Daemons (Companions)

Daemons are animal manifestations of a character’s soul, and they are deeply tied to their character’s emotions, decisions, and state of mind. In D&D terms, they can be treated as familiars, but with much more significant narrative importance and mechanical presence.

General Features of Daemons:

• Bond with the Soul: A daemon’s form is bound to the character’s soul and cannot be separated unless the character dies. If a daemon is injured or killed, the character suffers psychic pain and distress, potentially causing disadvantage on saving throws and ability checks for a period of time (depending on the severity of the injury or death of the daemon).

• Shape-shifting: A daemon can change form, though it generally settles into a single form when its human counterpart reaches adulthood. At the beginning of a character’s story, the daemon can take a variety of forms, typically smaller creatures, reflecting the character’s immaturity or emotional state. By adulthood, the daemon settles into one permanent form, often an animal symbolic of the character’s nature (e.g., a lion, wolf, or bird).

• Game Mechanic: At the start of the game, the daemon can change forms at will, but once the character reaches level 5, the daemon settles into its permanent form, chosen by the player with DM approval.

• Intelligence: The daemon shares a portion of the character’s intelligence and wisdom. It acts as an independent NPC and can assist in combat or other tasks, often with its own perspective on the world. The daemon can take actions in combat, but the character must use their own actions to give the daemon orders.

• Game Mechanic: The daemon has its own stat block, which the DM and player will develop together. It should be CR 1/4 to 1 depending on the daemon’s form and level of power. The daemon follows the same proficiency rules as the player character.

Daemon Abilities:

• Mimicry: The daemon can mimic sounds it has heard, such as human speech, or blend into its surroundings by using Disguise Self at will (this doesn’t work in combat).

• Shared Sense: The daemon and its owner have a psychic bond that allows them to share sensory input. The daemon can serve as the eyes, ears, and even the nose of its human counterpart.

• Game Mechanic: The daemon can sense things in a 60-ft radius from the character, including hidden creatures, traps, or magical presences. This ability doesn’t require action or concentration, but it does grant the character advantage on Wisdom (Perception) checks.

Daemon Form Bonuses:

1. Feline Forms (e.g., Lion, Tiger, Panther, Cat)

• Personality Traits: Fierce, courageous, independent, bold.

• Bonus to the Character:

• Strength +2 or Dexterity +2 (choose based on the character’s fighting style or nature).

• Advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks to jump, climb, or escape grapples.

• Hunter’s Intuition: You gain advantage on Wisdom (Perception) checks to track creatures in natural environments.

• Combat Focus: Your daemon’s presence grants you advantage on attacks against frightened enemies.

2. Canine Forms (e.g., Wolf, Dog, Fox)

• Personality Traits: Loyal, protective, friendly, clever.

• Bonus to the Character:

• Constitution +2 or Wisdom +2 (choose based on your character’s endurance or perception).

• Advantage on Wisdom (Survival) checks to track creatures and navigate through wilderness or urban areas.

• Keen Hearing and Smell: Gain advantage on Wisdom (Perception) checks relying on hearing or smell.

• Pack Tactics: Once per long rest, when fighting alongside an ally, you can grant advantage on one attack roll against a creature within 5 feet of you and your ally.

3. Avian Forms (e.g., Eagle, Raven, Owl, Falcon)

• Personality Traits: Free-spirited, observant, intelligent, strategic.

• Bonus to the Character:

• Dexterity +2 or Intelligence +2 (choose based on character’s focus on agility or intellect).

• Advantage on Wisdom (Perception) checks to spot creatures or hidden details at long distances.

• Flight: At level 5 or higher, your daemon can fly for 1 minute per long rest, granting you advantage on avoiding ranged attacks.

• Silent Movement: You gain advantage on Stealth checks when moving through quiet, open spaces.

4. Reptilian Forms (e.g., Snake, Lizard, Crocodile)

• Personality Traits: Calm, sly, calculating, patient.

• Bonus to the Character:

• Constitution +2 or Charisma +2 (choose based on the character’s resolve or social nature).

• Poison Resistance: You gain resistance to poison damage and advantage on saving throws against being poisoned.

• Keen Sense of Smell: Gain advantage on Wisdom (Perception) checks to detect hidden or camouflaged creatures.

• Cold-Blooded: You gain advantage on saving throws against exhaustion caused by hot or cold temperatures.

5. Insect Forms (e.g., Butterfly, Spider, Ant, Moth)

• Personality Traits: Methodical, meticulous, adaptable, patient.

• Bonus to the Character:

• Dexterity +2 or Wisdom +2 (choose based on character’s ability to be agile or observant).

• Webbed Movement (Spider only): You can climb at your normal movement speed, even on difficult surfaces.

• Insect Reflexes: Gain advantage on Dexterity saving throws against spells or effects that require fast reflexes.

• Hive Mind: Once per long rest, you can share mental images with your daemon, allowing you to coordinate better with allies. This grants your party advantage on one initiative roll for the day.

6. Aquatic Forms (e.g., Dolphin, Fish, Octopus, Seal)

• Personality Traits: Graceful, intelligent, curious, playful.

• Bonus to the Character:

• Strength +2 or Dexterity +2 (choose based on character’s swimming strength or agility).

• Water Breathing: You can breathe underwater as long as your daemon is near you, and you gain advantage on checks made to navigate aquatic environments.

• Keen Vision: While underwater, you gain advantage on Perception checks to spot hidden creatures or objects.

• Aquatic Speed: When underwater or near water, your movement speed increases by 10 feet.

7. Rodent Forms (e.g., Rat, Mouse, Squirrel)

• Personality Traits: Cunning, resourceful, sneaky, quick-thinking.

• Bonus to the Character:

• Dexterity +2 or Intelligence +2 (choose based on the character’s agility or cleverness).

• Nimble Escape: You can use the Dodge action as a bonus action once per short rest.

• Small Size: While traveling through tight spaces, your character can squeeze through openings as if they were one size smaller (for example, squeezing through narrow gaps).

• Acrobat’s Reflexes: You have advantage on Acrobatics checks to avoid being knocked prone or to maintain balance.

8. Large Mammal Forms (e.g., Bear, Moose, Bison)

• Personality Traits: Strong, grounded, protective, dependable.

• Bonus to the Character:

• Strength +2 or Constitution +2 (choose based on the character’s physical power or resilience).

• Charge: When you move at least 20 feet straight toward a target and hit it with a melee attack, you can deal an additional 1d6 bludgeoning damage.

• Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

• Thick Hide: You gain resistance to bludgeoning damage from non-magical attacks.

9. Mystical/Mythical Forms (e.g., Unicorn, Griffin, Dragon)

• Personality Traits: Noble, wise, powerful, ancient.

• Bonus to the Character:

• Charisma +2 or Wisdom +2 (choose based on the character’s commanding presence or wisdom).

• Aura of Majesty: Your daemon exudes an aura of confidence. You gain advantage on Charisma-based skill checks (Persuasion, Deception, Intimidation).

• Magical Abilities: Once per day, your daemon can cast a 1st-level spell related to its nature (e.g., Fly, Healing Word, Detect Magic).

• Legendary Resistance: If your daemon fails a saving throw, it can choose to succeed instead, but it can only use this ability once per day.

How to Implement These Bonuses:

• Daemons as Role-Playing Tools: Choose a daemon form that matches your character’s personality or role in the party. For example, a wolf daemon could represent loyalty and teamwork, making it perfect for a character who’s a protector or leader. A snake daemon could represent cunning or patience, ideal for a character with a more sly or calculating nature.

• Form Selection: At the start of the game, a character can choose one of the above forms. Once the daemon settles into its permanent form (as the character matures or reaches adulthood), the bonuses and abilities provided by the form are locked in, but the bond between the character and daemon will evolve.

• Daemon and Character Growth: As the character progresses, you can give additional abilities or upgrades to the daemon’s form, such as adding more complex powers or expanding their existing skills (e.g., a lion daemon might gain the Aura of Majesty once the character reaches level 10 or higher).

Subtle Knife (Magical Item)

The Subtle Knife is a powerful, interdimensional tool that allows its wielder to cut through the fabric of reality itself, creating portals between worlds. It has immense potential for plot manipulation and exploration, so it requires careful management in your campaign. Use basic dagger stats

Subtle Knife Features:

• Interdimensional Cutting: The knife allows the wielder to cut open portals to different realities or dimensions, though it requires a successful attack roll to perform the cut.

• Game Mechanic: The wielder can use an action to make a melee weapon attack with the knife. On a successful hit, the wielder can open a portal to another plane. The portal lasts for 1 minute (or longer, depending on the wielder’s skill). Any creature that moves through the portal will emerge at the exact location it desires (though the portal is dangerous to the user due to the instability of other planes).

• Portal Travel Rules: The portals opened with the knife cannot transport more than one creature at a time without increasing the risk of instability. When transporting more than one creature, the wielder must make a DC 15 Intelligence (Arcana) check to keep the portal stable, or there is a 50% chance the portal collapses and the creatures are scattered across the planes.

• Unstable Energy: The Subtle Knife draws on dangerous, unstable energy. Every time the wielder uses it, they risk drawing unwanted attention from powerful entities across dimensions (like specters, angels, or beings from the farthest reaches of the multiverse).

• Game Mechanic: After using the knife twice in a day, the wielder must make a DC 15 Constitution saving throw or suffer 1d6 force damage as the knife takes its toll. If the wielder fails three saving throws in a row, the knife’s power begins to corrupt them, causing them to gain the Corruption condition, which lasts for 1 hour.

• Intuitive Use: The wielder gains an innate sense of the direction and distance to the next plane or dimension they seek. They can use the knife to cut a portal to the world or realm they desire by making a Wisdom (Survival) check.

• Game Mechanic: On a successful check, the wielder creates a portal to the realm they seek with no complications. On a failure, the portal opens to a random dimension or plane, and the wielder must survive the effects of being unexpectedly transported.

• Limitations: The Subtle Knife does not allow its user to travel backwards through time. It can only create portals to physical locations in space and other worlds or dimensions, not moments in time.

Upgrading the Knife:

As the character progresses in level, the Subtle Knife can evolve in power. At higher levels (e.g., level 10+), the knife can:

• Open permanent portals to worlds or dimensions that the wielder has visited.

• Allow group travel through the portals, with no risk of the portals destabilizing (assuming the wielder succeeds on the Constitution saving throw).

• Create multiple portals at once, letting the wielder cut holes into different places and realities.

Roleplaying the Daemons and Knife:

• Daemons’ Influence on Characters: The character’s daemon plays an active role in shaping their personality and behavior. It’s not just a tool for combat or exploration; it’s an emotional anchor. As the daemon and character grow, their bond becomes deeper, and their relationship with each other influences the character’s choices.

• For instance, if the daemon’s form is a fierce lion, the character may be more bold and courageous. If the daemon is a more timid animal, like a rabbit, the character might be more cautious or prone to avoiding direct confrontations.

• The Knife’s Temptation: The Subtle Knife is powerful but dangerous. It calls to those who are curious, those who want more knowledge, those who seek to change fate. A character may be tempted to use it recklessly, especially when faced with moral dilemmas or a difficult choice.

The Alethiometer, also known as the Golden Compass, is a mystical device in His Dark Materials that allows its user to divine the truth by interpreting symbols. It requires both intellectual understanding and a deep connection with the world around the user. Below are mechanics you can use to integrate the Alethiometer into your game, giving players the ability to ask questions and interpret the answers based on their connection with the device.

Alethiometer Mechanics

Using the Alethiometer

The Alethiometer is a complex device with 36 symbols that represent various concepts, people, places, and ideas. A player who uses the Alethiometer asks a question, and then interprets the response based on the arrangement of symbols. It is not a guaranteed success, and interpretation requires both skill and effort.

Abilities Required:

• Wisdom (Arcana): The player must have some level of understanding of the Alethiometer and its workings. This represents their knowledge of the symbols, their meaning, and their ability to read them.

• Wisdom (Insight): This is the player’s ability to intuitively understand what the Alethiometer is trying to tell them, making the connection between the symbols and the real world.

Using the Alethiometer in Play:

1. Preparation: The player must spend time learning how to use the Alethiometer. This could involve spending days in research, a quest for knowledge, or consulting with others who are skilled in interpreting the Alethiometer.

• Cost: 1 hour of meditation, research, or consultation per question asked.

• Tools: The Alethiometer requires a flat surface on which to be read (typically a table or a book). The DM may choose to limit its use depending on the environment (such as in combat or while traveling).

2. Ask a Question: The player asks a question that they wish the Alethiometer to answer. The clarity and specificity of the question affect the outcome. More specific questions yield clearer answers.

• Example Questions: “Where is my missing friend?” or “What is the next step in our journey?”

3. Roll for Interpretation: The player must roll an Insight (Wisdom) check to determine how well they can interpret the Alethiometer’s symbols.

• Difficulty (DC): This is determined by the difficulty of the question and the environment. It can range from DC 10 for simple questions to DC 20+ for complex or cryptic queries.

• Success: The player is able to interpret the symbols and receive a detailed, clear answer to their question. The information could be very direct (e.g., “Your friend is in the mountains to the north”) or more abstract, depending on the quality of the roll and the clarity of the question.

• Failure: The player is unable to interpret the symbols clearly, and the answer is vague, unclear, or misleading. The device may not reveal the truth in a way that is easily understood.

• Critical Success (Natural 20): The player gains insight into not only the answer to their question, but additional, useful information. They might uncover a hidden truth, or an unexpected detail that adds to the understanding of their situation.

• Critical Failure (Natural 1): The Alethiometer gives a completely misleading or confusing answer. The symbols might be misinterpreted, leading the player down a false path or causing them to misread a crucial detail.

Interpreting the Symbols

The Alethiometer has 36 symbols, each representing a different concept or idea. When the device is used, it will point to three symbols that must be interpreted together. The combination of the three symbols answers the player’s question.

Examples of Symbols & Their Meanings:

1. The Sun: Truth, knowledge, enlightenment, and leadership.

2. The Moon: Secrets, hidden motives, deception, and dreams.

3. The Star: Hope, wishes, desire, and destiny.

4. The Bear: Strength, power, protection, and loyalty.

5. The Serpent: Deception, temptation, danger, and betrayal.

6. The Fish: Knowledge, discovery, wisdom, and mystery.

7. The Cross: Conflict, struggle, decision, and balance.

8. The Knife: Change, transformation, sacrifice, and action.

(Feel free to expand this list with your own interpretations for the Alethiometer symbols!)

How to Interpret:

• First Symbol: Represents the general theme of the answer.

• Second Symbol: Provides detail, clarifying the nature of the question.

• Third Symbol: Reveals the outcome, result, or action related to the question.

Example Answer:

• Question: “What happened to my missing friend?”

• Roll: Successful Insight check (DC 15).

• Symbols Read:

• The Fish (Wisdom, Knowledge)

• The Bear (Protection, Strength)

• The Knife (Change, Sacrifice)

• Interpretation: Your friend was taken somewhere dangerous, but they have been protected by a powerful force. However, the situation may require a personal sacrifice to free them. The answer is clear: your friend is alive, but the path to finding them will require you to take action, potentially involving sacrifice or transformation.

Alethiometer Conditions and Limitations

1. Time Limitations: The Alethiometer can be used during exploration or downtime, but not during combat or immediate, fast-paced situations. It requires calm focus, making it impractical during chaotic times.

2. Complexity of the Question: The more abstract the question, the harder it is to interpret. Highly vague or complex questions may require higher DCs to decipher.

• Example: “What is the future of the world?” could be a DC 20+ check, whereas “Where is my lost dagger?” could be DC 10.

3. Availability: The Alethiometer is a rare and magical item that requires great training to use properly. Unless a character has an innate or special connection to it, they must be taught how to use it (perhaps through a quest or long-term study).

4. Bonding with the Alethiometer: As the player becomes more attuned to the Alethiometer, they may gain bonuses to their rolls. After using it for several long rests, they gain proficiency in Insight checks related to interpreting the Alethiometer.

Alethiometer Use in Combat

The Alethiometer is not meant for combat, but can still have some utility. It might provide answers regarding the tactics of an enemy, or reveal hidden weaknesses. However, its use in combat would require an Action to interpret, and it would take a Wisdom (Insight) check to gain any meaningful advantage.

For example:

• Question during combat: “How can I defeat this foe?”

• Roll: DC 15 Insight Check (success grants tactical information, such as a vulnerable point or weakness).

• Failure: No useful tactical information is gained, and the player is left to rely on their own strategy.

Optional House Rules & Variants:

• The Alethiometer’s Answer: In a more narrative-driven game, you can provide the answers from the Alethiometer in riddles or clues that need to be deciphered by the player, adding layers of complexity.

• Divine Guidance: For a high-level twist, you could have the Alethiometer speak directly to the user if they fail a roll, offering cryptic advice or hints.

• Multiple Users: If multiple players attempt to use the Alethiometer at once, they can combine their Insight rolls and potentially gain a more accurate answer, depending on the number of successes.

Conclusion

The Alethiometer offers a powerful way for players to explore the unknown and uncover hidden truths in your His Dark Materials-based campaign. By requiring skill, insight, and a deep connection with the world around them, the Alethiometer gives players a tool that can be both rewarding and challenging to use. Through a mix of roleplay, decision-making, and chance, this item will add layers of mystery and depth to your campaign!

Dust mechanics

Add a new skill creativity which takes on the modifier of either intelligence or wisdom depending what is higher. Every turn make a creativity roll and add the result to your aMOUNT of dust. You can use dust to add a bonus to rolls and increase the clarity of the alethiometer. 10 dust points per +5 to rolls. If over 150 dust alethiometer checks automatically succeed.

CAMPAIGN BRIEF: The Crown of the Broken God

Premise:

Long ago, there was one Devil—a singular, divine being of rebellion, cast down for defying the Prime Creator. In its fall, it shattered into four Infernal Crowns, birthing the Princes of Hell: Lucifer, Satan, Leviathan, and Belial. Each is a fragment of the original Devil, ruling a hellish domain and representing a core aspect of corruption.

Now, ancient forces are stirring. The Reforgers—a cabal of heretics, fallen celestials, and multiversal madmen—seek to unite the Crowns and reform the Broken God. If they succeed, all of reality becomes Hell.

### **The Infernal Hierarchy**

The Four Princes—Lucifer, Satan, Leviathan, Belial—are not merely lords. Together, they are the Devil. They are not allies. They are rivals, fragments of a broken whole that hate each other as much as they crave unity.

Each Prince rules with a distinct philosophy and force:

* Lucifer – The Mind That Burns  
  + Domain: Light, knowledge, beauty, arrogance
  + Appearance: A radiant, six-winged figure with eyes that blind and enlighten
  + Followers: Philosophers turned mad, light-wielding heretics, mirror-demons
* Satan – The Adversary Eternal  
  + Domain: Law, rebellion, judgment
  + Appearance: A burning judge with a serpent’s tongue and a gavel that is also a sword
  + Followers: Oath-twisting paladins, tyrant-judges, chains made flesh
* Leviathan – The Abyss That Devours  
  + Domain: Emotion, chaos, depth, memory
  + Appearance: An ever-shifting sea beast with a thousand weeping faces
  + Followers: Dream-priests, soul-drowned prophets, tidal horrors
* Belial – The Flesh That Crawls  
  + Domain: Desire, rot, lies, pleasure
  + Appearance: A golden idol of beauty on the outside, festering and alive within
  + Followers: Glutton-priests, parasite nobles, decadent cannibals

### **Below the Princes: The Greater and Lesser Demons**

The Eight Sub-Princes, often depicted in infernal texts like The Book of Abramelin, serve the Crowns in various twisted capacities. These include:

* Astaroth – Keeper of forbidden secrets
* Beelzebub – Lord of decay and pestilence
* Asmodee – Architect of lust and passion
* Paimon, Amaymon, Magoth, Oriens, Ariton – Each commanding legions, each with their own cults, roles, and rivalries

These Sub-Princes act as generals, tempters, and administrators of the Infernal Realms. Each one rules legions of lesser demons, many of whom are fallen angels—remnants of the same divine war that shattered the Devil.

### **Infernal Politics**

Hell is not unified. The Princes fight proxy wars through their cults and emissaries across planes, each trying to seize more fragments of the Devil’s power—yet none dare reunite the whole, fearing what would happen if another took the Throne.

But now… something has changed. The Crowns stir.

The Reforgers believe the time is right. Their goal? End the multiverse’s entropy by reforging the Devil as a god of pure, eternal law.

### **Campaign Core Concepts**

* Corruption Points: Interacting with infernal forces gives you power, but slowly warps your mind, body, or ideals.
* Devil’s Bargains: Powerful entities offer you shortcuts, always with a cost.
* Reforgers: A shadowy faction operating across realities, manipulating key figures, collecting forbidden knowledge, and awakening the Crowns.

The party’s mission? Stop the reforging. Destroy—or seal—the Crowns. Or choose a darker path…

Luca, this campaign brief is fire. Like molten brimstone fire. This is epic fantasy meets cosmic horror wrapped in philosophical decay and divine blasphemy, and I’m eating it up like a glutton-priest at Belial’s feast. Let’s flesh this out and get you some juicy, game-ready content to match your brief. Here’s what we can do next:

### **Suggested Expansions & Tools for The Crown of the Broken God**

### **1.**

### **CROWNS AS ARTIFACTS (Legendary Magic Items)**

Each Crown should be a reality-bending artifact. Here’s a quick snapshot for one, and we can do the rest on request:

#### **Infernal Crown: Leviathan**

Wondrous Item (artifact), requires attunement by a spellcaster or warlock

* Depth’s Memory: You can tap into the memories of any creature you touch, witnessing moments they have forgotten or suppressed.
* Tidal Mind: You are immune to being charmed or frightened. Once per day, you can cast Tsunami without components.
* Whispers of the Deep: Gain +2 to Wisdom and Charisma. You can speak and understand any language.
* Curse – Devouring Echoes: Each long rest, roll a d6. On a 1, you permanently lose a cherished memory.

### **2.**

### **CORRUPTION SYSTEM**

Corruption Points (CP) act like a slow-burn clock. Here’s a simple mechanic:

* Gain CP whenever:  
  + Making a Devil’s Bargain
  + Using a Crown’s power
  + Killing with excessive force
  + Betraying a core ideal
  + Spending time in Infernal realms

#### **Corruption Tiers:**

| **Points** | **Effect** |
| --- | --- |
| 1-3 | Nightmares, brief loss of self, daemonic whispers |
| 4-6 | Physical changes (horns, glowing eyes, infernal aura) |
| 7-9 | Loss of alignment-based resistances, bonds fray |
| 10+ | Full possession risk. DM may temporarily control character. |

Cleansing requires great personal sacrifice or divine intervention—or creating your own redemption arc.

### **3.**

### **THE REFORGERS (Faction)**

Think Inquisition meets cult of transcendence.

* Multiversal network of scholars, ex-angels, and corrupted geniuses.
* Operate through mirror-gates, portals stabilized by Infernal math.
* Leaders speak only in paradoxes and dreams.
* Signature spell: Reforge Flesh (turns a corpse into an Infernal Construct with pieces of its soul intact).

### **4.**

### **DEVIL’S BARGAINS (Narrative Tool)**

You want power? You’ll get it—fast. But it always costs something important.

Here’s how it works:

* Players can opt for a Bargain Roll (roll d6):  
  + 1: Catastrophic price (ally betrayal, memory loss, mutation)
  + 2-3: Unforeseen consequence (Corruption, divine wrath)
  + 4-5: Minor complication (temp disability, visions, unwanted attention)
  + 6: Favorable outcome—for now.

Use this for moments of desperation. Like the Subtle Knife, it tempts.

### **5.**

### **PRINCES AS ENDGAME BOSSES**

Each Prince can be a mythic-tier boss. But they are only partial. Their true power reawakens if they are reunited. Design each fight to reflect their domain:

* Lucifer: Fights in a mirrored cathedral of light where illusions break sanity.
* Satan: In a courtroom of flame. The party is judged while fighting.
* Leviathan: In a shifting sea of memory. Moves through dreams.
* Belial: In a banquet of flesh. Allies are tempted mid-fight to switch sides.

If the players fail to stop the Reforging, the Broken God awakens—a boss fight across collapsing universes. You might run that one as a Legendary Trial over multiple sessions, where each PC’s worst fear manifests physically.

### **6.**

### **MORAL TENSION & PLAYER CHOICE**

The best part? Let players choose how far they go.

* Do they use the Crowns?
* Do they ally with a Prince to stop another?
* Do they try to steal a Prince’s fragment of self and absorb it?
* Do they become the new Broken God?

Let them dance with the devil and wonder who’s leading.

### **Want Next?**

I can help you build:

* Stat blocks for each Prince, Sub-Prince, and Reforger lieutenant
* Custom subclasses tied to the Crowns (e.g., Warlock: Pact of Leviathan)
* Locations like the Bleeding Basilica, Mirror Labyrinth, or the Pit That Consumes Names
* Questlines leading to each Crown
* Or even a character sheet for a Reforger villain who knows the party from another universe

Just say the word, and we’ll drag Hell to the table—one infernal session at a time.