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OWbN Guide to Infernal Magic

Dark Arts

A Guide to Infernal Magic

A Sourcebook for One World by Night

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Introduction

For copyright purposes, this packet only contains the MET conversions and other text necessary for organized game-play. For the descriptive text for each power, see the source material referenced for each power description.

All dark magic is covered once under the single investment dark magic 5. All paths and rituals/rotes are covered here in this packet for how they may advance further.

The Path and Ritual mechanics presented in this document may be modified by Chronicle house rules as long as the rule being imposed is more restrictive than is described in this document. The rules in this Introduction section, however, are binding.

Dark Thaumaturgy Paths and Rituals may only ever be invested by (sometimes referred to as “learned from”) Demons, and characters will know damned well they are dealing with a Demon at the point when they are invested with Dark Thaumaturgy (see the OWbN Infernalism Genre Document for more information on how Pacts and Investments are gained), but by then, it may be too late to go back! Once a character has made a Pact to acquire Dark Thaumaturgy, he or she may not gain the Paths/Rituals by simply spending a couple of Experience Traits; the character must petition his or her Dark Master each and every time he or she wishes to advance a Path or be invested with a Ritual.

All Dark Thaumaturgy/Magic Paths cost (2/2/5/5/8), 2 XP for Basic powers, 5 for Intermediate ones, and 8 for Advanced ones. All Dark Thaumaturgy Rituals cost (2/3/5) 2 XP for Basic Rituals, Intermediate Rituals cost 3 and Advanced Rituals cost 5. These costs are directly from MET Sabbat Guide, p.98.

Just like other paradigms of Blood Magic, unless otherwise noted in this document, or in the source description of the power, every Path and level of Dark Thaumaturgy requires the Infernalist to conform to the normal rules of Thaumaturgy (LotN:R, p.176-177, and 185) with regard to casting time, the difficulty of rituals, spending of Blood (or a genre-appropriate Trait for non-Vampire characters) and restrictions of what Paths and Rituals may be purchased at and up to what level(s).

Dark Thaumaturgy (as a paradigm) is completely incompatible with other paradigms of Thaumaturgy and none of the Paths or Rituals in this document are available to other paradigms of Blood Magic unless the write-up for that Path or Ritual in this document notes otherwise. Converting a Path or Ritual from the Dark Thaumaturgy paradigm to anything other than Dark Thaumaturgy requires the approval of the Demon Coordinator, in addition to whatever custom creation rules or approvals the paradigm it is being converted to require.

Every Path of Dark Thaum has a Price. Prices are listed in this document, just before the individual levels of the Path and replace any printed Prices where they differ. The Price represents Hell’s toll, taken on the Infernalist for exercising his or her Infernal “miracles.” The Price is added to a character when the first level of a Path is learned, and may never be bought off. If a Price overlaps with a Flaw of the same type a character already has, it is suggested to either force the character to buy off the original Flaw before the Price is applied, or to somehow have the mechanical drawbacks stack.

It is possible for a Demon to teach other paradigms of Blood Magic to an Infernalist. Administratively, this is handled similar to normal approvals for the type of Blood Magic that the Infernalist is seeking. Any Path or Ritual of Blood Magic learned from a Demon requires the Coordinator Approval of both the Demon Coordinator, and the Coordinator in charge of that paradigm. Though Paths and Rituals learned in this fashion will detect as the paradigm being learned, not Dark Thaumaturgy, they are still considered Dark

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Thaumaturgy administratively, and for the purposes of learning/teaching (as described above). As a reminder any thaumaturgy and necromancy can be converted to dark thaumaturgy, but the same can not be said for converting dark thaumaturgy to other paradigms.

Characters who are invested with Dark Thaumaturgy Paths not present in this document will gain a Price determined by the Storytellers and Coordinators involved in the approval process. A good guideline for determining Price is that they are generally equivalent to a 2-4 Trait Flaw, but may be larger or have completely different effects, based on the Path invested. Storytellers should take care to avoid administering the same Price for different Paths (unless those penalties somehow stack), as they are meant to be a permanent and unavoidable drawback.

Finally, many powers of Dark Thaumaturgy are subtle and are used to manipulate quietly. Generally, any power which requires the Infernalist to perform a Static Challenge will be undetectable unless otherwise noted. Additionally, simply possessing a Path of Dark Thaumaturgy is not enough to be detected by most detection powers (such as Auspex 2: Aura Perception, or the Combination Discipline: Thaumaturgical Sight). The user of the detection power must actually be using said power when the Infernalist either uses a Path of Dark Thaumaturgy, or when he or she activates the power.

Infernal Spheres

Are restricted to mortals and mage genre characters. All others are treated as out of genre investments for infernal spheres. The arete for casting infernal magic is the rank of the demon that granted this investment, as the character is a conduit for the dark magic, or in the event of stolen infernal spheres, is syphoning it off the demon. Xp cost for infernal spheres uses the MET Sabbat Guide, p.98, using the chart for Dark Thaumaturgy. Purchasing rites as normal.

Infernal Hedge Magic

Dark hedge magic is restricted to the following genres. Mortal, Changing Breeds, Fae, Wraith, and Kue-jin. All others is is treated as out of genre investment. Dark Hedge magic unless otherwise appears exactly as they appear in Laws of the hunt revised (red book) using the MET sabbat Guide, p 98. chart for Dark Thaumaturgy For xp cost.

Diabolists/Demonic Tutor

Who wheel and deal for dark magic or who steal it, must steal or deal for each path/sphere separately risking enslavement or destruction each time; unless otherwise specified. As such rarity 1 paths and rituals can be taken from demons of Rank 5 or higher. Rarity 2 paths and rituals 6 or higher. Rarity 3 paths and rituals require dealing with demons of Rank 7 or higher.

Falling from Grace

Characters with faith based magic that fall to infernalism, convert their magics to infernal magic, this is done by changing their magics paradigm to Infernal Magic, selecting curses and prices as needed for paths that do not have matches in the list below. The exception to this is Spheres, as they do not change unless gained as infernal magic through pacts or diabolism. They do not get refunded the cost difference between dark thaum and the cost the paid, prior to going infernal.

Rarities

The rarity system represented here is less of a reflection of a stringent hierarchy which oversees and controls certain powers and more a representative of a genre where rarity is tied to the power level and scarcity of a Demon which may grant said power(s). These Rarity levels are as follows:

Rarity Levels

Rarity 1: Storyteller Approval

Rarity 2: Subcoordinator Approval

Rarity 3: Coordinator Approval

Paths of Infernal Magic

Any path, or ritual not listed here requires Demon Coord approval with appropriate curse as needed, at Rarity 3.

Paths/Paradigms and their Curses

Path	Curse	Rarity	Book	Page
<i>Fires of the Inferno</i>	Hell's Aura: Green Hellfire	1	MET Sabbat Guide	100
<i>Hands of Destruction</i>	Damnation: Grip of the Damned	1	Laws of the Night Revised	183
<i>Lure of Flames</i>	Pyromania	1	Laws of the Night Revised	178
<i>Movement of the Mind</i>	Touched mind: Unholy stain. (Tome of secrets p.108)	1	Laws of the Night Revised	180
<i>Path of Corruption</i>	Warped Perspective: Thirst for Innocence	1	MET Camarilla Guide	83-86
<i>Path of Pain</i>	Addicted to Pain	1	Sins of the Blood	86-87
<i>Path of Pestilence</i>	The Rot: Disease Carrier or Infectious Bite	1	Sins of the Blood	93-96
<i>Path of Phobos</i>	Nightmares	1	MET Sabbat Guide	102-103
<i>Vines of Dionysus</i>	Hooked: Addiction (3)	1	MET Storyteller's Guide	61
<i>Hexing (Path of Curses)</i>	Unnerving: Eerie Presence	2	MET Storyteller's Guide	58
<i>Maleficia</i>	Curse Turning	2	Dark Ages Companion	109-110
<i>Path of Pleasure</i>	Desires Sated: Spoiled Beast, Sins of the Blood pg. 103	2	Sins of the Blood	87-89

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<i>Path of the Shadow World</i>	Spirit-Hounded: Haunted	2	Libellus Sanguinis 2	66
<i>Strigia</i>	The Nightwalker: Clan Weakness - Followers of Set	2	Dark Ages Companion	110-111
<i>Taking of the Spirit</i>	Arrogance: Derangement - Megalomania	2	MET Sabbat Guide	103-105
<i>Path of Blood</i>	Elders thirst: Thirst of Caine Guide to the high clans pg. 209	3	Laws of the Night Revised	178
<i>Path of the Defiler</i>	Jealousy: Territorial (Altered to a Character targeted by this Power)	3	Sins of the Blood	89-91
<i>Path of the Unspoken</i>	Memory Lapse: Absent-Minded (always active)	3	Sins of the Blood	91-93
<i>Rego Manes (Path of Spirit)</i>	Apotheosis of Impurity: Obvious Predator	3	Dark Ages Companion	107-108
<i>Rego Venalis (Path of Corruption)</i>	Twisted Perspective: Thirst for Innocence	3	Dark Ages Companion	105
<i>Video Nefas (Path of Evil Revelations)</i>	Unholy Consort: Beacon of the Unholy	3	Dark Ages Companion	105-106
<i>Die Heriroschaft desWyrms (Tyranny of the Wyrms)</i>	Unstable Reflection:	3	Tome of Secrets	109
<i>Sphere of Prime</i>	Hell's Aura: Green Hellfire	1	Laws of Ascension	161
<i>Sphere of Entropy</i>	Warped Perspective: Thirst for Innocence	1	Laws of Ascension	146
<i>Sphere of Forces</i>	The Nightwalker: Clan Weakness - Followers of Set	1	Laws of Ascension	149
<i>Sphere of Life</i>	The Rot: Disease Carrier or Infectious Bite	2	Laws of Ascension	152
<i>Sphere of Matter</i>	Unnerving: Eerie Presence	2	Laws of Ascension	155
<i>Sphere of Mind</i>	Memory Lapse: Absent-Minded (always active)	2	Laws of Ascension	158
<i>Sphere of Correspondence</i>	Unholy Consort: Beacon of the Unholy	3	Laws of Ascension	143
<i>Sphere of Spirit</i>	Spirit-Hounded: Haunted	3	Laws of Ascension	164
<i>Sphere of Time</i>	Fractured time: Flashbacks derangement	3	Laws of Ascension	167

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<i>Divination</i>	Memory Lapse: Absent-Minded (always active)	1	Laws of the Hunt	204
<i>Fascination</i>	Arrogance: Derangement - Megalomania	1	Laws of the Hunt	207
<i>Hellfire</i>	Hell's Aura: Green Hellfire	1	Laws of the Hunt	210
<i>Oneiromancy</i>	Jealousy: Territorial (Altered to a Character targeted by this Power)	2	Laws of the Hunt	212
<i>Shadow crafting</i>	Touched by Darkness: Animated shadow	2	Laws of the Hunt	213
<i>Shape shifting</i>	Apotheosis of Impurity: Obvious Predator	2	Laws of the Hunt	214
<i>Summoning</i>	Unholy Consort: Beacon of the Unholy	3	Laws of the Hunt	215
<i>Binding</i>	Unnerving: Eerie Presence	3	Laws of the Hunt	217
<i>Warding</i>	Spirit-Hounded: Haunted	3	Laws of the Hunt	216

Paths without MET Conversions

The following Paths of Dark Thaumaturgy were not presented in sources with Mind's Eye Theatre mechanics. As such, the following Mind's Eye Theatre conversions will be used in OWbN.

Maleficia

Unless otherwise stated, all powers of Maleficia require line of sight to enact, and retest with Occult.

Price: Curse Turning

If the Infernalist fails the challenge (for levels 3-5), the target may make a contested Mental Challenge, Retest Occult, against the Infernalist to try to "turn" the curse. If the curse is successfully turned, the Infernalist suffers the full brunt of the curse which he or she was trying to afflict the target with.

Evil Eye

Make a Mental challenge against a Target. If successful, for the next scene or ten minutes (whichever is shorter) the victim is down 2 Traits on comparison of ties in all challenges.

Minor Curse

Make a Mental challenge against a Target. If successful, the victim will be forced to make an additional retest should they succeed in the next challenge they are involved in.

Psalm of the Damned

Perform a mass Social Challenge (retest, Performance) against a group of targets (who retest with Occult). Each round, for as many rounds as you continue to chant, you may take no other actions other than a slow walk while maintaining this power. Each individual who you successfully defeated will be considered 2 Traits down on all challenges for as long as you continue to chant. This power will stack with *Maleficia: Evil Eye*.

Barrenness

Spend a Temporary Willpower and perform a Social challenge against the target. On success against a mortal victim, that mortal will no longer be able to produce children. On success against a Vampire, that Vampire will be unable to sire a child. Exorcism, high-level Thaumaturgical Rituals and the death of the caster will all remove this curse. This power does not require line of sight to enact, but does require a sympathetic link to the victim.

Greater Curse

Spend three Blood Traits and a Willpower and initiate a Social Challenge with the target. If successful, the victim will be unable to sleep and is considered to be down 1 Trait on all challenges in addition to gaining the Negative Physical Trait: Lethargic as well as the Negative Mental Trait: Oblivious. The victim also loses any Appearance-related Traits and is considered under the effects of Minor Curse once per night, chosen by the Storyteller. Vampires may spend 4 Blood Traits on waking to resist these penalties. This power lasts one month.

Path of Pain

Price: Addicted to Pain

Whenever the Infernalist is subjected to one level of damage (either from outside sources, or self-inflicted), he or she must succeed on a Self-Control challenge (difficulty 3) or do nothing on that action (action, not round) other than enjoy the sensation. The Infernalist may act normally after either taking a total of three levels of damage, by spending a Willpower, if he or she would be brought to Incapacitated by this damage, or if the round comes to an end.

The Numbing

Activating this power allows the Infernalist to Ignore all wound penalties for the scene from wound levels not inflicted from aggravated damage. This power also allows immunity to abilities and powers that rely on physical pain, such as the ability: Torture.

Anguish

Touch your target (possibly requiring a contested Physical challenge) and perform a contested Social Challenge, retest Occult. If you succeed the victim immediately begins to suffer the penalties of being at the first Wounded Health level (lose all ties). The victim suffers from the pain for the rest of the scene or hour, or until he or she spends enough blood to heal as if he or she were actually at the first Wounded Health level. This power does not bypass Fortitude 1: Endurance.

Shattering

This power requires line of sight and for the Infernalist to deal one level of Lethal damage to himself. Perform a contested challenge of your Mental Traits (retest, Torture) against the

target's Physical Traits (retest, Occult). If successful, you inflict 3 levels of Lethal damage to the victim. The victim may choose to spend a temporary Willpower in order to reduce this damage by 1. This damage may be further reduced with Fortitude 4: Resistance.

Agony Within

This power requires line of sight and for the Infernalist to spend one Willpower and deal one to three levels of Bashing damage to himself. Perform a contested challenge of your Mental Traits (retest, Torture) against the target's Physical Traits (retest, Occult). If successful, for each level of Bashing damage inflicted to yourself, you may inflict 1 level of Lethal damage to the victim who also loses a Trait of Blood for each damage taken. The victim may choose to spend a temporary Willpower in order to reduce this damage and Blood loss by 1. This damage and corresponding Blood loss may be further reduced with Fortitude 4: Resistance.

Hundred Deaths

This power requires line of sight and the Infernalist must spend one Willpower and deal one Aggravated damage himself. Perform a contested challenge of your Mental Traits (Retest, Torture) against the target's Physical Traits (retest, Occult). If successful, the Infernalist may spend between 1 and 3 Mental Traits in order to inflict a corresponding amount of Aggravated damage to the victim may be reduced with Fortitude 4: Resistance. Additionally, the victim will be paralyzed with debilitating pain unless he or she spends a temporary Willpower to be able to act for the scene. Each night that the victim awakens, they will continue to take a total number of Lethal damage (as one source which may be reduced with Fortitude 4: Resistance) equal to the amount of Aggravated wounds they currently have from all applications of this power until all damage inflicted by this power is healed.

Path of Pestilence

Price: The Rot

The Infernalist receives *Disease Carrier* (4 Trait Flaw; LotN:R, p.115) or *Infectious Bite* (3 Trait Flaw; LotN:R, p.114)

1. Illness

With a touch (possibly requiring a Physical Challenge), the Infernalist may cause the victim to suffer some sort of debilitating symptom. These symptoms cause the victim to be considered down 2 Traits (either Social or Physical, the Infernalist's choice) on all challenges of the chosen type. These penalties are removed at a rate of one per four hours, but a Vampire may spend one Blood per penalty to remove them. This power may only be applied once to a Trait category at a time.

2. Infection

If the Infernalist can see a wound on the target (bashing, lethal, or aggravated) which has not been healed, he or she may initiate a Mental Challenge versus the target's Physical Traits, retest Occult. On a win, the victim will suffer an additional Aggravated damage from the wound. Fortitude may be used against this type of attack. Subsequent uses of this power must target a separate wounds.

3. Miasma

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The Infernalist expends 1 to 3 Physical Traits and exhales a sickly cloud out to a radius of six steps in every direction around him or her. Anyone in the cloud must succeed on a Static Physical Challenge versus a difficulty set by the Infernalist's current Physical Traits, retest Survival. All who fail gain one negative Physical Trait: Sickly for each Trait the Infernalist expended. Additionally, mortals will suffer 1 level of Bashing damage per Trait expended. These Negative Traits last the rest of the night.

4. Parasitic Possession

This power has several uses. First, against an individual who is currently suffering from some parasitic or viral infection (even if said infection was caused by another level of this Path), the Infernalist may perform a contested Mental Challenge against the target's Physical Traits, retest Occult. On a win, the Infernalist may take control of the victim's body and force it to perform whatever actions he or she desires. For each Mental Trait spent after succeeding on the challenge, to a maximum of 3, the Infernalist may control the victim's body for one round. The target may delay this control each round by spending a Temporary Willpower.

This power may also be used to summon insects and small vermin in order to attack a victim, or cause wanton destruction. Spend a number of Mental Traits in order to summon a swarm which will follow simple commands, with the size and ferocity of the swarm dependent on the number of Traits spent, as follows:

- 1 Trait - A Swarm that will fill a one-foot cube
- 2 Traits - A Swarm that will fill a three-foot cube
- 3 Traits - A Swarm that will fill a six-foot cube

The final manifestation of this power allows the Infernalist to animate a single dead animal via parasites and insects which will follow simple commands for the rest of the night. Spend a number of Mental Traits in order to animate the animal where the Traits spent are determined by the size of the animal:

- 1 Trait - A Small Animal (rat, mouse, raccoon, cat)
- 2 Traits - A medium-sized animal (dog, wolf, panther)
- 3 Traits - A large animal (bear or horse)

SWARMS

The rules for Swarms are actually quite robust and vary depending on the size of the animals that make up the swarm, see pages 304-305 of Vampire: The Masquerade Core Rulebook and feel free to convert as best suits your Chronicle.

5. Vector

Spend a Temporary Willpower and engage in a contested challenge of your Mental Traits versus the target's Physical Traits, retest Occult. If you succeed, the victim is immediately stricken with a virulent disease of your choosing, in its advanced stages. In addition to the penalties and possibly debilitating effects of the disease itself, Mortal victims will be immediately dealt a number of Health Levels of Bashing damage equal to the number of Mental Traits spent (Maximum 3) after the challenge; Vampires lose a corresponding amount of Blood Traits instead. This loss occurs each day the victim suffers from the effects of Vector. Though medical treatment and hospitalization may help heal the damage inflicted to Mortals via this power, the disease is supernatural and cannot be healed by any medical technique, or by any power of a lesser level than Vector.

This power lasts for the rest of the night. The Infernalist may choose to expend a Permanent Willpower in order to make the effect Permanent for Mortals or to extend the effect to one year for Vampires.

Mortals who interact with a victim suffering from Vector must perform a Static Physical Challenge against a difficulty set by one-half the Physicals of the individual under the effects of Vector. A loss indicates that they have contracted a mundane version of the disease.

Path of Pleasure

Price: Desires Sated

The Infernalist receives *Short Fuse* (2 Trait Flaw; LotN:R, p.118). This flaw is cumulative with any other such penalties to resist frenzy.

1. Ecstasy

You must touch your target (possibly requiring a Physical challenge) in order to flood the victim with intense feelings of physical pleasure and/or euphoria. As long as the Infernalist maintains the touch, in order to do anything other than enjoy these feelings, the victim must succeed in a Self-Control test, difficulty 4. This challenge may be thrown each round, but if the victim fails the Self-Control test, he or she will gain the Derangement: Obsessive/Compulsive for the rest of the night as they obsess over the pleasurable feelings (the Derangement is only gained once). Any kind of combat or physical threat will automatically break the victim from his or her euphoria.

2. Intrusion

Engage in a contested Mental Challenge against your target, retest Occult. If you win, the victim suffers one Bashing damage from the sudden flood of pleasure and/or euphoria and is then considered under the effects from Level 1: Ecstasy for as long as the Infernalist continues to concentrate.

3. Daisy Chain

Touch your target (possibly requiring a Physical challenge) and then perform a contested Mental Challenge, retest Occult. If you succeed, the victim that you touched is considered under the effect of Level 1: Ecstasy. When that victim touches another individual, you may expend a Mental Trait to spread the effects of Level 1: Ecstasy to that individual as well. You may continue to expend Mental Traits in this fashion as you desire, but may only maintain this power on individuals who remain within eyesight of either yourself or a victim. Unlike Levels 1 and 2, if a victim succeeds in the Self-Control challenge, the power ends for that individual.

4. Deadening

Spend a Willpower and engage in a contested Social Challenge with your target, retest Occult. If successful, the victim becomes emotionally and physically deadened, unable to care or feel anymore. He or she is unable to spend Willpower for the rest of the night, and will automatically lose on ties ([and be unable to retest](#)) in all Conscience challenges.

5. The Garden of Earthly Delights

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If a victim already suffering the effects of *Ecstasy* (from levels 1, 2, or 3 of *Path of Pleasure*) fails the Self-Control challenge, they may then be subjected to *the Garden of Earthly Delights*. To enact this power, spend a Willpower and engage in a contested Mental Challenge against the victim, retest Occult. On a win, the victim becomes comatose while his or her mind enters a dream-like state from the immense pleasure and euphoria; he or she is not in torpor, but is completely helpless and unable to act in any way, even in defense. This power lasts for the scene or hour.

Path of the Defiler

Unless otherwise noted, all levels of this Path retest with Occult.

Price: Jealousy

The Infernalist receives a version of Territorial (2 Trait Flaw; LotN:R, p.118), only instead of the flaw focusing on a location, it is instead focused on any character who the Infernalist has successfully used a power of this Path against. For the levels of this Path which only last the scene or hour, subsequent uses of these powers replace the focus for this Flaw. For levels where the effect lasts longer, the Infernalist will gain the Territorial Flaw for as long as the victim is affected by the power.

Call the Weakness

Engage the target in conversation and then perform a Static Social Challenge against a difficulty determined by the target's permanent Social Traits. If successful, the Infernalist may ask for one of the following pieces of information:

- Nature
- Demeanor
- Amount of Willpower the target currently has
- One of the target's Derangements
- Whether the target is blood bound to anyone and how many steps (but not who)
- Which Virtues the character possess (Conscience, Self Control, Courage, etc)

For each challenge won in the same scene, the Infernalist is considered to be up 1 Trait on the next challenge to use *Call the Weakness* against the same target (to a maximum of 3 Traits).

Tainted

To use this power against a target, you must first successfully use *Call the Weakness*. Then engage the target in a contested Social Challenge. On a win, you may choose one activity that the victim cherishes and whenever the victim attempts to engage in that activity, he or she must first spend a Willpower or fall into depression as he or she fills with self-doubt. This power lasts the night.

Degradation

Succeed in a contested Social Challenge against your target and you may choose a new Nature for your victim. Alternately, you may inflict the victim with a Derangement of your choosing. The amount of time that the Nature change or Derangement remains is determined by the amount and type of Traits spent after succeeding in the Social Challenge:

- 1 Social Trait - Scene

- 2 Social Traits - Night
- 3 Social Traits - One Month
- 1 Permanent Willpower - One Year

Poisoned Soul

Spend a Willpower and succeed in a contested Social Challenge against your target. If successful, your target will, over time, lose one level of Morality for each Social Trait spent before the challenge is thrown (Maximum 5). The amount of time this loss continues is determined by the amount and type of additional Traits spent after succeeding in the Social Challenge:

- 1 Social Trait - One Night
- 2 Social Traits - Three Nights
- 3 Social Traits - One Week
- 4 Social Traits - One Month
- 5 Social Traits - Six Months

When the victim is first affected by Poison Soul, he or she immediately loses one level of Morality. Each time the victim loses a Trait of Morality, he or she will be forced (some time during the night) to commit a Morality violation at the new current level. This temporary Morality loss continues each day until the power no longer affects the victim. Once reduced to zero Morality, Vampires enter a state of wassail which may be recovered from, assuming that the victim hasn't lost all of their morality permanently by violating the tenets of their Morality in other ways.

Chancrous Blossom

If the Infernalist observes the target committing a violation of his or her Morality, he or she may engage the target in a contested Social Challenge. If the Infernalist succeeds, he may spend up to three Social Traits in order to inflict a corresponding number of aggravated damage on the victim, the first of which may not be healed for a number of nights also corresponding to the number of Traits spent by the Infernalist. This damage cannot be tested down or prevented in any way (including Fortitude).

Path of the Shadow World

Price: Spirit-Hounded

The Infernalist receives *Haunted* (3 Trait Flaw; LotN:R, p.121).

1. See the Dead

When activated, the Infernalist may see into the Shadowlands for the rest of the scene or hour.

2. Repel the Angry Dead

Activating this power will banish a wraith from an area for a scene or hour. Spend a Temporary Willpower in order to engage the ghost in a Social Challenge (retest either Occult or Wraith Lore) which, if won, allows the Infernalist to ask the ghost what must be done to satisfy it and ensure its permanent banishment.

3. Command the Freshly Dead

Engage a ghost in a contested Social challenge, retest Intimidation. If you are successful the ghost will answer one question or perform one action at your command.

4. Army of Souls

Spend two Blood Traits and a Temporary Willpower in order to call a number of ghosts to your presence. For each Social Trait expended (up to a maximum of 3) one intangible ghost warrior materializes and will either defend you for the scene, or deliver a message for you. The ghosts summoned by this power are Drones.

5. Walk the Road of Shadows

Expend a total of 3 Blood Traits and 2 Temporary Willpower in order to physically cross into the Shadowlands.

Note: This path was part of the Sielanic Tremere Paradigm in the Dark Ages, the source material (Libellus Sanguinis 2) notes that the path "is rumored to have become subsumed as part of Dark Thaumaturgy" in the opening paragraph where it talks about what happens to the Path after the Dark Ages, when the Sielanic Tremere become extinct. This path was added to the Dark Thaumaturgy paradigm in previous editions of the OWbN guidance on Dark Thaumaturgy and has been maintained with this iteration of the document.

DRONES

Drones are mindless wraiths who are attached forever to the circumstances of their deaths and spend their existence re-enacting their deaths. They will likely have starting mortal stats and basic powers. For more information, see Wraith: The Oblivion (Second Ed.), p.43

Path of the Unspoken

Price: Memory Lapse

You gain a version of *Absent-Minded* (3 Trait Flaw; LoTH:R, p.146), only instead of only triggering during stressful situations, it is always active.

1. Whispers of the Unborn

The Infernalist uses this power to gain premonitions of danger, or to divine answers to very simple questions (answers of no more than five words, maximum). Storytellers are advised to be cryptic with answers as the unborn do not care about the fate of the Infernalist, or of the world in which he lives. If used for premonitions, this power will put the Infernalist up 2 Traits during the next scene for the first challenge which involves the subject of the premonitions.

2. Scribing the Unknown

An Infernalist may create a copy of a work that is written down and currently exists. Starting with some information about the work the Infernalist wishes to transcribe (such as the name of the book, name of the author, or filename for digital documents), the Infernalist performs one Static Mental Challenges (retest, Academics) per Mental Trait spent at the time of casting (maximum 3) versus a variable number of Traits equal to the availability and age of the work. These tests should be performed by the Storyteller, in secret. The number of wins correlates to the number of successes, as follows:

- 1 Success: Mostly Incomplete (20% accurate)
- 2 Success: Partially Complete (35% accurate)
- 3 Success: Mostly Complete (50% accurate)

This power may only be used once against a work. Multiple uses do not produce any results.

3. Shadow Thoughts

While standing in the target's shadow, the Infernalist makes a Static Mental Challenge versus a difficulty determined by the target's Mental Traits, retest Investigation. If successful, the Infernalist may peer into the victim's past and spend a variable number of Mental Traits in order to view a scene which occurred in the victim's past as if he or she was physically present during the original scene. The Traits spent determine how far into the past the Infernalist may view, as follows:

- 1 Trait: One Night
- 2 Traits: One Month
- 3 Traits: One Year

4. Fragments of the Forgotten

An Infernalist may create a copy of any work that has ever been written down, regardless if it currently exists or not. Starting with some information about the work the Infernalist wishes to transcribe (such as the name of the book, name of the author, or filename for digital documents), the Infernalist performs several Static Mental Challenges (retest, Academics) versus a variable number of Traits equal to the availability and age of the work. These tests should be performed by the Storyteller, in secret. The

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number of wins correlates to the number of successes, as follows:

- 1 Success: Mostly Garbled (10% accurate)
- 2 Successes: Partially Intelligible (15% accurate)
- 3 Successes: Random Ramblings (25% accurate)

This power may only be used once against a work. Multiple uses do not produce any results.

5. Forsaken

This power may only be used on one individual at a time and requires a sympathetic link. In order to enact this power, the Infernalist must spend a permanent Willpower and sacrifice a Health Level for the duration of the power; line of sight is not necessary. The Infernalist then enters into a contested Mental Challenge against the victim (retest, Occult). If successful, the victim will fade from the world and disappear from people's memories.

Individuals will simply overlook the victim of this power, believing him or her to either not be important enough to notice, or simply not noticed. Anyone wishing to interact with the victim of this power must first have a *very good* reason (approved by the Storyteller), see the victim, and must succeed in a Static Mental Challenge versus a difficulty set by the Infernalist's Mental Traits at time of casting. Success allows the individual to interact and remember the victim for one scene or ten minutes, whichever is shorter. After this time has elapsed, the individual will again forget the victim to include the conversation that he or she just had.

This power may also be used against an object; in this case, the Infernalist must have access to the object at time of casting, and the difficulty of the (now Static) Mental challenge is determined by the ST, depending on the importance of the object or work.

This power ends when the Infernalist is destroyed, the Infernalist chooses to end the effect, or if this power is used against another target. When this power ends, the Infernalist regains his or her spent Health Level.

Rego Manes (Path of Spirit)

Price: Apotheosis of Impurity

The Infernalist receives *Obvious Predator* (2 Trait Flaw; CB:Brujah [Rev.], p.69)

This Path has two uses. First, as an action (not a full round) it may be used to directly attack Demons and Spirits (but not Wraiths) by engaging them in a contested Mental Challenge, retest Occult. On a win, the Infernalist may apply one level of damage (the equivalent of Lethal) per level of the Path he or she possesses.

In order to summon a random Demon from Hell utilizing this Path, the Infernalist first engages in a contested Mental Challenge (retest, Occult) with the Demon using the Attribute Traits listed in MET Sabbat Guide, p.108 for the Demon's Traits then spends the appropriate amount of Mental Traits. The

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maximum level of this power that the Infernalist has represents the highest level Demon that the Infernalist may attempt to summon, as follows:

1. Imp (cost: 1 Mental Trait): 6 Attribute Traits
2. Fiend (cost: 2 Mental Traits): 10 Attribute Traits
3. Shade (cost: 4 Mental Traits): 15 Attribute Traits
4. Servitor (cost: 6 Mental Traits): 21 Attribute Traits
5. Pit Lord (cost: 8 Mental Traits): 28 Attribute Traits

Success means that the Demon of the specified level is summoned and is well disposed towards the Infernalist. This Demon may be willing, depending on the Infernalist's demeanor and approach (i.e. role-play), to answer questions with some accuracy and may even be willing to serve the Infernalist for simple tasks. Demons summoned with this power are under no compulsion to serve the Infernalist and may leave whenever they please.

Failure requires the Infernalist to engage in another Mental Challenge with a difficulty equal to twice the Traits spent for the failed challenge. On a win, nothing happens; on a loss, an enraged Demon appears and attempts to kill the Infernalist.

Demons summoned with this power will remain on Earth for the night (or until they hear the ringing of church bells), regardless if they choose to assist the Infernalist or not.

Rego Venalis (Path of Corruption)

Price: Twisted Perspective

The Infernalist receives *Thirst for Innocence* (2 Trait Flaw; MET: CG, p.25). The penalty for this Flaw will stack with the penalties from *Warped Perspective*, the Price an Infernalists pays for the *Path of Corruption* [MET Camarilla Guide, p.83], listed earlier in this document.

1. Night's Terror

The Infernalist engages his or her target in a contested Social Challenge, retest Intimidation. On a win, he or she may spend up to three Social Traits in order to affect the victim with a fear so strong, the victim will be considered down a number of corresponding Traits on ties in all challenges for the rest of the night. The victim may attempt to shake off this fear by engaging in a Courage test, difficulty 3. If the victim wins, the power ends; if the victim fails, he or she immediately enters fear frenzy.

2. Poison Heart

With a successful contested Social Challenge against the target, retest Subterfuge, the Infernalist can cause the victim to act on his or her darkest impulses. For the rest of the night, a victim affected by Poison Heart will need to adjust his or her roleplay appropriately and Storytellers are highly encouraged to suggest "proper" courses of action for the character to take throughout the night. If used against a Vampire or other supernatural creature, this power requires the Infernalist to first spend a Temporary Willpower.

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3. Fool the Heart's Eye

After defeating the victim in a contested Social Challenge, retest Subterfuge, the Infernalist appears to his or her victim as a loved one. Succeeding on the challenge causes the victim to rationalize any kind of behavioral abnormalities. This power only affects the victim, not anyone in the surrounding area. The use of this power is subtle and does not require any kind of obvious casting.

4. Name the Crime

The Infernalist may suggest to the target a specific sin, act, or a attitude and then make a contested Social Challenge, retest Subterfuge. On a success, the victim must engage in this sin or spend a Temporary Willpower in order to resist indulging in the specified act for the night. This power requires no visible casting and lasts for a time determined by the amount of Social Traits spent at time of casting, as follows:

- 1 Trait: One Scene, or Hour
- 2 Traits: Night
- 3 Traits: Month

5. Unleash the Dark Soul

The Infernalist must spend a Willpower in order to create the Shadow-Wraith, but otherwise, no additional mechanics are necessary for this power. The shadow-wraith created by Unleash the Dark Soul is completely invisible while inside of a natural shadow and undetectable when not moving; it can pass through solid objects and communicate telepathically with its creator over any distance. The shadow-wraith lasts for the rest of the night. An Infernalist may only employ one Shadow-Wraith at a time.

Storytellers should decide the power-level of this Shadow-Wraith. Some Chronicles may decide to make up rules for dispelling the Shadow-Wraith which are similar to those used for Obtenebration, others may decide otherwise. Regardless, the Shadow-Wraith is intended for spying and not combat. In no way should Storytellers allow the Shadow-Wraith to be used in a combat-capable fashion.

Strigia

Practitioners of Strigia are often associated with secretive witch-cults and are called Strigmaga or "Nightwalkers." Unless otherwise listed, the powers of Strigia will only last for a scene or hour, whichever is shorter.

Price: The Nightwalker

The Infernalist receives *Clan Weakness: Followers of Set* (3 Traits; Liber des Goules: The Book of Ghouls, p.63)

1. Strix

Winning a Static Social challenge against a difficulty equal to the target's Social Traits (retest, Intimidation) will allow the Strigmaga to hear any words spoken by the target while outside, under the

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open air and within one mile.

2. Scobax

Perform a Static Social Challenge (retest, Survival) against a difficulty equal to the target's Social Traits. On a success, the Strigmaga may expend Social Traits to call forth a plague of vermin who swarm the area and possibly the target according to the chart below:

- 1 Trait: Vermin gather and are generally a nuisance, but do not attack
- 2 Traits: Vermin gather in a swarm which concentrates on stinging and biting the target
- 3 Traits: Vermin gather in a enraged swarm, stinging and biting the target and attempting to follow him until he is dead

Uses of this power last the night (or until the victim escapes from the swarm), and Storytellers should consult the note on converting swarms under *Path of Pestilence* for more information.

3. Masca

The transformation lasts until sunrise and no non-physical disciplines may be employed used while in animal form. You are still a vampire and thus, your bite and claw attacks will do aggravated damage. To employ this power, the Strigmaga must drink the blood of the animal he or she wishes to transform into and then spend an appropriate amount of Blood Traits equal to the size of the animal, as follows:

- 1 Blood Trait - Bird, bat, or mouse
- 2 Blood Traits - Cat
- 3 Blood Traits - Dog or wolf
- 4 Blood Traits - Ape or Horse
- 5 Blood Traits - Bear

4. Hexe

Enter into a contested ranged Physical test with your opponent (retest, Athletics) which your opponent must attempt to Dodge. If you successfully hit the victim with your poisonous Blood-spit; the target takes two Aggravated damage.

5. Fractura

Spend a number of Blood Traits (limited by your Generation). For each Blood Trait spent, the Infernalist grows one six foot long tentacle of Blood from his or her body. Each tentacle has six Physical Traits and the Infernalist may spend additional blood in order to increase those Traits on a one-for-one basis. The tentacles may attack individually, use the Infernalists' levels of Potence and abilities, and deal 2 Lethal damage each. Each tentacle has 4 health levels and may be attacked individually. The Infernalist does not regain the Blood Traits spent on this power when Fractura ends.

Tyranny of the Wurm

Price Unstable reflection

If the victim is aware this paths powers are being used against them they may engage in a opposed Mental

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Challenge, retest Occult or Wyrms Lore. If they succeed they reflect the power use against the caster.

Malfean Infection

Opposed Mental Challenge, retest Occult or Wyrms Lore. If succeed, spend Mentals for duration:

- 1- One Hour
- 2- One Night
- 3- One Week

Bane of the Soul

Same as above.

Dissonant Miserere

Opposed Mental Challenge, retest Occult or Wyrms Lore. Victim is one trait down in all WP challenges - fuck spending traits to let them increase that further, that is already terrible and permanent.

Feed the Wyrms

Opposed Mental Challenge, retest Occult or Wyrms Lore. For each Mental trait spent after success (up to 3), inflict one aggravated wound. A victim whom fails to resist this power loses two Appearance based Social Traits until the means of recovering such are satisfied. If the victim has no appearance based socials, that portion of the power has no effect.

House the Maeljin

Pay the price of killing one of the characters friends as out lined. Spend a mental trait and Engage in a extended test vs a set trait diff. For Each one you lose the Maeljin will stay in your body for an an additional hour, night, and if it reaches a week. The infernalist must find a means of gaining a blessing to force it out or is possessed by the spirit and becomes a npc having lost their body to possession by a powerful entity; their soul consumed by its malevolent presence. While the Maeljin is in your body you are up 6 traits in one category depending on the Maeljin and gain 6 abilities. These can put the character above generational limits, like any form power

Video Nefas (Path of Evil Revelations)

Price: Unholy Consort

The Infernalist receives *Beacon of the Unholy* (2 Trait Flaw; MET: CG, p.26)

1. See the Unseen

Activating this power, which requires no visible casting, allows the Infernalist to see into either the Spirit World (the Umbra) or the Deadlands (the Shadowlands) for the next scene or hour. You must declare which realm you wish to perceive when activating this power, and will also be aware of nearby Demons while this power is active. While this power is active, you are considered down -1 Trait on all challenges due to the concentration required.

2. Learn the Heart's Pain

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Perform a Static Social Challenge (retest, Occult) against a difficulty equal to the target's Social Traits. On a win, the Infernalist may choose to spend Social Traits in order to look into the heart of the victim to gain information, as follows:

- 1 Trait - If the target has the Conscience Virtue or not, and what level
- 2 Traits - A Negative Trait, determined randomly (if the target has any)
- 3 Traits - A Flaw, determined randomly (if the target has any)

3. Seize the Moment

It is recommended that a Storyteller be present when this power is used. Perform a Mental challenge against your target (retest, Investigation). If you succeed you may ask any one question that your subject must answer truthfully and unlike *Auspex 4: Telepathy*, the question may be about anything, not just the subject at hand. This information is taken directly from the recesses of the subjects memory and the target is not aware of the power usage. The use of this power is not obvious to bystanders and requires no visible casting.

4. Casting the Bones

This power allows the Infernalist to gaze into the future in order to have predictive insight over a situation, decision, or scene that will happen in the future. Each time this power is used, it requires a new set of runestones be carved from the bones of a sentient being. Spend 1 to 3 Mental Traits at the time of casting, and you will gain an equal number of retests that can be used throughout the night (similar to the *Merit: Lucky*). Storytellers are encouraged to give you horrific visions when you use this power.

5. Recall the Bloody Deed

At a place where an individual was murdered, the Infernalist spends a variable amount of Mental Traits (listed in MET Sabbat Guide, p.108) in order to summon a Demon to hunt the killer(s). The Storyteller should build this Demon by consulting the same chart from MET Sabbat Guide, p.108. The Demon will continue to hunt the murderer(s) for a number of game sessions equal to one half the Mental Traits (round down, minimum 1) spent to summon it, to a minimum of one session. Should the Demon succeed in destroying the target(s), it will immediately return to Hell. This power is unable to summon and task Demons of the Elder power level and above.

Rituals

Any ritual not listed here requires Demon Coord approval and Paradigm Coordinator approval at Rarity 3.

Rarity 1 Rituals

Ritual Name	Level	Book	Page Number
<i>Bind the Familiar</i>	Basic	Dark Ages Companion	108
<i>Bring forth the Hell Beast</i>	Basic	Dark Ages Companion	108
<i>Counting Coup</i>	Basic	Anarch Cookbook	60
<i>Detect Authority</i>	Basic	Anarch Cookbook	61
<i>Haunting Memories</i>	Basic	Player's Guide to the Sabbat	30
<i>Incantation of the Shepherd</i>	Basic	Guide to the Camarilla	110
<i>Knotted Cord</i>	Basic	Dark Ages Companion	108
<i>Purity of the Flesh</i>	Basic	Guide to the Camarilla	110
<i>Saguinary Assistant</i>	Basic	Guide to the Camarilla	111
<i>Sign of the Moon</i>	Basic	Player's Guide to the Sabbat	30
<i>Spectral Mask</i>	Basic	Player's Guide to the Sabbat	30
<i>Spite of Harridan</i>	Basic	Sins of the Blood	96
<i>Summon Grantel</i>	Basic	Player's Guide to the Sabbat	30
<i>The Knotted Cord</i>	Basic	Dark Ages Companion	108
<i>Bind Tivilio</i>	Intermediate	Player's Guide to the Sabbat	30
<i>Bloody Bones</i>	Intermediate	Dark Ages Companion	108
<i>Create Corpse Minion</i>	Intermediate	Blood Magic	46
<i>Hell's Calling</i>	Intermediate	Guide to the Anarchs	68
<i>Sign of the Wraith</i>	Intermediate	Player's Guide to the Sabbat	30
<i>Summon Lucricia</i>	Intermediate	Player's Guide to the Sabbat	30
<i>Summon Mischievous Spirit</i>	Intermediate	Player's Guide to the Sabbat	118
<i>Summon Tivilio</i>	Intermediate	Player's Guide to the Sabbat	30
<i>The Leaden Heart</i>	Intermediate	Dark Ages Companion	108
<i>Turn to Toad</i>	Intermediate	Player's Guide to the Sabbat	30
<i>Vile Swarm</i>	Intermediate	Dark Ages Companion	109
<i>Abandon the Fetters of the Blood</i>	Advanced	Clan book: Tremere	65

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<i>Dismiss Tivilio</i>	Advanced	Player's Guide to the Sabbat	30
<i>Inner Furnace</i>	Advanced	Player's Guide to the Sabbat	30
<i>Lethean Chains</i>	Advanced	Dark Ages Companion	108
<i>Soul Leech</i>	Advanced	Player's Guide to the Sabbat	30
<i>Thirst Unquenchable</i>	Advanced	Player's Guide to the Sabbat	121

Rarity 2 Rituals

Ritual Name	Level	Book	Page Number
<i>Aport Object</i>	Basic	Player's Guide to the Sabbat	30
<i>Banish Big Brother</i>	Basic	MET Anarch Guide	66
<i>Bind the Interloper</i>	Basic	MET Sabbat Guide	106
<i>Blood Rush</i>	Basic	MET Sabbat Guide	130
<i>Blood Walk</i>	Basic	MET Elysium	80
<i>Brand of Paramour</i>	Basic	MET Storyteller's Guide	65
<i>Burning Blade</i>	Basic	Guide to the Camarilla	110
<i>Call Forth the Host</i>	Basic	MET Sabbat Guide	105
<i>Calling the Restless Spirit</i>	Basic	MET Elysium	80
<i>Communicate with Kindred sire</i>	Basic	Laws of the Night Revised	185
<i>Craft Bloodstone</i>	Basic	MET Storyteller's Guide	65
<i>Defense of Sacred Haven</i>	Basic	Laws of the Night Revised	185
<i>Deflection of Wooden Doom</i>	Basic	Laws of the Night Revised	185
<i>Detect the Hidden Observer</i>	Basic	MET Anarch Guide	67
<i>Devils Touch</i>	Basic	Laws of the Night Revised	185
<i>Domino of Life</i>	Basic	MET Sabbat Guide	130
<i>Donning the Mask of Shadow</i>	Basic	MET Elysium	80
<i>Encrypt Missive</i>	Basic	MET Storyteller's Guide	65

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<i>Enhancing the Curse</i>	Basic	MET Storyteller's Guide	65
<i>Extinguish</i>	Basic	MET Storyteller's Guide	66
<i>Eyes of the Night Hawk</i>	Basic	MET Sabbat Guide	130
<i>Flatline</i>	Basic	MET Anarch Guide	66
<i>Illuminate the Trail of Prey</i>	Basic	MET Storyteller's Guide	130
<i>Impassable Trail</i>	Basic	MET Storyteller's Guide	66
<i>Impressive Visage</i>	Basic	MET Storyteller's Guide	66
<i>Iron Body</i>	Basic	MET Anarch Guide	67
<i>Jinx</i>	Basic	MET Storyteller's Guide	66
<i>Machine Blitz</i>	Basic	MET Sabbat Guide	131
<i>Principle Focus of Vitae Infusion</i>	Basic	Laws of the Night Revised	186
<i>Rebirth of Mortal Vanity</i>	Basic	MET Storyteller's Guide	67
<i>Recure of the Homeland</i>	Basic	MET Sabbat Guide	131
<i>Scent of Lupines Passing Basic</i>	Basic	Laws of the Night Revised	186
<i>Sense the Mystical</i>	Basic	MET Storyteller's Guide	68
<i>Shackle the Denizen of Hell</i>	Basic	OWBN Guide to Dark Thaumaturgy	33
<i>Steps of the Terrified</i>	Basic	MET Elysium	89
<i>The Open Passage</i>	Basic	Laws of the Night Revised	185
<i>The Scribe</i>	Basic	MET Storyteller's Guide	68
<i>Trima</i>	Basic	MET Storyteller's Guide	69
<i>Wake with Evenings Freshness</i>	Basic	Laws of the Night Revised	186
<i>Ward Vs. Ghouls</i>	Basic	Guide to the Camarilla	114
<i>Warding Circle vs Demons</i>	Basic	Dark Ages Companion	108
<i>Warding Circle vs. Ghouls</i>	Basic	Guide to the Camarilla	111

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<i>Widows Spite</i>	Basic	MET Sabbat Guide	132
<i>Will o' the Wisp</i>	Basic	MET Elysium	89
<i>Bladed Hands</i>	Intermediate	MET Elysium	82
<i>Blood Imp</i>	Intermediate	Dark Ages Companion	108
<i>Bone of Lies</i>	Intermediate	Laws of the Night Revised	186
<i>Cleaning of the Flesh</i>	Intermediate	MET Storyteller's Guide	69
<i>Clinging of the Insects</i>	Intermediate	MET Sabbat Guide	132
<i>Curse Belated</i>	Intermediate	MET Storyteller's Guide	70
<i>Eldritch Glimmer</i>	Intermediate	MET Elysium	90
<i>Eyes of the Past</i>	Intermediate	MET Elysium	83
<i>Firewalker</i>	Intermediate	MET Sabbat Guide	132
<i>Friend of the Trees</i>	Intermediate	MET Elysium	90
<i>Incorporeal Passage</i>	Intermediate	Laws of the Night Revised	186
<i>Infirm Inert</i>	Intermediate	MET Storyteller's Guide	70
<i>Major Creation</i>	Intermediate	MET Storyteller's Guide	71
<i>Mirror Walk</i>	Intermediate	MET Elysium	91
<i>Respect of the Animals</i>	Intermediate	MET Elysium	91
<i>Return the Heart</i>	Intermediate	MET Storyteller's Guide	71
<i>Rutors Hand</i>	Intermediate	Laws of the Night Revised	187
<i>Scry</i>	Intermediate	MET Storyteller's Guide	71
<i>Shafts of Belated Quiescence</i>	Intermediate	Guide to the Camarilla	112
<i>Soul of the Homoculi</i>	Intermediate	Laws of the Night Revised	187
<i>Splinter Servant</i>	Intermediate	Guide to the Camarilla	113
<i>Stolen Kisses</i>	Intermediate	MET Storyteller's Guide	71

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<i>The Haunting</i>	Intermediate	MET Elysium	90
<i>Touch of Nightshade</i>	Intermediate	MET Storyteller's Guide	72
<i>Ward vs Vitae</i>	Intermediate	MET Anarch Guide	68
<i>Ward vs. Cainite</i>	Intermediate	Guide to the Camarilla	113
<i>Ward vs. Fae</i>	Intermediate	MET Storyteller's Guide	73
<i>Ward vs. Lupine</i>	Intermediate	Guide to the Camarilla	113
<i>Warding circle vs Cainites/Kindred</i>	Intermediate	Guide to the Camarilla/V20	111. 234-235
<i>Warding circle vs Fae</i>	Intermediate	MET Anarch Guide/V20	111. 234-235
<i>Warding Circle vs. Lupines</i>	Intermediate	Guide to the Camarilla/V20	111. 234-235
<i>Blood Contract</i>	Advanced	Laws of the Night Revised	187
<i>Close the Ways</i>	Advanced	MET Sabbat Guide	110
<i>Enchant Talisman</i>	Advanced	Guide to the Camarilla	113
<i>Eyes of the Beast</i>	Advanced	MET Elysium	92
<i>Hand of Glory</i>	Advanced	Giovanni Clanbook	74
<i>Invisible Chains of Binding</i>	Advanced	Laws of the Night Revised	106
<i>Mind Crawler</i>	Advanced	MET Elysium	92
<i>One Mind of the Covens</i>	Advanced	Player's Guide to the Sabbat	91
<i>Trigger</i>	Advanced	Lair of the Hidden	141
<i>Severed Hand</i>	Advanced	MET Storyteller's Guide	73
<i>Stone of True Form</i>	Advanced	MET Storyteller's Guide	71
<i>Ward Vs. Demons</i>	Advanced	Dark Ages Companion	109
<i>Ward Vs. Spirits</i>	Advanced	Guide to the Camarilla	114
<i>Ward Vs. Wraith</i>	Advanced	Guide to the Camarilla	114
<i>Warding circle vs Ghosts</i>	Advanced	Guide to the Camarilla/V20	111. 234-235

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<i>Warding circle vs Spirits</i>	Advanced	Guide to the Camarilla/V20	111. 234-235
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Rarity 3 Rituals

Ritual Name	Level	Rarity	Book	Page Number
<i>Curse of Oedipus</i>	Basic	3	MET Sabbat Guide	106
<i>Engaging the Vessel of Transference</i>	Basic	3	Guide to the Camarilla	110
<i>Power of Invisible Flames</i>	Basic	3	MET Elysium	89
<i>Summon Guardian Spirit</i>	Basic	3	Player's Guide to the Sabbat	118
<i>Video Nefas</i>	Basic	3	MET Sabbat Guide	106
<i>Drawing Upon the Bound</i>	Elder	3	Storyteller's Guide to the Sabbat	72
<i>Spider's Web</i>	Elder	3	Storyteller's Guide to the Sabbat	74
<i>Summoning Barliagus</i>	Elder	3	Player's Guide to the Sabbat	30
<i>Transfer Essence</i>	Elder	3	Player's Guide to the Sabbat	30
<i>Binding the Denizen of Hell</i>	Intermediate	3	OWBN Guide to Dark Thaumaturgy	32
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Aport Object

This power lasts until the next time the Infernalist calls the item to him or her, or the night ends. Other than this, no MET conversion is necessary.

Bind the Denizen of Hell

REQUIRED PATH: Rego Manes

This Ritual permanently binds a Demon into an object. In preparation, the Infernalist must foul the potential fetish by placing it under blood that is running from the death wound of a sacrifice (for this Ritual). Then she forces or persuades the spirit into the prepared object. Flattery, bribery in the form of spent blood, or intimidation may all be used. Make a Static Social Challenge against the Demons Social Traits, minus two for each permanent Willpower Trait spent. Extensive preparation and efforts to win the Demon's favor may also reduce the difficulty at the Storyteller's discretion. Using force requires the Infernalist to attack the spirit and reduce it to zero Physical Traits before binding it, and the fetish won't work for one week after this, as the Demon is regaining its strength. If the binding challenge fails, make two Simple Tests. If both fail, the Demon is immediately released and will be very hostile unless the Infernalist was very thorough indeed about efforts to win its favor.

Bind the Familiar

This Ritual takes one hour and will summon an imp who possesses an animal in order to faithfully serve the Infernalist. The Imp appears in animal form (toads, cats, weasels and ravens are most common but other small animals may be used as well so long as they are associated with witchcraft or infernalism) and has the following stats: 5/4/3, Animalism 1-3 (only usable on its own animal type) Auspex 1-2, Cel 1-3, Pot 1-2. Bloodpool of 5, Willpower 3, and 6 Traits of abilities. Must be fed one blood point per week or it will wither and die. Storytellers may choose to allow these familiars may grow with experience based on your local house rules.

Bind Tivilio

Tivilio is a named Demon and is maintained by the Demon Coordinator. Please contact the

Coordinator if attempting to use this Ritual.

Blood Imp

This Ritual is identical to the Intermediate Ritual: Soul of the Homunculi (LotN:R, p.187).

Bloody Bones

This Ritual will affect the area of a moderate sized neighborhood. Other than that, this power requires no MET conversion.

Bring Forth the Hell Beast

This Ritual may be cast instantly. Touch an animal and spend a Blood Trait for an animal 20 lbs or less, two blood Traits for 21-50 lbs and 3 blood Traits for animals as large as 150 lbs (larger animals will not be affected by this Ritual), then perform the Ritual activation challenge. The animal will gain the first level of Potence suffers no wound penalties, and flies into a frenzy attacking random people (besides the caster). The beast will continue until it is killed.

Dismiss Tivilio

Tivilio is a named Demon and is maintained by the Demon Coordinator. Please contact the Coordinator if attempting to use this Ritual.

Haunting Memories

Once cast, the next individual that the Infernalist touches will be the target of this Ritual. Touch your victim, possibly requiring a Physical Challenge and enter into a contested Mental Challenge, retest Occult. If successful, the victim will suffer from the Flaw: Nightmares (1 Trait Flaw; LotN:R, p.117) the next time they sleep.

Inner Furnace, The

As long as the Infernalist has line of sight, he or she may engage a mortal in a contested challenge of his or her Mental Traits (retest, Demon Lore) versus the target's Physical Traits (retest, Occult or Demon Lore). If the Infernalist succeeds, the mortal will burn from the inside, taking one Aggravated damage per Mental Trait spent (maximum 3). This Ritual may be precast and will expire at the end of the night if not used.

Knotted Cord, The

In order to speak (or otherwise communicate) against the Infernalist, the victim must first spend a Willpower and win a Static Mental Challenge against the Mental Traits of the Infernalist, set at the time of casting. This power lasts for one night.

Leaden Heart, The

This Ritual takes 10 minutes to cast and requires both a sympathetic link and the target's birth name. For the night your victim is unable to leave the location that they are at. This Ritual ends if the victim's name is called out (in their presence) by a True Love. The sympathetic link is destroyed whether you succeed or fail in the casting of this Ritual.

Lethean Chains

Though this Ritual takes 5 minutes to cast, the ingredients should be difficult to acquire. Each preparation will create a number of doses equal to one-quarter of the Infernalist's Permanent Willpower, rounded down (which will last indefinitely). The 24 hours worth of memories erased by

this potion are unrecoverable - gone forever.

Shackle the Denizen of Hell

REQUIRED PATH: Rego Manes

This Ritual ties a Demon in servitude to an Infernalist. The Infernalist can bind any Demon they summon using the Rego Manes Path of Dark Thaumaturgy. Demons trapped in this rite can be bound to temporary service or into a one use magic item, or indeed into any object, place or person. No Demon submits voluntarily to binding. Spend one or more willpower Traits (one is required); each Trait spent lowers the spirit's Traits by one for the ensuing challenge. Make a challenge of the Infernalists' Social Traits versus the spirit's adjusted Social Traits. Success binds the spirit for one week, plus another week per Mental Trait the Infernalist spends. Basic success suffices to create a one use magic item, which lasts until used.

Sign of the Wraith

The Spirits referenced by this power include both Spirits (Umbra) and Wraiths (Deadlands), this Ritual requires no other MET conversions, use as printed.

Soul Leech

Make a Static Mental Challenge (retest, Occult) against a difficulty set by the permanent Willpower that the target had when they were alive. On a success, the Infernalist regains five Blood Traits and heals one Health Level damage. This Ritual may only be used on a recently dead mortal and only takes one minute to cast and use.

Spectral Mask

Any mortal who sees the mist that covers the Infernalist's face will be affected by the Delirium (see LotW:R, p.187-188 for more information) and will likely run in fear.

Stone of True Form

Works on equal level powers and lower only.

Summon Barliagus

Barliagus is a named Demon and is maintained by the Demon Coordinator. Please contact the Coordinator if attempting to use this Ritual.

Summon Grantel

Grantel is a named Demon and is maintained by the Demon Coordinator. Please contact the Coordinator if attempting to use this Ritual.

Summon Lucricia

Lucricia is a named Demon and is maintained by the Demon Coordinator. Please contact the Coordinator if attempting to use this Ritual.

Summon Tivilio

Tivilio is a named Demon and is maintained by the Demon Coordinator. Please contact the Coordinator if attempting to use this Ritual.

Transfer Essence

The challenge to transfer his or her soul, Social and Mental Traits, and Disciplines to the

newbody is a Static Physical Challenge (retest, Medicine) against a difficulty equal to the number of hours the body has been dead, maximum ten. Bodies may not serve as host which have been dead more than ten hours.

Turn to Toad

This Ritual may be pre-cast, and requires a contested Mental versus Physical Challenge, retest Occult.

Warding Circle Versus (Insert type here)

For MET mechanics on Circle Wards, see the description of Warding Circle versus Ghouls in the OWbN Tremere Arcane Compendium, p.42. This Ritual is shared with other paradigms.

Ward Versus (Insert type here)

For MET mechanics on Wards, see the description of Ward versus Ghouls in LotN:R, p.186. This Ritual is shared with other paradigms.

Note from the Author

Baali, Infernal, and Demon Genre can be a difficult one. You as a player are accepting the role of being the villain, the outsider or just a general instigator. Many staffs will welcome this relief, as it can and often does enhance the local and global story of the org. However it is good to always be mindful of your genre and how it can impact others. Many aspects of all three genres are good at worming their way into other genres, and often with the tricks and boosts can start to overshadow the core genres they have infiltrated. The genres overseen by the Demon coordinator's office are mainly designed to enhance the world of darkness, and while the fluff at times can ask you to try and rule the world, that will result in the unification of other rival genres against you; up to and often including other rivals among the Demon Genre. When you play the monsters in the dark you will be the terror that picks off the stragglers in the horror movies, but when dragged into the light you can go out just as easily as a scooby doo villain. To this we ask players that engage in these genres to be ever mindful of how they impact the game around them and to understand no villain or tyrannical empire lasts forever; the fun is in the ride of the story and how epic it makes everyone else's experience better. If you as a player or storyteller are ever unsure or need guidance, ask your fellow, players, sts and by all means ask the demonon coordinator or team hell who are always happy to help give guidance.

Contributions

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Robert Spaulding Demon Coordinator, 2017