

INFERNUS

ORIGINAL D&D SETTING JUMP BY TAK, V1.0.

Hopefully, you're already familiar with the standard 'Nine Hells' of Dungeons & Dragons: a place of devils, flame, and torture, ruled over by the ever-plotting Lord of the Ninth, Asmodeus. I invite you to imagine a different hell, an earlier, ancient one that, despite conventional cosmology and D&D lore, precedes Asmodeus' rule altogether.

Welcome to Hell. Which Hell? The only layer of Hell currently around, 'Infernus', which, over aeons, would eventually become known as 'Avernus'. Ruled over by Abraxas, King of Hell, his kingdom split into three satrapies, this place—Infernus, Old Hell—is freshly existent. Its devils (which aren't even called devils yet, but, instead, 'Infernals') are still weak, undeveloped, and many of them are the unevolved antecedents of the modern devils you're already familiar with. If you're familiar with old lore, they are comparable to the 'ancient baatorans', but precede even them.

Asmodeus is evil, certainly, but he is a competent mastermind and schemer with plans within plans. This... is not that. Infernus was created in a hurry by gods desperately in need of a counter to the invading demon threat, and many of the wrinkles haven't been ironed out yet. The 'Blood War' has begun, but has yet to ramp up to the absurd scales it will later reach. Much is deliberately kept vague; fanwank as appropriate.

You have **1000 cp** (choice points).

AGE & GENDER

Age is generally inconsequential here, even for the mortals (at least for those mortal races you'd expect to find here). Gender doesn't matter much either. You can change either without cost.

LOCATIONS

Avernus, while ostensibly infinite in dimensions, is also supposedly evenly split into three equally sized 'satrapies', ruled by the three satraps. They are the Satrapy Terrestrial (the ground), the Satrapy Aquatic (the water), and the Satrapy Empyrean (the skies). King Abraxas rules from the City of Dis (which, in time, would become the second hell), a massive city outside of satrapal jurisdiction. Various race and faction options provide appropriate starting locations you may choose to use. Otherwise, roll a d8:

1. Frozen in a block of ice.
2. The shores of the River Styx.
3. A house sinking into the Styx
4. A train station, where the trains are monstrous lankrays ('stick mantas').
5. At the bottom of a lake of scalding acid.
6. Between rocks in the middle of nowhere.
7. On a pleasure barge.
8. Free choice.

RACES

Pick one race. Any can be a drop-in.

Infernal

The Infernals, who have not yet earned the name 'devil'. Almost 'Baatorian', a few steps short of 'Baatezu'. These ancient fiends, these hell-scouring soldiers, they run this place... sometimes poorly, sometimes decently, and seldom as you'd expect.

Whatever future deal that allows evil souls to be whisked away to Hell has not yet been made. At current, Hell can only add to its ranks via making mortals sign away their souls, via cambions born naturally, and from various celestials and fey who sacrifice themselves fully so that the power of their soul might, in its many new infernal partitions, fend off the demons. Coming into this jump with an angelic alt-form but the Infernal race certainly wouldn't be out of place.

Infernals tend to come in specific forms which have a place in the wider infernal hierarchy, but, through hard work and backstabbing, they can work their way up the hierarchy comparably to modern devils. You can have a novel form, too, if you don't mind people asking you what you are.

Starting Location: The City of Dis.

Stipend: Gain 200 choice points to be spent in the Husk and Devilry sections.

Restriction: Cannot take Trades.

Cambion.

Infernal cambions are the children of infernals with mortal ensouled— though, unlike the watered down influence of a tiefling, cambions are still primarily infernal in nature.

Because the usual hierarchy of infernals is so rigid and slow to change, the satrapies use cambions to fill more specific niches and to be diplomats with the waking world. In game terms, cambions are valuable because they can pick up class levels where normal infernals can't and monstrous traits that mortals can't.

If you're a cambion, be mindful of what your infernal and mortal ancestries are, because both of them will impact your appearance.

Starting Location: The City of Dis or the Cambionic Academy of the Upper-Left-Right, an educational facility for the proper rearing of cambionic youths.

Ensouled.

Ensouled in the sense that they *have* a soul that is distinct from their mind and body, as opposed to their soul, mind, and body all being one (a devil has a soul only in the sense that they *are* their soul). This is your 'mortal' option, but it might not be quite as you expect. Most ensouled, at this time, are elves— or, if you'd rather more continuity with the Forgotten Realms, the creator races— for most of the races you'd expect from modernity either haven't been created yet, exist in an altogether distinct form than what you're used to, or are still busy inventing fire and the wheel. Fanwank and make stuff up as appropriate. Mostly elves, plus some lizardfolk, by default, but it wouldn't be unthinkable for you to be a human, dwarf, orc, or goblinoid, if you can permit people asking you what you are. Ensouled usually weren't *born* in Infernus but, for various reasons (many of which are described under Factions), many have made a living here.

Stipend: Gain 200 choice points to be spent in the Trades section.

Restriction: Cannot take Husks or Devilries.

Other Fiend.

Perhaps you're a yugoloth? A concubus (a gender neutral term for succubus/incubus used at the time)? Perhaps even... a demon? Either way, it's a fiend.

In later eras, the **yugoloth** baernaloths are thought to have created the various fiendish races, and to have engineered the Blood War for their own benefit... and maybe some amount of that is even true. In this age, however, yugoloths are seen as half-demon half-infernal creatures that rise from the mixing of their blood on the battlefields of the Blood War. Their nature has not yet solidified and their forms have not yet been codified, as they usually resemble some foul fusion of the fiends they rose from the blood of. Created with and driven to violence, some say that a yugoloth will dissipate if they have been kept from violence for long enough. The avarice and mercenary work they would later be famous for have not yet arrived in full force, but there are early adopters even now. (Yugoloth mercenary companies are almost always hired by mortals or infernals, as demons haven't figured out how to do that yet.) If Hades currently exists, its baernaloth rulers are keeping that hidden.

While the yugoloth is born from violence, the **concubus** is born from sex and love, and so can perpetuate themselves only from that. Infernals and demons are fundamentally opposed in many respects and yet, for usually unwholesome reasons, very rarely, the love, lust, or intimacy between them

will create a 'concubus'. A concubus is usually humanoid, even if neither of its 'parents' are, but will still take on some of their traits.

Concubi can get along with demons by pretending to be demons and with infernals by pretending to be cambions. In many millennia, concubi will start to more firmly stick to more gendered forms but, even now, a few concubi go by 'succubus' or 'incubus' and fit within the conventional gender binary (as opposed to most concubus ticking every box available). Even now, many assume that they are strictly demons or strictly devils, and even confuse them for the erinyes. Short of some concubi with more infernal blood than usual, they also lack the wings of their modern equivalents.

Demons are the sworn enemies of existence, of the ordered structure of existence that reality takes. Demons—obyriths, mostly, but the tanar'ri are a slowly growing category—are wildly powerful and innumerable, but chaotic to a fault, undirected, and prone to infighting (or the indiscriminate slaughter of whatever's around). As a demon, nothing else in this world or any other is your friend, least of all other demons. Infernals especially hate demons, and it will take a minor miracle for them to not attack on sight. Demons are native to the Abyss, maybe even including the infinite subsection of the Abyss that baernaloths would later tear away and turn into 'Carceri'.

Other fiends still, like the rakshasa, night hag, hordling, or demodand either don't exist yet, don't exist yet in a recognisable form, or are too obscure to matter. This jump won't offer you the ability to become any of them but, if you're already one from a previous

jump, history will shift to make your presence make sense.

Starting Location: A battlefield or the City of Dis.

Stipend: Your drawback limit increases by 400.

Restriction: Cannot take Husks or Devilries, and can only take one Trade.

PERKS

THE WHIFF OF CHAOS

Perk, 100cp

You can *smell* chaos. No, not the chaos of a cluttered room, but the chaos of a church desecrated by demons, the chaos of a magic item created or cursed by forces of chaos or even, with training, the chaos *on* someone—in the alignment sense, that is. You can distinguish between scents of chaos in the sense of distinguishing ‘homegrown anarchy’ from ‘ontological chaos’, but have no way of telling, say, ‘chaotic good’ from ‘chaotic evil’. Chaos smells... *foul*.

Alternatively, if you’re a demon or have the Demonic Havoc perk, you can take the inverted ‘The Whiff of Order’ instead.

HUNGERLESS

Perk, 200cp (free to all except Ensouled)

Because of your unique fiendish nature, you do not need to eat, drink, breathe, or sleep. You still *can*, but I’d advise against eating or drinking much since your body probably doesn’t have anywhere for it to go.

SOUL-BODY UNITY

Perk, 300cp (free to all except Ensouled)

Your soul is your body, your body is your soul.

As a fiend, this is to be expected, and true even

for the lowest of hellions—and yet, in this context, it’s quite significant! To strengthen your body is to strengthen your soul, and vice versa, insofar as the two can even be separated. Any perks or effects that apply to one also apply to the other.

This perk is toggleable in future jumps, and for good reason: while active, damage to the body is also damage to the soul, which might jeopardise some methods of resurrection.

INFERNAL BLOOD

Perk, 100cp (requires Ensouled, concubus, or yugoloth)

You gain the Nehemoth husk without needing to be an infernal, and without the ‘devil’ tag. You can take husks and traverse the paths of the Qliphothic Tree, but each Husk costs an additional 100cp. Ah, but how, and why?

If you take this as an Ensouled, congrats, you’re an infernal *tiefling* now. Fully mortal, don’t get me wrong, but with some... infernal gifts, let us say. Tieflings could look like tieflings have throughout any point of D&D’s history, and could have or could not have: infernally coloured skin, horns, pointed ears, claws, hooves, solidly-coloured eyes, a brimstone stench, and a tail.

If you take this as a concubus or yugoloth, you’re lucky enough to have inherited more of your infernal ‘ancestry’—maybe even enough to fit in?

THE OLD MAGIC

Perk, 200cp

Infernus is very, *very* old, and while there are various potential explanations for mostly modern spell lists being used by its casters,

you can see various stages of old magic used throughout Infernus like stratified layers of rock. This perk opens up the possibility of learning the ancient, obsolete, or otherwise prior antecedents or versions of available magic systems, though learning it will generally be quite difficult given the probable scarcity of teachers. If you're familiar with the 'lich so old they know spells from previous editions of the game' joke, that's one possible application.

ADEPT

Perk, 200cp

Infernus has long insisted on keeping to its strict hierarchy, despite its proven difficulties of inflexibility, inefficiency, and incompetence. Motivated by necessity above all else, the forces of Infernus have created a caste of 'Adepts', a group of infernal cambions and the occasional tiefling allowed to specialise in specific roles, 'character classes', or magical gimmicks that Infernus previously would have needed to create a whole new type of infernal for. Their dynamic flexibility extends even to their role in the wider hierarchy, in which they seem like they could fit anywhere as required. An Adept would not be out of place in the slums or a palace, or fighting alongside hellions or amnis-baatezu, and won't be judged or disqualified for bringing their unique abilities into an otherwise strict system. This extends into future jumps.

PLANAR REFORM

Perk, 400cp

Whenever you die somewhere other than your home plane (Infernus if you're an infernal, yugoloth, or concubus, the Prime Material

plane if you're ensouled, the Abyss if you're a demon), you'll eventually reform in a weakened state in your home plane. This reformation process will take ~666 days by default, though you can speed up the process through sheer force of will if you're fine with being temporarily weakened even further from a rushed reformation.

In future jumps, you can pick what plane you count as being native to, so long as it exists in the local setting and isn't your Warehouse or equivalent.

LOTHIC MALICE

Perk, 600cp (cost halved for yugoloths)

Born of blood, born to spill blood. As a yugoloth (or a 'daemon' if yugoloth is too hard to pronounce) has a few fun tools that do not directly derive from their infernal or abyssal origins, but derive as emergent properties of fundamentally opposed bloods blending. The Three Pillars of the Qliphothic Tree have melted down into a lothic sludge, granting three abilities.

Firstly, the Outward Pillar has melted down into an extravisual perception of reality: your senses of hearing, smell, and touch (even feeling as little as the slight movements of air) are all hooked into your mind's capacity to form images and present its sensory data into a scene/physical layout of the environment. This allows you to 'see' invisible things, so long as they make some sound or disturb the air or carry a smell, where the more you have to work with the more 'visible' they are. This will even work to let you 'see' with your eyes closed, though it's generally not preferable.

Secondly, the Inward Pillar has melted down into the fascinating immunity, or

nigh-immunity, to acid. Your body is unmarrable from matters of corrosion, erosion, and acid: if there exists an acid caustic enough to harm you, it does not yet exist.

Lastly, the Endless Pillar has melted down into the ultimate movement option: not swimming, or climbing, or swimming, but simply *already being there*. It takes a solid chunk of your energy to use, especially if you're going far or carrying much, but you can take a moment to teleport to anywhere you can see.

Taking this as an Infernal might mean that you, as a yugoloth, served a satrap or King Abraxas well and was transformed into an infernal as a reward. Taking this as a cambion means that you are half-yugoloth half-mortal, and taking it as an Ensouled means that you are a lothic tiefling.

CONCUBAL CHARM

Perk, 600cp (cost halved for concubi)

You were born from love, lust, or intimacy, and so those things feed and perpetuate you. Any love or lust felt nearby to you is absorbed into you, dulling that feeling until it is as brittle as a burnt-through stick to empower yourself and fend off the need to eat, drink, sleep, or absorb souls. Any lovemaking in your vicinity is drained over time of its vigour and 'mood', which can be quite inconvenient in that it makes further coupling unlikely. (If you're capable of love and lust yourself, they will be unaffected and undrained.) You can toggle this ability off, which feels a bit like holding your breath—you'll get a nagging feeling to turn it back on, as if for oxygen, but you can train your way past that.

Energy gained from this process can be spent as 'mana' or, more specifically, can be put

towards concubal charming magic. This form of magic does not use magic words or somatic components in any traditional sense, but is rather an overlaid magical effect that can sneak into even mundane actions and movements—though they're more effective when 'directed' at the target. You can attempt to beguile someone this way but, keep in mind, they are more likely to fall into your charms if they are more subject to love or lust (even if not love or lust of you) and *less* likely to fall if they are strong of will or if they've resisted or broken out of your charms before (especially recently). A charmed target is more susceptible to your suggestions, but enough of a shock (including being asked to do something too extreme or by having cold water splashed over their face) may knock them out of it. The longer someone has been charmed, the more damaged their capacity for love is, maybe even permanently.

Taking this as an infernal might mean that you're the child of a concubus and an infernal, or maybe even the concubus is even higher up the generations. Taking this as a cambion means that you're half-concubus half-mortal, and taking it as an Ensouled makes you a concubal tiefling.

DEMONIC HAVOC

Perk, 600cp (cost halved for demons)

Despite the structure of the Qliphothic Tree, some of its abilities were mirrored from the unstructured haze innate to demons as part of a deliberate attempt to turn the nature of demonhood against itself. As such, demons *do* have the same husks as devils, in a narrow sense, but expressed in an altogether chaotic slurry.

You have the husk Nehemoth, though with the 'demon' tag instead and with it providing a more even spread of resistance to cold and lightning instead of just fire. You also have the husk Golachab, and two of the following:

- Gamaliel.
- Thagirion.
- Gamichicoth.
- Sathariel.
- Ghagiel.
- *Formless*. For a demon, the only sense in which they can be said to have husks is in an unordered state, but this hidden, all-connecting but disconnected husk is less ordered even than that. It provides effective immunity to fear and magical charms, though deific forces could easily trump this supposed 'immunity'.

Taking this as an infernal could be explained by being a prototype for a few type of infernal whose husks have not been ordered and altered enough (i.e., reflects their origins too strongly). Taking this as a cambion makes you half-demon half-mortal, and taking it as an Ensouled makes you an abyssal tiefling.

KING OF HELL

Perk, 600cp

Abraxas is the King of Hell, back when it made sense to say that Hell had a king and not a lord, and back when there was only one 'hell'— and now this one hell, 'Infernus', has two worthy to lead it (or, pending on your choice of race, drawback, and scenario, you may just be his replacement).

Firstly, you have natural authority over this world's infernals— as well as the devils of

future ages, and comparably hellish, orderly entities of future jumps— which allows you to order them around and interact with them as if you were their superior, so long as they aren't other infernal rulers at the top of their hierarchies. (And, naturally, if they were the rebellious sort, why should your relative positions in the hierarchy matter to them?)

Secondly, your body brims with an inner flame that threatens to burst out of you in moments of desperation. Whenever you enter a transformed or altered state under your own power (whether its a barbarian's rage or Super Saiyan), or you die, this flame *bursts* out of you in a fiery pyre of orange doom! The power of this flame scales with your own power and with the power of the transformation used (or, if you die, with how long you've been alive for).

Lastly, the paranoia inherent to your position has reinforced its own place in the hierarchy to the detriment of everything surrounding it. You can give magical brands to up to three of your willing followers or companions, from which they gain a small slice of your own power. Whenever you die in a way that does not destroy or trap your mind or soul, your corpse will disappear and you may regenerate yourself into the body of one of your branded followers. If you do, their mind, soul, and body will be overtaken with your own, and all of their memories, power, and special abilities will be absorbed into you. Everything gained this way will fade by the start of your next jump, and, if the branded follower was a companion, they might return to life then as well (if they don't take the opportunity to return home).

PACKAGE DEALS

Before you make your selection of purchases for Husks, Devilries and Trades, you may want to consider one of these package deals based on the canonical, pre-established kinds of infernal. You can only pick **one** package deal.

Taking one of these options means that you are one of that type of infernal or, if you aren't an infernal, that you are descended from that type of infernal. There are many of each of these kinds of infernals, and you'll be expected to act your place in the hierarchy. There are more varieties than those shown here: if you have an idea for a type of infernal to be, go for it. You can only take these options with the Ensouled or Other Race (Demon) origins if you also have the Infernal Blood perk.

LEMURE

Perk, gives +100cp

It seems some things don't change. Yes, these primaeval lemures lack most of what modern lemures have, which was never much to begin with, but they *are* suitably pathetic, and have even kept the same name all this time. The lemures are stupid, cowardly piles of goopy flesh, like a plastic doll melted 85% of the way through, tortured but unable to express their pain in anything beyond a chattering cry. Unlike in future ages where their ability to reform after being squashed makes them effective meatsponges and distractions in battle, these lemures are too miserable to see battle: instead, they vie for promotion and consume each other. They are the very bottom of the hierarchy.

Special: Double price of Husks and Devilries.

HELLION

Perk, free

Hellions are the prototypical form of imps, lacking barbs at the end of their tails or wings, and with shorter horns— though some older hellions don't have any horns or tails at all, implying an even older and simpler 'Ancient Baatorian' form. Hellions are tiny little scamps with skin somewhere between red, brown, and grey. Despite only being higher than lemures in the infernal hierarchy, the hellions delight themselves with mean-spirited pranks and stealth attacks. Hellions are used as scouts and spies, but most of their value comes from being loaned out to mortal mages as familiars. *Comes with:* Caramantran (saves 100cp).

SPYRIAN

Perk, free

These ancient antecedents of spined devils (or 'spinagons') are as winged and spiked as you'd expect, though they haven't yet developed the ability to shoot their spines as projectiles; they look as if you turned a werebat into a wereporcupine. While Spyrians are officially only narrowly higher than Hellions in the infernal hierarchy, they tend to be valued beyond their station because of their role as messengers. They vary in size as wildly as dogs, and the larger spyrians are generally strong enough to grab their targets, fly up into the air, and drop them so gravity does the job.

Comes with: Thagirion (saves 100cp).

LEGIONARY

Perk, free

The Legionaries might be the antecedent of bearded devils (barbazus), war devils (malebranches), and legion devils (merregons), and possibly a few others, though are different enough from all of them to give doubt to these claims. Legionaries are wide-shouldered, thick-chinned infernals that look more human (elfin, rather) than most, if you can ignore the strange skin, horns, barbed hair, and six fingers on each hand. You can often find them in great numbers, standing side-by-side even when not necessary, and well-armed and -armored when sent out to fight what would later be called the Blood War. In Infernus' hierarchy, legionaries are higher up than spyrians despite being far more numerous.

Comes with: Legion Weapon Training (saves 100cp).

CERBERUS

Perk, 100cp

These three-headed devil-dogs have mottled orange skin under their fur, provided they have fur in the first place. These things are stupid, irritable, and big: they'd be as tall as elves, if only they could stand up straight. They're usually used to tirelessly guard buildings, gates, and important items, though are increasingly used on the battlefield as a way to pin demons down. It's unclear where cerberuses fit in the hierarchy, or if they even have a place there, but they're likely narrowly above legionaries.

Cerberuses are suspiciously dog-like, giving rise to theories regarding their origins. Some say they are the fallen forms of hound

archons, celestials who sacrificed their goodness and divinity for the sake of all worlds, some insist that they are the antecedent of modern hellhounds, others connect them to the larger but similar creature from Pluton, the third layer of Hades, and others still connect them with the mysterious Cerbere, a well-spoken noble in Abraxas' court with some connection to the vestige Naberius. *Comes with:* Cerberean (saves 100cp).

SUBTERPHAGE

Perk, 100cp

Unlike their much-transformed modern equivalents, the bone devils (osyluths), subterphages are thin and stealthy infernals seemingly made of bone. They tend to the shadows, as if afraid of being seen, and try to pick up invisibility magic when available. No one's quite sure about what the role of a subterphage is meant to be, or where they fit in the hierarchy, but we'll be sure to ask one if we ever find one.

Comes with: a 100cp stipend to spend on Trades.

SKRAT

Perk, 200cp

Skrats are diminutive, cloaked, seemingly elderly spellcasting infernals who act as Infernus' experts in magic ('The Craft') and battlefield control experts. The head of a skrat is almost always covered up or hidden by shadows, saving the world from witnessing their hideous visages. Skrats are higher in the infernal hierarchy than legionaries or cerberuses, owing to their power over the Craft and their relative rarity. Some insist that they are the ancestors of the night hags, though other theoretical origins for hags seem more probable.

Comes with: The Craft (saves 200cp).

ACEDIAC

Perk, 300cp

Acediacs are tall, gaunt infernals with thin, stick-like limbs, skin with the consistency and appearance of a smooth spongy grey rock, and faces so stuck in their dull expressions they look like they were stolen from statues.

Acediacs are one of the few kinds of infernals expected never to engage in combat: their sole role is the pacification, dulling, and 'emptying' of the souls of petitioners until they became lemures with help from Stygian waters. The Celestials which Infernus was at the mercy of insisted against torture, making this 'emptying' the best Infernus could manage until Asmodeus signed the Pact Primeval and instituted chain devils (kytons, bearing no relation) and pain devils (excruciarchs, who might be the much-altered descendents of the acediacs).

Comes with: Deprivation and Acedia (saves 200cp).

AMNIS-BAATEZU

Perk, 600cp

The amnis-baatezu are the prototypical antecedents of the styx devils (amnizu), the guardians and controllers of the River Styx, though lack any wings and have stubbier arms and a more fish-like body (not to mention stench). They are powerful spellcasters, focusing on enchantment effects, memory manipulation, and ways to exploit the qualities of the River Styx. Owing to their wide set of abilities, their intelligence, and their control of the vitally important Styx, Amnis-Baatezu sit at the peak of the infernal hierarchy, sitting under only unique, one-of-a-kind infernals like King Abraxas and the three satraps.

Comes with: The Craft, Blinding Rot, and Instinctive Charm (saves 400cp).

HUSKS

While D&D's modern Hells borrow strongly from the modern notions of hell as a layered and torturous thing, a la Dante's *Inferno*, Infernus takes from older notions of hell, sheol, and cosmic evil. And so, with these infernals slowly becoming into devils, their development echoes the *husks* of the Qliphothic Tree; the empty, evil shells of creation, inverted in all senses.

The first husk, Nehemoth, is free and required for Infernals and Cambions (it is what makes them fiends, after all). From there, you are able to traverse the Qliphothic Tree comparably to a skill tree. How is that? You can freely traverse a vertical path (called a *Depth*) with each Devilry purchase you make, a horizontal path (called a *Coup*) with each Perk or Trade purchase you make, and traverse a diagonal path (called a *Slither*) with each non-toggle drawback you take. You can traverse a path from a husk you've purchased to purchase a connected husk for 100cp, or 200cp if you got there from a Slither.

NEHEMOTH

You are an infernal, a fiend, transformed in soul. This doesn't do much in itself (short of some magical spells treating you differently because you're a fiend and not a humanoid, say), but thankfully it also comes with a substantial resistance to flame and frost, heat and cold, two of the dangers of Infernus that bite at the soul. This perk will stick around this jump and, when

active, will make you an infernal even in alt-forms that don't look even slightly infernal, but thankfully it can be toggled in future jumps. In game terms, this changes your creature type to fiend and gives the devil tag.

Depths: Gamaliel.

Slithers: Samael, Tzereq.

GAMALIEL

To run, to swim, or even to climb, movement is tantamount to a necessity of existence, and infernals are highly varied in how they can traverse the pits. Pick one: you can swim as fast as you can walk, you can climb as fast as you can walk, or you can run twice as fast.

Depths: Nehemoth, Thagirion.

Slithers: Samael, Tzereq.

SAMAEL

Flame within, flame without. Why would fire harm an infernal, when the infernal is born of fire? You are immune to fire, though certain novel forms of fire (like 'hellfire', which Mephistopheles would later invent) can bypass even this. Normal flame and heat, though, cannot harm you, making it possible (though difficult, given its liquid state) to walk on magma without harm.

Coups: Tzereq.

Depths: Golachab.

Slithers: Nehemoth, Gamaliel, Thagirion.

TZEREQ

No darkness can hinder your vision, not even conventionally unpierceable magical darkness.

Coups: Samael.

Depths: Gamichicoth.

Slithers: Nehemoth, Gamaliel, Thagirion.



THAGIRION

Do you like wings? I would hope so because, with this option, you're getting them. Perhaps they're webbed, or sharply feathered, or like an insect's, or even deceptively angelic? These wings can let you fly at least as fast as you'd be able to run, even if they don't even look like they could lift you off the ground. Besides, aren't the aesthetics of a sweet pair of wings beneficial enough?

Depths: Gamaliel, Thaumiel.

Slithers: Tzereq, Samael, Gamichicoth, Golachab.

GOLACHAB

Your soul, your being, has already been so completely poisoned and ruined— what would a physical poison, mere chemicals, do to a body that is, in truth, a soul? You are immune to conventional poisons, in the same way that a wall, cloud, or concept is immune to conventional poisons. This includes immunity to chemically-induced nausea and alcohol.

Coups: Gamichicoth.

Depths: Samael, Sathariel.

Slithers: Thagirion.

GAMICHICOTH

To speak with the mind is to hear the soul, an ancient saying goes. The husk of Gamichicoth provides the boon of *telepathy*, the ability to open a channel of communication from mind to mind. Telepathically, people will 'sound' like their internal monologue (and may be difficult to understand if they lack one), and will get quieter every dozen metres or so. Without training, this telepathy can't 'reach' further than around forty metres.

Coups: Golachab.

Depths: Ghagiel, Tzereq.

Slithers: Thagirion.

SATHARIEL

What is the best way to defend yourself against the harms of demons? You are at least as protected from their flames as they are, so the best thing to do is to position the husks of your being to protect yourself from their blades, too. Sathariel grants you substantial resistance to the physical harm of weapons that are neither magical or silver. A silver bullet is exactly as effective as a magical bullet— which is to say, as effective as either would have been before this perk— which is twice as harmful as normal bullets are to you now.

Coups: Ghagiel.

Depths: Golachab.

Slithers: Thagirion, Thaumiel.

GHAGIEL

So alien are you to the usual forms of magic that spells more easily slide off from you, effectively granting you greater ease when resisting the throes of magic.

Coups: Sathariel.

Depths: Gamichicoth.

Slithers: Thagirion, Thaumiel.

THAUMIEL

Requires King of Hell

The very zenith of the Qliphothic Tree, and a height of infernal power that only King Abraxas and his three satraps have achieved. This husk empowers all other husks, ironing over the spaces between them and reducing

the exceptions to their abilities. It comes with a few extra abilities, too:

- All of your attacks are magical in some subtle, usually inconsequential way, no matter how mundane the weapon you used was.
- You can give a copy of every husk you own (other than this one) to all infernals and infernal cambions within shouting range of you, which they keep while they stay within that range. Granting Thagirion, for example, will result in aesthetically fitting wings bursting out of a previously wingless back. In future jumps, this can apply to companions and followers, even if they aren't infernal at all.
- If you have Samael, your inner flame has inured you to less direct harms: when the onus is on you, you will more easily be able to dodge out of harm's way, tough out the harm, shut down mental influence, or prevent forceful teleportation.
- If you have Tzereq, your sight can pierce through illusions and false forms just as easily as darkness. This manner of truesight can even perceive what would otherwise be invisible.

Depths: Thagirion.

Slithers: Sathariel, Ghagiel.

The right pillar is called the **Outward Pillar** because its effects tend to be oriented towards the world, the left pillar is called the **Inward Pillar** because it grants resistances and immunities to the self, and the central pillar is called the **Endless Pillar**.

DEVILRIES

Not represented on the Qliphothic Trees, so-called 'devilries' are the specific traits and gimmicks that set various castes and kinds of infernal apart from their peers. They are a class of perk, and the 'devilry' descriptor won't matter in future jumps.

CARAMANTRAN

Devilry, 100cp

Being annoying isn't a flaw, it's an *art*— and you, my friend, are the greatest artisan around! By goofing around and making lots of noise, sort of like if a 'one-man band' took a buffoonery class, the distraction you make has an almost gravitational pull on both attention and, inexplicably (or perhaps merely *magically*), projectiles! The good news is more focus on you means less focus on your friends, but the bad news is that making it harder to target them will, to the equivalent degree, make it easier for them to hit *you*. It's a hard life for a fool.

CERBEREAN

Devilry, 200cp

Congratulations! This alt-form, and any other alt-form you desire, has an extra two heads. Each head is you, and yet is independent from you in the same way that two brains are independent from each other and will eventually think distinctly even given identical starting states. While you're still going to need to talk to each other to communicate (unless you have some means of telepathy), three minds can see more, think more, and are better company than one. Not to mention, three different mouths to bite with! The

memories and experiences of the three will combine into one when you return to an alt-form with a different array of heads.

DEPRIVATION

Devilry, 200cp

This is a strange one! If a held object, perhaps a wielded weapon, touches or strikes your skin, a strange magical energy will move through the material of the object and reach the hand that grasps it. This magical energy will only travel a few centimetres through flesh but will try to relax any muscles it reaches, possibly releasing a hand's grasp on a weapon. You can also use this energy directly by, say, grabbing someone's hand to try to force it to release or, with more difficulty, touch the knees to try to cause someone to stumble. This cannot affect muscles the person doesn't have conscious control of, like the muscles that keep their heart beating.

BLINDING ROT

Devilry, 300cp

Here's a nifty piece of sorcery for you: the power to enter necrotising energy directly through the visions of your foes, harming and bringing a useful few moments of blindness to their eyes (or whatever else they use to see your presumably horrid visage). There's plenty of limitations: for one, this magic will take a few seconds of stillness to cast, it can only affect something if it actually sees you, it has less power over the strong of will, and it can only affect a few at a time—more than two is a struggle, though practice can work wonders with time. It's not just blindness, either, for that necrotising jolt will also burn nerves on its

way, which might be enough to kill someone weak of will and body.

INSTINCTIVE CHARM

Devilry, 300cp

You'd think that confusion is a muddling of thought, a blurring of what is known and considered, and yet you have the terrific ability to confuse something as base as instinct and something as personal as muscle memory. It's only for a moment at a time, less than a second, but a meaningful glare can override someone's instincts and muscle memory to subtly alter the action they were already undertaking: if they're swinging a sword, you can try to nudge them to swing it slightly elsewhere or, better yet, at another of your enemies. This influence is resistible through force of will, but few can resist if they don't know what this ability is yet. If someone *does* resist it, though, they'll be able to resist it far more easily in the future, like an antibody response that only fades slowly.

ACEDIA

Devilry, 300cp

Yours is a deadly glare. It is not deadly because it kills on sight, or because of its killing intent—no, pretty much the opposite of that. Your eyes are the eyes that have given up on the world, apathetic to its connections, unmotivated to act. Yours is the glare that, even if only for a moment, can infect another with *acedia*: the ennui and total indifference that makes the choice to act, itself, a struggle to be strayed from.

SHOCKWAVE ROAR

Devilry, 400cp

An ability made famous by the terrible and mighty satrap Behemoth, you have gained the ability to... scream, roar, shout, whatever you wish to call it. With some effort and some *oomph*, your roar becomes a booming shockwave that can be heard from many miles out! Those closer, though, will have to worry about the blast of the shockwave and the possibility of the sheer loudness deafening them.

LIVING ORGANS

Devilry, 500cp

The state of being of the tyrant of all rivers, the satrap Leviathan. Your torso's insides have been transformed, mostly, into a hollow cavity, a third-full pool of digestive acids, in which levitate your recently semi-independent organs. Strangely enough, your internal organs have mutated, perhaps sporting new eyes or mouths, and will act semi-independently: for your benefit and from within your body, but without need for conscious input. Despite not being connected to anything, these organs will magically perform their roles so long as they stay within the body's bounds (and so it will pose quite a problem if they're ever somehow removed!). Each of these organs can also inherit some of your perks, as is thematically appropriate given their role in the body. Quite useful if your body is ever invaded.

There is an additional benefit to this bodily layout, and that is that these organs require some amount of directness of action. A poison that stops the heart or a martial art technique that explodes it will fail unless directly applied to the organ, as if it were its

own independent entity. (For the purposes of this perk, your skin, bones, and such don't count as an organ. External organs aren't affected.) Whether or not the brain is included in this is optional, and up to you (though wouldn't make much sense with an alt-form where the neck is as thin as a humanoid's).

BECKONED WINDS

Devilry, 500cp

The winds surrounding you pick up in speed, power, and the chaos of their fluctuations as you become more energized, stressed, and stimulated. The faster the heart beats, so to say, the more intensely the winds will blow, helping to send arrows and projectiles off their mark. If your winds can blow a projectile off its course far enough, there's a solid chance the zephyr will blow it back at its original sender, or somewhere else entirely! If you're energetic enough, people nearby might even have to worry about being buffeted and blown around themselves. Is it toggleable? Sure, just calm down.

TRADES

While the devilries are the innate tools of the infernals, these *trades* are the learned tools and skills of the ensouled. They are a class of perk, and the ‘trade’ descriptor won’t matter in future jumps.

ARCHITECTURAL KNOW-HOW

Trade, 100cp

You have the skills of a trained architect, the equivalent of multiple years of education in architecture and building design.

PRESENTATION SKILLS

Trade, 100cp

You are skilled in the art of the *presentation*. Not making speeches, no, that is a distinct (though certainly related!) artform, but rather the craft of presenting data and information in a useful, cordial manner. You won’t even need a slideshow to make your point if you’re prepared, though working alongside one can only help.

LEGION WEAPON TRAINING

Trade, 100cp

Perhaps you are a Legionary Infernal, or perhaps you’re just an especially well-trained mortal. Either way, you are trained in the use of halberds, tridents, bidents, and whips, and have the know-how to bring those skills to bear in a military formation or in collaboration with a similarly-armed squad.

FIENDISH SUMMONING

Trade, 300cp

You are knowledgeable— hell, skilled!— in the craft of summoning infernals to your aid. Just through together a pinch of magic and the right words and, voila! Note that you don’t have any direct control over what you summon, though generally an infernal will help you if you don’t look like a demon or some other enemy. You can summon non-infernals, too, though generally a yugoloth will refuse to aid you until they have been paid and a concubus might only want to aid you in something else altogether.

This summoning will even work in future settings which lack an ‘Infernus’, and will also gain options for summoning D&D’s modern devils and, if they’re similar enough and of an equivalent power, devil-equivalents from other settings you’ve been to. The more energy you throw into your summoning, the more powerful a type of infernal you’ll get, which also means that throwing in more magic than what would get you the strongest type of infernal available won’t help beyond extending the summon’s duration. Unless you summon using a true name, the infernal you summon will be a generic example of its kind (they’ll return to wherever it is they come from when they die, so feel free to ask one their name to resummon them later).

ILLRIGGER OATHS

Trade, 300cp

No, not quite the MCDM Illrigger, the *Dragon* #106 Illrigger. Harkening back to when the local cosmology insisted that paladins were *lawful good*, the illrigger is the paladin's *lawful evil* equivalent and, in this case, the knights sworn to serve Infernus. You have made your oaths, which are oaths of servitude and loyalty most of all, an oath to serve the institutions of Infernus and defend them against its transgressors.

As an illrigger, you are trained to wear your plate armor well (and to keep it clean, and make its insignia apparent) and swing your morning star with great zeal. The training of an illrigger is not wholly that of the warrior, for they—and, naturally, also you—are competent thieves and assassins, knowing full-well how to use poison to the fullest effect. Via the magic of your divine (yet infernal) oath, you are immune to all mundane diseases, you more easily slip into shadows, and you can channel your magical power into infernal ‘smites’ that are drastically more lethal against demons and the forces of cosmic chaos.

If your oaths are to Demon Lords instead, you might be deemed an ‘anti-paladin’ instead, if your oaths are to the celestials, you might be a ‘paladin’ instead, if your oaths are to yugoloths or concubi you might be an ‘arrikhan’ or ‘corrupter’, and a truly neutral, unshackled warrior might be a ‘paramander’ or ‘incarnate’. These are historied, culture-specific terms without strict delineations. Alternatively, sure, it's the Colville kind too.

THE CRAFT

Trade, 400cp

The magic of this age was, as a whole, primitive. While Mysteryl's Weave is as robust as it will be until Karsus' Folly, wizards and arcanists are still trying to figure out how high these ‘spell level’ things go. The Art and Power (arcane and divine magic) have yet to be distinguished from each other, most modern spells haven't been invented yet, and later-distinguished ‘subfields’ like truenaming, psionics, and soulmelding are thought of as just more aspects of one consistent system and practised as such. As a novice of the Craft, your spells and magical abilities are relatively weak and imprecise compared to what they would be in later ages, though it has the advantages of being highly eclectic and wide (taking magical abilities from all over, even from systems that in the future would be deemed inconsistent with each other) and, if you ever get this far, by virtue of preceding Karsus, of providing the possibility of casting magic of up to level 12 instead of level 9. It's all on one ‘spell list’ for you, but the finickiness once inherent to different spell lists is now found in the far-from-streamlined, usually inconvenient ways you need to actually cast these spells.

ITEMS

INFERNAL CORPSEBONE

Item, 100cp

In these ancient, pre-Asmodean times, Infernus is a whole different beast. A precious few have discovered that, if you deep mine deeply enough into the earth of its infernal crust, you will strike not bedrock but *bone*, with vast underground deposits ready for the taking and the praising. It is far from clear how these bones got down there, but various 'osteal cults' have declared that Infernus itself is the corpse of an astoundingly ancient deity, primordial, or demon lord: perhaps it is the sleeping corpse of the Serpent of Law, *Ahriman*, from whom Asmodeus shall eventually arise, or perhaps it is formed from the septillions of corpses of demons and celestials that fought the proto-Blood War before the infernals were created to inherit it.

What matters here is that the bone still carries some semblance of life, yet it is life that lacks any will or direction of its own. Carve this bone into the shape of a skeleton and it will animate, as if you used necromancy to create an undead skeleton. Carve it into chess pieces and they'll follow any instructions that are legal in the game of chess. Carve some bone into a tiny cat figurine and, surprise surprise, the tiny cat figurine will pounce around like a cat and even purr! Despite its origins, it won't even be an evil cat (unless, say, you carved the cat to look evil).

OSTEOCLASTIC POISON

Item, 100cp

A vial of grey, opaque, dull, low-viscosity liquid. This 'poison' is quite special! If you drink

it, all you'll get is a mild stomach ache and tooth damage, but, if this poison is applied directly to bone, it will spread to cover the bone and any other bone matter it can touch from there before forcefully absorbing itself into the material. Affected bone is especially brittle and, if used on an animated skeleton, noticeably slows the speed of information across the covered parts of the body (the information that would have been handled by a nervous system, if the skeleton had one).

THE SWORD OF JUSTICE

Item, 100cp

A blunt-looking longsword made of stone, this magical weapon is somehow even more effective than it would have been if it were made of sharpened steel! What sets this sword apart from most, however, is that it strikes more powerfully and cuts more deeply against those who have done great evil, though this alone will no more than double its effectiveness. If you deem a creature not worthy of death, this blade will refuse to kill them and will only knock them into a slumbering, safe state of unconsciousness, and then release healing energy across your body, scaling off how much good that person had committed in life.

For an additional **100cp**, it is instead the Sword of *Execution*. It cuts more deeply and swings with more speed than what you put into it and, if used to slay a *chaotic* creature, it refreshes you with stolen blood: you get more out of it the more chaotic deeds the creature's committed, and the more chaotic a life they lived.

THE SCALES OF JUSTICE

Item, 100cp

This stone set of scales can be used as a focus for all sorts of spellcasting, so long as you hold them appropriately and the scales are in balance. Once per day, you can declare someone to be your *accused*: harmful magic cast from the scales is more effective on the *accused* when they are healthier, stronger, and closer to winning, though it doesn't get any better than about double effectiveness.

For an additional **100cp**, they are instead the Scales of *Law*, more effective as a focus than before. Additionally, healing, buffing, warding, and otherwise beneficial magic cast from the Scales of Law are all the more effective on *lawful*, orderly creatures, though this doesn't get any better than double effectiveness.

THE HUSKEN BODKIN

Item, 100cp

This stone dagger is perpetually cold to the touch, and has a diagram of the Qliphothic Tree etched into its blade. When pointed at something, the husks on the diagram will light up to show you which husks of the Tree that creature has, if any: using it on a demon or modern devil will have the Tree lightly glow instead. An added benefit of this weapon is that, simply by touching it, it fills your mind with knowledge of the infernal language—or, in future jumps, some equivalent language of cosmic evil.

By stabbing the husken bodkin into the ground, the ground will collapse and form dark pits under your feet, and under the feet of any allies near you. Note, the bodkin won't come with you. These pits are portals to your

Warehouse, or some other designated safe location, which now has a large pit of its own in it. Entering that pit sends you to wherever the husken bodkin is (noting that something might have moved it from the spot you left from).

For an additional **100cp**, the husken bodkin is instead the *Huskblade*, the true form of King Abraxas' personal weapon. The Huskblade can change its size and general shape at will, over a few seconds of directed will, moving between the forms of a dagger, longsword, or greatsword (and more, if you will the vision and the willpower, but the end result must always have both a sharp, piercing point and a sharp, slicing edge) No matter what form it takes, the Huskblade's perpetually cold stone rapidly heats up when swung and creates harmful sparks of flame when in its strikes.

In addition to the usual pitwarping, stabbing the Huskblade into the ground can also create a pair of pits within sight. These pits are portals to each other, opening up the strategy to opening a portal below an enemy and hoping they fall in, trip, and lie prone in a highly stabbable location.

YUGOLOTH SUMMONING CONTRACT

Item, 200cp

This contract describes itself thrice over: first in infernal, then in abyssal, then in elvish. It describes the way to use itself, accurately, as follows: hold the contract in one hand and a specific sum of currency in the other, verbally consent to the contract, and you'll summon a yugoloth to fight on your side! This is mostly useful for summoning a single, decently powerful yugoloth to fight on your side for a

minute, but it also holds information on contracts for a larger number of weaker yugoloths to be summoned for longer, perhaps to be used to supplement an army. Each of these options has a specific cost in currency (in coinage, if the local currency uses coins): 363 gold pieces, for instance, might summon a *canoloth*, and the only way the contract knows you want a *canoloth* is because you offered exactly 363 gold pieces. Making a contract this way teleports the currency away into inaccessible lothic coffers, but be careful: if the price given doesn't precisely match one of the many listed prices, you won't get anything out of it.

Two more things! One, each time you use the contract scroll you risk burning it up and not being able to use it again until you get another one at the start of your next jump (or decade, whichever is sooner), where the risk corresponds to the power and cost of what you're summoning. The risk is barely there for something like a *merrenoloth*, then, and nigh-certain for an *ultroloth* or an army of anything even slightly as scary. The most expensive option available, and strangely also the only risk-free option, is a *baernaloth* who refuses to be summoned for combat and will instead insist on discussing the nature of evil. Secondly, you'll break your part of the contract if you harm a summoned yugoloth, thereby permitting it to harm you back.

THE TRUSS LANCE

Item, 200cp

This lance weapon's sharp tip resembles the structure of a wrought iron truss tower (like our world's Eiffel Tower). The many gaps in this tip are unreasonably effective in gaining air resistance when you're falling, acting as a sort of magical parachute (but only when you're falling, so it doesn't inhibit swinging it around as a weapon). Whenever you're mounted while wielding the Truss Lance, the mount will be protected by this slow-falling effect even if not thoroughly attached to you, and the air caught by the 'tower' will subtly speed it up (especially if it's already windy).

GREATSWORD OF THE INFERNAL GOD-CORPSE

Item, 300cp

This greatsword is made of a clean white mass of bone that, despite apparent jagged edges, cuts cleanly and well. It used to be a longsword in the hands of its massive original wielder, meaning it has a decently thick hilt (made of brown, coagulated blood) if you're closer to a normal size. Strikes from this weapon are more dangerous than you'd expect, as, whenever it strikes something with blood, a tiny amount of their blood is painfully ossified into even tinier sharp bur-shaped bone chunks.

If you die with this weapon on you (and you don't have any other 1-Ups to save you), the deeply infernal powers of this blade will pulse out with healing energy and resurrect you by replacing your spine with itself! This reprieve from death is only temporary: you will have one minute left to live unless you slay or best whatever it was that

killed you. You have the option of getting the blade out and your spine back between jumps, and, of course, the blade can't be wielded while it's your spine. While it *is* your spine, however, it will fuel you with infernal energy, ending any need for food, water, air, or sleep, warding off exhaustion, and even, more dangerously, lessening your mind's need for artistic or social fulfilment.

THE PEAKLESS STEEPLE

Item, 500cp

This dark red stone tower is remarkably thin, only a few metres from one side to the other, and yet it reaches so high into the sky that it isn't at all apparent if this tower *has* a top. The tower would be entirely bare, too, if not for the platform-like ridges jutting out of it every sixty feet. This tower is *tall*, absurdly tall, but thankfully the rumors of its infinite height were false: if you don't know any of the tricks to counter it, the steeple will seamlessly teleport you downwards, making it seem like it goes on forever. Even so, it *is* more than a mile tall from ground to tip. If you need to fit it in your Warehouse, though, it'll be as short as it needs to be.

At the top of the peakless steeple is a door leading to the demiplane called the *Spire Library*. This library contains many magical secrets, spell scrolls, forbidden knowledge, lore, and, most suspiciously of all, information on spells that shouldn't exist yet. The library will restock every jump with appropriate new spells, lore, and forbidden knowledge, maybe even including knowledge regarding events that have not yet occurred. Be cautious, though, for this library is *incredibly* flammable,

and, if destroyed, it won't return until the start of the next jump.

FACTIONS

Infernus is a realm of many overlapping, conflicting factions. You can pick a faction if you meet its prerequisites. You can only truly pick one faction to gain the benefits from, but you can have ties to others or be a double agent within others as appropriate. The boon granted by a faction counts as a perk and stays around in future jumps, though you do not 'purchase' it. You can either start in the faction or join it over the duration of the jump.

KNIGHTS OF DESECRATION

Faction, requires Illrigger Oaths and Ensouled

The Knights of Desecration are an order of illriggers, hell knights, and warriors of divine purpose operating out of the so-called 'Desolate Fane'. While their order started as a holy order serving a good god (one forgotten by the modern age), the Knights of Desecration have sacrificed their hallowed place to descend into Infernus for the greater good. While they have since been corrupted, they have kept to their purpose: they are the anti-corruption watchdogs, here to weed out the cowardly, the incompetent, the corrupt, and the chaos-influenced from infernal society—and, when it is called for, slay demons on the battlefield.

Leader: Pontiff Theodox Dyre is, as the kids say, a certified badass and a legendary illrigger. An older but handsome elven male, his short black hair has a few iconic clean silver streaks going through it. Approachable despite his experiences, Pontiff holds firm to his order's values with impressive grit.

Starting Location: Desolate Fane.

Boon: You hold the authority of an agent of an anti-corruption agency within any organizations or governments you're a member of. This helps people heed and take seriously any complaints of corruption you might have, and expands the power others may entrust in you to investigate potential corruption.

SISTERS OF TARNATION

Faction, requires Ensouled and two of: The Whiff of Chaos, Adept, The Craft

A literal sister organisation to the Knights of Desecration, the Sisters of Tarnation are an organisation with members sourced from the churches and cults of many gods. While they continue to praise their respective deities from the safety of the Martyrs' Convent, they possess novel purpose as secret agents embedded into infernal or Prime Plane societies, often acting on tip-offs given by the Knights of Desecration, to scout out for executive impropriety, desertion, deviation, and Abyssal corruption. The organisation is primarily composed of priests and clerics praising a diverse range of deities, though perhaps with a bias towards lawful deities—while they are called Sisters because of their initial leadership, individuals of any gender are permitted within their ranks (though members are called sisters regardless).

Leader: Mother Superior Apollina Begrudge is an elven nun who *would have been* a drow if they existed at the time. Bright grey in skin and with blonde hair so light it's a few shades from 'white', Apollina praises Araushnee, the elven goddess of destiny and artisans known primarily at the time for being the head wife of Corellon and known primarily

in the future for being the name Lolth took before her betrayal— ironically, she praises Araushnee as a goddess of sunlight, and represents the sun moving across the sky as a golden spider’s bulbous thorax climbing up a celestial thread. If Lolth’s betrayal happens soon, she may well soon be one of drow society’s first matron mothers. She uses an oversized flail, the flailhead of which is a still-living but helpless abyssal porcupine strapped in place.

Starting Location: Martyrs’ Convent.

Boon: You are proficient in the specific skill of emphasizing the similarities and deemphasizing the differences (in purpose, goal, temperament, ancestry, or even aesthetics) between deities as a means to facilitate teamwork and collaboration between the followers of those deities. In settings without prominent deities, this might instead work on philosophies.

DAMNED BASTARDS

Faction, requires three Trades (Adept and Ensouled count as Trades for this)

The demons of the Abyss represent an existential threat, one so severe that legions of aasimon and archons from the upper planes sacrificed their exalted brilliances to take on infernal forms better suited to the slaughter of demons. But why should it be only celestials who go through such sacrifices? Mortal knights, warriors, and the desperate took up the banners of hell against the Abyss. Over a few generations, it became a tradition for noble and royal families to condemn their bastards and unwanted children with the honor of damnation. Since then, the ‘Damned Bastards’ have been an exclusive social club

and support group with a ‘purpose’ that changes every few decades with changes to leadership.

Leader: Gruff Tarken is the High Scoundrel of the Damned Bastards, and its first High Scoundrel not to have come from noble or royal pedigree. A muddy-green-scaled and deadly serious lizardfolk, Gruff Tarken is a master martial artist and a spiritual monk who has warded his mind and ripped out his tongue to prevent himself from ever transmitting cognitohazardous words— he leads the Bastards wordlessly, and no one even knows what those words are or where he learnt them. Under his guidance, the Bastards are currently interested in gathering magic items and uncovering ancient secrets.

Starting Location: The Den of Ill-Repute.

Boon: Once per future jump, you will be invited to an exclusive social club that you could conceivably fit into at a glance. This won’t help in being invited to a male-exclusive gentlemen’s club as a woman, but it will smooth over issues of wealth and class.

THE SATRAPY TERRESTRIAL

Faction, requires Gamaliel (Run or Climb)

The bureaucracy of Infernus is divided ‘horizontally’ along bureaucratic, martial, legal, and punitive spheres, and ‘vertically’ along the ground, the seas, and the skies. The Satrapy Terrestrial is the polity that ostensibly governs Infernus’ ground and underground. Given that most infernals need to move on the ground, you’d think that this satrapy is the most powerful, but it is held back by many of Infernus’ important sites and population centers being deemed ‘satrap-neutral ground’.

Leader: Behemoth leads the Satrapy Terrestrial from the Fell Crag, a harsh canyon complex with many naturally-formed pit traps, boulder traps, and landslides-in-waiting. Behemoth is a massive gray barrel of a beast, somewhere between hippopotamus, elephant, rhinoceros, komodo dragon, and brick in appearance. Aggressive and quick to lash out over being seen as the weakest satrap, Behemoth is slow to act and easy to trick, but difficult to best in an open, honest field.

Starting Location: The Fell Crag.

Boon: Your footing is solid, as if solid ground accepts you where it would not accept any others. This makes it harder to forcefully push or lift you when you're on solid ground, as if your feet are selectively glued down.

THE SATRAPY AQUATIC

Faction, requires Gamaliel (Swim)

The bureaucracy of Infernus is divided 'horizontally' along bureaucratic, martial, legal, and punitive spheres, and 'vertically' along the ground, the seas, and the skies. The Satrapy Aquatic is the polity that has ostensible authority over Infernus' waters: its rivers, including the all-important River Styx, its geysers, its ponds, and its lakes (some of which would be famous 'Rivers of Hell' is later aeons, stolen and turned into layers of Pandemonium). The Satrapy Aquatic derives most of its power from the River Styx, which it controls with an iron fist with various damned dams and powerful amnis-baatezu.

Leader: Leviathan leads the Satrapy Aquatic from the Primordiluvium, an artificial lake deliberately created by limiting the flow of the River Styx for Leviathan's benefit. She is a serpentine, almost draconic-looking creature

with many tentacles, the largest satrap by far, able to constrict whole ships down into mere splinters over just a few seconds. Her scales have a mirror-like sheen to them and will reflect most magic thrown at them and resist just about anything else. Leviathan thinks of herself as being especially clever and manipulative, though cannot directly interfere with much, waterbound as she is.

Starting Location: the Primordiluvium.

Boon: You have experience with dams and river-altering structures and technologies, and can use that experience to predict future developments in rivers and waterways. You could predict the change in a river and its tributaries if you were to construct, demolish, or alter a dam, groyne, canal, etc. with reasonable efficacy.

THE SATRAPY EMPYREAN

Faction, requires Thagirion

The bureaucracy of Infernus is divided 'horizontally' along bureaucratic, martial, legal, and punitive spheres, and 'vertically' along the ground, the seas, and the skies. The Satrapy Emphyrean claims dominion over Infernus' skies, winds, clouds, and just about anything gaseous or above the ground. Despite holding little in the way of conventional territory, the Satrapy Emphyrean is possibly the most powerful satrapy of all on account of its control of the messenger spyrian infernals, the power of its satrap, Ziz, and the sky's ability to peek in on anything below it.

Leader: Ziz rules the Satrapy Emphyrean from the Piercing Alps, a mountain range so stark and tall that the wind that blows between near-vertical mountains makes a noise easy to mistake for (bad, discordant)

music—all the winds that blow across Infernus are said to originate here. Ziz is a roc-sized, four-winged bird creature with masterful control over the winds near them, perhaps owing to the complete control they have over their blue-silver feathers. Ziz seldom communicates, despite their apparent wisdom, and is quickly annoyed when anything intrudes on their solitude.

Starting Location: The Piercing Alps.

Boon: Your perception of the wind is so fine-tuned that you are able to tell how strongly and in what direction a breeze is blowing by seeing it, even at a distance.

INFERNAL RECRUITMENT CORPS

Faction, requires two of: Ensouled, Cambion,

Concubus, Concubal Charm, Presentation Skills

A relatively novel entry into Infernus' political landscape only recently permitted to exist by Infernus' celestial overseers out of desperation, the inoffensively-named 'Infernal Recruitment Corps' is a loosely organized group operating in Infernus and the Prime Material plane in equal measure. The faction is split in twain, differing in methods but sharing the same ultimate purpose: they are the *seducers* and the *tempters*, and you'd be wise to be cautious around either.

Once acting unofficially as an unregulated troupe, the Corps' so-called 'seducer' subfaction is interested in convincing, hiring, or (before regulations, anyway) deceiving mortals into swelling the ranks of cambions; this is usually for a reward in gold, the otherwise-temporary, sex-transforming, womb-granting magic that the job requires for some anyway, or simply skilled, tender affection. Unable to find a place

in most of infernal society, most seducers are concubi.

The so-called 'tempters', who most famously appear at dark crossroads, appear to the greedy, desperate, and foolish. In return for a trivial favor or sum of wealth, so many would sign away their souls, either to be whisked away to Infernus when they die or, if particularly desperate, maybe even immediately after their wish is granted.

While the seducers work to create more cambions and tempters work to create more infernals, and accomplish these goals via drastically different methods, both ultimately fuel Infernus' war effort.

Leader: The closest thing the Corps have to a leader is their chief executive. Hailing from the tempter subfaction but currently responsible for the faction as a whole, Janet Silverware is a consummate professional who treats the tempting of mortals as a serious, and legitimate, business. The cambionic spawn of an acediac and an elf, she is lucky enough to be able to pass as a normal elf, if one ignored the gray skin, naturally multi-tone hair (of black and gray), and aura of seriousness. Janet has multiple facial expressions to call on, but all of them make people think she is intensely bored with them, and so she has been promoted to the very top of the Corps' ranks because she'd be an uncharismatic, far-from-tempting disaster anywhere else.

Starting Location: Infernal Recruitment Corps Building (yes, it's called that).

Boon: So long as everyone involved is a willing party, and you are willing to accept some regulations on a scale matching the heinousness of it, you will be able to legally

make all sorts of devilish transactions, such as that of the 'seducers' or 'tempters'.

COMPANIONS

LEGION

Companion, 400cp

All other companion options provided here become free.

IMPORTS

Companion, 100cp

Import a companion into this world, giving them 600cp and an origin, though they can't take any drawbacks or companions. You can purchase this option any number of times.

FACTION LEADER

Companion, 100cp (requires a faction)

You can bring your faction's leader with you as a companion.

LADY JUSTICE

Companion, 100cp

An animated stone statue of a blindfolded woman. Notably, her ears are rounded, not matching any known civilized race in what is presumably an artistic liberty but might just point to something more. This self-proclaimed 'Lady Justice' speaks ominously and in poetic, vague terms, speaking crazed, emotionally-wrought sentences that tend to only make sense in retrospect. She wields the Sword and Scales of Justice, which cannot be removed from her nor upgraded, and she possesses the preternatural ability to sense injustices nearby. You can generally tell if she senses an injustice because, when she does, she starts to cry (though, as a statue, no tears

are shed). She'll want to be your companion and continue into future jumps regardless of what you're like as a person, thinking that it's her fate.

TEVRA ESCALADIER

Companion, 100cp

A legionary cambion and a masterful duelist and warrior, Tevra Escaladier is a tall, red-skinned, black-haired, muscular fighter who wields a glaive heavier than most people. Despite the general awfulness of her environment, Tevra tries to make Infernus a better place, leading to her contributing to and volunteering time at the Cambionic Academy of the Upper-Left-Right, a learning institution for cambion youths, though the foulness of Infernus tends to seep through eventually. While she doesn't wear it often, she has a unique pair of armor with a helm that has holes for her sharp horns.

NECKSNAP

Companion, 100cp

One of very few hobgoblins in this world (her clan having emigrated over from another world), Necksnap used to be a member of the Sisters of Tarnation faction and a priestess of Maglubiyet before her fellow sisters kicked her out for being too extreme and her church kicked her out for ruining diplomatic efforts with other churches. Orange-skinned and brown-haired, Necksnap is driven by an intense, high-paranoid hatred of demons and cosmic Chaos. She has an amplified version of the Whiff of Chaos perk, and she has no problem with taking justice (that is to say, the slaughter of the chaotic) into her own hands. Having her agree to be your companion will be

almost impossible if you're chaotic yourself, unless you have some way to mask that. Expect nonsensical 'chaos tests'. She has a lot of baggage and trauma to deal with, there's a reason she doesn't use her original name, though little in this jump can help her through that.

PRETTY PETTY PITYMONGER

Companion, 100cp

Known only as Pretty Petty Pitymonger, sometimes truncated to 'PPP', 'Pretty', 'Pity', or 'that bitch' is a famed, pink-skinned and white-haired tiefling woman who, despite her apparent youth, is eerily competent in manners of diplomacy, charisma, persuasion, pickpocketing, and every flavor of thievery. She has the potentially supernatural ability to pickpocket from someone while talking to them, with all their focus on her, without so much as moving her hands in their direction. Obsessed with the novel and the shiny, PPP seeks out new experiences but doesn't ever want to put in much effort or go through any sacrifice to get them. You can usually find her in King Abraxas' Court tending to an intricate web of politics or schmoozing with the rich on a pleasure barge in the Primordiluvium.

ALMADEL

Companion, 100cp

Almadel is a red-skinned, orange-haired fire genasi (in this case, an elf who was conceived in the Elemental Plane of Fire, with a close relation to elemental fire) who lived in the Prime Material plane for most of her life. Only, a few years ago, she seemed to have become obsessed with Infernus, its people, and its culture: now, she wears false 'infernal horns'

and a fake 'forked tail', claiming to be the tiefling granddaughter of King Abraxas himself. An expert in all things infernal, Almadel has a motivation for Infernus and all its components that never seems to go away, even when things there try to kill her. She's one of very few mortals who live in Infernus not as a member of a faction, though not for lack of trying, as she's asked to be a member of each faction at least once.

FLICKIZLLE YEGUY & GERBRON

Companion, 100cp

Identical twin spyrian cambions, Flickizlle-Yeguy & Gerbron are dull-skinned, barb-haired brothers who have made a living as cobblers, making luxurious custom shoes for the rich and influential. They are fully identical except for their wings: they each inherited one wing, Flickizlle-Yeguy the left wing and Gerbron the right wing, meaning that they can only fly when together and communicating well.

DRAWBACKS

You cannot gain more than 600cp from drawbacks.

CONTINUITY TOGGLE

Toggle, +0cp

Is this your first Dungeons & Dragons jump? If not, feel free to have this and that fit into the same continuity as other D&D jumps you've taken or will take. Since Infernus likely precedes all other D&D jumps, it probably won't change much in terms of the jumps you've already taken. Indeed, Infernus takes place so long before anything else that it's entirely possible it won't affect any later jumps in visible ways, either.

DURATION TOGGLE

Toggle, +0cp

Alter the duration of the jump: as short as a second, as long as 100d100 x 10 years. Or longer. Or shorter.

ONTOLOGICALLY EVIL

Drawback, +100cp

It isn't just that infernals and devils are *usually* Lawful Evil, and calling them *always* Lawful Evil does somewhat miss the point. They are ontologically Lawful Evil, acting in coherence with that alignment's morals, ethics, and way of viewing the world... and, if you're an infernal or of infernal origin (via taking the Infernal Blood perk, or by being a cambion without the Lothic Malice, Concubal Charm, or Demonic Havoc perks), you act that way as well. This evil is no mere state of mind, and it is more fundamental to you than your flesh or soul. No amount of friendship, love, redemption

plotlines, *atonement* spells or Rituals of Alignment will change your alignment, though each alignment is wide enough that substantial character development is certainly still possible. The exact interpretation of 'Lawful Evil' is up to you, as taken in good faith.

But you might not be an infernal. You might be a yugoloth or concubus, or have the Lothic Malice or Concubal Charm perks, and thus fall under the banner of 'Neutral Evil'. Lastly, demons and those with the Demonic Havoc perk would be 'Chaotic Evil'. If you fall under multiple of these categories (for example by having multiple of those perks), pick one and stick to it.

If you have the Ensouled origin and don't have any of the Infernal Blood, Lothic Malice, Concubal Charm, or Demonic Havoc perks, you will instead take on a role in support of cosmic balance: whenever it seems that the forces of order (mostly infernals, in this case) or the forces of chaos (demons) are in imbalance or one force seems to be in a greater position than the other, it is your heartfelt responsibility to *even the odds* no matter the consequences. Similarly, your brand of True Neutral dictates that Good and Evil must be in balance as well, however you want to go about that.

INFERNALLY BOUND

Drawback, +100cp (gives +200cp if Demon)

You'll be stuck in Infernus for the duration of the jump, with no way of leaving it. No, not even to your Warehouse.

SILVER WEAKNESS

Drawback, +100cp (requires Infernal or Infernal Blood)

The silver weakness of the infernals is far more severe than it will be for the later devils. Being struck with a silver weapon or hit by a silver-tipped arrow, for example, will bypass any special resistances or immunities you may have against weapons, physical force, or the non-magical, and even briefly touching silver will weaken and sicken you. Thankfully Infernus doesn't have much silver.

THE WAY OF THINGS

Drawback, +100cp (requires Concubus or Concubal Charm)

Because they feed on love and lust to persevere, concubi don't regard or feel those sensations in quite the same way. To you, romantic relationships, love, and intimacy are all transactional in nature, and you cannot comprehend any of them outside of this worldview. This makes healthy romantic and sexual relationships impossible, and can play havoc on your understanding of your own feelings.

VIOLENCE

Drawback, +100cp (requires Yugoloth or Lothic Malice)

Born of violence, you have a natural tendency towards violence—only, you lack the willpower to not quaff and gorge on it. When violence is a solution to a problem, like a glutton unable to help themselves from a rich meal, it may as well be the *only* solution in your mind. When it isn't the solution, you grow antsy, *hungry*. If you don't get your fill, you might end up starting fights with people you

don't want to annoy just for the sake of the fight.

BASIC MAGIC

Drawback, +100cp

Regardless of what magic you previously had, to fit in, you'll need to use the spells that make sense within Mystryl's system. So if you have The Craft perk, sure, that works! But, beyond that, you can't access any magic beyond the spells of Dungeons & Dragon's first edition (the Basic Set, if you need more specificity).

CELESTIAL OVERSIGHT

Drawback, +100cp (requires being accepted within Infernus)

The Pact Primeval has not yet been signed, forcing much of Infernus' operation to exist within the constraints the goodly gods and celestial archons have set out for it. Haywood is a particularly clever if annoying unicorn surveyor who has been tasked with making sure everything in Infernus is working as it's meant to, and within the conditions that the heavens dictate... and, for some reason, she's suspicious of you, and will follow you whenever she can justify it (and sometimes even when she can't). If she finds you acting illegally or suspiciously, she'll sabotage your standing and dob you in and, if you do anything she deems reprehensible (like siding with demons), she'll sic archons on you and put you on the celestial hit list.

CONSCRIPTED

Drawback, +100cp (mutually exclusive with Infernally Bound)

You've been conscripted to fight in the Blood War!... though they don't call it that quite yet.

Either way, you've been allocated to a legion—or a horde, if you're a demon—and you'll start off your jump here soon to meet your first battle. If you're fighting for the infernals, you should be able to find some way out by finding some other role after at least 5 years, or you could always try the easy route and make some more enemies by deserting. If you're fighting for the Abyss, you can slip out far sooner, but you'll end up happening onto active battlefields alarmingly often.

STRICT ROLES

Drawback, +100cp (requires being accepted within Infernus)

Everyone has a role in this world. And, sure, the hierarchy has *some* built-in mobility, but you'll generally be stuck in your place and infernal society's expectations of it (and, thus, you). A legionary will be expected to go to war as part of a legion, and anything beyond what is expected of them will be questioned, judged, possibly even disallowed or shot down entirely. You might think you could sidestep this issue by being higher up the hierarchy, but then you run into the issue of being 'above' certain things 'below your station' that you want to do. Even yugoloths and concubi accepted within Infernus' institutions have this problem, as they are expected to fit the roles originally devised so that they *could* have a place in its institutions.

If you took the Adept perk, you can pick somewhere else in the hierarchy or some other role to be attached to unrelated to your form, but you'll be stuck with it.

WEAVED WORLD

Drawback, +200cp (requires Infernally Bound)

This world is false. The substance you see around you is weaved out of stolen fabric, taken from myriad unwoven worlds—including the true, modern Hells. This world was created by 'Old Scratch', the modern nupperibo that Asmodeus turned Abraxas into when he assumed power, out of some perverse nostalgia and a wish to return to the time he held power. Sounds like an academic difference, especially if you don't know you took this drawback, but it has a few quite substantial consequences!

For one, it is only 'Infernus' itself that is weaved: the rest of the cosmos is locked off entirely. The outside is inaccessible to those within, that is, for outside demons are both A) more focused and powerful, and B) invading Infernus like they invaded the Hells as part of the Blood War. These demons, now mostly tanar'ri, have aeons of cultural experience and rage behind them.

Any Celestials you find are from the modern age as well: if you took the Celestial Oversight drawback, Haywood will pretend she's here as a surveyor to fit in, but is actually on a mission to figure out how to get the Nine Hells back before the Blood War ends disastrously. Instead of looking out for any signs of impropriety, she will instead be suspicious that you're an outsider like her, not woven into this world, and will act against you if she ever has reason to think you'll have negative influence over Infernus or the Blood War. She's also now accompanied by a group of couatls, flying serpent celestials.

A few deities put their domains in the Nine Hells, and a god is not so easily unwoven.

Tiamat, prominently, isn't supposed to exist in Infernus' age (she hadn't yet split off from Asgorath), and so is quite out of place when everything in Avernus outside her lair takes the form of its primeval self: with Tiamat and her abishai here to cause a ruckus, and without any respect for this ancient, primitive hierarchy, things are likely to be far more dangerous.

Most prominently of all, the Lord of the Ninth, Asmodeus, is quite annoyed with this whole 'Infernus' situation and would have preferred it stay forgotten. He's magically prevented from directly interfering, but he can and will send in wiley, sly agents to act on his behalf. He knows that period well enough to know that you aren't meant to be there, and so will likely try to involve you in his schemes if any of his agents happen upon you.

BAERN SCHEMES

Drawback, +200cp

Turns out those rumors that the baernaloths were masterminds in charge of the development of most fiends and the lower planes— sorry, baerns, turns out they precede yugoloths entirely— had quite a bit of truth to it. Baerns are powerful, ugly, fiendish manipulators who consider themselves the direct, true spawn of cosmic Evil. They set in motion the creation of infernals, had some role to play in the creation of both obyriths and tanar'ri, and, if you don't interfere, will play a part in installing the eventual Asmodean regime. Not only that, but they seem to know about *you* and are concerned with you meddling with their long-laid schemes and conspiracies. They'll want to make sure you don't interfere, at first by subtly altering

conscription documents or by framing you for crimes. However, as the jump progresses, and especially if you demonstrate the ability or willingness to meddle on a large scale or get closer to people important to their plans, the baerns will grow more desperate to cut you out of the equation. They might eventually try to turn your faction or wider society against you and, at the very end, will try to attack you directly: quite worrisome, as they're powerful, smart, and powerful in the ways of magic. And if you *actually do* mess up one of their schemes? They'll go full force, and will just keep at it until you're not a problem anymore.

If you also took the Weaved World drawback, these baerns will be from Hades. Turns out, this whole rewoven 'Infernus' debacle was a part of their plot to oust Asmodeus, who had been growing wise to their trickery and plans. And so, on top of the usual stuff written above (they have appearances to keep up, after all!), the baerns are actively invested in keeping this 'Infernus' thing going until whatever spell, ritual, or plot they're cooking can take Asmodeus out of the equation for good. That's one more reason they have to oppose you wanting to change its status quo until then— and whatever it is they're plotting, it'll succeed the moment the jump ends.

THE DEVIL KING

Drawback, +200cp

Perhaps the simplest drawback here! It's simple: all you need to do is slay King Abraxas for good by the end of the jump's duration, or you'll be stuck in this realm, unable to ever move on (chainfail). Note that, if you slay King Abraxas while one of his satraps still live, he'll

reincarnate through them (as per the King of Hell perk) and it won't count.

ENDING CHOICES

After a (presumed) decade of this 'Old Hell', you've made it to the end, What to do, what to do? You can stay here, return back home, or continue on your chain and go elsewhere. It's all up to you.

NOTES

The Infernus setting was created for a West Marches D&D server that saw 19 sessions. Flickizlle Yeguy & Gerbron contributed by a member of that WM.

If King Abraxas dies and you took the Weaved World drawback, Asmodeus will reveal himself from the form of a companion you didn't purchase, thank whoever or whatever did the job, and turn Abraxas back into his nupperibo 'Old Scratch' form. If King Abraxas dies and you didn't take the Weaved World drawback, Asmodeus will appear/awaken/intercede, though precisely how is up to you.

If the demons of the Abyss ever overran Infernus... that'd be bad. Out of desperation, hosts of celestials would appear to keep the demons at bay, and some deities might even show up to turn the tide, but neither are surefire solutions.

A lot of Infernus is, I reiterate, deliberately kept vague. What is a lankray? I could tell you that it's somewhere between a stick insect, a millipede, a train, and a manta ray, or I could ask you to go where your imagination tells you and figure it out for yourself. An apparent lack of details is simply an excuse to add fill in the blanks as appropriate.

CHANGELOG

Welcome to v1.0.