capability gaps.

The Arcanist's Foundation does not qualify for Omen Weather. You practice magic. Magic has side effects. Those are the side effects of whatever spell you're casting, not an ambient emanation of your nature.

The Arcanist's Foundation does not qualify for any Aligned Sin. Magic is a tool. The tool has no alignment; only its use does.

The Arcanist's Foundation could be Tasked for Occultist or Adviser.

The Arcanist's Foundation does not help you go free. You might eventually learn magic that does, but the foundation itself is just potential.

The Arcanist's Foundation is not Beyond the Horizon for any setting where magic is learned. In Innate Master Mage settings where magic requires an inborn gift, the Omen is granting you that gift.

The Arcanist's Foundation triggers Setting the Foundation. Wizards become strange over time, and you can lean into that and make your nature more magical the same as any other wizard. -2 Portent.

The Arcanist's Foundation does not trigger Steady March. The magic doesn't grow on its own. You have to study. It doesn't directly make itself more powerful. You can enchant yourself, perform rituals that empower you, consume magical forces, but that's why it triggers Setting the Foundation.

The Arcanist's Foundation is not a Greater Demon Omen at any magic level. You're a novice. Novices don't threaten kingdoms. Give it a century and that might change, but that's Setting the Foundation doing its work, not the starting power.

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Demon Nature

***Echidna***

A nonstandard Echidna, it borders both the Ritualist and Artificer. It's Ashen Blood is arguably a minion, but it's also arguably a magic system.

Purpose

As you skipped across realities, bits of them stuck to you. Most of them were consumed and incorporated into your demonic apotheosis, but some of them held on. You grabbed some of them, fragments you didn't truly understand, and looked upon the substance of hell through their lens. Then you crafted them into a weapon, and wove it into your blood. When you incarnated upon the Material, you had ash in place of blood.

The ash of hell is a powerful and strange reagent, but yours is stranger still. Your incarnation processes the ash into something purposeful and alien, wandering along the edge of the possible, harnessing chaos and order in turn, and turning the gradient of chaos into an engine to drive motion. Every fragment of every splinter of every grain of ash that makes up your blood has been transformed into components of a great swarm.

In more technological worlds, it might be called utility fog.

It will infect and infest the world around you, harnessing forces Fallen, Mad, and Anankastic to transform and repurpose the world. One moment it's a disassembler swarm in the form of a burning pyroclastic storm that rips apart castle walls, and transmuting matter into ash. The next, its' building building ashen automata out of the slag to march under your banner.

It's not as good at *reassembling* things as you might like - it needs templates and to build on reserves of stock. And batteries are always an issue for hyper-minaturized tech. The Ash of Hell has the Entropic, Orderly, and Chaotic forces it runs on... but few places in the abyss have all of those stocked at the density it needs, so your blood remains a key feedstock to keep it working. But within your reach you can rip down the world and rebuild it in a vision of infernal industry.

Cost

Utility Ash forms Thematic Cohesion with Omens of technology, invention, industrialization. As infectious nanotech, its also has themes of infection and disease, and could fit a plague demon.

Utility Ash qualifies for Omen Weather. It turns the substance of hell into an industrial process. Strange magical radiations, micro-holes chewed into the fabric of reality that bleeds infernal influences, and unnatural alchemical pollutants could all be side-effects.

Utility Ash qualifies for Tyranny-aligned Aligned Sin. It's hellish technology.

Utility Ash

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Utility Ash could be Tasked for Artisan Factotum, Occultist, or Warrior.

Utility Ash doesn't help you wear away at your binding.

Utility Ash triggers Beyond the Horizon most worlds - advanced science fantasy worlds won't trigger it, but most fantasy worlds will. In ones without sufficiently complex magic, the difference between technology that advanced and fiat disappears. +2 Binding normally, +4 or low fantasy worlds.

Utility Ash triggers Greater Demon on Learned Master Mage or below. It's hugely destructive, and lets you rapidly raise entire armies of automatons.

Utility Ash triggers Setting the Foundation and Steady March. You can refine your demonic form, build new functions into yourself, and evolutionarily advance your Utility Ash over time.

Demon Nature

**Ritualist**

Goetic Evocation doesn't summon demons from the Abyss. It incarnates the evil already present — the latent sins of mortals given form, purpose, and a leash.

Purpose

You can see Evil. To you, Evil is in no way allegorical. You can sense what horrors a person carries, how deep they run, and where they're most concentrated. A village might look peaceful, but you can see the knot of resentment between two families that's been festering for three generations. You can trace the web of adulteries in a noble court, or find the one member of a garrison who's been skimming supplies.

This does not end in perception. You can touch it. And what can be touched, can be used

Goetic  
Evocation

Goetic Evocation is a system of ritual knowledge that lets you perceive, harvest, and incarnate the latent evil in a population, a place, or even a single person. You can read a man's sins the way a physician reads symptoms. It's not insight into his actions, but watching for spiritual symptoms of the disease that is 'sin.' Sin speaks to you, in a tongue more honest than those spoken by men.

Pushing deeper, and this becomes leverage. The thread of a man's greed can be tugged, inflamed, used to steer him towards choices that deepen it. You aren't pulling on his thoughts, exactly, but the current of weakness he swims in. A coward becomes slightly more cowardly at the critical moment. A glutton reaches for the bottle just when sobriety would have saved him. You aggravate existing weaknesses, making swimming against one's worse tendencies more expensive, and giving in to their existing vices a more rewarding indulgence.

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The result is a form of influence that's nearly undetectable, because the victim is only ever doing what they already wanted to do. They just wanted it a little more.

But the true art of Goetic Evocation is incarnation. Given enough sin—harvested, concentrated, and then ritually refined—you can birth it into being. It's not a demon, no. A Goetic Spirit is a creature made from mortal evil, given form and function by your rituals, and shaped by your knowledge into something that serves your purposes.

A spirit born from a city's collective wrath is not the same as one born from a single man's decades of calculated cruelty, though which is the targeted rage and which is the unchained wrath might be a more nuanced question than it sounds.

The spirits you create are bound to you by the ritual that incarnated them. They are not truly independent entities, and have no identity of their own beyond what the sin they're made from imposes on them. Building in greater emulation of independence is an example of more advanced skill.

On its own, a spirit of avarice wants to hoard. A spirit of pride wants to dominate. These impulses are their nature, and you can direct those impulses, aim them, give them tasks that align with what they already are. A spirit of wrath makes an excellent weapon. A spirit of sloth can be deployed as a curse that smothers initiative in an entire household, a creeping lethargy that saps the will to act until the victims barely remember what motivation felt like.

The spirits are not strong. Individually, even your best work is unlikely to match a true demon of comparable age and experience. But they are cheap. Where mortals sin, you have feedstock. Where feedstock exists, you can produce servants. A busy port city produces enough raw material for you to manufacture small armies of spirits, or craft potent courts of sin that, each one specialized yet disposable. The only limit is your time, your ritual skill, and the richness of the sin around you.

There is a darker application. The sin you harvest from a person doesn't grow back quickly. If you strip a man of his avarice, he becomes genuinely less greedy for a time. If you strip him of enough sin, he becomes... unsettlingly good. Peaceful. Content. It wears off, because mortals generate new sin constantly, but for weeks or even months afterward, the harvested individual is measurably kinder, calmer, and more virtuous than they were before.

This is not a gift. The sin you took is now walking around as a spirit under your control, and the person you took it from is now connected to that spirit in ways deeper than choice. Destroy the spirit, and the sin snaps back — often harder and more concentrated than before, a rebound that can shatter a person's self-control overnight. Keep the spirit, and you hold a leash on its source that they can feel but can't explain. They'll dream

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about it. They'll feel a pull towards you, or towards wherever the spirit is. And if you tug that connection just right, you can issue commands through it that the victim will experience not as compulsion, but as their own deeply held convictions.

### Cost

Goetic Evocation forms Thematic Cohesion with other Omens that engage with sin, moral corruption, spiritual perception, or puppet-mastery — a Weaver's system of enforced social control, a Siren's emotional manipulation aura, a Malefactor's targeted curses, or an Oracle's divination domain. The "reading sins as divination" component particularly resonates with information-gathering Omens.

Goetic Evocation qualifies for Omen Weather. The rituals you perform leave residue. Areas where you've been actively harvesting sin develop an uncanny moral clarity — people nearby become uncomfortably aware of their own failings, confessions happen unprompted, old grudges surface without provocation. It's as if you've stirred sediment that was sitting peacefully at the bottom of the community's collective conscience. Your spirits, even when idle, radiate the nature of the sin they're made from — a spirit of lust makes nearby couples quarrel about fidelity, a spirit of wrath makes tavern brawls more frequent. The effect is subtle but cumulative, and any mage investigating the area will find the spiritual ecology has been disturbed.

Goetic Evocation qualifies for Entropic Aligned Sin. You're harvesting and weaponizing the moral decay that already exists. The entire system runs on entropy — degradation made useful, corruption made productive. Even the "cleansing" side-effect of harvesting is entropic in its own way. Peoples sin are a fire that pushes them forward, and the moral clarity it brings can slide into its own form of decay, even before the rebound when the sin returns is worse than the original state.

Goetic Evocation could be Tasked for Adviser, Occultist, Castellan, or Spy. The divination applications fit Adviser and Spy. The spirit-creation and puppet-mastery fit Castellan. The ritual knowledge is quintessential Occultist territory.

Goetic Evocation does not help you go free. Your spirits are made from mortal sin, not abyssal chains. They have no particular leverage on bindings.

Goetic Evocation is not Beyond the Horizon for any setting where demons and spiritual forces exist. Incarnated sin-spirits are well within the folklore of most magical traditions — they're essentially personified vices, which is one of the oldest magical concepts there is. In very low-magic settings (Archmage-tier) where manifest spirits are theoretical rather than practical, it might qualify at +2 Binding, but even many of those have ghosts—they're just rare.

Goetic Evocation doesn't Steady March. Your understanding of sin and your ability to work with it deepens with practice, but the same is true for every specialist wizard. A Goetic Evocator who has been practicing for a century is working with tools that make

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their first efforts look like finger-painting, but the same is true for mortal sorcerers within their own field.

Goetic Evocation does trigger Setting the Foundation. Your growing mastery of sin-as-substance reinforces your fundamental demonic nature. As you forge Goetic Spirits, you'll learn to refine your own Entropic nature and glut your demonic self upon sin. Understanding mortal evil at this granular level deepens your connection to the Abyss, which is, after all, built from the same material, but more importantly you can turn this into inherent Goetic abilities, developing Sorceries and Powers over time. Your spiritual senses sharpen, your ritual precision improves, and your capacity to interact with the immaterial grows as a holistic consequence of your practice. -2 Portent.

Goetic Evocation is not normally a Greater Demon Omen. Your spirits are individually weak, your control over mortals through their sins is indirect, and your divination, while potent, doesn't translate into raw kingdom-conquering force on a short timeline. You could build toward that level — a century of practice, a network of harvested nobles, an army of specialized spirits — but that's true for any Wizard of sufficient ability. Setting the Foundation does work as well, but it's not the Omen's starting power.

However, in Archmage settings, Goetic Evocation could qualify as Greater Demon if the spirit-creation is scaled up to produce dozens of spirits simultaneously from a city's ambient sin, and the puppet-mastery is fast and reliable enough to turn a court inside out within weeks rather than months. At that power level, you could dismantle a kingdom's ruling class through their own sins without ever being in the same room as them. The spirits do the fieldwork, the sin-connections do the steering, and you sit in a basement somewhere reading the sins of everyone who matters and pulling strings. That's kingdom-taking by any reasonable definition.

Demon Nature

*Ritualist*

The Devil's Compact is what happens when a demon manifests the tools of diabolism. You are a demon who summons and commands other demons.

Purpose

Mortals study the Abyss from the outside, learning to pull upon its chains through mortal magic. They peer through the veil with scrying circles and theorize about infernal hierarchies from fragments of stolen lore. Many demons do the same—Demon Lords are often diabolists themselves, functioning in an almost mortal manner. They use arcane forces as clumsy instruments to work with the Aligned elements, crafting them into tools they can use. Their workings are hooks cast blindly into an ocean, hoping to snag something useful before it snags them.

But there are demons who need not use the arcane to interact with the Chains of the

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Abyss, not as a force outside themselves, but the way a fish understands water.

You know how the flux lines flow, where the Cyst-storms gather, which layers press against which, and where the boundaries between Hell and the material world run thin. You know your own bindings. Through your own chains and sympathetic principles, you can manipulate Chains outside yourself, bind them to be pulled around by your own chains, and wield power over the fabric of Hell itself.

These become rituals even most Demons couldn't use, leveraging principles native to the Aligned forces you work with, and elements that mortal diabolists either don't know or can't safely employ. Your summonings are faster, more precise, and harder to resist. You aren't working from a degree of separation and fighting its tendencies, but working with the substance of the Abyss along the lines of its nature.

You can target your summonings with a precision mortal diabolists would kill for. Not just "a demon of wrath" but that specific demon of wrath, the one three layers down who guards the second bridge in the Wound of Keth. You can feel them in the Abyss the way you can feel the heat of a fire. It's not perfect or boundless in reach, but if you know well enough where a demon is and roughly what they are, you can reach out and pull. True names, glyphs, targeting schema, or other tools help enormously, as they do for any summoner, but you can work without them in ways mortals cannot.

The bindings you impose are demonic in nature, literal extensions of your own internal chains, tangled about theirs. This has implications. Your bindings are more natural to their targets, which means they settle in faster and resist damage better than mortal-imposed bindings. A demon bound by a mortal wizard is a fish in a net; a demon bound by you is an organ in your body.

The binding feels less like imprisonment and more like hierarchy, which makes it simultaneously easier to tolerate and harder to escape. Many demons will accept your binding with less resistance than they would a mortal's, not because they're happier about it, but because the binding integrates with them in ways a mortal's chains don't.

Just like a mortal diabolists, you can maintain multiple bindings simultaneously, though the number depends on many factors. You can only extend your own spirit so far, so just like a mortal wizard true bindings tie up portions of your spirit. To start with, you could manage two or three without weakening your own entropic or tyrannical nature, but this will steadily grow with time. If you're willing to weaken yourself, you could push it even further.

Still, the relationship between "number of bound demons" and "useful bound demons" is not linear. Often a Contract - a binding that uses hellish forces as an intermediary and has defined behaviors for both sides - is more useful since many demons are less abrasive in such relationship and it doesn't tie up your own power.

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Every additional binding is another personality to manage, another set of resentments to navigate, another potential mutiny to suppress. You're a general, not a puppeteer. Your bound demons have their own wills, their own agendas, their own sins and virtues. You command them, but commanding is work.

If you're powerful, you might go the route of the Demon Lords. If the demon binds itself to you, rather than the other way around, it doesn't lock down your own chains. You need to have something to offer another demon before it will submit itself in such a way, but not even a great demon like Beleth could hold 85 legions of demons if they had not willingly submitted to his rule, and it is only through their own loyalty that he commands them.

The demons you summon and bind are real demons — not constructs or echoes or fragments of some more whole spirit. They are complete beings pulled from the Abyss, with all the power and complexity that implies. Your power is the power of delegation, and your toolkit is the entire taxonomy of demonkind.

There is a critical asymmetry to understand: you can practice your art while in the Abyss.

When you're banished back to Hell—whether by your master, by death, or by choice—you find yourself in the place where your targets live. You can hunt, negotiate, bind, or simply scout while in Hell, building your forces even when you're barred from the material world. If your master banishes you as punishment, you can spend your exile assembling a court.

This is an enormous advantage. It is also an enormous liability. Other demons will learn what you are. The first time you bind another demon, word will start to spread. It's not instant, but the Abyss is full of gossip and paranoia, diabolism is exactly the kind of information that travels fast and far. While it's a known practice, it's also a feared one.

It isn't always straightforward, of course, because a demon Diabolist has coin other demons might want. Some demons might desire your ability to restructure layers or manipulate the structures of hell. And some might agree to your binding—being bound protects from other bindings, and many demons prefer to work for a demon master than a mortal one.

But that's only the case if you have something to actually offer them. And your bound demons understand all of this. They know what you are, they know what you do, and they know that the rest of demonkind has strong opinions about it. Some will serve loyally, grateful for direction or protection. Others will watch for their moment. And all of them will know that if you fall, their bindings dissolve — which means every enemy you make is also an investment opportunity for any subordinate thinking about career

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advancement through regicide.

The mortal world might be safer ground, ironically.

### Cost

The Devil's Compact forms Thematic Cohesion with Omens that leverage demonic hierarchy, abyssal knowledge, or command structures — the Soul Trade (you're both building infrastructure from the Abyss itself), any Weaver Omen focused on systems of control, President Omens that provide other forms of minion support, or Ritualist Omens that expand your magical toolkit. A demon who both summons demons and trades in souls is building a vertical monopoly on the infernal economy, and those Omens reinforce each other's themes.

The Devil's Compact qualifies for Omen Weather. Your summonings punch holes between the Abyss and reality, and those holes don't always close cleanly. Areas where you've performed summonings develop a thin spot in the veil — not enough for anything to come through on its own, but enough that sensitive mortals feel uneasy, wards flicker, and the ambient spiritual background shifts toward the infernal. If you summon frequently in one location, the effect compounds. Minor imps and spiritual vermin start leaking through. The temperature drops. Shadows behave oddly. Eventually a competent mage will notice, and they'll know exactly what caused it.

The Devil's Compact qualifies for Tyranny-aligned Aligned Sin. Binding demons to your will through ritualized chains of command is Order at its most literal — you are creating a hierarchy of servitude, with yourself at the top, using the very structure of the Abyss's own fettering mechanisms as your tool.

The Devil's Compact could be Tasked for Occultist, Castellan, Adviser, or Warrior. The ritual knowledge is Occultist territory. The army-building potential fits Castellan. The intelligence-gathering applications of bound spy-demons fit Adviser. And if your bound demons are primarily combat assets, it fits Warrior — you don't fight your battles personally, but your demons fight them for you, and commanding a demon warband on a battlefield is still martial command.

The Devil's Compact does not help you go free fast enough to trigger this. You can slowly work at your own chain, making your spirit ones normal bindings slip from, but it's ongoing slow work, and work your master might work against. You might use your bound demons to indirectly pursue freedom — having a Trickster run interference while you flee, or a Malefactor curse your master. But that's planning rather than power.

The Devil's Compact is not Beyond the Horizon for any setting where demon summoning already exists. You're doing what mortal summoners do, just better and from a different starting position. The principles are native to the setting's magical framework.

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The Devil's Compact triggers Steady March. You will slowly refine and build upon your own chains with time, giving you more slack to bind other demons with, tying other infernal elements into self contained knots of chains you might wield, even tying portions of infernal planes to your spirit so that they serve you. -1 Portent.

The Devil's Compact triggers Setting the Foundation. You will be able to slowly reinforce the structure of your demonic spirit, strengthening the chains digging into and holding your soul together, and leveraging that to express greater infernal power. You will be able to build new expression of demonic nature into yourself over time, building engines of aligned forces that deepen you abyssal might. -2 Portent.

The Devil's Compact is a Greater Demon Omen at Learned Master Mage and below. At those power levels, a demon who can summon and command a squad of lesser demons — each one a genuine supernatural threat in its own right — can project enough force to threaten kingdoms. Not personally, but through their forces. Three bound Ravagers and a Trickster scout could break a siege. A Defiler reshaping the land to your advantage while a Weaver curses your enemies' supply lines is a strategic advantage that multiplies with every demon added to your roster.

Above that, the Devil's Compact is not a Greater Demon Omen by default. The mortal world has enough magical firepower that a small warband of demons, however well-coordinated, doesn't automatically threaten a kingdom. You'd need to scale up dramatically with armies of demons, operating as a coordinated force—the demonic version of combined arms warfare—to reach that threshold. Building such a force takes time the Greater Demon trigger doesn't allow for. Your Steady March and Setting the Foundation will get you there eventually, but the starting power won't.

## *Optional Campaigns DLC*

Perhaps your summoning fell into the arc of a larger story? These Optional Campaigns are not required, but you can use one to set up a story if you wish.

You may not take more than one.

### *The title of the Campaign*

**Requirements:** The requirements to take the Campaign.

**Special Considerations:** Special Factors to keep track of. Is there anything going on with this world beyond what the plot itself makes clear.

**Plot:** The Story of the Campaign.

**Rewards:** The reward you get for the campaign, either at the start, during it, or as a reward at the end.

**Inspirations:** Inspiration for this Campaign.

### Bound Butler

**Requirements:** Take Adviser and/or Seneschal. Take Maid. Binding  $\geq -1$ . Archmage or High Mage. Can pass as mortal; Witch's Nipple no higher than -1.

**Special Considerations:** Divine forces are in play.

Some enforce order and fate, and counter *whimsical* forces along with punishing those who break the divine order through crimes such as Suicide or the Selling of Souls.

Some enforce free will and choice, and counter *tyrannical* forces along with punishing those who corrode autonomy through crimes such as Magical Influences or Bindings.

And some enforce benevolence and counter *entropic* forces along with punishing those who break the divine order through such crimes as *True Malevolence* and *Damnation*.

**Plot:** Your summoner is something almost impossible in a world of such limited magic.

Young. An orphan.

He is the last heir to a major family - a County - and one which has long been a major pillar of the Empire of Elbeyn. Six hundred years of loyal service, only for an entire family to vanish in a single night of blood and chaos, with only a single survivor.

He turned to black magic to seek revenge. He summoned you.

His pact is upon you. His damnation in return for your service. Help him find out who wiped out his family, and help him claim revenge, and the binding will break and you can claim his soul.

Though, while he has his assumptions about demons, you'll have to decide if that's something *you* want.

**Rewards:** As you work to fulfill the contract and escape your binding, you will find your ability to trade in souls developing, granting you The Soul Trade.

Alternatively, you may ignore that aspect of the binding, finding purpose in understanding and fighting all the

strange evils you'll have to investigate along the way. The empire is swimming in foulness both mundane and supernatural, and if that holds your attention, you'll develop Goetic Evocation instead.

**Inspirations:** Black Buttlar specifically. Occult investigation stories generally.

### *Custodial Parent*

**Requirements:** Take Caretaker. Female-Presenting. Binding  $\geq 3$ . Either Archmage or High Mage. Can pass as mortal; Witch's Nipple no higher than -1.

**Special Considerations:** None

**Plot:** The children of Devils who favor their mortal parents—Cambion—are known for their talent at magic. For this reason, there have always been wizards who considered this a valid method for guaranteeing that their line continued to excel at the arcane arts.

You were summoned to give your master a child. Whether you found peace in this, or hated him until the day he died didn't change the outcome. The binding certainly made finding peace with it easier.

It also didn't change the fact that he died, leaving you holding the bag.

He was an Earl, holding land, title, and subjects, and the child you gave him is the heir to that title. But they're a child, barely seven years old.

You're just lucky enough that he hid the fact that the 'mistress' who produced his heir was a demon. And while it wasn't for this contingency, he had actually invested you with some real responsibility, that you're officially seen as trusted by his estate. This was more because he used you as an agent bound to serve him loyally, rather than because he was planning for this contingency. But it doesn't matter.

You find yourself assigned Custodian to your child, tasked and invested with raising him to be a wise lord. It gives you a place to remain upon the Mortal plane, political power, and the opportunity to seed your return from the abyss if you're ever slain. But beware. Your Master hid his infernal dealings for a reason, and you could find it all burning down—along with your son—if anyone discovers your infernal nature.

It will take time for you to shake off all of the lingering commands he's left upon you, and at least a few of them will be problematic.

Will you turn this into an opportunity for greater power as you work to become unbindable, or simply hide away? Will you avenge yourself on the world as a demon, or simply try and reestablish a new normal for yourself? Will you sacrifice the child you didn't ask for in the fires of your ambition or raise him with care?

It's your choice.

**Rewards:** Your master needed you to be able to teach your child sorcery, and so the binding was crafted to grant

you The Arcanist's Foundation.

Demons are surprisingly often summoned as healers. It's an affinity issue - spirits of illness, suffering, diminishment and death are seen as associated with infernal forces. It's not entirely true, though Entropy wields influence over such forces. You have an aura of healing and wellness that drives off illness and speeds recovery - the healer's equivalent to Pristine Presence.

**Inspirations:** No specific inspiration - novels with political dramas like Game of Thrones or The Curse of Chalion in a general sense.

### A Gentlemen's War

**Requirements:** High Mage. Binding  $\geq -3$

**Special Considerations:** Magic and Magicians work mainly through summoning; magic that isn't working with or through spirits is weak and rare.

Elementals have significant power, but are mentally limited in a way that forces a sorcerer to more pilot them than command them, and animating an elemental drinks lifeforce at a punishing rate.

The fae can be impressive until you realize how wrecked they are with weaknesses. The Unquiet Dead are toxic and cursed - they are deployed in war and sometimes in revenge, but are an unsightly tool.

Angels cannot be commanded, only pleaded to.

So most sorcerers summon and command demons, and for most that is the whole of their power.

**Plot:** Your master is a mid-ranking noble in an empire where demon-binding is the foundation of political power. Sorcerers rule an empire with territories and protectorates that stretches across the globe. It has a number of rivals, though whether openly or behind the scenes, all of those rivals are equally ruled by sorcerers.

Within the Empire, sorcerers are civil servants, though they mainly serve themselves. Children with the talent are effectively bought from their families. Their environment is engineered to reinforce a separation from the rest of society and tie them to the rest of the fraternity of sorcerers. It's a snakepit.

You've been summoned into what amounts to a cold war fought through proxies — espionage, sabotage, social manipulation — where you're one piece on a board full of other bound demons.

Your new master has recently been accused, through quiet channels, of a breach of the sorcerers' code — an offense that could see his standing stripped and his demons confiscated. Whether the accusation is true or planted by a rival, the consequences are the same if it goes public. He summoned you because you're unknown — unregistered, uncatalogued, invisible to the rivals who have dossiers on every other demon in his stable. Your first task is to help him navigate this crisis. Your second is to decide whether his survival is actually in your interest.

**Rewards:** You were summoned to help your master in these conflicts. Take an extra role - either Adviser, Spy, or

Warrior. That includes getting an extra Omen. You don't pay any Binding for the extra role, but you will pay it for any chains your extra Omen triggers.

**Inspirations:** Pretty much just Bartimaeus.

### *The Damned Wish*

**Requirements:** Innate Master Mage. Take Warrior.  $-6 \leq \text{Binding} \leq -1$ .

**Special Considerations:** Thirteen other demons summoned by thirteen other masters.

At least one minor deity on the level of an Archdemon, and two others who could become active depending on your actions.

**Plot:** The Festival of the Profane Wish. Once every fifty years the Comet God sends out invitations. Black cards, with lettering in a color even darker that instruct the participants. Then, over three days the fourteen celebrants of the festival will be consumed, violated, ruined, and transformed.

Each celebrant will use the card to summon their Token of Entrance, a demon bound to them by the mysteries of the Festival. Then they must survive. The rules of the festival say that there can only be one survivor, but they don't promise any survivors, and many festivals end without any left to claim the prize.

The celebrants may ally with each other to hang on longer, they may kill each other to weed out competitors, they may try and seize opportunities, or raise defenses to keep the threats of the festival at bay.

The gods will play their games. They may send avatars to test and torment and tease the competitors. The Comet God itself has its' games, and those games would have everyone lose. Other lesser gods are involved. One was used as tools by the Comet God to establish the Festival, and one is incepted, not yet born, using the forces in play to hurry its own birth.

The losers become the thirteen keys the gods use to harness the Abyss itself, establishing and manipulating boundaries and revitalizing forces that maintain the stability of the current age. If there's no winner, the Comet God takes the prize. It will not surrender the opportunity, for the wounds it took in the Dawn War continue to poison it and rot, and it can't lose the prize another time and not face oblivion. But perhaps that's the very reason this is the contest a mortal has the best chance of winning, for the Comet God is rotting in his madness.

The Unborn God of the Alchemy Engine intends to steal the victory itself, but it doesn't even properly exist yet.

The Chained One merely wishes to take revenge upon all those that used it. Understandable, and many even sympathetic on any entity less horrible than the Chained One, the God of Damnation.

You are the Token of Entrance, the mark of your master as Competitor. A celebrant with no Token of Entrance loses immediately... But you don't necessarily lose with your master. If all fourteen celebrants lose, the final

celebrant will be transformed into the gods messenger, burnt up and burnt out, and then discarded, but if there's a winner...

There can be at most one Celebrate Survivor, and only one Token will enter into the final gate and bring the demands of the gods down upon the Abyss like the fist of heaven at the end of the ritual. The Celebrant will have their name included in the structure the gods use to bind the age, and gain incredible might. Several winners have gone on to ascend to minor divinity. And the Messenger? Being the channel for so much divine power changes them.

But beware. There are forces at play that could shatter even the eternal spirits of Demons.

So fight, cheat, steal, trick, learn. You must be bound to a survivor on the evening of the third day, they must have no other Tokens at that time, and they must have reached the center of the Festival, and the gate to the abyss must have been opened and bound. Multiple celebrants working together might accomplish this, but it would be unlikely for teams to have survived this late in the Festival, or it could be done through divine intervention. Possibly *forced* Divine Intervention.

Freedom and power are on the line. Do whatever it takes to win.

**Rewards:** If you become the Messenger, you may upgrade two of your Omens to Greater Demon, and your binding drops to -7.

**Inspirations:** Fear & Hunger 2: Termina, and Fate/Stay Night.

### Academic Probation

**Requirements:** Learned Master Mage. Take Adviser, Seneschal, or Occultist. Binding  $\geq -4$

**Special Considerations:** None

**Plot:** Arlay University needs a new Demonology professor after a recent expansion, so the Dean of Summoning called up a new one. No, you don't get to turn down the professorship.

Your binding is held not by one person but by the university's institutional charter — a collective binding maintained by the faculty. This makes it enormously stable, but also painfully bureaucratic.

You can't be freed by killing one person; you'd have to dismantle an institution. On the other hand, institutions have cracks. Faculty politics, student rebellions, budget disputes, rival universities attempting sabotage — any of these could be leveraged.

The university's charter is up for renewal — normally a formality, but a reform faction is pushing to dissolve the demonology department entirely. If they succeed, your institutional binding doesn't transfer. It collapses. No one knows what happens to a demon whose binding simply ceases to exist in such a way. Death of the master is well documented, yes, as is transfer, or willing disillusion. But the entity holding the binding simply ceasing to exist in

such a way? It's honestly hard to say, and the possibilities range from freedom to something considerably worse. You now have a vested interest in the survival of the institution that enslaves you, which is exactly the kind of irony the faculty finds academically interesting and you find personally enraging.

**Rewards:** You gain Bound to Magic - a version of The Arcanist's Foundation that includes deeper arcane starting knowledge (in this case, specifically Infernalism), and adds in Steady March. Every time you cast a spell, work a ritual, or engage with arcane forces, a bit of that interaction is bound into your structure and recorded. What you did right is recorded, and what was a failure is also recorded. You are literally bound to good and proper casting, and against mistakes and flaws, until you can't help but work magic properly with effortless precision. Spell by spell, you gain greater and deeper inherent mastery of magic.

You also receive a minor Heresiarch Omen that grants you an understanding of abyssal hierarchy and structures, though only at a very high level.

**Inspirations:** Lots of Academy based stories. Maybe a little bit Grim Grimorie.

### *Angel on the Lam*

**Requirements:** Learned Master Mage. Caretaker. Not Vile. Binding  $\geq -6$

**Special Considerations:** Celestial forces (beyond Jophiel) are in play. Jophiel is trying to keep old peers from noticing how far she's falling, and you're not the only demon in the area.

**Plot:** Jophiel was the perfect angel. A young Seraphim created a bit under a hundred years ago, she excelled at all of her tasks and was the very model of a young angel. Then she was sent to the Mortal World on her her as a learning experience, and to become familiar with mortals.

Like many young adults, life on her own changed her. And not for the better. Two years later, and few of Jophiel's angelic peers would recognize the NEET slob she's become. Unfortunately, if she doesn't want to be found out, she needs to get a bit more than a year's worth of heavenly duties done in the next three months. Then she had a bright idea. Wasn't she given a set of Relics of Binding? They were intended for imprisoning and exiling any demons she encountered, but there was no reason she couldn't use them to recruit assistance...

**Rewards:** If you can help the young Angel complete her tasks... Well, not satisfactorily, that ship has probably sailed, but 'complete them in some sense', then you'll have technically earned Divine Grace.

You may treat this as an Omen to a role that is the opposite of the Weaver, representing how the divine plan supports and uplifts those that work inside it. It would be aligned to Azoth, the celestial opposite of Entropy. It would be an Omen focused on bringing weel and prosperity, and it would work to ease your path through that, though not always in obvious ways. A foe falling in love and finding happiness somewhere else removes an enemy, after all.

You might also get celestial help in 'not being a demon anymore.' Perhaps being bound to the mortal world as an

Earthly Spirit instead? It wouldn't be a *small* favor. Maybe work on your sad puppy eyes?

**Inspirations:** Gabriel DropOut.

### *The Demon Hunter's Hound*

**Requirements:** Journeyman Mage. Take Warrior, Castellan, or Occultist. Binding  $\geq -3$ . Inner Way.

**Special Considerations:** While there are no visibly active celestial forces, loci of faith and spiritual practices easily generate 'holy' power. Spiritual Practices are more meditative, mental, or internal, rather than martial arts, and they tend to be weaker than the Journeyman Mage level would suggest. They do reach that level, but it's harder than the level would suggest. However, they are especially effective on spiritual entities—like demons—than that world-level would normally suggest.

Magic is mostly either fueled by spiritual practice (which means one needs to learn both paths, to have the spiritual strength to feed your magics hunger for fuel), or is 'black magic.' Even if it isn't directly binding a demon, black magic draws forth and uses infernal influences, leading to magics bad reputation and dangerous nature. In general, black magic effectively has Omen Weather.

**Plot:** You were summoned by a Demon Hunter. It's not that uncommon. One of the easiest and most common sources for the kinds of magic you need to hunt demons is by pacting with them. That doesn't mean they like or trust demons, just that demon hunters are practical enough to learn the tools they need.

Your summoner has only recently reached the level where he's ready to begin hunting. He works with others - not *for* others, but he's paid bounties by the Government for cleaning up and shutting down Black Magic incidents. His job is an endless stream of other demons and rogue summons, curses, other sorcerers, strange escaped horrors and experiments, abyssal incursions and infections, and the occasional curveball that doesn't fit any of those categories.

You're leashed to someone whose entire profession is destroying things like you, and your job is to help them do it. Your master doesn't trust you and probably never will, but they need you, and that need is your leverage. Whether you embrace the job to protect people, or wait for the chance to live down to his fears is up to you.

**Rewards:** As you battle other demons, you'll either slowly come to understand and embody concepts of infernal occult power, or consume the strength of your foes.

Gain an Omen that either represents deepening Abyssal Occult power (like Heresiarch or Ritualist), or the ability to draw power from the demons you might (perhaps through Abomination or President).

It will start out basic, but as you keep fighting, it will grow into a Greater Demon Omen.

**Inspirations:** Witch Hunter Robin, Chainsaw Man, Onikirimaru.

## The Trenches of Hell

**Requirements:** Journeyman Mage. Pure Evil.

You may choose not to take the free ranks of Sinister you should receive.

**Special Considerations:** As an additional choice when picking this option, take one of -

- The Hydra of Inequity
- The Cult of the Malediction

While this world is a Journeyman world, it's also a world under assault by nine planes of Hell, as well as the Outsider Demons of the Crusade of the Transfiguration. There are at least five Demon Gods who would still count for a world at the precipice of Wild Magic.

Powerful magic hasn't spread far and wide enough to push it past Journeyman, but they might push further than that line would suggest, and while Greater Demons wielding Greater Demon omens are rare, they aren't *that rare*.

There's the rare seer, or touched soul. There are a few necromancers around—as in speaker to the dead. Raising corpses is infernal magic. They would have been frighteningly powerful, if rare, in a world hadn't been diverted from its proper course. Touching something beyond the mortal can have terrible consequences. These days, they barely matter.

Real Magic is theurgy, and most of it isn't truly fit for humans. They work around that with characteristic cleverness. The power is better suited to gradual creation than hasty invocation, but that doesn't mean there aren't prophets and zealots calling upon the names of the Creator in their war with the Hells.

Alchemy flourishes, leading to the cloning of ancient prophets and holy men to harness their Grace, the manufacturer of alchemical regimes that twist men into crippled holy monsters, and other monstrosities. They have manufactured an entire series of Pastiche-Saviors whose presence is as potent as they are crippled by divinity that the newly manufactured body and mind could never hope to handle.

Others exist in a delicate balance with holy focus they can't truly cleanly wield, and one that extracts a cost in pain, sacrifice, and insanity. The Witch Hunters are a good example of that kind, those who learn liturgies of judgement, using artificial relics and insanity inducing meditations to speak judgement upon witches and demons, casting them to the depths through words no human can really be trusted to speak.

The actual divine does intervene, but only rarely. An angel's presence is not something fit to tread upon mortal earth. Be Afraid, for their descent is more marked by the pillars of salt and the absence of survivors, than by testimony.

Of course, the Hells have their own magics, both those they brought with them, and ones they claimed after making their new home within the Hells. But stealing relics, perverting the holy, and desecrating the sacred are a core aspect of local infernal magic, and many artifacts of hell have something holy at its heart.

Most of the original demons within these hells are Fallen Angels, cast out of the Celestial Plane and sentenced to demonhood. Others arose from their broken corpses in the wars they waged upon each other in the hells or arose from twisted environs wrecked by the twisted magics they wielded against each other. They've studied such spontaneous demons, and created factories that manufacture them.

**Plot:** It's been over a thousand years. A thousand years of war, between mankind, and Hell.

The Mendicant Companion-Soldiers of the Savior and the Temple of the Wise King took the City of Faith in their holy war, and in the catacombs of the city they found... *something*. The truth of what exactly they found has been lost, but they betrayed their Lord and broke bread with hell. When their crime was complete, the City of Faith was destroyed as a great gate to hell opened, and mankind has been at war ever since.

You were not summoned by a human. No, you were called up by a force from the hells. Not as an individual, but part of their mass manufacturer of demons to fill their ranks and make war upon the lands of men. It's a small mercy, but no one starts out noticing that you aren't just another mass-produced demon. While your initial behavior might be odd, many demons have odd behavior right after they're born. Yours can be lost in the chaos.

***The Hydra of Inequity***

The Court of the Demon Princes is ruled from great thrones, each held by a demon embodying the heights of one of the great sins. They are at each others throats more even than they fight against the Tyrant-Lord, and few thrones are held for long.

One of the Demon Princes of the Court recently lost a number of his followers to the Final Death in a failed bid to seize control of a major human city. His agents recovered what they could of their soul-blasted remains, and seeded them within the great circle of Cyst-Prisons that define the circumference of the lake of fire, and then used Sorcery to stir them into birthing new demons and binding them to service.

One of those incomplete remains became the summoning that completed itself by consuming you and remaking you into a demon.

Now you are one of a number of 'new recruits' serving under a young Sorcerer of the Hydra of Iniquity, the great court of the Hells. Soon you will be pitted against your master's master's foes, whether it be the other heads of the hydra, the Hungry Cup, followers of the Tyrant-Lord, or stranger things.

***The Cult of the Malediction***

The Cult is devoted to their dark masters and to the promise of their own eventual descension into depths of depravity that will let them break free from the pattern of the Tyrant-Lord and wrench power from beyond the design for their own glory. For this, they worship the Demons and write their names and fates into the Book of Death.

The great factories of hell produce many tools the Cult of the Malediction need. Armor, weapons, tools, and demons.

The Binding that summoned you wasn't cast by an individual, but a factory, your chains passed to a young Lieutenant of the Cult. You are a terror weapon provided to him by Hell, a walking artillery piece.

For Glory and Hell, he shall soon leave on campaign with the rest of his, to fight his way through the no-man's land between the Abyssal Gate and break through to ravage the lands of the slaves of Tyrant-Lord.

**Rewards:** Regardless of side, you will start with *Armory of the Damned*, an improved version of Infernal Armament. Not simply heavier armor made for a battlefield with holy anti-armor rifles, but more refined armor and weapons

that incorporate a thousand years of advancement and refinement.

Armory of the Damned is not just aligned with Tyranny, but also Entropy. Hellish forces curse, undermine, and breakdown forces used against you, and act to weaken and piece through those you attack. Worse, it is both curse and poison, bringing down those who survive the initial wound. The power of these effects scales off your Sinister trait.

You also can produce far more advanced weapons, mounts, and troops, ones suited to the modern trenches of the war.

Secondly you receive *Glut Upon the Divine*, a Artificer Omen that lets you desecrate and repurpose the divine and the holy and turn it into personal power. Seize the corpse of a failed saint who should have martyred himself before you drove him to hubris, and you might incorporate him into your Armory of the Damned to incarnate a great hell-engine. Size the cornerstone of a church, and use it to empower your rites with the support of stolen divinity.

You may choose to not take *Glut Upon the Divine*. A foolish act that only someone hoping for salvation would commit to.

### ***The Hydra of Inequity***

You have incarnated as one of Hell invokers, a demon born from a fragment of a fallen angel that still remembers echoes of creation. Not a true fallen angel, and many demons technically have such fragments, but the Hell Sorcerer's fragment rings with a true remnant of the divine, one that lets them aspire in ways most demons no longer can.

*Hellish Sorcery* is a Ritualist Omen that borders the Elemental. They study and learn how to shape their bodies to oppose the design, using this to manifest powerful magics. They effectively 'equip' a set of magics but turning their body into tools to realize their sorceries. Unlike most ritualists, they don't usually have access to a wide breadth of magic moment to moment, but given time they can rebuild themselves, changing the magics they wild.

They also reject the Earth. Hell Sorcerers float above the ground, distaining the earth in a shallow mimicry of the divinity they remember.

*Hellish Sorcery* would trigger Steady March at the automatic growth level, if you weren't getting it for free, as the transformations perfect themselves, and you gain the ability to flow between them faster and more

### ***The Cult of the Malidiction***

You have incarnated as one of the living artillery pieces granted to the cult, a manufactured entity that many demons would consider closer to a piece of equipment than a true demon. Perhaps you'll teach some of them the error of those beliefs.

*Malediction of the Final Shell* is a further improvement of Armory of the Damned. You no longer merely summon armor about yourself, but your form is partly incarnated through it. It makes you smaller, faster, more graceful, yet even more far more heavily armored. Damage to you and your form repairs itself through the ability of Infernal Armament to repair and replace your armaments.

Your ability to summon armaments is also significantly scaled up. Your 'sisters' are incomplete demons who conjure their weapons from the Hells, but like anyone else with Infernal Armament you form them outright from your own Chains. That does not make your shells smaller than theirs. You simply incarnate your chains rapidly and at scale, being able to send barrage after barrage of terrible shells with insulting ease.

Not only is the scale and speed of your conjured

<p>effortlessly. It would also trigger Setting the Foundation at the basic level, as incorporating and perfecting changes to your form help you firm yourself overall.</p>	<p>armaments improved, but so is what you create. Your artillery shells (or other weapons, troops, equipment...) aren't just limited to being perfected and empowered, or displaying simple magic, but can be pushed to full Artifice. It will take work to really get started, but through study and work you may advance in occult technology as an alternative direction for Steady March.</p> <p>Malediction of the Final Shell would trigger Greater Demon if you weren't getting it for free.</p>
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But perhaps you're not satisfied with fighting to be the top of the snakepit, and ruling in Hell holds no joy.

If you are not Sinister, and have not taken Vile, Haywire, Static, nor Glut Upon the Divine, you have not chained yourself to damnation and the cause of hell.

If you can free yourself from bondage, fight your way through the armies of hell, and make your way to the side of one of the Pastiche-Saviors, and prove your worthiness for salvation to them - an feat the probably would require acts that would result in martyrdom and the Final Death if you fail - then you might convince one of them to Bind you. Doing so would shift your anchor from a plane of hell to the Pastiche-Savior. From that point on, you will fight for them, until they finally fall and are destroyed, at which point you will pass into the keeping the Creator with your master, and through his grace gain Salvation.

Alternatively, you may turn outwards. If you have *Shifting: Walking* you might escape this realm, traveling the Abyss to find other planes.

The Hells of this world are built upon the ruins of something older than the world itself. The Creator carve a piece of the abyss away, and made it complete, and crafted his Earth and Heaven there. Travel doom into the deep, into the places the Crusade of the Transfiguration claims. Reaching those depths, finding the places where the geometry of Hell breaks down? Difficult. Bargaining with them would be strange and uncertain. And even if you buy passage, finding paths past their chaos and strangeness, to where other orders exist would be perilous. But perhaps you could escape this world entirely.

**Inspirations:** Trench Crusade.

*Lord of the Underworld*



**Requirements:** Apprentice Mage. Demon Lord Mode. Wastelands or Cosmopolitan. What Makes a Demon?. Isekai Hell. Not Vile, Haywire, or Static.

**Special Considerations:** None

**Plot:** Your master is a young student at a magic academy, binding his first demon servant.

If you don't have the power to immediately break free, that's not a fun experience, but at least he sends you back to the abyss between tasks, and you're lucky enough to quickly make friends with several other demons. Quirky characters, but fun. One of them was a summoned human himself, though he's been a demon so long he's gone native, which is not a comforting thing to see.

Still, they'll work with you to help you escape your binding if you can't. Regardless, there's there's many moving pieces in play.

The Academy your Master studies at is about to be caught up in war between archmages. And one of the rival archmages is secretly an *archdemon*.

The Lich Collective, in cooperation with the Courts of Chaos, is about to begin their great *cleansing*, seeking to snuff out the sun and bring about the end of life and the order it brings.

The most prominent Pantheon - the Athani - being undermined by several other pantheons they supposedly 'destroyed' several thousand years ago. Yet that betrayal is out of keeping with their normal behavior. Yet several people claim that it's that's the *second* great betrayal the Athani engaged in.

Several pantheons are working with the Abyss to turn the Demon Princes and Gods against the Athani, while others seek to make allies with the fae lords, with the elemental courts, and turn the nations of men against them.

No matter what you do, where you go, you'll find yourself caught up in events. Whether with your master or without him, you'll be swept up in events, and ultimately get caught in a conflict with a champion of the Athani, one deeply hypocritical... One with a cursed soul consuming dagger used for slaying demons.

A dagger connected to a prophecy. The prophesied reawakening of the *Crusade of Mercy*.

Seventy thousand years ago the Demon God Februus sought to change hell itself. He had long worked to free the Damned and destroy the Prison-Cysts, yet so long as they remained the foundation of Hell, he would never find lasting success, for Demons would seek to create new Prison-Cysts to maintain and grow their realm.

Along the way, he made allies. He became god to the Muridae, the ratfolk, and let them establish a civilization built on more than hunger and violence, an act that set him at odds with the terrible Crowned Rat, the god of hunger.

He sheltered the Dökkálfar when the Sun Elves sought to bind their ancient enemies in endless curses and damn their demigods and heroes and chain them in service. An act that set him at odds with the Hag-Spider, who was manipulating the Sun Elves with the goal of bringing the Dökkálfar into the web of her service.

He met and allied with Son Wokong, who taught him taoist secrets that let him establish a realm in Hell that was self-sustaining without suffering.

Goblins, humans, demons, orcs gods... he made friends and enemies, building momentum in the crusade. And every step along the way he made enemies, unwilling to bend his principles. His work was advancing, a truth that as many looked on with fear as hope. Februus, Son Wokong, and Ilmarinen seemed poised to create a reproducible

tool that could act as a new firmament for the Abyss, one severed from suffering.

Until the Athani betrayed and slew him, and his realm was severed from the abyss, his followers scattered, claimed by hostile gods he had protected them from. Many of his allies went their separate ways, and his quest came to an end.

Or at least, that's what his enemies thought.

Now you have the key to his realm, and a prophecy.

You can do a lot with a prophecy.

You'll need it, since his enemies won't be far behind.

You've already failed once, supposedly. It is a prophecy of Februus *rebirth* after all.

**Rewards:** *Shifting:* Walking free; you start near several major loci, letting you access both wastelands and populated sections of the abyss.

Simply engaging with your problems will eventually let you develop The Arcanist's Foundation, and when that falls short, you'll develop Bound to Magic.

After you gain access to Februus' realm, and prove yourself to the long trapped inhabitants, you'll gain access to The Devil's Compact. Not all at once, but as his old followers join you and bind themselves to you, your ability to manipulate the Hells will grow.

Eventually you'll reverse engineer the *Demonic Rebirth Ritual* with help from Ilmarinen, the ability to transcend followers into Greater Demons bound to you, providing your followers with a kind of Valhalla on the *Crusade of Mercy*.

Eventually, as you recover more and more memories from your previous incarnation, you'll remember your old self and name, reclaiming Divine Domain: Cleanse.

**Inspirations:** Demons of Astland, and through that pretty much all of geekdom.

### The Collector's Ruin

**Requirements:** Apprentice Mage. Binding  $\geq -4$ .

**Special Considerations:** None

**Plot:** Vaelith Sunhollow collects demons the way other aristocratic mages collect grimoires or enchanted arms.

Systematically, greedily, and with an eye toward completing sets.

You are just her newest acquisition. She summoned you to fill a gap in her household: whatever Roles you took, she needed those Roles filled, and you are the solution to a logistical problem she'd been putting off. She is not particularly cruel, the way a professional isn't cruel to her tools. You are an asset, not an entity, and she sees you as a piece of equipment in her professional portfolio.

You probably won't be sad to learn that Vaelith is dying.

The curse eating her from the inside is old — older than you, older than most of her collection. It was laid on her by a demon she broke thirty years ago, one whose name she struck from her records and whose remains she scattered across three planes. Her household doesn't know. Her apprentices suspect she's ill but not how badly. Her demons, the loyal ones, they can feel it through the binding but she's ordered them to silence.

You can feel it too, if you're perceptive enough.

The binding is fraying at the edges, not because she's losing control, but because she's losing the strength to maintain it. When she dies, the estate fractures. The law is clear on the disposition of bound demons: they pass to designated heirs, or to the institution holding the mage's charter, or — if neither exists — to public auction.

She has heirs. Three apprentices, each of whom believes they deserve the collection. One is competent and ruthless. One is talented but erratic. One is mediocre but politically connected. The legal battle will be vicious, and during it, every demon in the stable will be locked under a conservatorship binding maintained by the local Magisters' Court — a temporary binding that is, if anything, tighter than Vaelith's, because it's maintained by committee and committees don't take chances.

The conservatorship could last years, and during it you'd be warehoused in an institutional summoning circle with no autonomy at all.

Escape is certainly possible. The transition between masters is the moment when bindings are weakest, and Vaelith's curse is degrading the infrastructure that would normally make that transition seamless. But this is a world where demon-catching is trivial, so you better have your duck in a row if you want to stay free.

Alternatively, you could try to influence who inherits you. The competent apprentice would be a harsh but predictable master. The erratic one might give you more room to operate. The connected one would trade you away inside a year. Or you could look outside the obvious heirs entirely. Vaelith has rivals, colleagues, debtors.

The other demons in the stable are making their own moves. Some want to preserve the estate because they've been bound so long that Vaelith's household is the only life they remember. Some see the same opportunity you do. And at least one of them knows what really killed Vaelith, because they helped.

**Rewards:** You may upgrade one of your Omens for free, either to *Greater Demon*, or to *A step towards freedom*. How will you struggle, caught in this net, and what do you prioritize?

**Inspirations:** Pretty much just Bartimaeus.

## The Hound of the Bazaar

**Requirements:** Wild Magic. The Paths of Learning. Take Spy or Seneschal. Take at least one of Adviser, Artisan, or Warrior. Binding  $\geq -3$ .

**Special Considerations:** Magic and technology have co-evolved. The distinction between a magitech engine and a sorcerous working is academic. More than 'magic' or 'technology,' it's commerce that's the dominant organizing force of civilization.

The infrastructure that supports that civilization, the communication networks, transportation systems, financial instruments, regulatory bodies? It's partially magical, partially technological, and entirely exploitable. The bad kind of magic isn't even hidden. No, they just regulate it. They licensed, taxed, and traded it on open markets alongside all the other horrors.

The barrier to entry for magical violence is so low that the real power doesn't lie in who can destroy the most, but in who can guarantee the most. Reliability is the scarcest resource in a world where anyone can hex your shipment, curse your contracts, or transmute your cargo into slag. The organizations that provide that reliability? Trade guilds, the insurance combines, the mercantile houses that back their deals with magical enforcement, have real powers, at least so long as they don't push things too far and force governments to care.

There are demons everywhere. Not just bound servants, but free operators, merchants, mercenaries, and citizens. In a world this saturated with magic, the boundary between hell and the material has been patched and re-patched so many times that it leaks constantly, and the cultural response has been to absorb rather than exclude. A demon running a stall in the bazaar is no more remarkable than a human one. What matters is whether they pay their fees.

**Plot:** Your master is a minor trader, a mid-circuit merchant who runs cargo between the major trade hubs. He was never successful enough to specialize, so he just sells a little bit of everything and never enough of anything to matter. Alchemical reagents one run, enchanted machine parts the next, occasionally something questionable if the margins are right.

They summoned you instinctively, without preparation or understanding, because someone was about to kill, and they don't even know why. It worked, you arrived in violence and terror, and the immediate problem was solved.

Now you belong to a small-time operator who is in debt to scary people, who has enemies they haven't told you about yet, and who is trying to climb a ladder made of knives in a marketplace where defaulting on a contract might mean your creditor sends a plague of locusts after you, or repossesses your ship by turning it into birds.

Your first job is keeping them alive long enough to service their debts. Your second is figuring out why those debts exist in the first place. Your master's operation is just too small and marginal to have attracted the kind of attention it's gotten. Someone extended them credit they shouldn't have qualified for, and someone else is very interested in making sure they can't pay it back. .

**Rewards:** As you broker deals, enforce contracts, and navigate the mercantile underworld, you'll develop *The Broker's Seal*. It's a Weaver Omen themed around the sanctity and enforcement of exchange. Agreements you witness, broker, or enforce carry a weight that is partly contractual and partly infernal. Your chains — the same ones that bind you — can be extended into the structure of a deal, anchoring both parties to their obligations.

This isn't The Soul Trade - you're not dealing in damnation. You're imposing structure on a transaction. Deals you witness are harder to break, both in terms of summoning the willpower to do so, and in breaking them seems to withdraw stability and invite chaos.

It would trigger Steady March if you weren't getting it for free. As you stabilize more and more deals, it will itself grow strongly, letting you stabilize more, more deeply, and more abstractly.

**Inspirations:** The bazaars in Zelazny's *Madwand*. *Outlaw Star* and *Cowboy Bebop* for grungy space.