



PHYSICAL

BRN
BRAWN
19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
1x = d8

AGL
AGILITY
30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12
1x = d6

FOR
FORTITUDE
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
1x = d8

MENTAL

REA
REASONING
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30
1x = d5

AWR
AWARENESS
29 27 25 23 21 19 17 15 13 11 9 7 5 3 1
1x = d5

WLP
WILLPOWER
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
1x = d10

SOCIAL

PRE
PRESENCE
24 22 20 18 16 14 12 10 8 6 4 2
1x = d3

BOH
BODHI
1 3 5 7 9 11 13 15 17 19 21 23
1x = d6

ESN
ESSENCE
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1x = d4



CULTURE

d4	d5	d6	d7
d8	d10	d12	d14
d16	d20	d24	d30



CRIME

d4	d5	d6	d7
d8	d10	d12	d14
d16	d20	d24	d30



CAPTURED HUMANS
+/- 1,2,3
to 1 die



COMMERCE

d4	d5	d6	d7
d8	d10	d12	d14
d16	d20	d24	d30

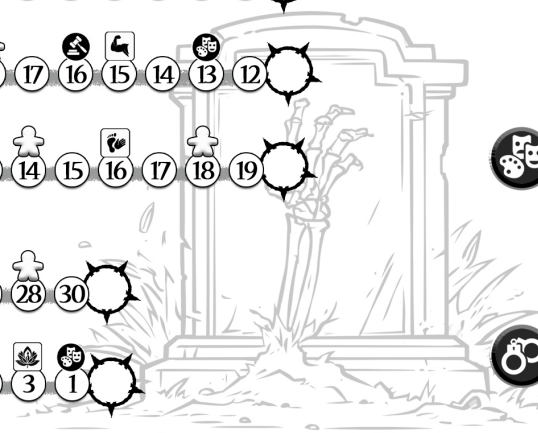
Combine +/-
2 dice results

Double
1 die result



CIVICS

d4	d5	d6	d7
d8	d10	d12	d14
d16	d20	d24	d30





PLAYER
NAME:

EVENT:

CHARACTER NAME:

INTACT
DECAYING
DECREPIT

CLASSIFICATION:

TYPE:

PRIMARY FEATURE:

PHYSICAL ATTRIBUTES

BRN
BRAWN



d

AGL
AGILITY



d

FOR
FORTITUDE



d

MENTAL ATTRIBUTES

REA
REASONING



d

AWR
AWARENESS



d

WLP
WILLPOWER



d

SOCIAL ATTRIBUTES

PRE
PRESENCE



d

BOH
BODHI



d

ESN
ESSENCE



d

CULTURE



d

COMMERCE



d

CRIME



d

CIVICS



d

d3-4 = DEFICIENT
d5-7 = SUB-PAR
d8-11 = MEDIOCRE
d12-15 = DECENT
d16-19 = ADMIRABLE
d20 = IMPRESSIVE
d22 = OUTSTANDING
d24 = EXCEPTIONAL
d26 = SUPERIOR
d28 = PARAMOUNT
d30 = PEERLESS

CLASSIFICATION (TYPE)

SPIRITS (Ghost, Wraith, Banshee)
REANIMANTS (Zombie, Mummy)
BLOODITES (Dhampyr, Vampire)
GRAVIDS (Ghoul, Whight)
OSSIIENIDS (Skeleton, Lich)

ORGANIZATION TITLE: SECT
VIRTUAL NOURISHMENT: VITALITY
HOME WORLD: ANY

THE DEAD DON'T ALWAYS STAY THAT WAY. SOME PEOPLE COME BACK TO HAUNT THE WORLD IN ONE FORM OR ANOTHER. THE POWER THAT REANIMATES THE DECEASED ALSO DRIVES THEM TO FEED UPON THE VERY LIFE FORCE SEPARATING THEM FROM THE LIVING.

LURKING IN DARK PLACES AND SHUNNING THE RUINOUS EFFECTS OF DAYLIGHT, VAMPIRES, GHOULS, GHOSTS AND GHASTS STRIKE OUT AT MORTALS FROM THE SHADOWS. UNWARY PARTY-GOERS, ADDLED NIGHTLIFE ENTHUSIASTS AND DRUG-SOAKED CLUB-HOPPERS ARE ALL VIABLE TARGETS.

HUMANS TAKEN INTO CAPTIVITY BY THE DEAD WILL BE SLOWLY LEACHED OF THEIR MORTALITY LEAVING THE EMPTY HUSKS OF THEIR ONCE-HALE BODIES TO BE DUMPED IN A REMOTE CITY ALLEY OR BURIED IN A SUBURBAN BACKYARD.

PHYSICAL

BRN
BRAWN
1x = d3

AGL
AGILITY
1x = d3

FOR
FORTITUDE
1x = d4

MENTAL

REA
REASONING
1x = d7

AWR
AWARENESS
1x = d5

WLP
WILLPOWER
1x = d8

SOCIAL

PRE
PRESENCE
1x = d6

BOH
BODHI
1x = d9

ESN
ESSENCE
1x = d10

CAPTURED HUMANS

+/- 1,2,3
to 1 die

Combine +/-
2 dice results

Double
1 die result



CULTURE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30

CRIME

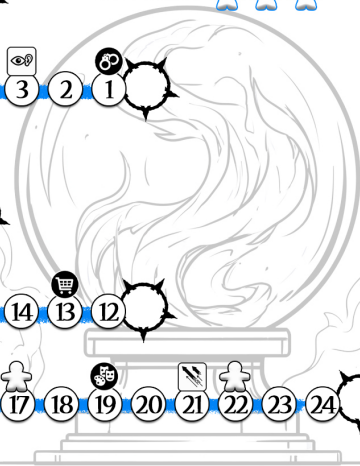
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d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30

COMMERCE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30

CIVICS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30





PLAYER
NAME:

EVENT:

CHARACTER NAME:

MALE
FEMALE
OTHER

HOME:

CAREER:

PRIMARY FEATURE:

PHYSICAL ATTRIBUTES

BRN
BRAWN



AGL
AGILITY



FOR
FORTITUDE



MENTAL ATTRIBUTES

REA
REASONING



AWR
AWARENESS



WLP
WILLPOWER



SOCIAL ATTRIBUTES

PRE
PRESENCE



BOH
BODHI



ESN
ESSENCE



CULTURE



COMMERCE



CRIME



CIVICS



- d3-4 = DEFICIENT
- d5-7 = SUB-PAR
- d8-11 = MEDIOCRE
- d12-15 = DECENT
- d16-19 = ADMIRABLE
- d20 = IMPRESSIVE
- d22 = OUTSTANDING
- d24 = EXCEPTIONAL
- d26 = SUPERIOR
- d28 = PARAMOUNT
- d30 = PEERLESS

ARCHETYPES

HUMANS COME IN ALL TYPES AND VARIETIES. THEIR SKILLS AND ABILITIES MIGHT BE SHAPED BY WHERE THEY ARE FROM OR BY WHAT THEY DO A LIVING OR FOR RECREATION.

ORGANIZATION TITLE: COTERIE
VICTUAL NOURISHMENT: ANY
HOME WORLD: EARTH

SOME HUMANS ENVY OR IDOLIZE THE SUPERNATURAL BEINGS OCCUPYING THE WORLD ALONGSIDE THEM. THE DESIRE TO WIELD MAGICAL POWERS AND UNNATURAL ABILITIES CAN BE MORE THAN MERE TEMPTATION. FOR A FEW TWISTED INDIVIDUALS, IT BECOMES OBSESSION.

IN ORDER TO CREATE MAGICAL EFFECTS, SOME MYSTICS ARE DRIVEN TO STUDY THE MYSTERIES OF THE OCCULT OR EXPERIMENT IN ARCANAL ALCHEMY. MORE FRIGHTENING ARE THOSE WILLING TO ENGAGE IN BLOOD SACRIFICE, PSYCHIC TORTURE, AND GRUESOME THAUMATURGY TO GAIN ILLICIT POWERS.

HUMANS TAKEN INTO CAPTIVITY BY THEIR DESPERATE OR UNHINGED PEERS SUFFER SOME OF THE MOST ABHORRENT DEGRADATIONS AND TORMENT NORMALLY RELEGATED TO HORROR MOVIES AND CHILDHOOD NIGHTMARES. SURVIVING SUCH INCARCERATION IS UNLIKELY AS THESE DISSEMBLING SUPERNATURAL ASPIRANTS ARE MORE THAN WILLING TO USE THEIR FELLOW HUMAN'S - BODY AND SOUL - AS FODDER FOR EVERY KIND OF DERANGED RITE AND RITUAL.



PHYSICAL

BRN BRAWN $1x = d8$

AGL AGILITY $1x = d3$

FOR FORTITUDE $1x = d6$

MENTAL

REA REASONING $1x = d7$

AWR AWARENESS $1x = d5$

WLP WILLPOWER $1x = d5$

SOCIAL

PRE PRESENCE $1x = d7$

BOH BODHI $1x = d4$

ESN ESSENCE $1x = d5$

CAPTURED HUMANS

+/- 1,2,3 to 1 die

Combine +/- 2 dice results

Double 1 die result



CULTURE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30



CRIME

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30



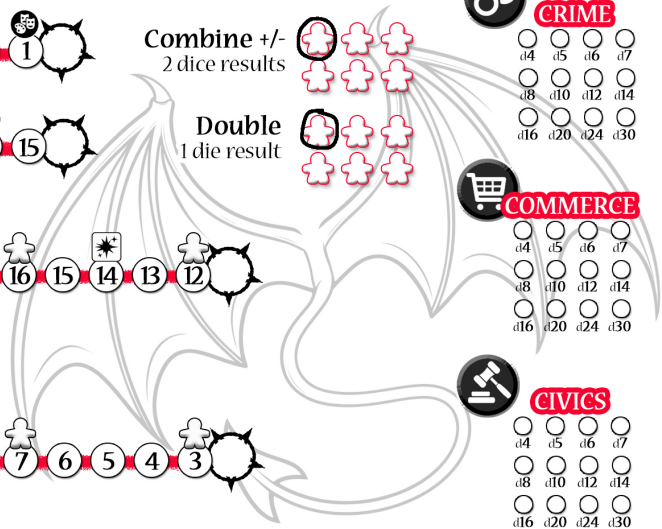
COMMERCE

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30



CIVICS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d4	d5	d6	d7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d8	d10	d12	d14
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
d16	d20	d24	d30





PLAYER
NAME:

EVENT:

CHARACTER NAME:

MALE
FEMALE
OTHER

CASTE:

PRIMARY FEATURE:

PHYSICAL ATTRIBUTES

BRN d

AGL d

FOR d

MENTAL ATTRIBUTES

REA d

AWR d

WLP d

SOCIAL ATTRIBUTES

PRE d

BOH d

ESN d

CULTURE

d

COMMERCE

d

CRIME

d

CIVICS

d

DEVIL CASTES

- RUBY *Azezelons*
- SAPPHIRE *Mbwirons*
- EMERALD *Pazuzons*
- AMETHYST *Asmodeons*
- CITRINE *Yokairons*
- TOPAZ *Bunyipons*
- GARNET *Asurons*
- PERIDOT *Ifritions*

ORGANIZATION TITLE: CABAL
VICTUAL NOURISHMENT: FEAR
HOME WORLD: HELL

THE SPIRAL PLANET OF HELL'S DEMONIC RESIDENTS ARE VICIOUS AND SADISTIC FOLK . THEY NOURISH THE CINDERS OF THEIR POWERS BY STEEPING THEM IN FEAR TO FUEL THE ENSUING FLAMES WITH TERROR.

DREAD AND DESPAIR ARE ISSUED APLENTY BY HUMANITY'S WILLINGNESS TO TAKE THE EASY PATH. IMPOTENTLY GRASPING AT FAME AND FORTUNE, PEOPLE BLINDLY CONSENT TO WICKED DEALS IN EXCHANGE FOR SHORT-TERM GAIN. THE IMMEDIATE SATIATION OF DESIRE BELIES THE TRUTH THAT NO DEVIL BARGAIN IS EVER TRULY FAIR.

HUMANS MADE CAPTIVE BY INFERNALS WALLOW IN HEDONISTIC GLORY WHILE, IGNORING THE BUILD-UP OF PANIC AND TREPIDATION AS THE END OF THEIR COVENANT TICKS INCESSANTLY CLOSER. ALARM BECOMES FRIGHT WHICH TURNS INTO ABJECT HORROR AS THEIR IMAGINED SOULS BEGIN TO SIZZLE AND FRY IN UNENDING TORMENT AND PAIN.

- d3-4 = DEFICIENT
- d5-7 = SUB-PAR
- d8-11 = MEDIOCRE
- d12-15 = DECENT
- d16-19 = ADMIRABLE
- d20 = IMPRESSIVE
- d22 = OUTSTANDING
- d24 = EXCEPTIONAL
- d26 = SUPERIOR
- d28 = PARAMOUNT
- d30 = PEERLESS

PHYSICAL

BRN
BRAWN
1x = d3
24 22 20 18 16 14 12 10 8 6 4 2

AGL
AGILITY
1x = d6
30 28 26 24 22 20 18 16 14 12 10 8 6 4 2

FOR
FORTITUDE
1x = d4
1 3 5 7 9 11 13 15 17 19 21 23



+/- 1,2,3
to 1 die

Combine +/-
2 dice results

Double
1 die result



MENTAL

REA
REASONING
1x = d5
29 27 25 23 21 19 17 15 13 11 9 7 5 3 1

AWR
AWARENESS
1x = d8
5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

WLP
WILLPOWER
1x = d9
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

CULTURE

04 05 06 07
08 10 12 14
16 20 24 30

CRIME

04 05 06 07
08 10 12 14
16 20 24 30

SOCIAL

PRE
PRESENCE
1x = d6
12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

BOH
BODHI
1x = d10
24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

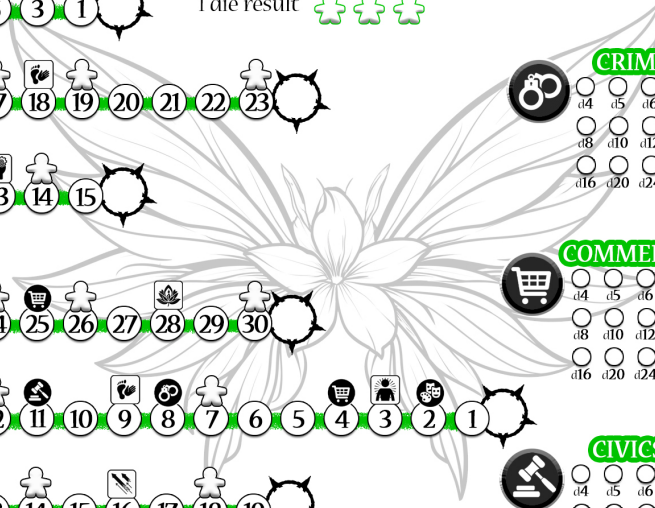
ESN
ESSENCE
1x = d7
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

COMMERCE

04 05 06 07
08 10 12 14
16 20 24 30

CIVICS

04 05 06 07
08 10 12 14
16 20 24 30





PLAYER
NAME:

EVENT:

CHARACTER NAME:

MALE
FEMALE
OTHER

SPECIES:

LINEAGE:

PRIMARY FEATURE:

PHYSICAL ATTRIBUTES

BRN
BRAWN



d

AGL
AGILITY



d

FOR
FORTITUDE



d

MENTAL ATTRIBUTES

REA
REASONING



d

AWR
AWARENESS



d

WLP
WILLPOWER



d

SOCIAL ATTRIBUTES

PRE
PRESENCE



d

BOH
BODHI



d

ESN
ESSENCE



d

CULTURE



d

COMMERCE



d

CRIME



d

CIVICS



d

SPECIES (LINEAGE)

PETAL (Pixie, Nixie, Krixie)
STEM (Dryad, Nyad, Pryad)
THORN (Kappa, Gremlin, Goblin)
SEED (Nymph, Sylph, Ramilid)
SOIL (Gnome, Duendes, Kisse)
POLLEN (Pixite, Findrite, Wundrite)

ORGANIZATION TITLE: TRIBE
VICTUAL NOURISHMENT: RESOLVE
HOME WORLD: PARADISE

d3-4 = DEFICIENT
d5-7 = SUB-PAR
d8-11 = MEDIOCRE
d12-15 = DECENT
d16-19 = ADMIRABLE
d20 = IMPRESSIVE
d22 = OUTSTANDING
d24 = EXCEPTIONAL
d26 = SUPERIOR
d28 = PARAMOUNT
d30 = PEELESS

FAIRY FOLK HAIL FROM THE GARDEN PLANET OF PARADISE. THEY ARE KNOWN TO BE MISCHIEVOUS TRICKSTERS AND SAVVY TEMPTERS OF UNFETTERED EMOTION. THEY APPEAR DRAPED IN MANY GUISES FROM WHIMSICAL AND FUN TO DEMURE AND BEAUTIFUL OR EVEN GNARLED AND DEVIOUS.

SOME FEY FEED UPON DESIRE, SOME UPON CONFUSION AND OTHERS UPON GLEE AND DELIGHT. NO MATTER THEIR TASTE, FEY FOLK HUNGER TO SAP THE RESOLVE OF HUMANS. PEOPLE RARELY LET LOGIC OR REASON DICTATE THEIR ACTIONS LEAVING THEM RIPE FOR SUBVERSION AND TEMPTATION.

HUMANS LURED INTO CAPTIVITY BY THE FEY MAY BE SEEKING CARNAL FULFILLMENT; PERHAPS THEY HAVE BEEN TAUNTED INTO UNREASONABLE ANGER; OR MAYBE THEY ONLY SOUGHT TO ENGAGE IN JOYFUL GAMES WITH THE ALLURING WEE FOLK. CAPTIVES QUICKLY BECOME DRAINED OF THE WILL TO EVER BE PRODUCTIVE OR SENSIBLE AGAIN, SOON TO DIE AS TIMID, MEEK HUSKS OF UTTER COMPLACENCY

PHYSICAL

BRN
BRAWN
1x = d6

AGL
AGILITY
1x = d7

FOR
FORTITUDE
1x = d9

MENTAL

REA
REASONING
1x = d4

AWR
AWARENESS
1x = d3

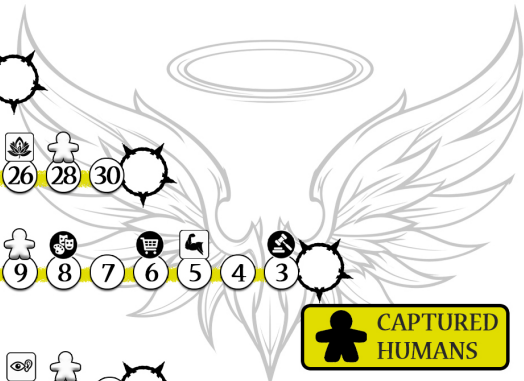
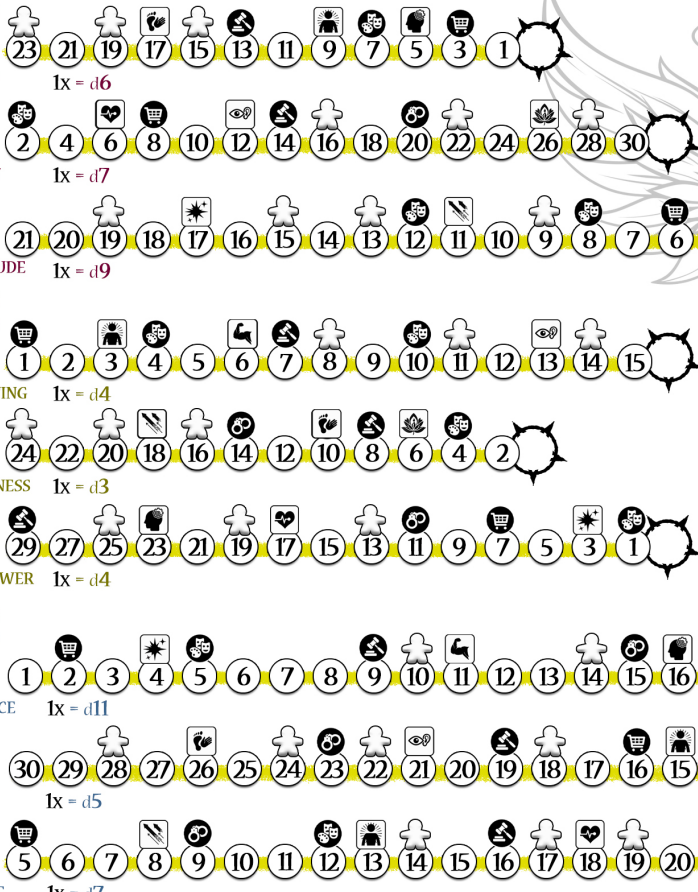
WLP
WILLPOWER
1x = d4

SOCIAL

PRE
PRESENCE
1x = d11

BOH
BODHI
1x = d5

ESN
ESSENCE
1x = d7



CAPTURED HUMANS

+/- 1,2,3
to 1 die

Combine +/-
2 dice results

Double
1 die result



CULTURE

d4 d5 d6 d7
d8 d10 d12 d14
d16 d20 d24 d30

CRIME

d4 d5 d6 d7
d8 d10 d12 d14
d16 d20 d24 d30

COMMERCE

d4 d5 d6 d7
d8 d10 d12 d14
d16 d20 d24 d30

CIVICS

d4 d5 d6 d7
d8 d10 d12 d14
d16 d20 d24 d30



PLAYER
NAME:

EVENT:

CHARACTER NAME:

MALE
FEMALE
OTHER

CONSORT:

PRIMARY FEATURE:

PHYSICAL ATTRIBUTES

BRN d

AGL d

FOR d

BRAWN
AGILITY
FORTITUDE

MENTAL ATTRIBUTES

REA d

AWR d

WLP d

REASONING
AWARENESS
WILLPOWER

SOCIAL ATTRIBUTES

PRE d

BOH d

ESN d

PRESENCE
BODHI
ESSENCE

CULTURE

d

COMMERCE

d

CRIME

d

CIVICS

d

- d3-4 = DEFICIENT
- d5-7 = SUB-PAR
- d8-11 = MEDIOCRE
- d12-15 = DECENT
- d16-19 = ADMIRABLE
- d20 = IMPRESSIVE
- d22 = OUTSTANDING
- d24 = EXCEPTIONAL
- d26 = SUPERIOR
- d28 = PARAMOUNT
- d30 = PEERLESS

CONSORTS

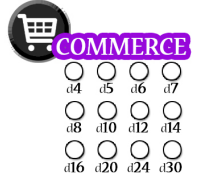
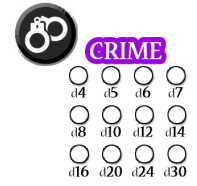
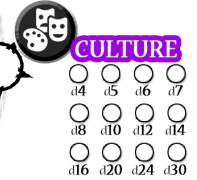
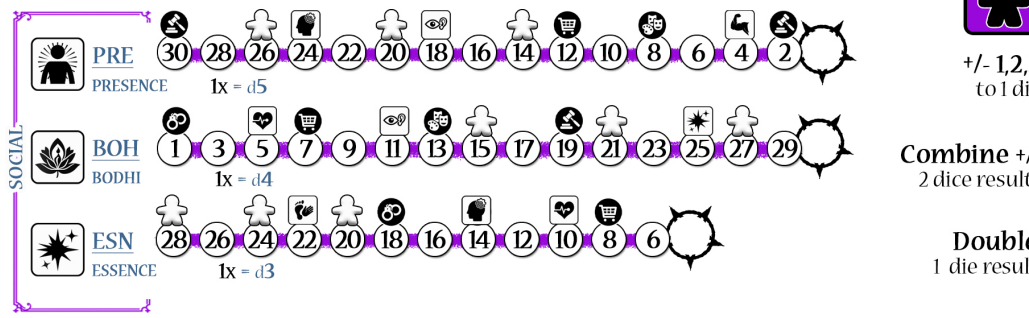
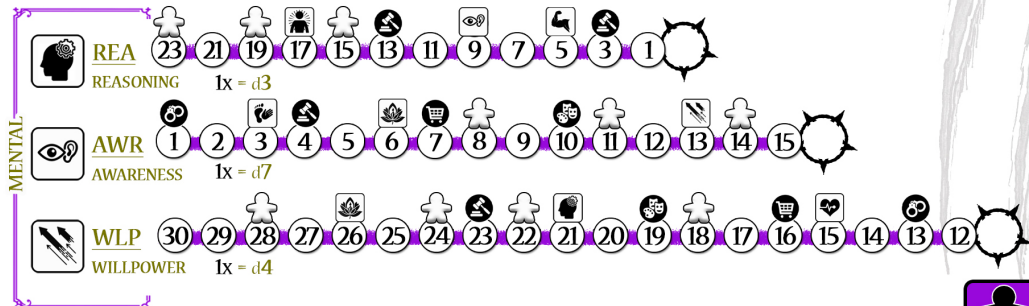
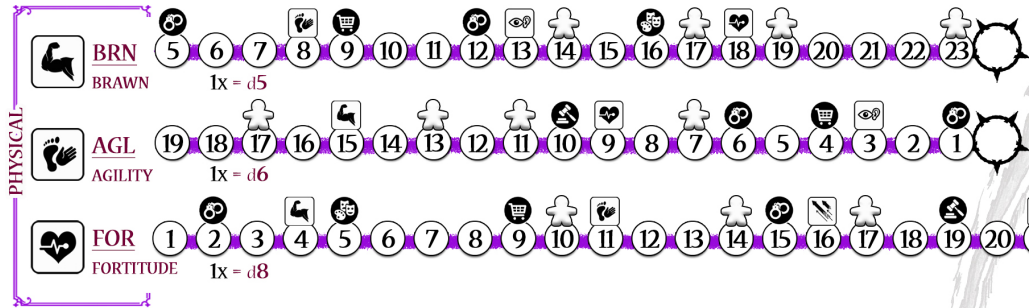
- PLATINUM SERAPHIM
- GOLD MALACHIM
- SILVER KAMIPHIM
- COPPER GLIMAPHIM
- BRONZE DEVANHIM
- BRASS AZRHANIM
- TIN SERAPHIM

ORGANIZATION TITLE: ORCHESTRA
VICTUAL NOURISHMENT: FAITH
HOME WORLD: HEAVEN

ANGELIC DENIZENS OF A METALLIC HALO PLANET - HEAVEN - APPEAR BENEVOLENT AND BEAUTIFUL. HOWEVER, THEIR UNEARTHLY, HOLY, AND RADIANT POWERS NEED FUEL IN THE FORM OF PRAYERS AND BLIND FAITH. DIGESTING THE MYOPIC AND MADE-UP BELIEFS OF HUMANS IS TRULY DELECTABLE.

PEOPLE PROVIDE THIS POTENCY IN ABUNDANCE WITH THEIR DESIRE TO FEEL IMPORTANT, THEIR NEED TO BE CODDLED AND GUIDED LIKE TWO-LEGGED SHEEP, AND THEIR SHEER LACK OF WILLINGNESS TO TAKE RESPONSIBILITY FOR THEIR OWN CHOICES AND ACTIONS.

HUMANS MADE CAPTIVE BY CELESTIALS RARELY FEEL TAKEN ADVANTAGE OF. INSTEAD, THEY FEEL SINGULARLY CHOSEN TO SERVE THE BETTERMENT OF THE WORLD. ALL OF THIS SEEMS LIKE A REWARD RIGHT UP UNTIL THE MOMENT THEY HAVE NO REMAINING ABILITY TO THINK FOR THEMSELVES AND THEIR ABILITY FOR INDEPENDENT THOUGHT AND PERSONAL AUTONOMY FLASHES OUT FOR EVERMORE.

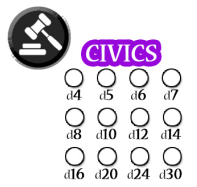


CAPTURED HUMANS

+/- 1,2,3
to 1 die

Combine +/-
2 dice results

Double
1 die result





PLAYER
NAME:

EVENT:

CHARACTER NAME:

MALE
FEMALE
OTHER

SPECIES:

PRIMARY FEATURE:

PHYSICAL ATTRIBUTES

BRN
BRAWN



AGL
AGILITY



FOR
FORTITUDE



MENTAL ATTRIBUTES

REA
REASONING



AWR
AWARENESS



WLP
WILLPOWER



SOCIAL ATTRIBUTES

PRE
PRESENCE



BOH
BODHI



ESN
ESSENCE



CULTURE



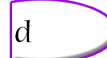
COMMERCE



CRIME



CIVICS



SPECIES

FERALS ARE ABLE TO SHAPE-SHIFT BETWEEN A HUMAN APPEARANCE, AN ANIMAL SHAPE AND A HYBRID FORM IN BETWEEN THE TWO. THEY CAN BE MAMMALS, AVIANS, REPTILES, AMPHIBIANS, OR SHARKS AND RAYS.

ORGANIZATION TITLE: PACK

VICTUAL NOURISHMENT: FLESH

HOME WORLD: LIMBO

- d3-4 = DEFICIENT
- d5-7 = SUB-PAR
- d8-11 = MADIOCRE
- d12-15 = DECENT
- d16-19 = ADMIRABLE
- d20 = IMPRESSIVE
- d22 = OUTSTANDING
- d24 = EXCEPTIONAL
- d26 = SUPERIOR
- d28 = PARAMOUNT
- d30 = PEERLESS

ABLE TO LIVE OPENLY AMONG THE POPULACE, THESE SHAPE-CHANGING LYCANTHROPHES WOULD SEEMINGLY HAVE AN EASY TIME SATING THEIR HUNGER. RAW HUMAN FLESH IS WHAT THEY CRAVE AS THEIR SAVAGE ANIMAL INSTINCTS DRIVE THEM TO HUNT. THE THRILL IS IN THE CHASE WHILE AGGRAVATION COMES FROM HIDING THE EVIDENCE FROM PUBLIC SCRUTINY.

PEOPLE ARE NOTHING MORE THAN MEALS AS THEY MAKE EASY AND IGNORANT PREY. PEOPLE SWADDLED BENEATH HOODIES AND HEADPHONES, OBSESSIVELY FILLING THEIR EXISTENCE WITH A MEANINGLESS SOUNDTRACK OR WITLESSLY BLINDED BY THE HOLLOW DIGITAL INTERFACES OF SOCIAL MEDIA ARE RIPE FOR THE PICKING.

PEOPLE UNLUCKY ENOUGH TO BE TAKEN CAPTIVE BY THESE ANTHROMORPHS FIND THEMSELVES GRADUALLY DEVoured ONE FLESHY LIMB AT A TIME. LIMBO'S FEROCIOUS BEASTS - BURDENED WITH THE HUNGER OF EMPTY NETHERWORLD WASTELANDS - ENJOY TEARING THEIR PREY APART UNTIL NO MEAT REMAINS ON GNAWED AND CRACKED BONES.