



**is for Infernal**

Devil, demons, and infernal creatures hail from the Abyss and even darker planes, thick with the stink of smoke and brimstone. Infernals are usually part human, as humans are the most easily corrupted race. They twist the mind to dark thoughts. They seek to corrupt children, and tempt the weak of will. Their mere existence is an affront to all that is holy.

Use the table below to create new infernal creatures. Begin your creature with the body of a human male or female. Roll a d14 on the table below 1d6 times or until you are satisfied with your creation.

**Roll d14 I-1: FOURTEEN INIQUITOUS TRAITS OF THE INFERNAL**

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| 1  | Head: The beast wears many faces. (Roll d7: 1 – Goat; 2 – Snake; 3 – Human; 4 – Octopus; 5 – Cat; 6 – Skull; 7 – Wolf.)  |
| 2  | Aroma: An unholy stench is often the first sign that an infernal creature is near. Roll d8: 1 – Sulfur; 2 – Vomit; 3 – Raw sewage; 4 – Burning flesh; 5 – Fresh blood; 6 – Rotting meat; 7 – Livestock; 8 – Brimstone.                     |
| 3  | Tail: Abominations from the Abyss often try to conceal their tails. Roll d6: 1 – Spade-tipped; 2 – Cat; 3 – Goat; 4 – Elongated tailbones; 5 – Barbed stinger; 6 – Dragon.   |
| 4  | Every time the beast draws near, horses, dogs, and familiars are spooked.  |
| 5  | Favored weapon: Abyssal beings grow fond of the weapons they use to torture the souls of the damned. Roll d6: 1 – Pitchfork; 2 – Whip; 3 – Man catcher; 4 – Cat o’ nine tails; 5 – Trident; 6 – Scythe.                                    |
| 6  | Unusual markings: Roll d6: 1 – Tattoo on face or head of numerological significance; 2 – Bloody pentagram carved into flesh. 3 – Metal spikes pushed through flesh; 4 – Glowing sigils; 5 – Ritual scarification; 6 – Festering piercings. |
| 7  | Cloven hooves replace the beast’s usual feet.  |
| 8  | Known tricks: Roll d6: 1 – Twist perception, 2 – Mass hysteria; 3 – Possession; 4 – Seduction; 5 – Curse; 6 – Offer Faustian bargain.  |
| 9  | A forked snake tongue darts from the beast’s lips.   |
| 10 | Wings: Roll d6: 1 – Leathery bat wings; 2 – Raven wings; 3 – Skeletal wings with cobweb membranes; 4 – Spectral wings; 5 – Angular dragon wings; 6 – Insect wings.   |
| 11 | Horns: Roll d10: 1 – Goat; 2 – Crystal Shard; 3 – Unicorn; 4 – Triceratops; 5 – Bull; 6 – Antelope; 7 – Rhinoceros; 8 – Buffalo; 9 – Stag; 10 – Manx Loaghtan.   |
| 12 | A pointy, well-manicured beard tips the beast’s chin.  |
| 13 | Lower body: Roll d8: 1 – Satyr; 2 – Falcon; 3 – Boa constrictor; 4 – Tarantula; 5 – Skeletal; 6 – Iguana; 7 – Hound; 8 – Shadowy.  |
| 14 | Eyes: Roll d4: 1 – Vertically oriented; 2 – Nails in eye sockets; 3 – Smoldering; 4 – Glowing red.   |

