

KULT

◆ DIVINITY LOST ◆

USING THE KULT TAROT

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HE KULT TAROT DECK IS USED BY THE GAMEMASTER (GM) to perform readings, which help you create plots, antagonist, locations, and allies when planning a campaign. It can also be used during play when introducing new locations and characters in the heat of the moment.

To do this you will need to learn how to perform a tarot reading.

WAYS TO USE THE TAROT AS A GAMEMASTER

Fleshing out the Campaign

What is the Lictor's intention? What is the building's backstory? Who does the cult serve? To what Power is the artifact bound?

Sometimes you are left with many questions or the ideas you have seem to run in the same old tracks. The Tarot Cards can help flesh out your campaign by filling in the gaps, creating more depth to the characters, and developing hidden plots. This can preferably be done in the Downtime moments when you work with the campaign or directly before or after the First Session.

You may also develop completely new characters, locations, organizations, plots, creatures, and artifacts.

In the Spur of the Moment

When you have become comfortable with the tarot, you might want to use it during play. Have the deck next to you. When a situation, character, or being appears where you don't have a clear idea of what it could be, you can consult the tarot. Just draw a card and trust your instincts. What does it tell you? How is this particular element of your campaign associated with the card?

Foundation of a Story

It is possible to build a Campaign Setting or the basis for a Short Story using the Tarot Cards. By using them to create factions, Dark Secrets, and locations, you can further develop the game world your players are exploring.

Text:
Peter Nallo

Art:
Axel Torvenius

Proofreading:
Alex Obernigg, Jason Fryer

Graphic Design:
Dan Algstrand

Additional material:
Alex Obernigg

BASIC GUIDELINES

Trust your Instincts

Tarot is not connected to logic. It is connected to the subconscious and your instincts. Each card is a key to unlock your mind. If you get a strong impression of a card's meaning without consulting its description – trust your instincts. There is no right or wrong interpretation. Experiment with the Tarot cards and discover how they can be used to serve your story.

Learning the Tarot

The more you use the Tarot, the greater insight you will have into the cards, and the quicker you will be able to use them.

THE RITUAL OF THE TAROT

You should be in the right mindset when utilizing the Tarot cards. Perceive this as a small ritual for coming into contact with your subconscious and unlocking the labyrinths of your mind.

First, create the physical space by setting the right atmosphere. Light a candle, play the right music in the background, and have a place where you can lay the cards and take notes.

Next, create the mental space by clearing your mind and taking a few deep breaths to help you focus on the reading you're about to do. Try to let go of any everyday stress you've been feeling, and focus your thoughts on the dark worlds of the KULT universe.

If you are not in the proper mood and moment, a Tarot Reading can be much harder. You want to create the right atmosphere.

The Insight you Seek

With the proper mindset, focus on what you want the cards to tell you.

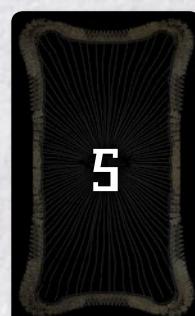
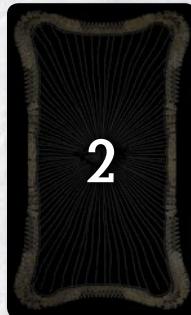
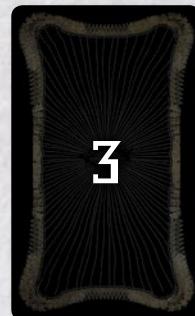
For example, you might feel that an important NPC in the campaign feels underdeveloped, and want to give it more depth. You may wish to discover what kind of location the cult has hidden in. Or you may want to understand what Higher Power lies behind the stranger who has arrived in town.

Check to make sure you're truly getting to the heart of the question, and opening yourself up to curiosity, empowerment, and manifestation.

Once you have formed your question, write it down so it remains clear in your mind.

Shuffle and Lay Out Five Cards

Shuffle the cards and focus on the question at hand. Think on the information that is already established in the story, but try to keep an open mind. Lay them face down in order to form the symbol below:



Begin with the card in the middle. This is the core card. Then add cards in the following order: one to the left of the core card, one at the top, one to the right, and one at the bottom. When complete, the five cards should form a star.

The Story of the Cards

Each of the cards represents an answer to a specific question, which are discussed in the *Reading Templates* section below. Feel free to make up your own templates.

To perform the reading, turn the cards over in the proper order, going through them one by one. Flip the first card over and reflect upon its meaning. Look at the card and start describing to yourself what you see in the picture. What is happening in it, what story does it tell, and how does it relate to the question you asked. Pay close attention to your intuition and your gut feeling. Consult the information below about the specific card's meaning for deeper insight into what it symbolizes. But remember, don't let this description override your personal instincts. Your subconscious has the answers.

Once you have interpreted each individual card, look at all of the cards in the Tarot reading, as if they were pages of a story book. What's the story the cards are telling you? Weave this overall narrative together, and make your interpretation of them as a whole.

Reflect and Write Down

Write down the completed reading. Now, weave it into the game narrative.

Sometimes you will find that the reading makes little or no sense. There is no shame in redoing the reading. But give your original reading some more thought before discarding it.

READING TEMPLATES

Here are the templates of the things you can learn. If you only need to know a specific thing, you can just draw that particular card to get the answer. However, if you do the entire reading you will get a more complete picture.

INDIVIDUAL

- Card 1:** A core *Characteristic* of the individual.
- Card 2:** Something from the *Past* that shaped the individual.
- Card 3:** An *Ambition* that drives the individual.
- Card 4:** The individual's greatest *Weakness*.
- Card 5:** The individual's greatest *Strength*.

LOCATION

- Card 1:** The *Type* of location.
- Card 2:** Something about the location's *Past*.
- Card 3:** An unexpected or quirky *Trait*.
- Card 4:** A *Weakness* at the location, which might be exploited.
- Card 5:** Something that makes the location *Exceptional*.

CULT

- Card 1:** What *Power/Ambition Drives* the cult.
- Card 2:** An important thing about the cult's *History*.
- Card 3:** What does the cult wish to *Accomplish*.
- Card 4:** What is the cult's *Weakness*, such as enemies.
- Card 5:** What is the cult's unexpected *Resource*.

PLOT

- Card 1:** What is the *Power* behind the plot.
- Card 2:** What *Caused* the plot.
- Card 3:** What is the *Next Move* in the plot.
- Card 4:** What power *Opposes* the plot.
- Card 5:** What power *Supports* the plot.

CREATURE

- Card 1:** From what background does the creature *Originate*.
- Card 2:** From where can you find *Information* about the creature.
- Card 3:** What *Drives* the creature.
- Card 4:** What is the creature's *Weakness*.
- Card 5:** What is the creature's *Strength*.

ARTIFACT

- Card 1:** From where does the Artifact *Originate*.
- Card 2:** Who else is *Looking for It*.
- Card 3:** What are the *Dangers* in using it.
- Card 4:** What is its *Primary Power*.
- Card 5:** What is its *Secondary Power*.

Example reading

During the Downtime phase, Petter has introduced a new character to the story. An individual who came up during improvisation when the player characters took an unexpected route. They visited a bar at the edge of town, where they met Mr. Algstrand – a middle-aged man who sat in a corner, smoked a lot of cigarettes, and checked his cell phone all the time. This contact seemed to have an insight into the supernatural world and took an interest in the characters. The scene was very memorable and suspenseful and Petter realized that Mr. Algstrand could have an interesting role to play later in the story. But who is he? Looking at the Intrigue Map, there are no clear connections to any of the Powers at play. So Petter decides to consult the Tarot cards.

He performs a five card read using the Individual template. This will reveal Mr. Algstrand's core *Characteristic*, something from his *Past*, his *Ambition*, his greatest *Weakness*, and his greatest *Strength*.

Petter shuffles the deck. And lays out the five cards. He then turns them one by one.

Card 1 – the Core Characteristic: Seven of Roses. This card represents *Prey*. Mr. Algstrand has a dangerous enemy of some sort. Or, perhaps, he has been the victim of something terrible. This is something that can be tied into several aspects of the story, or just be there to give the NPC more depth. Admittedly, Petter first thought of him as a quite powerful individual but having him be the prey actually makes it more interesting.

The next card is turned.

Card 2 – Something from the Past: Six of Eyes. This card represents *Rebellion*. Mr. Algstrand has rebelled against someone and/or something in his past. Something that might have given him a dangerous enemy. Petter doesn't want to draw too many conclusions yet. But already he gets a deeper insight in Mr Algstrand's nature.

The next card is turned.

Card 3 – An Ambition that Drives the Individual: Eight of Roses. This card represents *Obsession*. Driven by passion, Mr. Algstrand is clearly obsessed about something. Something he wants and needs and he strives to get.

The next card is turned.

Card 4 – The Individual's Greatest Weakness: Binah. Card 5 of the Major Arcana represents *Community and Family*. Petter already starts to realize that perhaps Mr Algstrand's Ambition (Obsession), and Weakness (Family) are the same thing. He is considered prey, after all; a victim. Has a family member been taken hostage or is in a dangerous situation, and he wants him or her back?

Petter finalizes the story about Mr. Algstrand by turning over the last card.

Card 5 – The Individual's Greatest Strength: Nine of Skulls. This card represents *Inferno*. And since it is his greatest strength, Petter decides that Mr Algstrand has made a pact with Inferno.

Summarizing the cards, taking it all in, Petter writes down short information about Mr. Algstrand: He rebelled against the servants of Netzach, a Power that features as one of the Influences in the story; specifically in the form of the Lictor Miranda Stevenson and her following. He was once their servant, but broke free of their control. To punish him, they enlisted Algstrand's son. He is now Miranda's right hand man, and has no contact with his father. Mr. Algstrand desires to get him back and has therefore made a pact with Inferno. And now that the characters have come in his path, he will try to enlist their help in destroying Miranda Stevenson and getting his son back.

Petter could learn more about Algstrand's son by making another tarot reading for him. Or, perhaps, he could learn more about what kind of pact Mr. Algstrand has made, or flesh out Miranda Stevenson and her followers.

Readings During Play

There are many other ways to do readings. When you are comfortable with the cards and know them almost by heart, you can use them during actual play. You can draw a single card to answer a question. Be specific and ask questions in the style of:

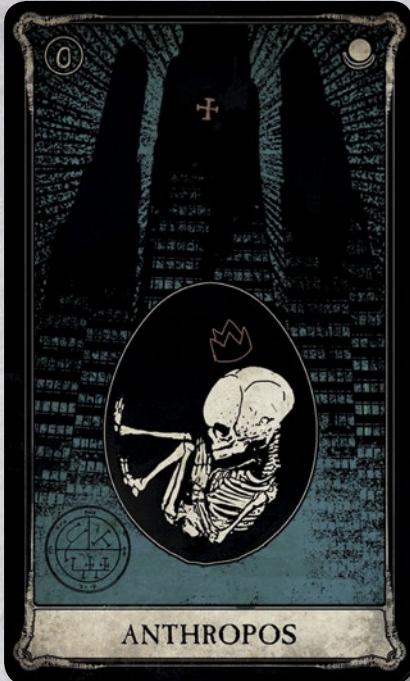
- ❖ Who is the person that lives in the hotel room next door?
- ❖ Where will the cult meet up?
- ❖ What item will be an important clue?
- ❖ What situation is taking place when the characters arrive at the industrial area?
- ❖ Who is the player character's contact? [Let the player draw the card]

The cards are keys to your subconscious, so experiment with them and explore their potential. But don't let them slow down the game.

THE MAJOR ARCANA

The Major Arcana represent the primary Principles that rule our imprisonment and are the very pillars of the Illusion.

0. Anthropos



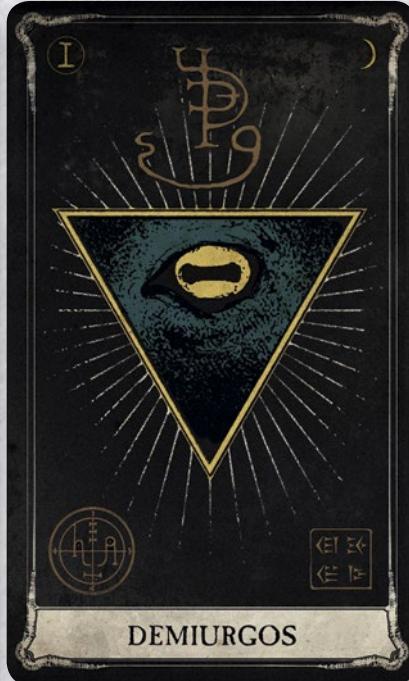
This card represents the Awakened Man. The Path to Awakening and the true divine origin of humanity.

The card reveals a connection to an Awakened Man, the path to Awakening, or of some shard of divinity that lies hidden deep within or is traceable back to a previous life.

This card is one of the top three most powerful cards in the whole Arcana, along with the *Demiurge* and *Astaroth*, and always reveals something of great significance.

When this card is drawn, it might be suitable to draw an additional card and place on top of it to show how its power manifests itself.

1. Demiurge



This card represents the Demiurge. The ruler who is now lost and was the Creator of Mankind's prison.

The card reveals a connection to the lost Demiurge, one of His servants, or perhaps to His Citadel that vanished. It has strong connections with: The power of Metropolis. The Endless City. The Citadels of the Archons. A Dead Civilization. Secret Paths. Beasts of Metropolis. Survivors. Stillness and Death. Hidden Secrets. A Great Power that is Sleeping. Dark Vaults. Watchers. Enslaved Gods. Temples. Dark streets. The Machinery of Death and Rebirth.

This card is one of the top three most powerful cards in the whole Arcana, along with *Anthropos* and *Astaroth*, and always reveals something of great significance.

When this card is drawn, it might be suitable to draw an additional card and place on top of it to show how its power manifests itself.

2. Astaroth



This card represents Astaroth. The Ruler of Inferno and Shadow of the Demiurge. The being who strives to become the new Demiurge by binding Elysium to Inferno rather than the Powers of Metropolis.

The card tells of a connection directly to the Higher Power that is Astaroth and has strong connections with: The Will of Inferno. The Black Sun. The Citadels of the Death Angels. The Spiked Wheel. That Which Grows from Death. The Machinery of Death and Rebirth. Pulsating and Growing. Entwined Wills. Pathways and Gates to Shattered Worlds. Any Imaginable Suffering. Senseless Beauty. A Growing Power. Cracks in the Illusion. Wills Behind the Veil.

This card is one of the top three most powerful cards in the whole Arcana, along with *Anthropos* and the *Demiurge*, and always reveals something of great significance.

When this card is drawn, it might be suitable to draw an additional card and place on top of it to show how its power manifests itself.

3. Kether



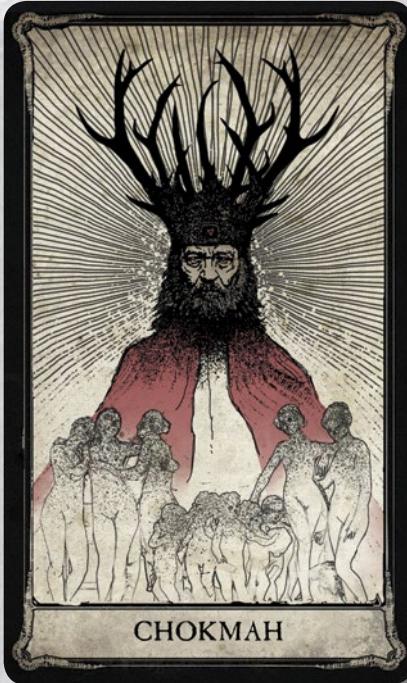
This card represents the Archon Kether and the Principle of Hierarchy.

Kether's influence manifests as hierarchical structures with masters and servants, widening class gaps, and an aristocracy with power and benefits.

Its influence is greatest in structures with a strong leader at their helm, including royal families, the leaders of the Catholic Church, corporate executives, and authoritarian countries such as China and North Korea.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

4. Chokmah



This card represents the Archon Chokmah and the Principle of Submission.

Chokmah's influence manifests as the submission to religious leaders, martyrdom, fanaticism, theocratic rule, and dogmatism. It exists virtually everywhere religion can be found.

Chokmah's servants have a strong influence in the Middle East and many imams and rabbis are lictors. The Archon also has significant influence over the Catholic Church.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

5. Binah



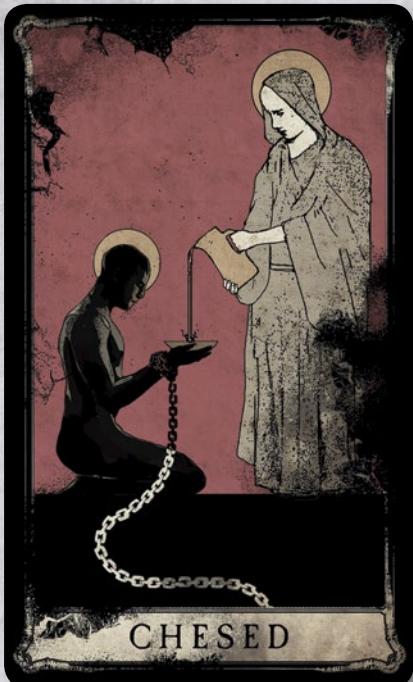
This card represents the Archon Binah and the Principle of Community.

Binah's influence manifests as the family's power over the individual, mistrust of the state and other authorities outside of the family, strengthened traditions, and the distrust of strangers.

Her grip is strong anywhere family ties are at their peak, including the Middle East, Africa, Eastern Europe, Latin America, China, and the southern United States. Her influence is once again growing in Russia. Among the Roma, Binah is a goddess who is worshipped and revered.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

6. Chesed



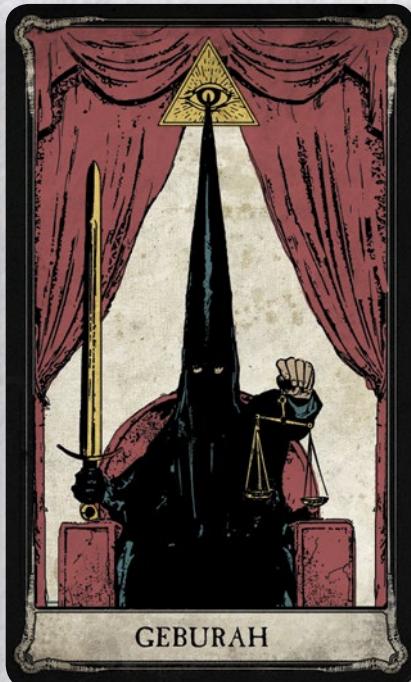
This card represents the Archon Chesed and the Principle of Safety.

Chesed's influence manifests as people's longing for safety, the desire to feel comfortable and safe from dangers threatening you, encouraging friendly behavior, and the sense that you are protected against the unknown and dangerous.

Once, Chesed's servants were to be found amid generous noblemen, monasteries, wise women of the forest, doctors who did anything to find cures for diseases, aid organizations, benevolent charities, and warm-hearted people. Now, his power has faded.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

7. Geburah



This card represents the Archon Geburah and the Principle of Law.

Geburah's influence generates bureaucratic institutions, stricter laws, increased policing, and societal control over its citizenry. Those so influenced yield to increased control, typically out of their fear of chaos.

The Archon has a strong influence over legal systems of every kind. Lictors are often judges, chiefs of police, or lawyers. They have a great presence anywhere bureaucracy is strong, and where laws and rules are used to control people.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

8. Tiphareth



This card represents the Archon Tiphareth and the Principle of Allure.

Tiphareth's influence incites a manic craving for beauty and affirmation, which must be fulfilled by any means necessary. Celebrities are worshipped as prophets, the mediocre waste their days imbibing the internet and television shows, and despise and ignore anyone who doesn't meet the social 'norms.'

Her influence is great everywhere in society, but especially via the media, advertising, and the Internet.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

9. Netzach.



NETZACH

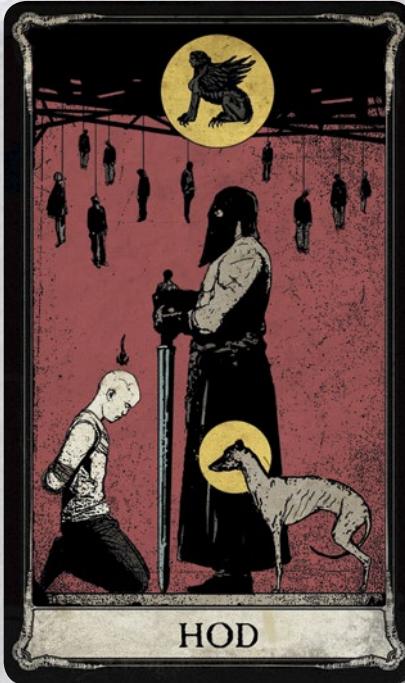
This card represents the Archon Netzach and the Principle of Victory.

Netzach's influence strengthens patriotism and nationalism, unites societies against a common enemy, and feeds the *us-versus-them* mentality. The righteous obliterate all that threaten them, strengthen their military, justify their violence in the name of the Greater Good, and incite people to arm themselves.

His influence is strongest within the military, military academies, private armies, manufacturers of weapons, lobbyists, and mercenaries. Has his largest influence in North America.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

10. Hod



HOD

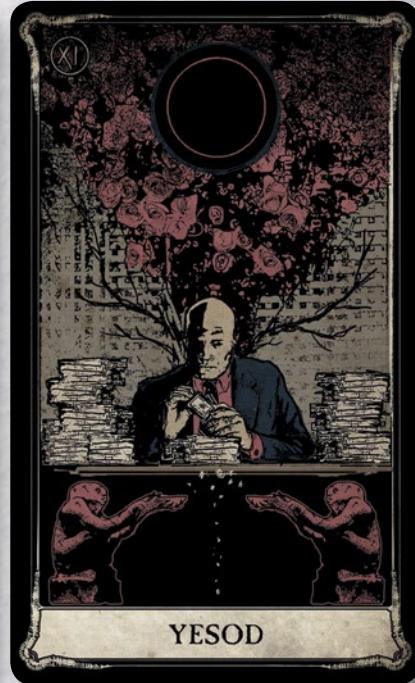
This card represents the Archon Hod and the Principle of Honor.

Hod's influence conflates honor with prestige, elevates one's status among others above all else, and sets the law aside in favor of personal vendettas. Expecting admiration for their adherence to their inflexible values, the honor-bound ruthlessly ostracize any who have brought shame upon themselves by failing to uphold their honor and fulfil the many duties it demands.

The Principle is strongest in areas and communities where the honor culture still is very dominant, including the Middle East and countries in Asia, such as India, Pakistan, and Japan. In large parts of North Africa, Hod's servants and ideology are also still strong, even though these traditions have started to be questioned.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

11. Yesod



YESOD

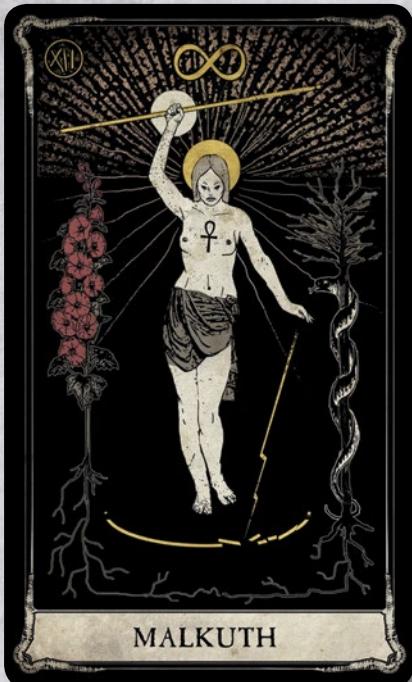
This card represents the Archon Yesod and the Principle of Avarice.

Yesod influences society through greed, capitalism, economics, consumer frenzy, and increased corporate power, as well as by promoting the admiration and respect of wealth as a sign of personal intelligence and ambition. It encourages contempt for the poverty-stricken, who are associated with laziness and stupidity, and supports the dismantling of social welfare institutions.

The Archon has control over large parts of the Western world and nowadays also China.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

12. Malkuth



MALKUTH

13. Thaumiel



THAUMIEL

14. Chagidiel



CHAGIDIEL

This card represents the Archon Malkuth and the Principle of Awakening. (previously: Conformity)

Malkuth's influence strives to free people from their prison by shattering the Illusion to reveal other dimensions, and inspiring people to question the nature of society and the fabric of reality. She inspires magicians and scientists to experiment with the unknown and search for their lost divinity. (Previously, Malkuth represented Conformity and the natural cycles we tend to see in our world and our prison.)

Malkuth has her strongest influence among magicians and scientists. Europe is her primary stronghold, as well as regions of North America and Asia. During the Islamic Enlightenment, she had followers throughout the Middle East and North Africa.

The card shows a connection or opposition to the Archon and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

This card represents the Death Angel Thaumiel and the Principle of Power.

Thaumiel's influence manifests as a hunger for power, corruption, dictatorship, fascism, intrigue, insurrection, oppression, ruthlessness and totalitarian rule – a breakdown of solidarity and trust.

Thaumiel's Principle is strongest where there are hierarchies and power structures with clear rifts. Governments undergoing political upheaval, the entertainment business, the world of sports, organized crime, neo-nazi organizations, Wall Street and other stock exchanges, major corporations, and so on down to street gangs and school classes.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

This card represents the Death Angel Chagidiel and the Principle of Abuse.

Chagidiel's influence takes shape in the violation of children, the perversion of adult love and care, forgotten and lost children, homeless street kids, and the degradation and ruination of school systems.

The Death Angel's strongest influence is over nuclear families, but he is also active within pedophile networks, orphanages, youth centers, trafficking rings, illegal porn sites, and various cults and religious organizations all over the world.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

15. Sathariel



SATHARIEL

This card represents the Death Angel Sathariel and the Principle of Exclusion.

Sathariel's influence incites self-loathing, loneliness, hopelessness, contempt for 'normals,' self-destruction, anxiety, depression, suicide, school shootings and massacres, and communities of outsiders inspiring each other to commit destructive actions.

Sathariel's corruptive will seeks out those who feel rejected and those who feel their lives are devoid of meaning. These can be found everywhere.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

16. GamichicOTH



GAMICHICOTH

This card represents the Death Angel GamichicOTH and the Principle of Fear.

GamichicOTH's influence awakens fear of 'the Other' by escalating distrust and blaming various ethnic groups, religions, or political dissidents for society's problems. False narratives are created and distributed through news media, rumors, and manipulated visual evidence, while heralds whisper how all our concerns would dissipate if only 'the Others' were punished or disappeared.

The Death Angels influence is strongest within the middle class and in regions with conservative values. The Ku Klux Klan, fanatic pro-lifers, concerned parents' groups, paramilitary forces committing genocide, neo-fascists of all types, and patriarchal structures who fear liberal values will corrupt young people are all at risk of falling under this Death Angel's influence.

The card shows a connection or opposition to the Death Angel and/or its principle. The bond might be in the present, the past, or something that is about to happen.

17. Golab



GOLAB

This card represents the Death Angel Golab and the Principle of Torment.

Golab's influence increases societal sadism, giving people pleasure from inflicting pain on others or by being subjected to torment themselves. Criminals are tortured in public, people carry out their most sadistic ideas unto both willing and unwilling subjects in obscure safe houses, while murderers leave trails of mutilated bodies.

Golab's presence is strongest wherever sadistic assaults are committed against humans. He is found in organized crime, the military, terrorist groups, prisons, and psychiatric hospitals.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

18. Togarini



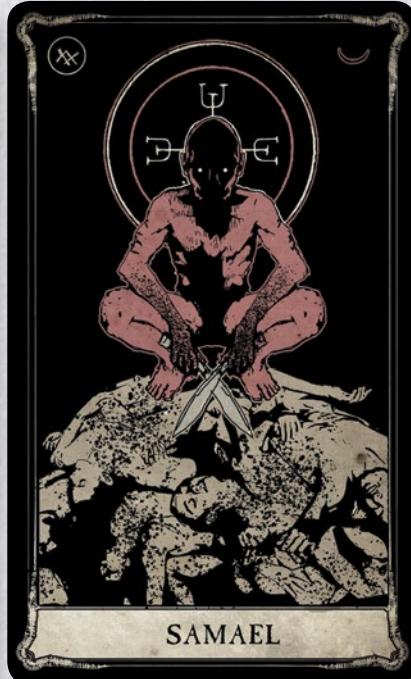
TOGARINI

19. Hareb-Serap



HAREB-SERAP

20. Samael



SAMAEL

This card represents the Death Angel Togarini and the Principle of Compulsion.

Togarini's influence increases the manic creativity that distorts reality, tearing beauty asunder. Insane artwork opens portals to Inferno, magicians experiment at the border of life and death, and death itself acts erratically – souls binding themselves into rotting corpses, or haunting the living as distorted spectres.

The Death Angel's influence is strongest among artists, magicians, body modifiers, and the senses and imagination enchanted by the dark and grotesque.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

This card represents the Death Angel Hareb-Serap and the Principle of Conflict.

Hareb-Serap's influence propagates uncontrollable rage, bloodlust, and senseless violence. Gangs have shootouts in public places, police beat suspects to death, hooligans storm arenas, lynch mobs tear their targets to pieces, harmless conflicts escalate into bloody fist-fights, and 'normal' people feeter on the brink of explosive outbursts at all times.

The Death Angel's greatest influence is over war zones, gang territories, the Middle East, Africa, and parts of Asia. Many of his servants are soldiers or gang members, but Hareb-Serap's Principle can be stirred in all of us.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

This card represents the Death Angel Samael and the Principle of Vengeance.

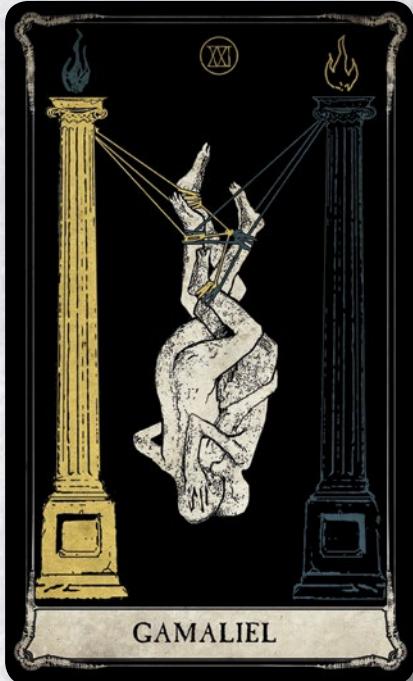
Samael's influence strengthens paranoia, vindictiveness, and obsession with injustices, while perpetrators take brutal revenge for nonexistent affronts, jealous partners murder their loved ones for imagined betrayals, and terrorists exact gory retribution upon their foes.

The Death Angel has a strong influence over individuals with a strong lust for vengeance, but also in organizations with strong codes of honor and a willingness to use violence to get what they want, such as the mafia, gangs, terrorist organizations, and certain cults. Magicians occasionally seek insight into Samael's dark brilliance.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.



21. Gamaliel



GAMALIEL

This card represents the Death Angel Gamaliel and the Principle of Lust.

Gamaliel influences society towards hypersexualization and objectification, where crowds commit gang rape, victims are forced into prostitution, pornography becomes increasingly hardcore and perverted, and celebrants gather in clubs and secret societies for macabre orgies, and people embrace mindless desires with no consideration of the consequences of their actions.

The Death Angel has a strong influence over the pornography business, webcam shows, brothels, rapists, and, deep down, virtually everyone to some degree.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

22. Nahemoth



NAHEMOTH

This card represents the Death Angel Nahemoth and the Principle of Discord.

Nahemoth's influence deforms the natural world, turning it dangerous and threatening, expressed as forest fires, oil spills, poisoned streams and groundwater, misshapen animal life, violent storms, cold snaps, heat waves, torrential rains, earthquakes, tsunamis, cannibal tribes, disfigured fetuses, and baleful eclipses. She turns the world upside down, instilling fear by destroying conformity and normalcy.

Her influence is strongest in regions where people fear and venerate nature, as well as places with chemical spills, radioactive zones, open sewers, strip mines, industrial zones, and rubbish dumps.

The card shows a connection or opposition to the Death Angel and/or its Principle. The bond might be in the present, the past, or something that is about to happen.

THE MINOR ARCANAS

The Minor Arcana represent aspects of the Illusion and our prison.

Skulls

This suit represents Death as a breakthrough to the other side, as well as the mortal destruction that binds us to our flesh. It is strongly connected to both Metropolis and the Archons, as well as to Inferno and the Death Angels.

1. METROPOLIS

Metropolis represents mankind's ancestral home, the Eternal City and the very core of the Demiurge's Machinery.

Individual: Mourning widow. Janitor who works in an empty factory. Desperate architect. Strict and unimaginative manager.

Location: Funeral chapel. Ruined city. Labyrinth of alleyways. The Abyss. The Machine City. The Citadels.

Organization: Section 11. Prophets of the Third Temple. Flakchatters.

Situation: A feeling of greatness. A slow but lethal disease. Perceiving the shadow of the Creator. An inheritance is waiting.

Creature: Servant of now-destroyed Power. Angels of the Heavenly Choirs. Beasts of Metropolis.

Item: Painting depicting a great Citadel. A coffin in black oak. An urn filled with ashes. A ring of keys. Obituary for long dead patriarch.

2. FORGETFULNESS

Forgetfulness represents that which has faded from memory. It is strongly connected to the cycle of rebirth and the Oubliettes of Forgetfulness in Metropolis.

Individual: Hypnotist. Senior citizen. Careless bookkeeper. Trauma victim. Inattentive babysitter. Distracted priest. Sloppy surgeon.

Location: Oubliette of Forgetfulness. Locked vault. Old peoples home. Ghost town. Gas station at the edge of nowhere.

Organization: Online forum that discusses reincarnation. Servants to an old noble family.

Situation: Traumatic event. Alzheimer's. Dementia. Memory loss. Manipulated minds. Past lives. Electric shocks.

Creature: Lives on stolen memories. Something from a past life. Angel that seeks a soul that is lost.

Item: Notebook. Old letters. Drugs. Buried. An equation that lacks the last numbers. Lobotomization equipment. Boxes in the attic.

3. REMNANTS

Remnants represents that which has been left behind after death, destruction, or transition.

Individual: Pragmatic archaeologist. Eccentric descendant. Soldier from a dissolved military unit. Hobo living in the junkyard.

Location: Ruins from ancient times. Abandoned family home. Shipwreck on the bottom of the sea.

Organization: Legal firm handling inheritances. Ancestor cult.

Situation: Family secrets. Last in a bloodline. Surviving child that no one wanted. Becoming alone in the world. Discovering secrets of one's past.

Creature: Fallen Angels. Broken creatures. Azghouls.

Item: Last page in a book. A distorted message on a cassette tape. Automated distress signal. Strange machinery with parts missing.

4. SPIRIT

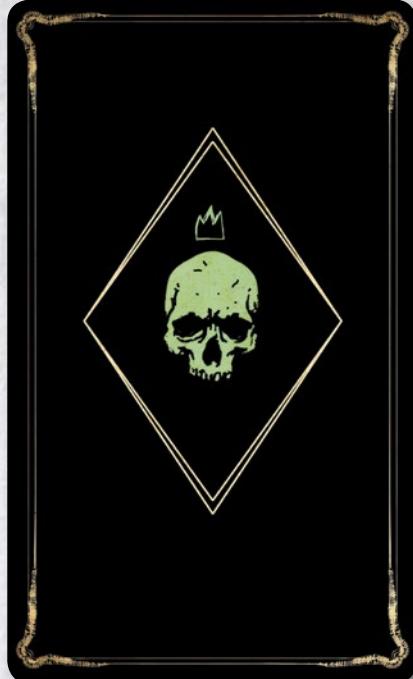
Spirit represents the psyche, the immaterial essence and the machinery that chains the divine soul.

Individual: Sophisticated medium with a rich clientele. Girl in the suburb who sees "ghosts." Scientist who tries to photograph the spirit world. Conjurer of spirits living in an abandoned train. Possessed child kept tied to the bed.

Location: The still and cold sea. Home of a serial killer where the bodies are hidden in the walls. Mire cloaked in white mist. Old lighthouse on a small island.

Organization: Online show that investigates paranormal phenomena.

Situation: Legend of a person that is whispered in the projects. Song calling from Achlys in the Underworld.



Creature: Wraiths and Phantoms. A Human Soul. Psyphago.

Item: Deck of stained tarot cards. Doll possessed by a spirit. Ouija board stained with beer and blood. Pack of old letters in French.

5. TRANSITION

Transition represents the crossing from life to death or into another form of existence.

Individual: Methodical and well prepared hitman. Executioner who barely can keep it together. Trauma victim hovering between life and death. Nurse with a god complex. Pornstar with an asphyxiation fetish. Seductive death magician.

Location: Abortion clinic. A hidden door in a tomb. Secret gate that leads to the city of the dead. Desolated slaughterhouse. Retirement home.

Organization: Death squad. Scientific organization trying to monitor the moment of death.

Situation: Mother dying in childbirth.

Creature: Borderliner. Creature that exists between life and death.

Item: Homemade biological weapon. Syringe with embalming fluid. Automated external defibrillator with one charge left. Fetus preserved in alcohol that now and again twitches. Vial with seed spilled during the moment of death.

6. FLESH

Flesh represents the body as a shell after death or as a prison of a soul that should have been released.

Individual: Morbid surgeon that takes trophies. Insane young man that keeps the body of his dead father tied to a bed in the attic. Restrained undertaker with deviant sexual urges. Lobotomized girl kept at the basement of a brothel.

Location: Morgue in stainless steel where the antiseptic smell barely can douse out the stench of rot. Mass graves outside of a small town. Medical museum.

Organization: Society of death magicians. Cannibal cult in the countryside.

Situation: Severe case of leprosy. The dead come to life. Forced to eat human flesh. Cannibalism.

Creature: Damned legionnaires.

Item: Deformed body that is stitched and melted together. Tome bound with human skin. Stolen organs in a box filled with ice. Box of scalpels and surgical knives.

7. WEAPON

Weapon represents the tool that brings death. That which brings forth a transition through violence.

Individual: Vigilante in the suburbs armed with silenced pistol. Russian mafia enforcer. Elite sniper that takes pride in his work. Murderer who wants to get close and personal with the knife.

Location: Room with an electric chair. War memorial. Weapon storage. Military headquarters.

Organization: Arms dealers. Military special forces. Mercenary group. Violent gang.

Situation: Lynch mob armed with machetes and rifles. Drive-by shooting. Armed robbery. Attempted assassination. Ambush.

Creature: Creature that feeds on violence and suffering.

Item: Sharp blade. Ingram Mac-11 machine pistol. Video clips of executions and lethal accidents. Old video cassette with snuff porn. Pack of cigarettes. Hand grenade from WWII. Nuclear codes printed out from a dot matrix printer. Crime scene photos with hidden messages.

8. SUFFERING

Suffering represents the pain that comes with death and the cleansing of the soul. It is strongly connected to the cycle of rebirth and the Oubliettes of Suffering in Inferno.

Individual: Self mutilating prophet. Professional dominatrix. Military interrogation expert. Religious flagellant.

Location: Purgatory that creates a bridge between Elysium and Inferno. Oubliettes of Suffering. Soundproof interrogation room. Members-only BDSM club. Hidden cellar entrance. Medieval torture chamber.

Organization: Secret anti-terrorist organization. Cult that worships Golab.

Situation: Painful bone cancer. Secrets within the Family. Video tape of a young child getting skinned alive. Horrible flashbacks.

Creature: Purgatides. Nepharites. Razides.

Item: Crown of thorns made of barbed wire. Waterboarding equipment. Rusty spikes. Shackles with runes carved into them.

9. INFERN

Inferno represents the shadow of Metropolis, the many hells and Citadels and the realm from which the will of Astaroth flows.

Individual: Tattoo artist who binds the clients to Inferno. Charismatic cult leader who hands out razor blades. Heroin addict who has learned to walk between worlds. Violent fanatic who catches glimpses of Inferno.

Location: Citadel of Astaroth. The ten Citadels of the Death Angels. Labyrinth with torture chambers. A gate between Elysium and Inferno.

Organization: Suicide cult seeking escape from the world.

Situation: Child drenched in oil and blood is placed on the steps of a monastery. Secret whispered on the death bed. Lyrics of a black metal band invoke the powers of hell.

Creature: Nepharite. Incarnate of Astaroth.

Item: Old key that can open gates between world. LP-record that plays a haunting tune. Matchstick box filled with human teeth. "Forgive me" written in blood on a piece of paper.

ROSES

The rose is a symbol of Passion, the blinding desire that binds or liberates us. It relates to our sexuality. It is strongly connected to the primal forces of Gaia.

1. GAIA

Gaia is the Untamed Wilderness, that which cannot be controlled, the primal hunger and raw emotions.

Individual: Madman more animal than man. Neo-pagan nature worshiper. Native shaman who demands a sacrifice.

Location: Borderland to Gaia. An overgrown house. Depth of the wilds. An animal nest.

Organization: Cult worshiping the untamed wilderness.

Situation: Savage cannibalism. Overtaken by emotions. The stronger kills the weaker. Nature overtakes civilization. Losing control in a wild rapture. A body that changes and twists into something bestial.

Creature: Enwilded god. Sentinel.

Item: Map that leads into the wild. Tribal figurine carved from bone. A human skull on a pole. Rotting carcass crawling with worms.

2. BIRTH

Birth represents what comes out of passion, the start of something new, a soul merged into flesh.

Individual: Strict midwife. Depressed mother. Newborn in an incubator. Newborn baby. Proud godfather. Teenage parents. Desperate baby kidnapper.

Location: Run-down maternity ward. Orphanage on the countryside. Narrow tunnel.

Organization: Surrogate mother agency. Adoption center.

Situation: Child is born. Dawn of a new day. New age of responsibility. Family bond. Adoption. Stillborn baby. Paternity test.

Creature: Strange offspring. Gynachid.

Item: Bottle of mothers milk mixed with blood. Empty baby crib. Sharp objects at the bottom of a box of baby clothes.

3. SURVIVAL

Survival represents the will to go on against all odds, the survival of the fittest and conquering difficulties by pure iron will.

Individual: Hillbilly survivalist with an iron will. Special forces soldier. Battered housewife. Child soldier. Hardened veteran.

Location: The depths of the wild. War zone. Rough neighborhood. Abusive foster-home. Secret bunker filled with food and equipment.

Organization: Survivalist network. Mercenary group. Urban explorers.

Situation: Lost in the wilderness. A prize on your head. Surrender to someone that is stronger. Showing dominance. Desperate act of cannibalism.

Creature: Being from the depths of Gaia.

Item: Door chain. Field rations. Map where secret trails are marked out. Blood stained compass.

4. GROWTH

Growth represents things that gain power and expand, be it will, body, or nature.

Individual: Boy with physical deformations. Dedicated bodybuilder. Grotesquely obese woman.

Location: Place overtaken by nature. Barely funded laboratory. Room with mold ceiling and walls. Gym in the suburbs. Plowed fields.

Organization: Fertility clinic. Expansionist government or company. Association organizing bodybuilding contests.

Situation: An idea grows into an obsession. Genetic mutation. Friendship grows to untamed desire. Child that reaches puberty. Cancer that spreads through the body.

Creature: Libith/Darthea. Animal mutated by Gaia.

Item: Syringe with steroids. Seed embedded in black earth. Fertilized egg. Self help book.



5. PREDATOR

Predator represents the hunter, the one that is hungry and preys on the weak.

Individual: Influential film mogul. Manipulative femme fatale. Impulsive serial killer. Serial rapist who lives in an unknowing family. Ruthless paparazzi. Aggressive CEO. Online profile with the nickname "Alpha_Male." Conjuror of Passion.

Location: Seedy hotel close to the red light district. Cabin deep in the wild. Barn where you skin animals.

Organization: Cult celebrating murder. Big game hunting society.

Situation: Preys on the weak. Stalking someone in the night. Seduction. Attack from an ambush. Hidden motif.

Creature: Nosferatu that hunts from the shadows. A creature born out of Passion.

Item: Red lipstick. Stiletto knife. Condoms and lube. Night-vision goggles. Knock out drug. Makeup mirror. Limousine with loyal driver.

6. SWARM

Swarm represents a gathering, a collective mind, a mob swallowed by passion and acting as one.

Individual: Devoted follower. Animal trainer. Fisherman with a dark secret. Agitated football supporter.

Location: Square and streets. Mosquito infested marshlands. Youth camp. Projects in the suburbs. Cattle ranch.

Organization: Football supporters. Religious sect. Union Activists.

Situation: Goes with the Flow. Sacrifice for the best of the Collective. Collective punishment. Gathering of people. Congested traffic during rush hour. A group sharing the same mindset. Angry mob on social media. People traveling in collective traffic.

Creature: Pack of wolves. Cockroaches. Zeloths.

Item: Jar of honey. Dried ants in a matchstick box. Locust broach in bronze.

7. PREY

Prey represents the victim of passion or be the target for some enemy or dangerous situation.

Individual: Celebrity terrorized by a ruthless stalker. Blackmailed family man. Wanted fugitive. Online scapegoat. Gullible teenager. Doll-like altar boy. Trafficking victim.

Location: Hidden cell in the basement of a house. Empty streets at night. Safe house for women. Old forest road.

Organization: Support group for survivors of rape and sexual abuse.

Situation: Lured into a trap. Blackmailed into obedience. Stalked by someone or something.

Creature: Creature of Passion. Children of the Night.

Item: Crying and begging on a voice recording. Stolen passport. Pistol in a handbag. Incriminating video tape.

8. OBSESSION

Obsession represents the grip when passion has gotten hold of you and you cannot control it but are a victim to its influence.

Individual: Voyeuristic photographer. Eccentric art collector. Depressed ex husband. Unbearable narcissist.

Location: Classy strip club. Music venue. Obscure porn site.

Organization: Boy band fan club. Model agency.

Situation: Enslaved by passion. An untamed and unhealthy desire. Addiction to drugs. Uncontrollable lust. Desperate attempt to hide lack of self worth.

Creature: Mancipium. Libith. Servant of Togarini.

Item: Gossip Tabloid Magazine. Nude selfies. Posters and photos of megastar plastered on the wall. Statue of the virgin Mary.

9. LOVE

Love is a bond that can be stronger than death. It can give you strength and purpose, but also drag you down and be your doom.

Individual: Man with a broken heart. Hopeless romantic. Marriage counselor. Wicked stepfather. Devoted spouse.

Location: Motel next to the highway. Cabin in the woods. Church in the countryside. Beautiful park in the city. Shop where you can buy wedding dresses. Dating site. Corpse buried in the woods.

Organization: Dating agency.

Situation: Madly in love. Unexpected feelings. Hidden relationship. Forbidden love. Unanswered love. Marriage ceremony. Honeymoon trip. Family incest. Social media update.

Creature: Creature of Passion.

Item: Plain gold ring. Marriage contract. Smartphone filled with romantic messages and pictures. Wedding cake. Bridal gown. Harlequin novel with underlined words. Love letter soaked in blood.

Hourglasses

The hourglass represents Time and Space, the prison binding us in the Illusion, but it also carries the hope of breaking the shackles and waking up. The hourglass also reproduces the Labyrinth that all cities are built from. It has a strong connection to Achlys and the Underworld.

1. ACHLYS

Achlys represents nothingness, infinity, the void, but also the obliteration of the very soul.

Individual: Severely depressed soul.

Person in extreme apathy. Coma patient. Self destructive misanthrope. Priest who has lost his faith. Prisoner kept in total isolation. Careless deep sea diver.

Location: The vacuum of space. A deep well. Black still waters. Sensory deprivation tank. Bottomless mire. Depth of the ocean. Isolation cell with black walls.

Organization: Cult that worships She Who Waits Below.

Situation: Total destruction of what makes a person. Dissolved into atoms. Maelstrom that drags you down into the deep.

Creature: Children of the Underworld. Phantom.

Item: Sensory deprivation tank. Inkwell filled with black ink. Syringe with a lethal injection. The number π burned into leather. Suicide note.

2. FUTURE

Future revolves around things yet to come as well as potential that has yet not been unleashed.

Individual: Suburban fortune teller. Professor in predictive analytics. Reckless gambler. Infant from unknown parents. Stock broker. Young prospect. Tireless gardener. Sportsman aiming for the elite league. Aspiring politician. Tech genius.

Location: Orphanage. Highway being built. Construction site.

Organization: Future analysts. Investment company. Technical university.

Situation: Prediction. Complicated plots. Tarot reading. Fundraising event. Online crowdfunder.

Creature: Being from the future. The Eyeless One.

Item: Old pocket watch. A diary filled with predictions. A seed that has not yet been planted. A blueprint of a skyscraper. A biological weapon.

3. PAST

Past revolves around things that have already occurred and now come back, or could be discovered, if you look in the right place.

Individual: Nostalgic old-timer. Bitter antique dealer. Archaeologist who can't stop talking. Hobby historian. Dedicated chronicler. Member of a retro subculture.

Location: Forgotten museum. Ruins deep in the wilderness. Overgrown graveyard. Dusty archives. Old battlefield. University library. Family homestead.

Organization: Center for genealogy studies. Archaeological society. Online vintage subculture group.

Situation: Archaeological dig. Interrogation.

Creature: Being from a time long passed. Ancient creature from the Underworld. Forgotten god.

Item: Book with family history. A chalice from the Middle Ages. A photo of people long since dead. A folded birth certificate.

4. SPACE

Space represents someone or something that travels forward through space towards a goal or is always in motion.

Individual: Hard working truck driver. Philosophical backpacker. Cheating airline pilot. Restless lover. Tattered drifter. Psychopathic hitchhiker. Trustworthy taxi driver. Marathon runner with many secrets. Escaped convict. Child that has run away from home.

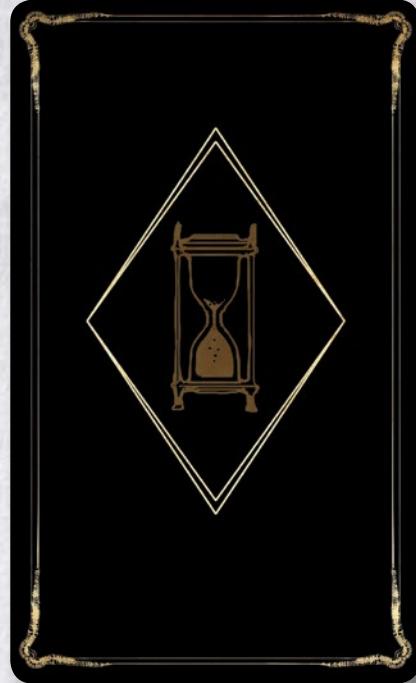
Location: Endless highway. Railway. Slow flowing river. Freight elevator.

Organization: Moving company. Shipping company. Human trafficking syndicate.

Situation: Boat trip. Train ride. Hunt. Speeding car. Information being transferred. Electrical lines.

Creature: The Crazed Dancers. The God of the Highways. Being that can teleport.

Item: Phone with GPS info. Water bottle. Pair of shoes. Passport.



5. BORDERLAND

Borderland is the place between two worlds or two states of being, or where Time and Space meet the physical world.

Individual: Bought customs agent. Immigrant with split personality. Foreign diplomat. Child entering puberty. AIDS patient close to death. Urban shaman.

Location: Place where the illusion is weak. Overgrown riverbank. Border control. High wall. Embassy building.

Organization: Cult that guards the borderland.

Situation: Existing between two worlds. An uncertain loyalty. Deal between two powers. Half awake. Between life and death. Status quo. Standoff.

Creature: Borderliner.

Item: Letter of introduction. Identity papers. Compass. Carpet knife. Folded map. Diplomatic passport.

6. HIDDEN

Hidden represents something that is obscured and hidden from view. It is strongly tied to the city of Ktonor in the Underworld.

Individual: Undercover agent. Illegal immigrant. Escaped prisoner. Inside man. Camouflaged soldier.

Location: Ktonor. Hidden sanctuary. Dusty vault. Panic room. Secret passage. Unknown trail in the wilderness. Smuggling route. Safehouse.

Organization: Spy agency. Secret hobo community.

Situation: Undercover operation. Staying away from trouble. Hidden meanings in conversations.

Creature: Child of the Underworld. Invisible Monster.

Item: Key to safehouse. Map to secret route. Ancient artifact. Buried secrets.

7. LABYRINTH

Labyrinth is a maze filled with dangers and confusion, and is tied to the Underworld.

Individual: Mathematician working on an unsolvable problem. Mental patient that understands aspects of the Truth. Cave explorer. Psychologist mapping the minds of serial killers. Old woman obsessed with puzzles and riddles.

Location: Sewer system. Twisting alleyways. Hedge maze. Dark cellar. Network of caves. Subway tunnels. Favela.

Organization: Cult worshipping the creatures of the Underworld.

Situation: Losing direction. Confusion. Ambush. Ending up on a place one did not expect. Walking in circles. Strange echos.

Creature: Cairath. Zeloths. Gransangthir.

Item: Old compass from sailing vessel. 1000 piece puzzle. Code written by a madman.

8. CROSSROAD

Crossroad is connected to two distinct paths, a choice that has to be made and two very different outcomes.

Individual: Woman running from her past. Pressured politician. Girl considering an abortion. Bitter marriage counselor.

Location: Crossroad. Road leading off the highway. Railway station. Stairs leading down to the subway.

Organization: Fertility clinic. Betting company.

Situation: Important choice. A tough dilemma. A break up. A shout that may not be heard. Child playing with a gun.

Creature: Pact-weaver. The Swap Dealer.

Item: A letter with life changing information. A Backpack. Slot machine.

9. GATE

Gate represents a threshold or obstacle that must be crossed or be protected.

Individual: Security guard. Self taught locksmith. Driven hacker. Middle manager with a rejecting nature.

Location: Bank vault. Door to an abandoned building. Passageway beneath a bridge. Manhole. Portal to another world.

Organization: Bank. Border guards. Cults that has sworn to protect a secret.

Situation: Something that needs to be opened. Something protected. Someone who keeps many secrets. Forgotten memories.

Creature: Guardian. Opener of Ways.

Item: Encrypted file. Book written in unknown language. Padlock. A red pill.

Crescents

Also known as the Moon, the Crescent is a symbol of the dream, the search for the unattainable, and the source of creation. The dream inspires and strengthens, but is also a crutch for the unbearable in life and an escape from reality. It has a strong connection to Limbo.

1. VORTEX

The very source of creation, dreams, and the ever transforming chaos that has its source deep in Limbo.

Individual: World changing visionary. Dangerous demagogue. Dream magician.

Location: The Vortex. The Dream World. Tattered dreams.

Organization: Secret order of Magicians. Sleep study clinic.

Situation: Chaotic and world chaining. A tornado. Maelstrom. A life that is turned upside down.

Creature: Dream Prince. Dream creatures. Dream magician.

Item: A magical artifact. Antique Persian Carpet. A dream in a bottle.

2. CREATION

Creation is the raw godly power to shape the world and to turn thought and dream into something inspiring.

Individual: Inspired painter. Renowned architect. Victim of a medical experiment. Mad scientist. Mute boy with crayons. Self-destructive black metal musician. Rabid movie director. Isolated 3D-artist. Razor blade equipped poet. Anorectic ballet dancer.

Location: Skyscraper. Hall with strange acoustics. Art museum. An ever changing dream. An old theater.

Organization: Classic Art Foundation. Artist collective. Gang with graffiti artists. Struggling record company.

Situation: A strange melody that moves through the air. Art exhibition.

Creature: Artificial creature that has come to life. Dying creatures from limbo surviving on beauty.

Item: Drawing board. Painting of one of the great Masters. Cursed music instrument. Paintbrush dripping with thick paint. An old photograph. Olympia Sm3 Portable Typewriter.

3. UNDOING

Undoing is part of the natural cycle of collapse and obliteration of ideas, structures, bodies, dreams, and whole worlds.

Individual: Cold hearted hitman. War criminal. Lawyer who dismantles companies. Terror bomber. Censorship zealot.

Location: Eroded building. Waste plant. Car crusher. Junkyard. Concentration camp. Abortion clinic.

Organization: Demolition company. Doomsday sect. Nihilistic suicide cult.

Situation: Cover up. Deleted information. Faked death. Wall street crash. Earthquake. Raging fire. A life completely falls apart. Burned papers. Explosion.

Creature: Cairnab. Something that consumes and destroys.

Item: Bomber aircraft. Incinerator. Flamethrower. Vat filled with acid. Sledgehammer. Computer virus. Handgun used in war.

4. TRANSFORMATION

Transformation is a state of extreme change and metamorphosis.

Individual: Experimental plastic surgeon. Method actor. Makeup artist. Megalomaniac city planner. Extreme body modder.

Location: Landscape architect firm. Genetics laboratory. Discreet clinic. Christian gay to straight conversion center.

Organization: Grass root political movement. Body modders.

Situation: Change of heart. Leaving bad habit behind. Terminal illness. Going through a sex change procedure. Government program. Removing face. Total makeover. Assumed false identity.

Creature: Shapeshifter.

Item: Makeup kit. Cocoon. Tool box. Bucket of paint. Carnival mask.



5. CONNECTION

Connection of intertwined structures, wills, or something that might hinder you or help you on your way.

Individual: Greedy fixer. Silver tongued lobbyist. Irritated network technician. Femme fatale with a harem of lovers. Street contact. Nosey electrician. Charismatic club owner. Sect leader.

Location: Group of islands. Small village. Caves. Crossroads. Railway tracks. High chicken wire fence. River delta.

Organization: Hacker group. Network of terror cells. Gentleman's club. Drug cartel. Fast food chain. Law firm.

Situation: Conspiracy. Trapped and caught. Bound. Expanding.

Creature: Tekron. Puppet master.

Item: Server network. Fishermans net. Spiderweb. Handcuffs. Power lines. Brain in a jar.

6. MERGING

Merging of ideas, bodies, and minds. Two things become one.

Individual: Good-hearted priest. Conjoined twins. Manager at the acquisition branch of a company. Charismatic cult leader. Married couple acting in unison.

Location: Where two rivers connect. Two cities that have merged into one.

Organization: Worldwide corporation.

Situation: An act of love. Sworn into a secret cult. Merges into the background. Minority assimilated into society. Myth and reality become one. Two ideologies become one. Two people prove to be the same.

Creature: Cairath. Being of Passion.

Item: Two plastic items melted together. A cross with a hidden blade. Vial with blood from twelve children.

7. REFLECTION

Reflections can reveal the truth, be deceptive or may mirror a person or a place.

Individual: Identical twin. Deceptive medium. Amateur filmmaker. Hard working mime. Burned out performance artist. Honest singer songwriter. Well meaning Cognitive-behavior therapist.

Location: Still pond. Carnival. Hall of Mirrors. Rain wet streets. Desolate graveyard.

Organization: Malkuth cult. Philosophical society.

Situation: Mirage. Hallucination. Insight in the truth. An echo from the past. Double identity.

Creature: Doppelgänger.

Item: Shopping window. Mirror. Faded picture. Crystal ball. Old kaleidoscope. Stained rorschach test.

8. REPETITION

Repetition can be an endless loop, a recurring theme, Déjà vu, or something you can't escape.

Individual: Postman who reads the mail. Phone sex operator. Overwintered lecturer. TV-addicted shut-in. Janitor working the night shift. Suicidal toll booth operator. Mediocre stand-up comedian with two good jokes. Sleepwalker.

Location: Marriage chapel. Hair and nail salon. Government office. Cheap night club with the same act night after night. Amusement park with the same jingles and rides from 20 years ago.

Organization: Conservative think tank. Pharmaceutical company supplying the middle class with antidepressants.

Situation: Cover band playing the same set of songs night after night. Living on old merits. Telling the same story again and again. Déjà vu. Having to go through the same procedure once more.

Creature: Acrotide. Tekron. Nearly mindless spectre.

Item: Hamster wheel. Turned down script. Music box that plays the same melody.

9. STILLNESS

Stillness represents apathy, tranquility and a situation that seems to be unchanging.

Individual: Calm and seductive guru. Chain smoking housewife who has given up. Old hippie who speaks in riddles.

Location: Sleepy small town frozen in time. Suburban houses along a cul de sac. Japanese garden. Slow flowing river on the pastoral countryside. Ghost town. Abandoned drive-in theater.

Organization: Meditation centre. Research centre mapping human emotions.

Situation: A calm and quiet day. School reunion where everyone is exactly as before. Strict family dinner.

Creature: Lost god that has forgotten its nature.

Item: Sleeping pills. CD with calm and harmonic music. A painting of a desert landscape. Book with 12 steps to control one's aggression. Panpipe.

Eyes

The Suit of the Eyes represents Elysium, the enslavement of our minds and souls. It is also the faith that binds us, the crippling madness, and the rebellious, penetrating insight that lets us see through the Illusion.

1. ELYSIUM

Elysium is the very core of the Illusion and the intricate machinery that keeps you in chains.

Individual: Powerful politician. Leader of the clergy. Top ranking military. Owner of multi-billion dollar company. Media profile with high credibility.

Location: Government building. Cathedral. Historical monument. Occupied land. Religious capital.

Organization: Cult within the Army. The Sleeping Masses. Secret society among the top politicians.

Situation: Cultural values. Family gatherings. Traditions and national holidays.

Creature: Lictors. The Invisible Principles. Guardians of the Illusion.

Item: Book of laws. Political propaganda. Flag of the Nation. Blindfold. Sedative. A PDF with the US Constitution.

2. IMPRISONMENT

Imprisonment of your body, soul, and mind.

Individual: Police officer. Warden. Headmaster. Informer. Secret agent. Prison guard. Committed attorney. Strict judge.

Location: High security prison. Detention cell. High school. Bank office. Lending office.

Organization: Law enforcers. The School system. The bank system. The Judicial system.

Situation: Bills that need to be payed. Debts. Wanted. Educated. Declared an enemy of the state.

Creature: Eldermensch. Lictors.

Item: Handcuffs. Wheelchair. List of strict rules. Security camera. Surveillance drone. Folded Education grades.

3. FAITH

Faith that gives you purpose, but makes you blind.

Individual: TV-Preacher. PR-Person. Enthralled housewife. Die-hard atheist. Football supporter. Street preacher.

Location: Secluded temple. Old church. Sport arena. Grandiose monument.

Organization: Religious sect. Marxist Group. Terror cell.

Situation: Ceremony. Sport event. Prayer. Purgung ritual. Money donation.

Creature: Angels of Chokmah.

Item: Rusty nail from the cross of Jesus. Religious garments. Brass pin. Propaganda poster of Vladimir Putin. First edition of On the Origin of Species by Charles Darwin

4. DISTRACTIONS

Distractions in everyday life that make you blind to the Truth.

Individual: Intrusive telephone salesman. The hot teenager next door. Street peddler. Charismatic internet celebrity. Famous actor. Gossiping neighbor.

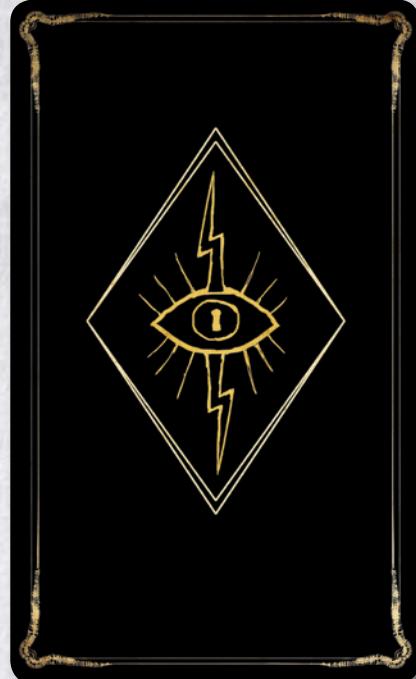
Location: Movie theater. Shopping mall. Vacation resort. Strip club.

Organization: Advertising Agency. Fashion house. Fast food chain.

Situation: Social Media Scandals. TV shows. The News. Podcasts. Twitch streaming. Commercials. Phone calls. Sudden sounds. The latest moral panic. Family dinners. Political discussions.

Creature: Mancipium, Creature of Passion. Something that is disguised as an ordinary person. Creature of Madness. Tiphareth's servants.

Item: Smartphone. Video games. Internet Forums. Porn. Billboards. Cheap alcohol. Stay fit-magazine.



5. DIVISION

Division keeps us occupied with endless struggles.

Individual: Online agitator. Alt-right member. Man hating feminist. Imam in the Salafi movement. Self righteous university student. Extreme nationalist. Conservative psychologist. Shunned writer. Holocaust denier.

Location: Social media. Online forums. Youtube. Basement hideout. Discreet meeting place. Conference rooms.

Organization: Minority ethnic group. Right wing party. Online hate group. Conspiracy theorists.

Situation: Political rally. Harassment. Death threats. Arson. Hate speech. Heated debates.

Creature: Servants of Hareb Serap and Gamichicot.

Item: Hate propaganda. Racist pamphlets. The SCUM manifesto. Provocative song on Spotify. Essay about Foucault. Cartoon making fun of a religious prophet.

6. REBELLION

Rebellion and struggle against the ruling order.

Individual: Stubborn loner. Teenager with an attitude. Criminal. Charismatic political leader. Mafia boss. Violent neo-nazi. Gang member. YouTube Critic. Hacker. Anarchist.

Location: Occupied house. Underground Club. Home of a survivalist. Secret hideout. Bar outside town.

Organization: Guerrilla. Punk band. Extremist group. Animal Rights movement.

Situation: Revolution. Riot. Concert. Political rally. Demonstration.

Creature: Angels of Malkuth. Azghoul.

Item: Pamphlet with Propaganda. Spray can. Communist manifesto. Threatening letter. Steel tipped boots. Placard.

7. MADNESS

Madness that overwhelms and tears apart, but may also grant insight.

Individual: Distraught patient. Sadistic orderly. Deluded jazz musician. Girl who is kept hidden. Boy without a mouth. Wild eyed mathematician. Veterinarian who performs cruel experiments.

Location: Insane asylum. Isolation cell. Decrepit house. Apartment with torn down wallpapers.

Organization: The Fools. Psychological Institute. Sect in the trailer park.

Situation: Psychosis. Severe depression. Schizophrenia. PTSD. Anxiety. Panic Attacks. Neurosis. Paranoia. Aggressive behavior. Multiple personalities. Mob mentality. Mass delusion.

Creature: Creature of Madness.

Item: A half burned doll. Patient journal. Pharmaceutical drugs. Straitjacket. Scribbles on a city map. Symbols burned into human skin. Notes hidden inside a book about female hysteria. Envelope with 10 bottle caps.

8. VISIONS

Visions that may bring insight, but may also lead you astray.

Individual: Oracle in the suburbs. Self proclaimed prophet. Inspired Architect. Eccentric video artist. CEO of fast growing IT company. Mental patient.

Location: Old temple. Carnival. Smoky opium den. Asylum. Techno Club. Graffiti in parking garage.

Organization: Dream Interpreters. Pilgrims.

Situation: Nightmarish visions. Clear insights. Prophecy. Eyes gouged out. Rumors that speak of the Truth.

Creature: Being born of nightmares and visions. Augur.

Item: Super 8 Camera. LSD. Decorated clay pot. Webpage.

9. ENLIGHTENMENT

The road that may lead you towards Enlightenment and Awakening.

Individual: Amature philosopher. Magician. Savvy technician. Dedicated body modder. Scientist on the verge of discovery. Homeless beneath a bridge. University student. Broad-minded bartender.

Location: Road into the unknown. Twisted staircase. High tech lab. University.

Organization: A Cult that serves Malkuth. Research institute. Architect firm.

Situation: Initiation ritual. Science fair. Sect Meeting.

Creature: Child of the Night. Awakened human. Amentoraz.

Item: Map of unknown origin. Old floppy disc. Diary with mad scribbles. Forgotten blog. Ladder. Flashlight.