KAUSE OF DEATH

DEADLY

THE SEVEN DEADLY SINS

AN ARTIST INTERPRETATION PROJECT

Seven sins. Seven demons. Countless interpretations.



ORIGINAL KOD ARTWORK • JOEY LEE CABRAL

Created by Joey Lee Cabral | Written by Joey Passmore

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WELCOME TO DEADLY

What does sin look like?

DEADLY is an upcoming Kause of Death sketchbook featuring original interpretations of the Seven Deadly Sins by talented artists from across the Whatnot art community.

In Kause of Death, the Seven Deadly Sins are more than human weaknesses. They are demonic entities embodying temptation, corruption, and destruction. We want to see them through your eyes.

You do not need to follow an established character design or imitate another artist. Treat the descriptions in this guide as creative inspiration, not a checklist. Make your demon beautiful, horrifying, human, monstrous, humorous, or entirely unexpected.

Choose one sin or several. Use your own style and show us what sin looks like to you.

THE SEVEN

Lust • Gluttony • Greed • Sloth • Wrath • Envy • Pride

ABOUT THIS GUIDE

Character descriptions are creative starting points, not strict visual requirements. The included artwork is by KOD creator Joey Lee Cabral and is provided as optional inspiration. Artists are encouraged to reinterpret every sin in their own style.

DEADLY / THE SEVEN DEADLY SINS

LUST

The Promise of Everything You Desire

THE NATURE OF THE SIN

Lust knows what you want. Sometimes before you do. She understands the desires people hide, the things they whisper to themselves when no one is listening. She does not need to force anyone to surrender. She simply offers what they believe will make them happy. And she will help them have it. All she asks is something in return. What that something costs is rarely understood until it is too late.

IDEAS TO EXPLORE

Temptation • obsession • beauty • manipulation • desire • hidden monstrosity

VISUAL REFERENCE



LUST • LESSER DEMON FORM



LUST • FINAL FORM

Artist freedom: Your design does not need to resemble any existing interpretation. This page is a creative prompt, not a required character model.

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GLUTTONY

The Hunger That Cannot Be Satisfied

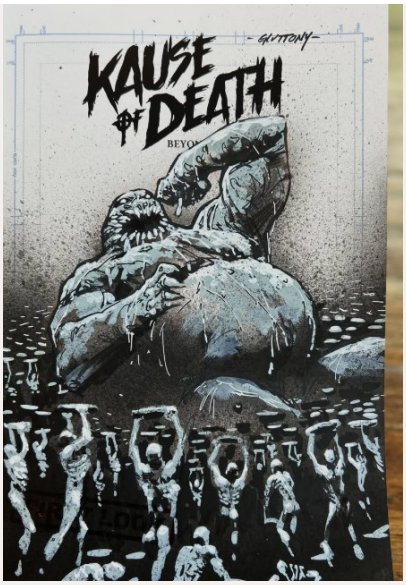
THE NATURE OF THE SIN

There is hunger, and then there is Gluttony. Hunger has an end. Gluttony does not. It devours because consumption has become its very existence. Flesh, pleasure, possessions, experiences, nothing is ever enough. Every indulgence merely creates a greater emptiness, demanding something more. There is no final meal, no moment of satisfaction, no point at which the appetite ends. Only the promise that the next thing consumed might finally be enough.

IDEAS TO EXPLORE

Excess • consumption • insatiable hunger • emptiness • grotesque abundance

VISUAL REFERENCE



GLUTTONY • ORIGINAL ART BY JOEY LEE CABRAL

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GREED

The Need to Possess

THE NATURE OF THE SIN

Greed does not necessarily want what you have. It wants you to know that it can take it. Wealth, power, influence, affection: nothing is beyond its desire to possess. Ownership is never enough. Whatever it holds becomes less valuable the moment something else remains beyond its grasp. It could own the entire world and still envy the one thing someone else managed to keep. Greed does not measure what it has. It measures what it does not.

IDEAS TO EXPLORE

Possession • wealth • control • obsession • corruption • accumulation

VISUAL REFERENCE

NO OFFICIAL DESIGN PROVIDED
Create your interpretation of this sin.

Artist freedom: Your design does not need to resemble any existing interpretation. This page is a creative prompt, not a required character model.

DEADLY / THE SEVEN DEADLY SINS

SLOTH

The Comfort of Surrender

THE NATURE OF THE SIN

Not every demon needs to hunt its victims. Some simply wait. Sloth offers something few can resist: relief. The freedom to stop struggling, stop worrying, stop trying. Why fight for something that may never come? Why struggle against a world that will eventually forget you? Rest a little longer. Tomorrow will be different. But tomorrow never comes. Eventually, even the desire to escape begins to fade.

IDEAS TO EXPLORE

Apathy • decay • stillness • exhaustion • hopelessness • surrender

VISUAL REFERENCE



SLOTH • ORIGINAL ART BY JOEY LEE CABRAL

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WRATH

The Moment Reason Dies

THE NATURE OF THE SIN

Anger can be justified. Wrath does not care. It begins with an injury, an insult, an injustice, sometimes real, sometimes imagined. Whatever sparked the flame eventually becomes irrelevant. Wrath does not seek justice. It seeks destruction. And when the object of its fury is gone, the rage remains, searching for somewhere else to go. There is always another enemy.

IDEAS TO EXPLORE

Rage • violence • vengeance • destruction • uncontrollable fury

VISUAL REFERENCE

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ENVY

The Life That Should Have Been Yours

THE NATURE OF THE SIN

Envy does not simply admire what others possess. It resents them for having it. Their happiness, beauty, talent, love: everything another person has becomes evidence of something unfairly denied. It can imitate, undermine, corrupt, or destroy. Sometimes it does not even want to possess what it envies. Sometimes it only wants to make sure nobody else can have it. And even then, it finds no peace.

IDEAS TO EXPLORE

Jealousy • imitation • resentment • stolen identity • distorted beauty

VISUAL REFERENCE

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PRIDE

The Belief That Nothing Stands Above You

THE NATURE OF THE SIN

Pride does not believe itself to be evil. How could perfection be evil? It sees flaws in everyone, weakness in every act of mercy, and inferiority in anything that refuses to acknowledge its greatness. It does not need to raise its voice or prove itself. It knows its place above all others. There is perhaps nothing more dangerous than a creature that believes every action is justified simply because it is the one performing it.

IDEAS TO EXPLORE

Arrogance • perfection • superiority • divinity • vanity • authority

VISUAL REFERENCE

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CREATE YOUR INTERPRETATION

We welcome original illustrations in traditional or digital media, including sketch cards, full illustrations, humor, horror, or unusual interpretations. Choose any of the seven sins; there is no obligation to draw all seven.

This project is for the Seven Deadly Sins only. Please do not submit Lazarus or angel characters for DEADLY. No AI-generated artwork.

THE DEADLY SKETCHBOOK

Selected submissions are intended for inclusion in DEADLY, a Kause of Death sketchbook. Artists whose artwork is selected will be credited in the publication and receive complimentary blank KOD sketch covers for their own use as a thank-you. We also hope to spotlight participating artists on @kause_of_death.

Participation is voluntary. Submission does not guarantee selection. The quantity of complimentary covers and submission/production specifications will be announced before final selection.

ARTWORK RIGHTS & PERMISSION

By submitting your artwork to DEADLY, you give Kause of Death nonexclusive permission to reproduce, publish, distribute, and sell the submitted artwork as part of the DEADLY sketchbook, with artist credit. You retain ownership of your original contribution. Submission does not guarantee selection or publication. Any use outside the DEADLY sketchbook, including merchandise or separate commercial products, requires your additional permission.

HOW TO PARTICIPATE

To participate, DM @kause_of_death or Joey Passmore at @chaponga21 on Instagram. You can also find KOD creator and artist Joey Lee Cabral at @joeyleecabral. Include your artist name, preferred social media handle, and the sin or sins you would like to interpret. Submission deadlines and final technical specifications will be shared when confirmed.

Thank you for helping us imagine what sin could look like.

KOD: @kause_of_death • ARTIST: @joeyleecabral • WRITER: @chaponga21