



STORYTELLER GUIDE  
OWbN Rules for Demon: The Fallen  
2022



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# Notify/Approval/Disallow

Custom Powers or Items that detect the Infernal: Demon Coordinator Approval

Demonology: 1-3 ST Approval; 4 Notify; 5+ Demon Coordinator Approval

Lore: Fallen: 1-3 ST Approval; 4+ Demon Coordinator Approval

Blessed Merit: Demon Coordinator Approval

NPC Angels: Demon Coordinator Approval

Out of House Pinnacle Lores for NPCs: Demon Coordinator Approval

NPC Infernalism: ST Approval

Rarity 1 Investments for NPCs: ST Approval

Rarity 2 Investments for NPCs: Demon Coordinator Approval

Rarity 1 Dark Thaumaturgy for NPCs: ST Approval

Rarity 2 Dark Thaumaturgy for NPCs: Demon Coordinator Approval

Demonic Heritage: Laham for NPC: Demon Coordinator Approval

Demonic Patron for NPC: Demon Coordinator Approval

Demonic Tutor for NPC: Demon Coordinator Approval

Unholy Aura for NPC: Demon Coordinator Approval

NPC Earthbound: Demon Coordinator Approval

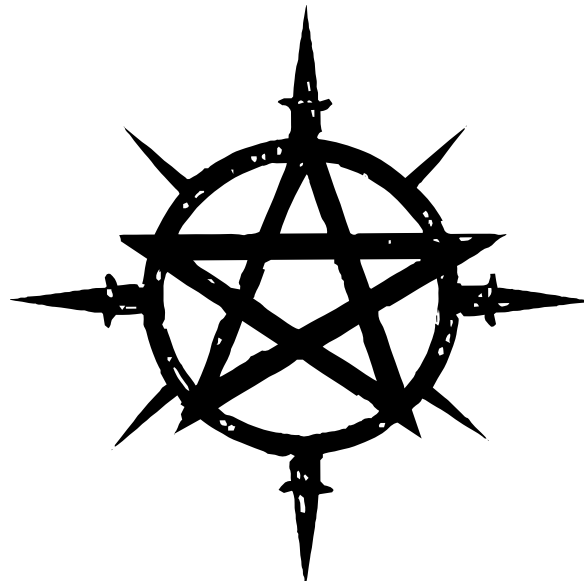
Torment Score Below 1 for NPC: Demon Coordinator Approval

Earthbound Backgrounds for non-Earthbound: Disallowed

Earthbound Lores for non Earthbound: Demon Coordinator Approval

Earthbound Form Powers for non Earthbound: Disallowed

Earthbound Rituals for non Earthbound: Disallowed



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# DEMON HUNTERS

Demons and the infernal are often used as antagonists in One World by Night. Many players enjoy fighting a 'big bad,' or pitting their characters against a threat that is indisputably evil, but players can also feel like there are too many infernal plots, or become frustrated when they feel unable to make a satisfying amount of forward progress against such threats.

So, how can Storytellers and players get the most out of the Infernal as antagonists?

This chapter presents suggestions for both Storytellers and players.

## How do characters detect the infernal?

The first step to confronting an infernal antagonist is, of course, recognizing what you are facing. There is room in this genre for both blatant, monstrous evil and for subtle corruption that can go undetected for years.

**Being unable to detect the infernal is one of the first ways players can become frustrated.**

Storytellers: don't be afraid to let your players figure out what they're facing. Demonic or infernal threats which are able to conceal their nature should be relatively rare, and their ability to do so should be very important to the story you are telling. Even if you want to keep your mastermind under wraps, you can use all sorts of lesser minions who are much easier to detect and to identify, without giving away your surprises too early.

Many Storytellers and players like the idea of 'infernal taint' or 'corruption' which can be cleansed, and there is some support for this theme in the source material. The idea is explored in the greatest detail in the Kindred of the East supplement: The Thousand Hells. The rules presented below provide one suggested framework for Storytellers who want to include this element in their stories.

Take note that using these rules will both make the nature of your villains more obvious, and make cleansing abilities more vital to your characters. If you are using a genre that doesn't have very many options to cleanse spiritual corruption, think about introducing some tool or NPC that they can find to help them deal with this.

## Infernal Taint

Characters gain infernal taint when they come into close contact with the demonic or the infernal; the precise guidelines are up to the Storyteller, but it works best if you are internally consistent within your plot. Fighting a lesser minion may not be enough to give a level, but being splashed with a demon's ichor or other bodily fluids over the course of combat should. Entering truly corrupt locations, such as an Earthbound's sanctum, should taint everyone in the scene; drinking the blood of a Thrall or demon, making a deal with the devil, or even being affected by certain powers, are all good reasons to gain levels of Taint.

Track the levels gained by any particular character on the chart below, and apply the effects to them until such time as they are cleansed.

Demons - and those who have given themselves over to the infernal completely - are thoroughly tainted, of course, but do not suffer penalties for being so.

- The character's blood becomes tainted and acidic; anyone drinking it (such as ghouls or vampires) suffers 1 Lethal Damage. For living characters, symptoms of an inexplicable blood disease will present.
- All Challenges to read the Aura of the character (or to Sense Wyrms, or similar corruption sensing powers) are at +1 Trait, and reveal an overpowering sense of evil. Demon or Infernal Lore will indicate the source is Infernal / Demonic corruption.
- Each day or evening upon waking, the character is physically ill, retching up blood and pieces of inner organs for 1 Lethal Damage.
- The character's skin and flesh darken to a sickly gray and wither, looking like grave-rot; they give off the stench of the grave, as well, losing all Appearance related Social Traits and gaining Repugnant x 3. Mask of One Thousand Faces and similar powers may conceal this deformity, and Vicissitude or other shape-changing might temporarily alter it, but it is the default state of the character (vampires revert to it upon waking each night, etc).
- If the character is a vampire, they gain the Giovanni Clan Flaw (LotN:R, p. 53). Other characters should gain an appropriate Curse as chosen by the Storyteller.
- All effects become permanent and may not be removed by any means - save by going infernal.

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Cleansing Infernal Taint: The following powers and effects may cleanse Infernal Taint of 5 or below with a Challenge against 20 Traits + the Level of Taint. Once a Character reaches an Infernal Taint of 6, none of these powers will remove it.

- Cleanse the Blight [Laws of the Wyld: Revised p.240]
- Rite of Cleansing (Only levels 1-2) [Laws of the Wyld: Revised p. 152]
- Rite of the Opened Sky [Werewolf Player's Guide, Revised]
- Chi'iu Muh 4: Purification [Laws of the East p. 159]
- Feng Shui 2: Broom of Heaven (Only levels 1-2) [OWbN Kuei-jin Packet]
- Shattering the Chains [OWbN Salubri Packet p. 22]
- True Faith 6: Miracle [Laws of the Hunt]
- Quietus 6: Purification [Clanbook: Assamite: Revised p. 67]
- Obeah 8: Purification [Dark Ages Companion p. 104]
- Valeren 8: Shadow of Taint [Dark Ages Companion p. 104]

\*This list is not exhaustive; STs, feel free to consult the Coord on whether other effects might apply, if you have questions.

## **Detecting the Demonic (when there is no obvious taint)**

Storytellers may choose not to use Infernal Taint in their story. This results in demonic antagonists being a bit less obvious, so how do players identify what they are facing? Suggestions, by genre, are given below.

### **All Genres**

Any character with a supernatural active sense ability (Sense Wyrms, Aura Perception, etc.) may engage in a static Mental Challenge, against a difficulty of 10 Traits (retest Awareness) to become aware that an Infernal Investment was actively used in a scene that their character is physically present for. This does not pinpoint the source of the corruption but is best described as a sudden chill in the air, a faint scent of sulfur, or a sudden increase in temperature and humidity (Rites of the Blood, p. 117).

While this rule does not explicitly mention Lore use by Tormented Fallen or by Earthbound, it would make sense for Storytellers to allow it to apply in those cases. Tormented Lore use - and Tormented Apocalyptic forms - are generally pretty obvious, as well, especially to anyone with Fallen Lore.

# Vampire

**Auspex: Aura Perception:** [LotN: R, p. 137-138] will perceive the Aura of a Demon as a translucent outline of the Demon's Apocalyptic Form, overlaying their mortal host, if any. This holds true whether the Demon is possessing a creature, resides in its Reliquary, or simply exists as an incorporeal spirit in the Shadowlands (or other such realm), unless the demon is using some power to conceal its presence or its Aura (Soul Mask, etc); in the case of such concealment, the vampire using Aura Perception must first pierce the concealment, as per the rules of the power being used.

**Auspex: Kharmic Sight:** [MET Camarilla Guide, p. 44] This elder power can find many truths about a creature that are hidden to the naked eye: Infernal Investments, Pacts, and Taint will be discovered under such close scrutiny. Concealment powers, such as Soul Mask, must first be pierced before Khmaric Sight may be used to detect infernalism, just as with Aura Perception, above.

**Coerce the Profane:** [DA: PGtLC, p. 183; Assamite Sorcery Packet, p. 34] As written in the OWbN Packet.

**Ex Infernis: Pervideo:** [Assamite Sorcery Packet, p. 15] As written in the OWbN Packet.

**Forging the Reliquary:** [Sabbat Factions, p. 106] As written in the OWbN Packet. Note that the reliquary functions against infernalists, as written, which means that it can be used as a sort of litmus test.

**Vincente de las Navas de Tolosa's Holy Shield:** [V20 Dark Ages, p. 317; OWbN Lasombra Packet] As written in the OWbN Packet.

**Ward vs Demons:** Pressing a warded object to a demon, or watching one try and fail to cross a circle ward, is a fairly certain indication of their nature.



# Changing Breeds

**Sense Demonic:** [Tribebook: Stargazers Revised] Will reveal a Fallen possessing a mortal or an incorporeal demon.

**Sense Magic:** [LotW:R, p. 147] Active use of Infernal Investments or Dark Thaumaturgy may indeed be detected - as 'Very Unfamiliar,' unless the user has Lore: Infernal. As the information given is vague, both will be detected as 'dark powers.'

**Sense the Unnatural:** [LotW:R, p. 122] Infernal Investments and Dark Thaumaturgy are their own distinctive smells - generally something akin to a mix of rotten meat and brimstone.

**Sense Wyrms:** [LotW:R, p. 121] Will reveal that Infernalists are Wyrms Tainted, unless they have a power that conceals their true nature. See OWbN Player's Guide to the Fallen for rules on Fallen and Wyrms Taint.

**Scent of True Form:** [LotW:R p. 128]: Will indeed reveal the creature type 'Fallen' or 'Demon,' as outlined in the power, but infernalists only detect as their base creature type.

Some Canon crossover material indicates that Garou can automatically detect Fallen and tend to Frenzy in their presence. It is the recommendation of this Packet that Garou only instinctively sense Fallen with High Torment or greater on the chart in the OWbN Player's Guide to the Fallen, and that the Frenzy Test only be made when first encountering a given Fallen Character.

Mage

**Detect Possession:** [LoA, p. 165]: This Basic Spirit Rote will indeed detect the host of a demon as having been possessed by some manner of incorporeal entity, though without the appropriate Lore Abilities the Mage may not be able to identify the specific kind of entity.

**See the Tainted Soul:** This Celestial Chorus rote will pick up on the entropy of investments or the demonic nature of a creature, but will also read the same from those who are close to a Nephani, vampires, and the like.

Any Rote that can detect Wyrms Taint, Aura, or Creature Type will function as described above for equivalent powers, and wards remain just as useful for Mages as for vampires.

## Kue-jin

**Chi'uh Muh:** Chi Sight [Laws of the East p. 159], and **Feng Shui: Wind Water Eye:** [OWbN Kuei-Jin Packet]: Will see the flaws that mark a infernalist's soul the same way they would pick up such burdens that poison any other characters' chi.

**Cultivation 4:** [Laws of the East p. 158] allows the user to detect demons, Kuei-Jin, vampires, werewolves, and psychopaths, though it won't tell them which is which.

**Obligation 1:** [Laws of the East p. 163] will not reveal if a character is infernal, but it can give insights into what path of enlightenment they follow. Knowing the difference and specifics of paths can require a character to have lore at the correct levels. For Example, to know about Path of the Hive, the character must have Baali Lore 3, but this power will reveal that the character follows an unusual path of enlightenment particularly devoted to family and self-sacrifice to a greater purpose.

Any Kuei-jin power that refers to detecting or cleansing defiled or tainted chi, whether targeting individuals or places, will detect the infernal or demonic, and can be used to attempt to cleanse taint (see above).

## Changeling

**Naming:** [OWbN Changeling Packet]: Saining will unequivocally reveal the creature type of a Demon or the pact of an Infernalist, though it may be difficult to hold them down for long enough to complete the ritual. To re-weave a Thrall's infernal nature requires Coordinator approval from the Demon coordinator.

**Fairy Circles:** [OWbN Changeling Packet]: Function the same way as printed, with the exception of innate powers, which cannot be stripped in the case of Demons, and Demonic heritage.

**Spring 5:** [OWbN Changeling Packet]: Can not resurrect a character that has been ripped into Hell by their patron. Otherwise, it functions as outlined in the Changeling packet.

**Shentao:** (Hsien or other Shen): May be used to identify a demon's creature type, consistent with other abilities which do so.

## Imbued

**Fallen and The Sight:** A Hunter who looks upon one of the Fallen with the Sight active will perceive, at the Storyteller's option, either smoke billowing from the eyes and mouth, occasionally silhouetting their apoc form around them, or the shadow of their apocalyptic form, revealing that they're not what they appear to be.

## Wraith

**Detect Possession:** May be used to detect a Fallen in a mortal host.

## Shih

**Opened Eyes:** [Laws of the East, p. 269]: May be used to detect a Fallen in a mortal host.

## Custom Powers

For a character of any genre to create a custom power or item which explicitly detects the infernal requires Demon Coordinator Approval.

**Detection Items:** There are a number of items that have been blessed (or cursed) with the ability to warn of the presence of the forces of hell. Each custom item will always have a price a character must pay or suffer to use it, and comes with a Binding Agreement with the Demon Coordinator's Office to enable the item being tracked. Each item will always have a contested Challenge and system that is printed on the item card.

**Examples:**

A copy of the Quran that includes passages detailing the message the Prophet spoke to the djinn

**Rituals:**

They come in many forms from a variety of practices, traditionally with religious roots. Many are high rituals needing multiple casters/priests. In each case, they will enchant an area to suffer when an infernal or demonic presence passes through a community. In the event of the rare methods that target an individual, they use the methods of the witch hunters of centuries past.

### **Profane Passing Advanced Ritual**

**Mechanics:** Engage in a Difficulty 10 Mental Challenge, retest Theology.

**Range:** 100 yards/meter radius per point of temporary Willpower spent during casting.

**Casting Time:** The ritual is arduous and requires six hours of casting under the light of a full moon, and it will last for a full week. However, if the ashipu casts this on a holy day (as fitting the caster's faith, examples include the first day of Ramadan, Easter Sunday, the Last day of Chinese New Year), the ritual will last for a lunar month beginning on that date (29 days).

**Effects:** Once successfully cast, the ritual will cloak an area with an effect that subtly targets infernalists, demons, and any entity carrying demonic corruption or curses that pass through the affected area. The area will trigger the 3pt Flaw: Echoes (book/page reference, and/or description), affecting the area enhanced by the ritual for 12 hours after the corrupt entities or items pass through the enchanted area. This ritual does not bypass investments that conceal the infernals' true nature.

### **Pyre of the Profane. Advanced ritual**

**Mechanics:** This ritual requires wood harvested under the full moon from holy ground, then covered in the ashes of a character that possessed True Faith. Once finished a pyre is erected and the suspected infernalist is tied to the pyre. The caster then chants religious text while the suspected infernal and pyre are dosed with holy oil. The chanting and anointing with the oil takes an hour of non-stop observance.

Once finished, the caster performs a static Mental Challenge of Difficulty 10, retested with Theology. If the suspect is not an infernalist they are burned to death on the pyre. If the suspect has a pact with a demon the moment the flames and smoke would kill them, the pyre explodes in a green ball of hellfire.

### **Merit:**

Some people are just gifted with the eyes of the gods or have come to be cursed and blessed with such sight.

### **Example:**

Divine sight (7pt Merit)

**Challenge:** Characters must focus on their target for a minute and engage in a Contested Perception-based Mental Challenge. Retest Investigation for the aggressor, Subterfuge and Willpower for the defender. If you succeed, you see if the target is marked by the faith of some form. However, you can not discern the type of faith that may have marked them. Discerning the nature of the marks of faith can take time and observation, as the creature may reveal its true nature to a

patient observer. It will take a number of knowledges to see the subtle differences between the types of devotion.

**Marks of Faith:** Yama kings, Investments, True Faith, Unholy Aura, Totem, Bacaban, Wanga, Akhu, Sadhana, and any other powers, backgrounds or merits that can mark a character with power from their faith.

## What do I know about Demons?

What a character knows about various sorts of Demons, demonic relics, political structures, histories, powers, and the like, is determined by their Abilities. Most characters who come into contact with demons over the course of plot would be well served to purchase levels of Lore: Demon, which is Storyteller approval.

Fallen characters - or characters who focus on learning specifically about the society, history, and capabilities of the Fallen - should invest in Lore: Fallen, the first three levels of which are Storyteller Approval.

Characters who want to be able to summon and bind demons should invest in Demonology, the first three levels of which are Storyteller Approval. Be warned that this is dangerous knowledge to have; certain organizations, such as the Jossians or Inquisition, may view characters who have this knowledge as subjects of interest to their investigations.

### **Demonology (1-3 ST Approval; 4 Notify; 5+ Demon Coordinator Approval)**

Demonology is the ability used to Summon, Bind, and occasionally even banish the various kinds of demonic entities in the World of Darkness. It is an incredibly dangerous ability to learn, and those who know it are often cautious who they agree to teach it to. No PC may possess the Demonology Ability at a higher level than their Lore: Demons or Lore: Fallen (whichever is higher); furthermore, any PC wishing to purchase Demonology must first possess the Occult ability at 3. All Fallen Characters have an effective rating of +2 levels of Demonology, as they are intimately familiar with not only the Rituals needed to summon themselves, but others of their House. Having the requisite level of Demonology to summon a particular Demon does not automatically grant knowledge of the specific ritual needed to summon that Demon; see the OWbN Player's Guide to the Fallen, pp. 220-221 for details. This chart references the MET Sabbat Guide, p. 108; to reference how this ability interacts with Fallen, see the OWbN Player's Guide to the Fallen.

<b>Demonology</b>	<b>Ranks Summoned</b>
1-2	MET Sabbat Guide Imps and Fiends
3-4	MET Sabbat Guide Shades and Servitors
5	MET Sabbat Guide Pit Lords
6	MET Sabbat Guide Minor Demon Noble
7	MET Sabbat Guide Lesser Demon Noble
8	MET Sabbat Guide Greater Demon Noble
9	MET Sabbat Guide Demon Overlord

### **Lore: Demon (ST Approval)**

This is the Lore ability most appropriate for characters who have encountered demonic entities while interacting with plots, and for those who wish to pursue a career as ‘demon hunters.’ It is unregulated, and Storytellers should feel free to reward research and participation with approval to purchase this Lore ability.

#### **x1**

- You have become aware that demonic entities exist in the world, and that they often make bargains with power-hungry mortals.
- Most demons are able to be summoned and bound by humans, though you don’t have any idea how to do that without Demonology.
- Your research points to many kinds of Demons, written of across many religious traditions all over the world. While they share some common elements, they also have a great many differences.
- You are aware of some of the most common tools available to fight against the demonic among your genre: vampires would know about Ward vs Demons, for instance.

#### **x2**

- You are aware of all major categories of the Demonic: Decani, Fallen, Umbral, Yama King, etc. You know that despite their differences, all of them make Pacts with Mortals and can offer great power to their slaves.
- You are aware that there are a variety of hell-realms, each called home by one (or more) of the demonic creatures listed above. You are likely able to name one such realm, but not all of them (A Kuei-jin would be familiar with Yomi-wan, a Garou with Malfeas, etc).
- You have encountered the names or titles of a handful of Demons, often either local problems, your own Patron and their allies, or the leader of a single demonic faction involved in the area. You are aware that True Faith and Holy Ground are some of the most potent weapons against Demonic entities.

### **x3**

- You have extensive knowledge of the category of Demonic entity with which you are most familiar, and you are familiar with all other major categories.
- You are familiar with broad swathes of the history of Demonic interactions with this world, and that the extent and depth of such interactions has been more concentrated during some times than others, with the Year of Fire being the most recent crisis point.
- You have heard of the most prominent leaders or members of the various Demonic Factions, and recognize entities such as Namtaru (Decani), Abaddon (Fallen), or Mikaboshi (Yama Kings) by reputation.
- You may be able to identify a cult or Thrall as serving a particular category of Demonic entity, based on their blasphemous rites and the powers exhibited by the Thralls.

You are aware that Demonic entities can create unholy, fell weapons and tools to dispense to their servants.

- You are aware that contact with Demonic entities often taints people, items, or places, and can have lasting consequences.
- You are aware of major factions - Clans such as the Salubri and Assamites, Tribes such as the Stargazers, Kuei-jin, the Celestial Chorus - who have opposed Demonic entities for centuries or millennia.

### **x4**

- You have an understanding of many of the major interactions between various kinds of Demonic entities and human history, including an understanding of the War of Wrath equivalent to that granted by Fallen Lore x2, and an understanding of the conflict between the Yama Kings and the Kuei-jin equivalent to Kuei-jin Lore x2.
- You are aware that demonic entities often seek out pocket realms in the various spirit worlds to serve as bases, or that they sometimes seek to corrupt places of spiritual power in this world.
- You may have heard rumors of lesser Factions within other Genres that interact with Demonic entities - whether as allies or enemies. Sabbat at this level will be aware of Josians, for example, if they aren't already through Camarilla Lore; or Camarilans of the Inquisition, as potential 'experts' to consult regarding problems with the demonic.
- You have learned that there are rare powers which can be used to cleanse infernal taint, and that groups who have fought the demonic for a long time are the ones best consulted (see groups listed above, or under Lore x3)
- You are aware that the various Hell-realms often have different laws of physics - and different metaphysical - rules than the earth does; you may even have visited one or two and escaped with your life.

## x5

- You can name the most prominent demonic entities, across all of the major factions.
- You are extensively familiar with the history of interactions between demonic entities and humanity, as well as the supernatural creatures of the world, including a basic understanding of the War of Wrath, the Baali Wars, the Second Age of the Kuei-jin, and the Year of Fire. For a deeper understanding, you should pursue more specific Lore. (Assamite Lore, Baali Lore, Fallen Lore, Kuei-jin Lore, etc)
- You have a good idea of where to look for cleansing of infernal taint - water spirits, assamite and salubri elders, lupines, kuei-jin, and the like. Note that they will not necessarily be friendly to your needs, just because you are aware of them.
- You have become aware that some members of the Decani, at least, are rumored to have begun their existence as Mortals and ascended to the status of Demons.
- You have heard of some of the most secretive - or even defunct - factions to have heavy interaction with the infernal, such as House Horned Society.
- You are familiar with a variety of Hell-realms, and even know some of the rules specific ones operate by. You have likely survived a trip to one or more, in your time.

## x6+

- Regardless of what demonic forces you may encounter, what hell-realm you may stumble into, you may be confident that you have at least heard rumors of it in the past, and likely know one or two kernels of immediately useful information to the plot at hand.
- You are aware of even such secret factions as the Order of the Wyrms and the Associates, though your knowledge of them is incomplete.

### **Lore: Fallen (1-3 Storyteller Approval; 4+ Demon Coord Approval)**

All Fallen Characters have an effective rating of +2 levels of Lore on this chart. For example, even a Fallen PC with no Lore: Fallen on their sheet knows the facts listed under Fallen Lore x1 and x2, while a Fallen who has purchased Fallen Lore x4 is functionally at a x6 on this chart.

## x1

- You are familiar with the basics of the Fallen condition: that they are ancient, incorporeal beings possessing human beings. Some are monstrous, while others are very human. In either case, they seem to require bargains or Pacts with humans in order to gain power.
- Most Fallen are able to be summoned and bound by humans, though you don't have any idea how to do that without Demonology.
- Fallen are creatures out of time: they seem to know much about the very first days of the world (if their words can be believed), but little of history since then.



## **x2**

- You are aware that some Fallen believe it is possible for them to redeem themselves and be reconciled with Heaven
- You understand Torment, and how it can twist Evocations to have unintended results. You also understand that it gradually turns the Apocalyptic Form into a monstrous visage of evil, and that possessing a human acts as a sort of shield against Torment by thrusting the Fallen into a life with human connections.
- You can explain the general stereotypes of all seven Houses, the Legions, and the major Factions which have arisen since the Fallen escaped from the Abyss.
- You are familiar with the names of the major periods during the Age of Wrath, and a general summary of what happened during those periods (Time of Atrocities, Time of Babel, etc). You are aware the Fallen consider Lucifer (yes, THE Lucifer to have been their leader)
- You are familiar with claims that the Fallen have returned from a prison called 'The Abyss,' located somewhere beneath the lands of the dead, broken open by a great storm. You have a vague understanding of the role each of the other Houses played during the Creation of the world.
- You have some knowledge of the Archduke of your Legion (if you are Fallen), and the original purpose behind the Legion.
- You know the titles and protocol of the local Court.
- If you are a Fallen, you are intimately familiar with the possibilities of your three House Lores; in any case, you have heard a one sentence summary of both the Common Lores and the Lores of other six Houses (seven, if you are not a Fallen).
- You know that Fallen possessing a human body can sire and conceive children, just like humans. You understand the nature of Pacts and the creation of Thralls, and that some mortals have more Faith potential than others, making them more valuable Thralls.
- You understand the Innate Abilities of the Fallen: Immunity to Mind Control, etc

## **x3**

- You have extensive understanding of the Ministries and protocols of the local Court, and you are familiar with other prominent Courts in the modern world
- You are familiar with the capabilities of the Common Lores and House Lores
- You are familiar with general stereotypes of the Houses of which you are not a member: which Legions they tended to fall into, their tasks during the Creation of the world, and the like
- You are aware of the existence of Earthbound: Fallen possessing objects instead of people, twisted by Torment, with dangerous powers of their own and no human morality or connection to temper their actions.

- You are familiar with broad swaths of the history of the Age of Wrath, the major periods therein, and that Lucifer was never bound into the Abyss with the rest of the Fallen
- You are familiar with the existence of Rituals, the means by which many Fallen combine their power, and might be able to sum up the generalities of the Rituals of your House, though knowledge of the specifics of them requires the relevant background.
- You are aware of the names of all of the Archdukes, along with a general knowledge of the original purposes of each Legion
- You are aware of the leader of your modern Faction, if you have one, and a general summary of the purposes of each Faction
- You are aware of the existence of Relics, magical weapons, armor, and items created by the Fallen during the Age of Wrath (and since their return)
- You have an extensive familiarity with the possibilities of Pacts, and can often recognize which House a Thrall serves by the abilities they display
- You may have heard of a collection of prophetic texts called Days of Fire, but have likely not yet read any of the passages

#### **x4**

- You have an understanding of the history of the Age of Wrath from The Fall to the Shattering, when the Fallen were cast into the Abyss because they were abandoned by humanity. You have heard of the Malhim, the angelic warriors unleashed by Heaven toward the end of the War.
- You are aware that during the Age of Wrath, the Fallen created Nephilim: dangerous hybrids of Angel and Human, and that none are said to have survived.
- You are familiar with the generalities of the Rituals in the Player's Guide and Houses of the Fallen, but not those created by the Earthbound
- You are aware that during the Age of Wrath, the Fallen created great Bastions, fortresses and cities of the ancient world, the greatest of which was Genhinnom, the Black Cathedral of Lucifer
- You are familiar with the concept of the monstrous Lores created by the Earthbound, and can give a one sentence summary of them.
- You can name the most heavily active Tyrants, House Leaders and Faction Leaders currently out of the Abyss and active in the world.
- You have heard some of the tales of the activities of the Earthbound throughout history, understanding that they have been free of the Abyss far longer than modern Fallen.
- You are aware of a prophetic text named Days of Fire, and may have read fragments or isolated passages.

## **x5**

- There are few prominent figures in Fallen history you cannot name, from the Angels on the other side of the War, to the prominent figures on the side of the Fallen, to Caine, the first murderer. At this level you understand extensively how the Fallen themselves poisoned their relationship with humanity during the Time of Atrocities, leading to their own downfall.
- You have a general understanding of the nature of the experiments the Fallen performed on mortals, including the creation of the Shadowlands and the attempt to Awaken humanity.
- You are familiar with the major Bastions created during the War of Wrath, such as Dûdâêl and Kâsdejâ
- You are familiar with the influence of the major Earthbound - particularly the Archdukes - on human civilizations, and are aware they have developed their own Rituals in addition to Lore. Further, you understand they have a Mastery of Lore that modern Fallen have not recovered, and that the quality of their Reliquary has a great influence on their power.
- You are extensively familiar with the prophecies laid out in Days of Fire, and may own a copy yourself.

## **x6**

- A Fallen of this level of understanding has a firm grasp on the capabilities of the Earthbound, including their Urges and Visages. You recognize western vampires as Descendants of Caine, the first murderer, and Mages as the natural evolution of the Awakening the Fallen attempted to force upon humanity en mass. You suspect who may have written Days of Fire, and have heard the rumor that Lucifer has walked the earth since the Age of Wrath.

## **x7**

- You suspect there may be Angels acting in the world, very subtly. The Ebon Dragon and Scarlet Queen of the East, and the mysterious beings the Imbued refer to as the Messengers, may be particular targets of your suspicions. You recognize the Imbued as empowered by Heaven, and Kuei-jin as servants of Heaven who have fallen. You may suspect that Lucifer never truly Fell.

## **x8**

- There are few secrets of Creation, Heaven, the Time of Wrath, the History of the Earthbound, and the prophecies of the End Times with which you are not familiar.

### **What about 'Angel Lore' or 'Elohim Lore?'**

It is the opinion of this office that there is not sufficient printed background material to support an 'Angel Lore' or 'Elohim Lore' as distinct from Fallen Lore. Individual games are free to do whatever they like, but any custom Lores of that sort should not be used to circumvent the R&U restrictions on Fallen Lore to gain access to higher level information.

### **Infernal Lore: (1-3 ST Approval; 4 Notify; 5+ Demon Coord Approval)**

This ability is the organized study of the different Investments granted by Demonic entities to their various servants. Storytellers are encouraged to require Lore: Infernalism for Thralls or Diabolists to bargain for some of the more obscure powers which may be granted by Investments. Demon hunters of various stripes find this ability useful in identifying Thralls and cultists, and in planning to combat them.

#### **x1**

- You understand that a Demonic Entity actually reshapes the Souls of those who bargain with them in order to grant Investments, and that there is an upper limit to how much of the soul may be used in this way before the Infernalist loses all free will.
- You are aware of the general workings of Rarity 1 Investments granted by the type of Demonic Entity you concentrate your studies on. A hunter of Fallen, for instance, has learned little of the Investments granted by the Yama Kings.

#### **x2**

- You understand that as an infernalist sacrifices more and more of their Soul, they are bound to their Patron by something similar to a vampiric Blood Bond.
- You are aware of the general workings of Rarity 2 Investments granted by the type of Demonic Entity you concentrate your studies on.
- You are aware of the general workings of Rarity 1 Dark Thaumaturgy, if your focus is western demons.

#### **x3**

- Your studies have widened sufficiently that in addition to a comprehensive understanding of Rarity 1 and 2 Investments granted by the type of Demonic Entity you concentrate on, you are aware of Rarity 1 Investments granted by other kinds of Entities.
- You are aware of the general workings of Rarity 2 Dark Thaumaturgy.

#### **x4**

- In addition to a comprehensive understanding of Rarity 1 and 2 Investments and Dark Thaumaturgy bestowed by Demonic entities of any type, you have also begun to learn of one of the Unique Disciplines which can be granted by Infernalism.
- You have begun to understand some of the Investments which could theoretically be granted to other kinds of supernatural creatures, such as Mages.

#### **x5**

- You now have an in depth understanding of the different Unique Disciplines which can be granted by Infernalism (Maleficia and Striga)
- You have a broad understanding of Investments which could be granted to many types of Supernatural creatures

#### **x6+**

- You have a detailed and comprehensive understanding of the inner workings of how Demonic entities modify souls, including at least a basic understanding of any printed Investment, Dark Thaumaturgy Power, or Infernal Discipline.

## **How Do I Defeat Demons?**

Many NPC antagonists can be killed fairly simply, with the right combination of damage and debilitating effects; they don't necessarily require any special preparation to fight. That NPC Black Spiral Dancer can be Dread Gazed; the NPC Giovanni's hordes of zombies can be chopped to pieces, and the Hit Marks will, at the end of the day, fall down to enough damage.

Demons, on the other hand, are often either possessing a body that they don't particularly care about or are living some sort of incorporeal existence where swinging a Grand Klaive or a warded katana doesn't really threaten them. Kill their current body, and they hop into a new one. So, what do you do?

One of the first things players should do is adjust expectations. Demons can be defeated by being bound, sent back to Hell, or otherwise foiled without being 'killed.' Killing most demons is relatively difficult, and some creature types are better equipped to do it than others. That doesn't mean that PC's can't 'win;' it just means that winning often looks different in Demon plots. Destroying the Earthbound's Reliquary so that it is sucked back to the Abyss is a win. Binding a Tormented Devourer in a relic sword is a win. Demon antagonists are much more likely to be sealed away than outright destroyed.

The good news is that many of the tools to do this are available to all creature types. True Faith and Demonology are two of the most useful tools an aspiring demon-hunter can get, no matter their creature type. Any character can help to research a Demon's True Name - in fact, the scale of the research lends itself well to plots where many characters work together. A reliquary can be destroyed simply by hitting it hard enough, repeatedly.

Often, destroying a demon outright comes with moral compromise. Creature types that can consume the soul of a demon - such as PC Fallen and Kuei-jin - bring themselves closer to their own fall as a result of making that choice. Is the personal sacrifice worth eliminating the greater threat of a cosmic evil? Perhaps, but it is a moral compromise, all the same.

And then there is the question of what irreparable harm may be done to the universe by the destruction of a demon. After all, many demons began as angels, and were part of the creation of the World of Darkness. Would it not be better to redeem them? Does the world not lose something irretrievable with each former-angel destroyed?

These sorts of complicated moral questions are central to telling stories about demons as antagonists, because, in the end, they are tragic characters.

## Mechanics

The mechanics presented below may be useful to characters participating in demon plots, or who wish to present themselves as demon hunters.

### Merits

**Blessed** [7 Trait Merit; Sins of the Blood, p. 102]

Characters with this Merit are immune to Dark Thaumaturgy Paths and Rituals only.

**Innocent** [2 Trait Merit; Dark Ages - Road of Sin, p. 73]

MET conversion provided in the source.

**Indomitable Soul** [3pt. - Sins of the Blood, p. 102]

Used as printed.

**Redeemed** [7pt Merit Road of Heaven, p. 74]

Use as printed in the source.

**True Faith** [7 pts]

Use as printed in Laws of the Hunt (red book), under True Faith.

## Changing Breeds

### Stargazers

#### Reverie of the Kol-Kin

This Gift specifically bypasses a Fallen's innate abilities and immunities.

### Fetishes & Talens

**Wyrms Scale** [Laws of the Wyld: Revised p. 257]

The Apocalyptic Form is the Fallen's True Form, and a Wyrms Scale will force any Fallen with a Torment of 1+ into that form.

## Hunters (Imbued)

#### General (From the Hunter Packet)

The presence of a Hunter with active Conviction interferes with a demon's use of Faith, almost like magnetic charges that are opposed to one another. If a Hunter with Second Sight active is in the presence of a demon and has line of sight to it, all Faith costs for the Demon are doubled for as long as the Hunter keeps their attention on the demon. This does not require any active effort on the part of the Hunter, merely attention on the subject. The Demon does not become automatically aware of the Hunter or their influence, but they do notice how taxing any potential use of Faith becomes. See Hunter the Infernal for more details.

Second Sight makes Hunters immune to Revelation and a Hunter cannot become infernal via the means outlined in the Demon Packet and may never possess investments.

A Hunter with Second Sight active is not affected by shape shifting effects such as the Lore of Transfiguration and Flesh, etc. Their forms are static and such attempts at altering them simply fail. See Hunter Spellbound for more details. Hunters are prevented from involuntarily being taken to other realms. This is even the case when Second Sight isn't active. Attempts to teleport them into other realms, or pull their souls out with Lore of Death and the like simply fail to function.

## Kuei-jin

### Disciplines

The below Cross-genre recommendations are reprinted from the OWbN Player's Guide to the Fallen.

**Blood Shintai:** Blood Awakening [Laws of the East p.148]:

May be used to imprison incorporeal Demons as statues of jade.

**Chi'iu Muh:** Spirit Eating [Laws of the East p. 160]:

May be used to capture or consume an incorporeal Demon; attempts to pull the Fallen from a body instead remove a Trait of Faith from their pool. When the Fallen has no Faith remaining, their soul may be removed as normal.

## Shih

**Self Exorcism** [Laws of the East p. 275]:

When used to throw off the possession attempt of a Fallen, the Shih's Mental Challenge is made against the Demon's Faith. This Challenge is made immediately and reflexively after a successful possession, before the demon can do anything with the Shih's body.



# Vampires

## Disciplines

**Vicente de las Navas de Tolosa's Holy Shield** [DA20 p. 317]:

Fortitude 1, Obtenebration 2

XP Cost: 4

This power is Lasombra Coordinator Approval.

Spend a Willpower and a Vitae to activate this power for the night. Demons and characters on truly blasphemous and unholy Roads are almost unable to act directly against the vampire. Any action scoring fewer successes than your character's Obtenebration rating fails automatically. Additionally, the lowest possible Difficulty for any such action against your character is their Road rating.

MET System: Rather than needing to score a minimum number of Successes, the user of the combo is up a number of Traits equal to their Obtenebration rating. The target of this combo must bid an additional number of Traits equal to the user's Path rating. (OWbN Lasombra Packet, p. 65)

This technique applies penalties only to actions where Fallen directly targets the vampire. If a vampire happens to be caught in the area of an Earthquake, follows a Fallen onto a Path which then falls apart, or similar circumstances, the Technique is of no use.

# 2

## ANGELS

Angels are an integral part of the story of Demon: the Fallen. All Player Character Fallen began as Angels, before their Fall; as a result, portraying the backstories of PCs in a Fallen game, or running flashbacks to the War Against Heaven as part of plot, may well require the use of NPC Angels.

Time of Judgment presents rules for the return of a large number of Angels to the World of Darkness as part of the Demon the Fallen metaplot, and there are substantial clues in printed material that several entities going by other names in the modern World of Darkness may be Angels, including the movers behind the appearance of Imbued Hunters, the Seraph of the Cycle, who may have some connection to Gaia, and the Ebon Dragon and Scarlet Queen of Kindred of the East.

The rules below should be sufficient to create and portray NPC Angels as part of the plot; these rules require reference to the OWbN Player's Guide to the Fallen Packet. Note that NPC Angels may be substantially more powerful than Fallen PCs, to suit their role in the story, as determined by the Storyteller. The Chart below provides rules for differing power levels based on Rank.

**NPC Angels are Demon Coord Approval; PC Angels are Disallowed.**

### Quick NPC Creation Process

#### **Step One: Inspiration**

- Choose a concept
- Choose a Nature and Demeanor
- Choose a House
- Choose a Rank

#### **Step Two: Attributes**

- Assign Traits: Maximum in each category (10+Faith)

### **Step Three: Advantages**

- Choose five Abilities (if possessing Mortal Host)
- Assign Lores (From Common or House Lores)
  - Angels: 15 levels
  - Powers, Virtues & Dominions: 20 levels
  - Thrones, Seraphim, & Archangels: All Common & House Lores at 5
- Choose five Backgrounds

### **Step Four: Last Touches**

- Assign Faith based on Rank
  - Angel: 10 Faith
  - Power: 15 Faith
  - Virtue: 25 Faith
  - Dominion: 35 Faith
  - Throne: 45 Faith
  - Seraph: 50 Faith
  - Archangel: 65 Faith
- Assign seven Virtues (if possessing Mortal Host)
- Assign Willpower (ten)
- Assign Health Levels
  - Angels: 10 Health Levels
  - Powers, Virtues & Dominions: 15 Health Levels
  - Thrones, Seraphim & Archangels: 25 Health Levels
- Choose Negative Traits and Flaws (if any)
- Spend five (or more) Free Traits and choose Merits (if any)

**Attributes:** Angels receive maximum attributes, to a Trait maximum of 10 + Permanent Faith Score in each category.

**Abilities:** Angels receive Abilities only if they are possessing a human body; otherwise, they use Faith for retests in place of abilities. See below for more details.

**Backgrounds:** Angels receive 5 points to distribute into available Backgrounds; their choices are heavily restricted, unless they are possessing a human body, as described below.

**Lores:** Characters receive a number of levels (based on rank) to distribute among their House Lore and the two Common Lores. Characters must select one of their House Lores to be their Primary Lore, and may not have any other Lore that exceeds their Primary Lore. Additional Lores may be purchased at a cost of 3 Free Traits or Experience for Basic levels, 6 for Intermediate levels, and 9 for the Advanced level.

**Virtues:** Characters possessing a Mortal vessel receive one free point each in Conscience, Conviction, and Courage, and receive seven additional points to distribute among them. Additional Virtues can be purchased at a cost of 2 Free Traits or Experience points each (Maximum level 5).

**Faith:** Characters begin with a starting Permanent Faith score based on their rank. Players may raise their permanent Faith score at a cost of 6 Free Traits or Experience per point, but may never reach the starting Faith of the next Rank unless promoted by a superior.

**Willpower:** Characters begin play with 10 permanent Willpower, and may raise their permanent Willpower at a cost of 3 Free Traits or Experience per point, to a maximum permanent Willpower score of (ten plus Rank).

**Torment:** Characters begin play with zero Torment. Should an Angel's permanent Torment Score ever reach 1, they Fall.

**Freebies:** Characters receive 5 Free Traits at character creation. For each Negative Trait (up to five) and Flaw (up to seven points worth) taken, this number is increased

### **Abilities**

Angels don't generally have Abilities on their own; only when possessing human bodies do they gain the ability to learn, grow and change from the purpose they were given at their creation. Like Fallen, an Angel may spend a point of Faith to retest a Challenge. Furthermore, Angels do not need to possess an ability to attempt a Challenge, gain Bonus Traits from weapons, or the like.

Angels in Mortal Vessels may purchase any of the Abilities given in the OWbN Player's Guide to the Fallen Packet.

## Backgrounds

NPC Angels may possess the following Backgrounds: Allies, Contacts, Eminence, Fame, Followers, Influence, Legacy, Mastery, Paragon, Resources.

All Backgrounds not listed are not permitted for Angels.

## Eminence

Eminence, and the Eminence Background, function as detailed in the OWbN Player's Guide to the Fallen Packet, with the following modifications:

Level ●

While you hold no Rank, you have done something notable enough to garner the barest shred of a reputation. Choose a single Common Eminence Trait.

Level ●●

While you hold no Rank, your exploits have begun to build a reputation that other Angels and Fallen will take note of. Choose two Common Eminence Traits.

Level ●●●

Perhaps you were never promoted due to political machinations, or your greatest deeds have come since escaping the Abyss; in any case, you may choose three Common Eminence Traits.

Level ●●●●

You earned the Rank of Power of a particular facet of creation; gain all the benefits of that Rank, as listed below, in addition to three Common Eminence Traits.

Level ●●●●●

You hold the Rank of Virtue of a particular facet of creation; gain all the benefits of that Rank, as listed below, in addition to three Common Eminence Traits.

### **Power of (Facet of Creation)**

The first Rank above common Angels, Powers are given responsibility for coordinating those under them, originally during the creation of a facet of existence, and since, during the care and maintenance of that facet.

Eminence: Powers gain the Trusted Eminence Trait, and may never lose it so long as they hold this Rank.

Benefit:

Once per Challenge, Powers may spend a temporary Eminence Trait for a single retest against any mental or emotional power that would cause them to abandon their duty, so long as they are directly engaged in caring for their facet of creation at the time.

### **Virtue of (Facet of Creation)**

Virtues each commanded several hundred Powers and rankless Angels, coordinating the creation and maintenance of broader facets of creation.

True Name: A Virtue has a base of 15 fragments or syllables to their True Name

Eminence: Virtues gain the Invested and Exalted Eminence Traits, and may never permanently lose them so long as they hold this Rank.

Benefits:

Once per Challenge, Virtues may spend a temporary Eminence Trait to retest any Evocation Tests they make, so long as they are directly engaged in caring for their facet of creation at the time.

Virtues may temporarily expend four Eminence Traits to promote a new Power.

Any lesser Angel under a Virtue's command who disobeys their superior receives the Warned Negative Eminence Trait.

### **Followers**

This Background is identical to the Retainers Background, save that the servants it provides do not require an upkeep in vitae, as they are not ghouls.

## **Legacy**

Legacy is essentially a measurement of the Angel's recollections about their long existence. The player may expend a level of this Background and call for a Legacy Test under two circumstances: First, when confronted with something that might trigger a memory, such as the handiwork of a foe from the Age of Wrath. On a win or tie (retest Legacy), the Storyteller should narrate a flash of memory relevant to the events at hand.

Secondly, if the character needs an Ability they do not possess, or has expended all levels of a relevant ability, they may make a Legacy test. On a win or tie (retest Legacy), if the Storyteller agrees the ability is appropriate to their experiences during the Age of Wrath, they may act as if they had the needed Ability for this Challenge only, including calling it as a retest.

## **Mastery**

The Mastery Background allows NPC Angels to spend additional points of Faith to enhance their Evocations. NPC Angels may purchase a number of levels of this Background up to their Rank: one level for an Angel, two levels for a Power, and so on. Mastery of level 4+ operates on a scale that could impact more than one Chronicle; the Demon Office will not generally approve Chronicle NPCs for higher than Mastery 3, as a result.

For each level of this Background, the Angel may spend a single point of Faith to enhance each aspect of their Evocations, increasing one of the following by a factor of ten:

- Range

- Area of Effect

- Number of targets

- Duration (unless the base Evocation already lasts a Scene)

If multiple such aspects of an Evocation can be enhanced, a point of Faith must be spent on each before a second point of Faith may be spent to multiply an aspect by an additional factor of ten. In other words, you can't increase the area of effect by x100 until both range and number of targets, if applicable, have already been multiplied by x10.

Damage may never be increased with the Mastery Background.

## **Paragon**

Paragon represents an Angel's skill with their Primary Lore, their mastery of the facet of Creation they are responsible for. A single level of this Background may be spent on any given Challenge when using the character's Primary Lore, providing either a Paragon retest, or a single additional grade of success. No character may ever possess this Background for more than a single Lore.

## Innate Abilities

**Fallen Innate Abilities:** Angels receive all the Innate Abilities Fallen receive, including Resistance to Illusion, Immunity to Mind Control, and the like. See the OWbN Player's Guide to the Fallen for details.

**Apocalyptic Form:** Angels have the normal Apocalyptic Form for their Visage, but do not have Tormented Form powers. If built using form points, their Visage has 10 points to allocate between the four features.

**Faith:** Angels completely refill their Faith points every day at dawn (local time), and may reap Faith from mortals or regain Faith through the Penitent Merit as Fallen can. As Fallen can, they may also spend 1 Faith to retest a failed Challenge. Furthermore, they may spend Faith when performing Evocations to increase the listed Range or Area of Effect: If the printed Range or Area of effect is measured in yards, they may increase it by 10 yards per Faith spent; if listed in miles, they may increase it by 10 miles per Faith spent.

**Immunity to Summoning and Binding:** While an Angel's True Name may be learned just as may a Demon's, their connection to their Creator renders them completely immune to any kind of Summoning or Binding. An Angel may choose to answer a Summoning voluntarily, for their own reasons, but they may leave whenever they choose. An appropriately performed Summoning Ritual does provide one benefit: the Angel need not make any Test to hear the Invocation of their Name.

**Possession:** Angels may only possess humans (not supernatural creatures) of great Faith who voluntarily accept the possession, out of a desire to serve the Creator. The level of Faith Potential or True Faith required increases based on the Rank of the Angel:

Faith Potential 3 or True Faith 1: Angels & Powers

Faith Potential 4 or True Faith 2: Virtues

Faith Potential 5 or True Faith 3: Dominions

True Faith 4: Thrones

True Faith 5: Seraphim

Archangels are too powerful to possess a human body - save perhaps for one of the Imbued, but such a possession, even by an Angel, is contrary to the Creator's Plan, and causes an immediate Fall from Grace (see below).



**Holy Ground, Relics, and True Faith:** Angels find the presence of True Faith, Holy Relics, and Holy Ground comforting. Once per scene, an Angel may recover a number of points of Faith equal to the level of a Holy Relic, or the Holy Ground, in their presence. A Character with True Faith may choose to channel it, giving points of Faith to an Angel on a one for one basis.

**Incorporeal:** NPC Angels do not require physical bodies; they are beings of pure light, and they may exist without mortal hosts. So long as an Incorporeal NPC Angel has at least one point of Faith, it may physically manifest in its Apocalyptic Form; should it be reduced to 0 Faith, it immediately disincorporates and returns to Heaven until dawn of the following day. If an incorporeal NPC Angel chooses not to manifest, it is unable to be perceived or detected by any means, save by other Angels, without its consent. While Incorporeal, they possess the Health Levels: Healthy x10. Relics attuned by an NPC Angel become Incorporeal with them, and manifest with them, at no cost.

**Damage Resistance:** While Incorporeal, NPC Angels are immune to Bashing and Lethal Damage completely. They do not heal naturally while Incorporeal, but may heal Aggravated Damage for 5 Faith per level.

### **What About True Faith and Miracles?**

Some Storytellers may desire NPC Angels to perform the sort of effects listed in various sources under True Faith; after all, Lores are a bit more narrow in their scope, and don't necessarily cover all of the things we imagine an Angel might be able to do. If you want your NPCs to be able to work more traditional miracles, consider the following Optional Rule:

**Angelic Miracles:** Angels may perform the following effects as if they had True Faith, as described on pp. 269-271 of *Laws of the Hunt: Revised* and on p. 106 of *Laws of the Hunt*, subject to the modifications as noted below. To do so, they must have a number of points of Faith in their pool equal to the level of the effect. Any effects which would require an expenditure of True Faith Traits instead require an expenditure of Faith points.

**1: Regaining Willpower:** Angels may spend Faith as Willpower if they run out of Willpower points; the meditation rules, however, are not appropriate.

**Repel Vampires:** Angels may repel vampires, infernalists and demons with a Social Challenge, as described.

**2: Holy Resistance:** Generally superseded by Angels innate Resistance to Mind Control, but may be used as printed if there is a doubt

**Faith Healing:** Angels may use this ability as printed.

**3: Sense Unholy Presence:** Angels may use this ability as printed.

**4: Holy Invulnerability:** Generally not needed, but may be used if you are in doubt of whether the Angel is vulnerable to such an effect.

**5: Blessing:** Angels may use this ability as printed. This is a good way to give your Angel NPCs a Flaming Sword, if they don't otherwise have one.

**6: Miracle:** Angels may use this ability as printed in Laws of the Hunt, p. 106. This is a good catch-all for whatever divine intervention the Storyteller may need.

## Merits and Flaws

### Infernal Merits

#### **Angelic Aura** (1 point Merit)

The character gains one bonus Trait on all Social Challenges with Mortals.

#### **Angelic Gaze** (1 point Merit)

The character gains one bonus Trait on all Challenges involving the following abilities: Empathy, Intimidation, Leadership. Note that this Merit, as described on p. 76 of the Demon Player's Guide, comes with clearly unnatural eye color.

#### **Atavistic Form** (2 point Merit)

When in your Apocalyptic Form, you gain one bonus Traits on all Social Challenges with Mortals; additionally, the Difficulty for Mortals to resist Revelation is increased by one.

#### **Dreams of the Past** (2 point Merit)

Storytellers may use this Merit to impart knowledge your character may not know. This Merit also provides a single retest on a Legacy Challenge, once per session.

**Famous Liege** (2 point Merit)

As written on p. 76 of the Demon Player's Guide.

Social Merits

**Good Sense of Character** (2pt Merit)

As per Good Judge of Character, p. 153 of Laws of the Reckoning.

Mental Merits

**Code of Honor** (1pt Merit)

As written on p. 144 of Laws of the Hunt: Revised.

**Higher Purpose** (1pt Merit)

As written on p. 144 of Laws of the Hunt: Revised.

**Devotion** (3pt Merit)

As written on p. 75 of Road of Kings, save that it applies to Willpower Challenges

**Supernatural Merits**

**Loyalty** (1pt Merit)

As written on p. 150 of Laws of the Hunt: Revised.

**Burning Aura** (2pt Merit)

As written on p. 67 of World of Darkness: Sorcerer.

**Miracles of the Faith** (5pt Merit)

As written on p. 93 of Cainite Heresy.

**Blessed** (5pt Merit)

As written on p. 112 of Libellus Sanguinis 4; see Laws of the Night: Revised for rules on Majesty.

**Blessed** (7pt Merit)

As written on p. 102 of Sins of the Blood.

**Fist of God** (7pt Merit)

As written on p. 155 of Laws of the Hunt: Revised, save that it functions so long as you have no permanent Torment.

## Infernal Flaws

### **Ancient Animosity** (1-3 point Flaw)

As written on p. 84 of the Demon Player's Guide.

### **True Reflection** (1 point Flaw)

As written on p. 84 of the Demon Player's Guide.

### **Infamy** (2 point Flaw)

You are two Traits down on Social Challenges against Demons.

## Merits from Devil's Due

### **Penitent** (7pt Merit)

You gain two bonus Traits on all Virtue Challenges to resist gaining Torment. Additionally, you regain a point of Faith every time you perform an act that strongly fulfills your original angelic purpose. Characters may not take this Merit if they possess the Cult or Pacts Backgrounds, or indeed any Thralls at all, nor may they have a Torment greater than two. If the Character stops meeting these conditions during play, they lose the benefits of this Merit until such time as this is rectified.

### Flaws from Devil's Due

#### Known Name (1,3, or 5 pt Flaw, pr 1pt Merit)

As printed on p. 99 of Devil's Due.

#### **Out of Touch** (3pt Flaw)

As printed on p. 99 of Devil's Due.

#### **Strong Host** (4pt Flaw)

When encountering a situation that the host body feels strongly about, the storyteller may require you to make a Static Faith Challenge, Difficulty 8, in order to control your actions. The Difficulty of this Challenge is reduced to a 6 if they are beating the host soul into submission rather than stoically resisting. Success means the angel can act normally for the rest of the scene. If the host soul was beaten down, the angel must immediately make a Conscience test for Torment.

# Lores

Angels may only ever use non-Tormented Lores, and are at no risk of their Lores going out of control. Specific modifications for certain Lores are listed below.

NPC Angels of sufficient Eminence - Dominion and above - may be given Pinnacle Lores, chosen from among their House Lores and the Common Lores.

## Lore of the Firmament

**Remote Viewing:** As printed, save that, instead of Thralls, it may be used on any human possessing True Faith or any Imbued possessing Conviction. This Evocation may only be performed on a willing target.

**Mouth of the Damned:** As printed, save that, instead of Thralls, it may be used on any human possessing True Faith or any Imbued possessing Conviction. This Evocation may only be performed on a willing target.

**Many Places at Once:** As printed, save that, instead of Thralls, it may be used on any human possessing True Faith or any Imbued possessing Conviction. This Evocation may only be performed on a willing target.

## Lore of the Spirit

**Anchor Soul:** Instead of binding a mortal soul into an object - an act counter to the Creator's plan - Angels of the Seventh House may spend one Faith and touch a Wraith to cause the target to immediately resolve a single Fetter. This Evocation may only be performed on a willing target, and no Wraith PC may ever benefit from this Evocation more than once, total. In the case of NPC wraiths, the Storyteller may choose to allow this Evocation to send the Wraith to the Second World of the Creator's Plan, or perhaps even to provide the final push to Transcendence, to end a story.

## Experience

- New Attribute Trait: One experience per Trait
- New Ability: One Experience per Trait
- New Background: One Experience per Trait
- New Lore: Three Experience for Basic Lores, Six for Intermediate Lores, and Nine for Advanced Lores. Add an additional point to the cost of Lores outside of the Character's House or the Common Lores
- New Ritual: As listed by Ritual
- New Faith: Six Experience Traits
- New Willpower: Three Experience Traits
- New Merit: Double the listed cost of the Merit
- Buy off Negative Trait: Two Experience
- Buy off Flaw: Double the cost of the Flaw, with Storyteller approval

## Falling From Grace

Angels do not have a Torment Score, and do not accrue temporary Torment. Instead, committing any of the following sins causes them to immediately Fall from Grace and change their creature type to Fallen, with a permanent Torment Score of 1. Storytellers are requested to notify the Demon Coord Office and the Archivist should an NPC Angel Fall, so that R&U records may be updated as needed.

- Any Act of Cruelty or Selfishness.
- Refusing to sacrifice for the greater good, when called upon to do so.
- Making a Pact.
- Consuming a Soul.
- Possessing a Mortal without their express consent.
- Possessing an Imbued.
- Doing harm (physical, emotional, or spiritual) for any reason other than self-defense, or for the greater good of Creation
- Interfering with or artificially accelerating a Mage's Awakening, or interfering with a Kuei-jin's Dharmic advancement
- Permitting any of the above acts in your presence without making an earnest attempt to prevent it.
- Regularly consorting with morally compromised characters (most Vampires, Black Spirals, or Fallen, for instance), or making excuses for their actions.

# Redemption

For a Fallen, achieving Redemption is a monumental task, and should be the culmination of years of story. No two journeys along this path will be identical, but there are a few goalposts along the way which any PC Fallen pursuing this state of grace should aim for.

**Reduce Your Torment and Raise Your Virtues.** In order to achieve Torment 0, you need to first lower your Torment to 1. High virtues will help in keeping your Torment down.

**The Penitent Merit, and living without Thralls.** Having Thralls is an innately evil act, a violation of human free will, and an affront to the natural order of Creation. No Fallen hoping to achieve Redemption may continue to maintain the Cult, Pacts, or Thralls Backgrounds. The Penitent Merit provides an alternate means of regaining Faith.

**Invest in representing your story mechanically.** Consider Merits such as Angelic Aura and Angelic Gaze, as well as other Merits suggested in this Packet for PC Angels. Pursue buying off Flaws that are counter to your goal, such as Cursed by God or Cannot Enter Holy Ground.

**Do Good in the World, not Evil.** Avoid committing any of the Sins which would cause an Angel to Fall, or Fallen to gain Torment (Don't consume souls, for instance). Actively put your character at risk protecting others from evil. Do not regularly consort with morally compromised characters, such as vampires, fomori, high torment demons, etc, or make excuses for their actions.

**Pursue a climactic, dramatic opportunity for Redemption.** This Packet will not spell out a final condition for achieving Redemption; such a story should be personal for each PC, and not simply an expression of mechanics. Expect this Office to apply the rule of 'Once Cool;' in other words, just because a story works for one PC, do not expect it to become a replicable precedent for other PCs to repeat.

# Cross Genre Considerations

For the most part, the suggestions presented in the OWbN Player's Guide to the Fallen are appropriate for NPC Angels. A few additional suggestions are included below.

## Changeling

**Banality:** As with Fallen, an Angel's Banality is largely determined by the mortal vessel they inhabit. See the OWbN Player's Guide to the Fallen packet for more details.

## Changing Breeds

Angels may not ever possess Kinfolk, Kinain, Ghouls, or other demi-supernaturals.

**Scent of the True Form:** Will now reveal the creature type of "angel."

**Sense Weaver, Wyld and Wyrms:** Angels are triatically balanced, by default, though some houses will tend a bit toward one of the three (The Third House tends Weaver, the Sixth House Wyld, the Seventh House Wyrms). The Seventh House, to those with Wyrms Lore, are clearly manifestations of the original, uncorrupted Balance Wyrms.

## Hunter

**Second Sight:** The Second Sight reveals Angels as holy beings, servants of the messengers.

Angels do not suffer any penalties from the presence of the Imbued in a scene; instead, they receive +1 Bonus Trait on Evocation Challenges per Imbued present.

Imbued in the Presence of an Angel temporarily increase their effective Patron Background by one level; this may take them above level five.

Sending visions to Imbued is beyond the scope of PC Angels; at the Storyteller's option, Angel PCs present in a scene while Hunters are receiving a vision from the Messengers may share that vision.

## Kuei-jin

**Creature Type:** Shentao and other abilities that reveal creature type will result in 'Minister of Heaven.'

An Angel in the presence of a Kuei-jin is immediately aware of their status as fallen servants of Heaven; the Angel may provide encouragement along the Way Back, but is forbidden from directly interfering with the Kuei-jin's penance. What does this mean in practical terms?



- Intensive role-play with a Kuei-jin PC where the Angel says something like, “I know what you’re going through is really hard, but I just want you to know that I’m proud of you for doing the right thing’ is perfectly acceptable.
- Any attempt to manipulate events so that the Kuei-jin experiences Moments of Blindness or Auspicious Occasions, or to mechanically manipulate those Challenges, is forbidden.

## **Mage**

An Angel in the presence of a Mage is immediately aware they are pursuing the path laid out for them by the Creator, and that interfering with their Awakening, as Lucifer and the Fallen did during the Age of Wrath, is contrary to the Creator’s Will and Plan. What does this mean, in practical terms?

- Intensive role-play with a Mage PC where the Angel provides moral support and encouragement is ok.
  - Any attempt to aid a Mage in increasing their Arete, or formulated new Rotes based on the Angel’s understanding of Creation, would be considered interfering.
- Rotes that target “demons” do not function on Angels.

## **Vampire**

Angels should not generally be spending extended periods of play interacting with vampires, save to offer them the mercy of a human death: vampires are, by and large, corrupt and evil creatures, and becoming a vampire apologist or hanging out at Elysium will quickly cause an Angel to fall from grace.

**Auspex:** Aura Perception: Will now reveal the creature type of “angel,” a holy, burning aura of golden faith that is almost blinding.

**Ward vs Demons, etc:** Powers that target “Demons” do not function on Angels.

**The Curse of Caine:** Any Angel in the presence of a Vampire is immediately aware of the Curse of Caine laid upon them by the Creator. Should a Vampire seek forgiveness of an Angel for their sins, the Angel may sacrifice a permanent level of Faith to remove the Curse, granting the Vampire in question a mortal death at the end of the Scene. Under no circumstances may such a blessing be revoked by a second Embrace, or the death of the vampire be prevented by any other interference; the length of the Scene should be used to give the player of the Vampire PC an opportunity to roleplay the end of their story.

## **Wraith**

**Lifesight:** Will now reveal the creature type of “angel.”

# 3

## PINNACLE LORES

The OWbN Player's Guide to the Fallen was written to be a rules set for PC Fallen; sometimes, Storytellers may find those rules insufficient to portray NPC demons. Whether a Storyteller is looking for a way to make their antagonists a more challenging threat, or if they are short of time and simply seek an action for an NPC to take which will cause players to say 'woah,' they may consider using one of the powers below.

**Pinnacle Lores are Disallowed for PCs. Common and In-House Pinnacle Lores are not regulated for NPCs; Out of House Pinnacle Lores are Demon Coordinator Approval for NPCs.**

### Common

#### Lore of the Fundament

Spend one Faith at the beginning of a round to activate this Evocation for the scene. You gain the benefits of Manipulate Inertia and Manipulate Acceleration. Furthermore, you may not be knocked off your feet unless you allow it, and if you did not already, you now win ties on Physical Challenges.

**Grades of Success:** Each Grade of Success grants either +1 damage to physical attacks for the round, or an additional physical action each round, coinciding with Celerity/Rage/Quicksilver/etc actions.

**Torment:** Shockwaves of uncontrolled kinetic energy and unstable matter blast from the demon's every movement: each physical attack made by the demon creates an explosion of three lethal damage, which is applied against every other object and character within ten feet.

#### Lore of Humanity

Spend one Faith and engage your target in a contested Social Challenge. If you succeed, a single mortal is relieved of the burden of their sentience, reduced to the instincts of an animal. This change is permanent, and renders the target an NPC.

**Grades of Success:** Each grade of Success causes one generation of descendents from the target mortal to also be affected by this Lore, with no Challenge.

**Torment:** Instead of rewinding humanity's evolution, the demon interferes with the Plan of the One Above by jumpstarting Ascension. With a successful Social Challenge (as above), the demon may send a Mage into an immediate Seeking. When used on an unawakened Mortal, this Evocation changes their Creature-type to Mage. Use of this power will not circumvent OWbN bylaws regarding the change of creature type, or regulating high levels of Arete.

### **Managing Player Expectations**

This power - and several others in this chapter which also risk immediate PC death - is an entirely different kind of horror than many players are used to. Many players will enjoy it as a plot element, when used on NPCs; but using it on a PC, and ending their story as a primitive, non-sentient human, may be a difficult pill to swallow. The Demon Office strongly encourages that if that option is on the table in a Scene, the ST Staff be very transparent about the risks and possibilities characters are exposing themselves to, and give ample opportunities to back out.

## **Devil**

### **Lore of Celestials**

Spend three Faith and one Willpower at the beginning of the round. For the remainder of the Scene, you may reflexively redirect a single Evocation that targets you, each round. For example, if a Fallen targets you with Fire of Heaven, you may choose to reflect it back at them. This requires no test on your part; if a Challenge would be needed to affect the new target, it is thrown between the Demon performing the Evocation and the new target. The originating Demon must make full use of their available Traits and retests in this Challenge.

**Grades of Success:** Each Grade of Success on this Evocation is applied as bonus Grades of Success to any Evocations redirected through the use of this power.

**Torment:** All redirected Evocations become the Tormented version of those Evocations, regardless of their original state.

## Lore of Flame

Spend one Faith to bring the heat of a star to bear against your enemies. Make a ranged Physical Challenge against your target, up to a distance of yards equal to your permanent Faith Score. If you succeed, a solar flare erupts from your hand to engulf your target, and anyone unfortunate enough to stand between you and them. Anyone directly affected by this Evocation is destroyed immediately, without recourse. Everyone else - except those immune to Fire, such as through a feature of their Apocalyptic Form, or a power like Kiss of Helios - suffers a number of Aggravated damage equal to 10 minus the number of paces away from the target they are standing. Furthermore, all mortals present in the Scene suffer penalties as per the Blind Flaw for one round after the attack, and then penalties identical to those imposed by the Obtenebration power Shroud [Laws of the Night: Revised p. 164] thereafter, until the Scene is over and their eyes have a chance to recover. Vampires are affected by this power as per direct sunlight.

**Grades of Success:** For one Grade of Success, onlookers' eyes are literally burned out of their sockets, inflicting an additional level of Aggravated Damage and rendering them Blind for the Scene. With a second Grade of success, the optical damage is permanent, absent the use of powerful supernatural healing.

**Torment:** Rather than fueling this Evocation themselves, the Demon literally reaches out to a star somewhere in the universe and consumes it, speeding the time when the end of the Universe comes and all that exists collapses back under the weight of entropy. The Demon gains a permanent level of Torment if they do this willingly.

## Lore of Radiance

Spend a permanent Faith and a permanent Willpower to exalt a willing Mortal in the same scene: they change creature type to 'Imbued.' Other Mortals in the Scene may well become Bystanders. This Evocation does not bypass OWbN Bylaws regarding the change of creature type, and cannot be used to target a PC with a 'Full Supernatural' template. Kinfolk, Ghouls, Hedge Mages and the like, however, are fair game.

**Grades of Success:** For each Grade of Success, you may choose a single Mortal without a 'Full Supernatural' Template to become a Bystander.

**Torment:** A tormented Demon can only create twisted, power-mad and corrupted creatures with this Evocation: speak to the Hunter Coord about Infernal Edges and Waywards.

# Scourge

## Lore of Awakening

Spend three Faith and one Willpower to restore a single character with the very Breath of Life. Your target is healed of all wounds, up to and including death, so long as they perished within the last ten minutes and their soul has not been, in the meantime, bound, destroyed, or otherwise removed from play. All poisons, drugs, diseases, mutations (including from Balefire) and genetic defects are removed. Any missing body parts are regenerated, and any Battle Scars are either removed or reduced to cosmetic scarring with no mechanical effects. This power may, subject to OWbN Character Bylaws, restore an undead character to life.

**Grades of Success:** For each Grade of Success, you may rejuvenate your target by a single year.

**Torment:** The demon breathes a corrupted, dark mist over a single scene (graveyard, battlefield, morgue, etc). All corpses - human or otherwise - within the location rise as 'Specters' (see OWbN Player's Guide to the Fallen, pp. 187-188) with a base number of Physical Traits equal to what they had in life. Games that use Horde / Mass Combat rules may apply statistics to this horde of undead monstrosities to suit their needs.

## Lore of the Firmament

You may 'commit' a single point each of Faith and Willpower, each, to one or more of your targets when employing Many Places at Once; if you do so, the Evocation's effects do not expire until you choose to end them. These Traits may not be recovered, by any means, so long as you maintain your use of Many Places at Once on your target(s).

**Grades of Success:** Each Grade of Success allows you to affect an additional target, beyond the limit of Many Places at once, at no penalty (these additional targets will not cause you to fall into a coma).

**Torment:** On the first of each month, your targets lose a permanent Willpower Trait from the unending pain of carrying your hideous power. When they are reduced to zero Willpower, they crumple to ash, burned out by energies they were never meant to contain.

## Lore of Winds

Spend one Faith at the beginning of your turn to activate this Evocation for the Scene. You may lift up to a dozen objects as if using Command the Wind; furthermore, you receive a single free physical action to manipulate one of these objects, which takes place during normal actions (not Celerity/Rage/Quicksilver/etc). For instance, you may use your normal action to perform another Evocation, but still use your winds to throw a car, or slash with a flying sword. Finally, you may choose to interpose one of the objects you are currently manipulating with this Evocation in the way of an incoming attack; doing so grants a single defensive retest, but causes the object to be destroyed, knocked out of your control, or otherwise denied to you until such time as you reactivate this Evocation.

**Grades of Success:** Each Grade of Success may be used to either grant an additional physical action to manipulate objects, as above, or grant you +2 Traits on Physical Challenges to defend against incoming attacks, as the swirling objects spinning about you make it difficult to land a telling blow.

**Torment:** Instead of providing defensive benefits, this Evocation allows you to 'spend' lifted objects to add damage to a successful attack, on a one for one basis, and Grades of Success may be used to grant +2 Traits to attacking Challenges, instead of Defending Challenges, as you overwhelm your opponents with a storm of objects.

# Malefactor

## Lore of Earth

Spend three Faith and one Willpower as your action to destroy a single target building with a localized earthquake. Any supernatural creature, or PC human, caught within the collapsing building suffers at least 10 Lethal Damage, and risks being trapped under the rumble. The majority of human NPCs are simply killed outright. There are likely to be fires in the wreckage, and digging out survivors or clearing rubble can take weeks.

## Lore of Paths

You may now use your Lore of Paths Evocations to open, walk and modify any supernatural pathway, including: Byways, Dragon Lines, Moon Bridges, Trods, and the like.

**Grades of Success:** As per the Lore of Paths Evocation you are using.

**Torment:** Any supernatural pathway you touch becomes twisted, tainted and defiled by your power. Different creatures may interpret this as Wyrms Taint, Defiled Chi, or their own equivalent.

## Lore of the Forge

Spend three Faith and one Willpower at the beginning of the round to activate this Evocation for the Scene. All crafted and shaped things bend to your will: for the remainder of the Scene, no weapon may strike you; attempts to employ a weapon against you automatically fail. Furthermore, any item you use gains +1 to its numerical, beneficial mechanics: it inflicts +1 damage, grants +1 Trait, +1 Armor, etc.

**Grades of Success:** Each Grade of Success increases the modifier to numerical, beneficial mechanics, by +1.

**Torment:** Upon the activation of this Evocation, all crafted items in the scene - including weapons, armor, and magic items - simply shatter, leaving only fragments behind. This destroys your own equipment, as well as that of your enemies.

# Fiend

## Lore of Patterns

Spend three Faith and one Willpower at the beginning of the round to activate this Evocation for the Scene. You gain all the benefits of the Foresee Evocation; furthermore, you gain a pool of ten 'Fate' retests which may be used on any Challenge.

**Grades of Success:** Each Grade of Success allows you to convert a single lost test to a tie.

**Torment:** Any time you use a 'Fate' retest on a Challenge in which you would inflict damage, you inflict +3 damage - even if your intent is to subdue without killing, this may cause your strike to be Lethal.

**Lore of Portals** You may now open a Doorway into Darkness which allows you to access any Realm (subject to OWbN Bylaw restrictions), with two exceptions: Heaven (from which you are barred by the Creator) and the Second World. You may also step out of the space between realms into any space within the bounds of the Chronicle, though wards against your creature type will require the normal Challenges for you to pass.

**Grades of Success:** Each grade of Success protects you - and anyone you bring with you - from the adverse effects of the space between realms for a single round.

**Torment:** Your portals exert a fell gravity, sucking in anyone within a number of yards equal to your permanent Faith Score, unless they can succeed at a Static Physical Challenge (retest Athletics) against fifteen Traits.

## Lore of Light

Spend 1 Faith and make a Mass Social Challenge against your targets. You create hyper-realistic holograms; those who you defeat in the Challenge believe them to be real, but even those who win against you see the holograms, they simply realize they are not physical. These holograms may be used to portray anything you can imagine, and may include both color and motion, as well as realistic texture. Other Fallen - or anyone with a Fallen's resistance to illusion - may recognize these holograms as figments, but they still perceive the holograms. This ability persists for the remainder of the scene.

**Grades of Success:** Each Grade of Success allows your illusions to persist for an additional scene or hour; furthermore, you may program them to enact whatever motions you desire while you leave them behind.

**Torment:** Your illusions may only be creations of horror; anyone viewing them must win a Static Willpower Challenge against eight Traits, or gain a temporary Derangement for the remainder of the session.

# Defiler

## Lore of Longing

Spend three Faith and one Willpower to activate this Evocation for the Scene. Any powers or effects which would cause a target to be immune to your Lore of Longing Evocations now instead grant the target the benefit of winning on ties in Challenges to resist your Lore of Longing Evocations. You may call a single Awe retest on any Social Challenge you make, at the cost of one Social Trait.

**Grades of Success:** For a single Grade of Success, your retests on Social Challenges may not be canceled.

**Torment:** All Mortals present in this Scene must immediately give into their worst impulses if they cannot defeat you in a Social Challenge. They should play out their Negative Traits, Flaws, Derangements and the like with the intent of hitting rock bottom. Note: This power cannot be used to violate OWbN consent bylaws. Always get enthusiastic consent for Scenes of this nature, and make allowances for Black Cards or other accommodations for player comfort.



## Lore of Storms

Spend three Faith and one Willpower: you strike a city with a geographically appropriate, natural disaster level storm (hurricane, tornado, blizzard, etc). The effects are generally narrative, but at the very least, most or all of the city loses power; flooding or high winds damage buildings; and any outdoor Scene during the storm should be under the effects of the Invoke the Storm evocation (or, if you prefer a non-Fallen rule-set, use Weather Control for mechanics). This Evocation lasts for a single Scene or hour, whichever comes first.

**Grades of Success:** Each Grade of Success adds an hour's duration, or increases the size of the area effects (remember to stay within the bounds of your Chronicle's territory).

**Torment:** All outdoor Scenes are subject to the indiscriminate lightning strikes described under Invoke the Storm for the duration. Again, feel free to use Weather Control if those mechanics are more familiar, but you should probably increase the damage.

## Lore of Transfiguration

Spend one Faith reflexively when you are targeted by an attack. Your form briefly flickers to that of someone the aggressor cares for, causing them to hesitate. In order to proceed with the assault, a vampire must lose a humanity test; a fallen must accept one permanent torment; a Garou or changing breed character must allow themselves to frenzy; a Kuei-jin must give in to Shadow Soul; a Wraith must let their Shadow take control; or the like.

**Grades of Success:** Each Grade of Success gives you a retest which may be used to take advantage of your enemy's moment of weakness in an attack of your own.

**Torment:** You gain the same benefits, but instead of becoming a beloved figure, you expand into a monstrous, fleshy blob that shatters the sanity of everyone in the scene as it pulses and throbs. Gain an additional ten health levels due to your sheer, monstrous mass; this effect lasts until the end of the scene, when you shrink back down again.

# Devourer

## Lore of the Beast

Spend three Faith and one Willpower and touch a target NPC human or animal (which may require a Physical Challenge). If you succeed, you cause the target to undergo the First Change. Use of this Evocation may not violate OWbN Character Bylaws regulating Changing Breeds, so be sure to speak to the CBC office if you are planning to use this Evocation on exotic creatures.

**Grades of Success:** Each Grade of Success allows you to affect an additional target.

**Torment:** The tormented version of this Evocation may only create Mockery Breeds.

## Lore of the Wild

Spend three Faith and one Willpower to utterly destroy a fortification or structure. Roots of trees grow up from the ground to crumble cement; rust spreads over metal; vines punch through windows. Any defensive benefits the structure might have given defenders are lost.

**Grades of Success:** For each Grade of Success, you may also attempt to grapple a target character within or near the building using vines, roots, or the like, using your Physical Traits for the Challenge.

**Torment:** The Scene is also affected by the tormented version of Command the Wild, as thorns, poisons, and carnivorous flowers beset the unfortunate.

## Lore of Flesh

Spend three Faith and one Willpower and make a Physical Challenge to touch a target living Mortal. If you succeed, you absorb their body into your, gaining their Physical Traits and Health levels added onto your own. You may expel them at the end of the season, though if these bonus health levels are lost, they may not survive.

**Grades of Success:** Each grade of Success allows you to absorb an additional target on successive actions.

**Torment:** You utterly consume your targets, gaining one Faith and their current temporary Willpower in addition to the above benefits. This effect is permanent, immediately killing any Mortal targeted.

# Slayer

## Lore of Death

Your use of Extinguish Life now kills any character with a touch. This death is final and may not be prevented or reversed by any means whatsoever. The target's soul immediately passes on to whatever destination awaits it, and does not become a Wrath, nor may it be summoned, bound, or manipulated by any means.

**Grades of Success:** This Evocation spreads in a wave: for each Grade of Success, you may immediately make a follow up Physical Challenge against an additional Mortal within ten feet of the last target; this Challenge does not require physical contact. If successful, the second - and third, fourth, etc - target is also affected by this Evocation.

**Torment:** Instead of sending the souls of the slain to their proper destination, you consume them, immediately refilling your Willpower and Faith pools.

## Lore of Realms

You may spend 3 Faith reflexively to avoid a single physical attack, without a Challenge, by flicking into the Shadowlands for a split second. Additionally, you may gaze into or out of the Shadowlands at any time you wish, at no cost.

**Grades of Success:** Each Grade of Success allows you to return one step away from the location where you flickered into the Shadowlands.

**Torment:** The horrible gravity of the Shadowlands - and beyond it, Oblivion - sucks any weapon used as part of the attack you have avoided past the Shroud, where it clatters to the ground in the Shadowlands.

## Lore of Spirits

Spend one Faith and make a contested Social Challenge against a target Wraith. If you succeed, they immediately pass on to their final destination, for all intents ceasing to exist in this world.

**Grades of Success:** For each Grade of Success, all Wraiths who witness this miracle regain a Willpower. If any are currently in the control of their Shadow, they immediately revert to the control of their Psyche.

**Torment:** Instead of sending a Wraith on, you immediately Soul Forge them into an object of your choice. Your Crafts abilities may determine the item's quality, depending on your game's crafting rules.

# 4:

# INFERNALISM AND THRALLS

Thralls make excellent antagonists for a variety of genres, though in OWbN they have, historically, primarily been used in *Vampire: The Masquerade* and *Demon: The Fallen*. This Chapter will provide resources for Storytellers to create and utilize Thralls, focusing on those two genres. Storytellers wishing to use Thralls in other Genres - *Changing Breeds*, *Changeling*, *Mage*, etc - may freely make use of the mechanics presented in this Chapter, and may also consider consulting the Demon Office to customize NPCs for their genres.

**NPC Thralls are Unregulated; PC Thralls are Disallowed.**

## Thralls for *Demon: The Fallen*

In *Demon: The Fallen*, Thralls fill roughly the same role as Ghouls do in *Vampire*, Kinfolk do in *Changing Breeds*, Kinain do in *Changeling*, etc. PC Fallen may purchase NPC Thralls with the Pacts Background, at one Thrall per level. Each Thrall has a Faith Potential, assigned by the Storyteller, and rating from one to five, as follows:

- Spiritually weak, with no religious beliefs
- The average mortal
- A devout priest with strong religious beliefs
- A fanatically religious person who devotes their life to their faith
- Living exemplars of faith, the sort who might be canonized or found their own religion

Faith potential forms a pool of points to spend, as the Fallen desires, when they empower their new Thrall through a Pact. These points may be spent on the following:

- Most Fallen allocate at least a single point of Faith potential to themselves: each day, at dawn, they gain a Faith point from the Thrall with whom they have a Pact. A Thrall with a Faith potential of 4 or 5 may have a second point of Faith potential allocated to offering Faith.
- A point of Faith potential may be used to repair chronic injuries or impairments, giving sight to the blind or returning the ability to walk to a paraplegic.

- A point of Faith potential may be used to give the Thrall 10 Free Points to spend immediately. This is how Demons do things like grant wealth, fame, or musical talent. A point of Faith potential may be used to impart one of the Fallen's Innate Abilities, such as Immunity to Mind Control, to the Thrall.
- One or more points of Faith Potential may be used to give the Thrall access to an Evocation; this costs a number of Faith Potential equal to the level of the Evocation, and Fallen may only give out Evocations they possess themselves. The Thrall uses Willpower in place of Faith whenever needed for purposes of this Evocation.
- A point of Faith Potential may be used to give the Thrall an Apocalyptic Form Feature possessed by the Fallen; the Thrall must make a Static Willpower Challenge, instead of a Faith Challenge, to invoke this Form Feature for a Scene.

Storytellers and Players will note that these rules are unlikely to produce Thralls who are potent killing machines; that is by design. Normal Thralls are simply outclassed by Fallen, but they can certainly be useful in a variety of functions.

## Thralls for Earthbound

Earthbound do not make Thralls in the same way as Fallen do; instead, they enact the Ritual of Empowerment on a willing servant. This ritual only functions on those who agree to receive the transfer of power. Once the ritual is complete, the new Thrall lays their hands on the Earthbound's reliquary, or is touched by their master's form (if they are possessing a body currently). As the Tormented power of the Earthbound flows into their new servant, the target loses one permanent Willpower from experiencing a touch of the pain and madness of the Earthbound. In exchange, they receive 15 Free points to spend, and gain their first Stigmata.

Thralls may undergo the Ritual of Empowerment additional times, gaining 15 Free points and a Stigmata each time. After the third such ritual, they are permanently enslaved, so attuned to their master that any kind of resistance or disobedience is impossible. They gain +3 Traits to resist any form of supernatural control or compulsion from a source other than their master.

Willpower, Virtues and Backgrounds may not be raised with the Free Points granted by the Ritual of Empowerment; however, recipients of the Ritual of Empowerment may also purchase the following supernatural powers, at the listed cost:

## Mutations and Powers

**Animal Control** (2pts): With a successful Static Social Challenge (retest Animal Ken) against 14 Traits, the Thrall may summon and command any chosen animal within the immediate 100 yards. The animal remains under the Thrall's control for the duration of the Scene.

**Cause Insanity** (4pts): Spend one Willpower and make a Social Challenge (retest Subterfuge) against a target within line of sight; if successful, impose a single, immediately active Derangement of your choice on your target, permanently.

**Claws / Fangs** (1pt): The Thrall may grow claws or fangs at will; these weapons inflict Aggravated damage.

**Corrupting Touch** (4pts): Spend one Willpower and make a Physical Challenge to touch your target; if successful, a toxic, fungal rot infects your target. They immediately lose both a Physical and a Social Trait, and lose an additional Trait in each category each day, for three days. These Traits may not be recovered normally, but only return at the rate of one per week, and only after the infection has run its course. Fallen are immune to this power.

**Darksight** (2pts): The Thrall can see in total darkness, and never takes any Blindfighting penalties (unless someone does something drastic like rip out their eyes).

**Evocations** (5/10/15): The Thrall gains a single Evocation known by its Earthbound master; the cost is equal to five times the level of the Evocation, so the maximum level to be granted is three. The Thrall uses Willpower in place of Faith for this Evocation.

**Extra Actions** (4pts): The Thrall can spend Willpower for extra actions, which occur at the same time as Swift/Rage 1/Quicksilver 1 and other multiple actions. Games that do not already impose a limit on such expenditures should not allow more than three extra actions per turn through this power.

**Extra Health Levels** (3pts): The Thrall has two extra Bruised Health Levels.

**Fast Healing (4pts)**: By spending one Willpower, the Thrall may heal one level of Lethal damage or all of their Bashing Damage.

**Frenzy (3pts):** The Thrall may spend a point of Willpower at the beginning of the round to enter a frenzy, during which they add +3 to their Initiative and ignore wound penalties for the remainder of combat.

**Immunity to Fear (1pt):** The Thrall is immune to mundane fear, and to any supernatural fear effect, save for those originating from their Earthbound master.

**Immunity to Mind Control (2pts):** The Thrall is immune to any supernatural mind control, save for those originating from their Earthbound master.

**Master's Voice (1pt):** The Thrall can invoke their master, as well as any other Thralls that serve the same lord, by name, as detailed in the OWbN Player's Guide to the Fallen.

**Mental Blast (5pts):** Spend a point of Willpower and make a Mental Challenge (retest Intimidation) against a target Mortal within line of sight; success stuns the target for the remainder of the round, leaving them unable to act, and inflicts one level of Bashing Damage which may not be reduced or negated by any means.

**Mind Eater (5pts):** Spend a point of Willpower and make a Physical Challenge to touch your target; if successful, drain three named Mental Traits from your victim, and gain the use of them yourself. The transference lasts for the remainder of the Scene, and may only be used once per target, per scene.

**Resistance to Illusion (2pts):** The Thrall gains the ability to attempt to see through illusions, identical to the Innate Ability of the Fallen.

**Scream of Terror (4pts):** Spend a point of Willpower and make a mass Social Challenge (retest Intimidation) against all Mortals who can hear you; if successful, your targets must run, panic, or faint, as they choose.

**Superhuman Attribute (4pts):** Gain a single named Trait, above your normal maximums, permanently. This benefit may be selected multiple times.

**Supernatural Awareness (3pts):** The Thrall may detect nearby supernatural events, identically to the Innate ability of the Fallen.

**Tainted Bile** (3pts): The Thrall is capable of vomiting a stream of corrosive bile at her foes, able to strike targets up to five yards away. This attack uses the Athletics Ability as a retest, and causes one Lethal damage if successful.

**Water Breathing** (1pt): The Thrall can breathe underwater without penalty.

**Webbing** (4pts): Suffer one Bashing Damage and make a ranged Physical Challenge (retest Athletics) against a target up to five yards away; this attack may only be dodged (not parried or 'soaked'). If successful, the target is enveloped in webbing and immobilized until the webbing is cut or torn open. The webbing has health levels equal to the Thrall's permanent Willpower Score, and Physical Traits equal to the Thrall's permanent Willpower Score +3.

### **Stigmata**

**Attribute Atrophy:** The Thrall loses a single named attribute Trait, which may never be regained; their Trait maximum in that category decreases by one.

**Derangement:** The Thrall gains a permanent derangement.

**Feeding Requirement:** The Thrall must feed on blood, feces, human flesh, heroin, or some other unpleasant material. Each day the Thrall does not feed, they take one Bashing damage which cannot be healed until they feed.

**Physical Mutation:** The Thrall's body mutates - this is often small at first, but increasingly difficult to hide as they are empowered over and over again. Examples include a strange scar or birthmark, scales, mottled skin, albinism, losing all hair, becoming a hermaphrodite, vestigial limbs, cloven hooves, bleeding sores, oozing slime, a tail, a set of horns, rotting flesh, or the like.

**Sensory Impairment:** One of the Thrall's senses is damaged or fails completely; they are down 2 Traits on appropriate Challenges, or suffer the effects of the appropriate Flaw, such as Blind.



# Thralls and Diabolists for Vampire: The Masquerade

Apart from *Demon: The Fallen*, Vampire is the genre which makes the most use of infernal antagonists, with entire societies in both the Camarilla and the Sabbat dedicated to hunting vampiric Thralls.

In the world of vampires, there are three types of Infernalists, including Thralls, who sell themselves to their demonic masters for power, and Diabolists, who seek to steal infernal power from demons.

## Thralls

A Thrall is a vampire who has sworn their fealty and unlife to the service of a demonic master. These vile creatures are subservient to Demons, and Thralls will follow their master's bidding in the promise of more power if they are faithful servants. These Damned kindred slowly sell parts of their soul to their demonic masters. At best, they are beloved slaves, and at worst, disposable assets to their demon masters. Many Thralls form vast cults, and dedicate both themselves and the worship of their followers to their demonic master.

## Diabolists

The Kindred Diabolist seeks to outwit the forces of hell and steal power from Demon directly, without enslaving themselves. They learn forbidden summoning and binding rituals to capture Demons and force them to give them their power. By doing, so the Kindred marks themselves as both someone to watch out for in the infernal hierarchy, and a heretic among almost all Kindred organizations. In truth, demons are simply patient, and will wait for the Diabolist to slip up during their summonings and bindings. Demons have eternity to wait for one mistake in order to collect a soul.

In either case, infernalists gain Investments from their demonic masters. Investments are grouped into two categories: Rarity 1 Investments are free for Storyteller use, while Rarity 2 Investments are Demon Coordinator Approval.

# The Mechanics of Infernalism

Regardless of the source of a Vampire's Infernalism, they use the following mechanics:

- An NPC has a number of Soul Points to spend on Investments equal to 10 times their Permanent Willpower score, to a maximum of 100. Below is the list of available Investments, and their Soul Point cost. An Investment may not be purchased multiple times unless it specifically says otherwise.
- While, thematically, Diablists and Thralls perform their Infernalism very differently, there is no mechanical difference. The master of a Thrall will give a demand and task to its servant to accomplish before being rewarded with more power; a Diablist commands the demon, but still must perform some favor to be invested with power. A Thrall is simply a slave in the arrangement, and the Diablist argues from an (more or less) equal standing with its master.
- A Thrall who spends 1-25 Soul Points is considered to mechanically have a level 1 Blood Bond to their demon master. A Thrall who spends 26-50 Soul Points is considered to have a level 2 Blood Bond to their Demon Master. A Thrall who spends 51-75 Soul Points is considered to mechanically have a level 3 blood bond to their demon master. A Diablist may only ever spend up to 50 Soul Points, maximum. These Bonds supersede all other Blood Bonds, and may not be broken by any means without Demon Coordinator Approval.

## Life as a Thrall

Once a character has entered into service as a Demonic Thrall, that Demon (regardless of type) may then do many, many things to that character including, but not limited to:

**Enthrall** [Devil's Due, p. 105]

When establishing a Pact, a Demon metaphysically reaches out and reshapes the soul of the Thrall or Diablist, to bestow Investments. Each Thrall is a point of the Pacts Background on the Demon's character sheet; as a result, they may not have more Thralls than allowed by their Trait Maximum (for most PC Fallen, that would be a limit of five Thralls). This means that Thralls who fall out of favor might soon find themselves destroyed and "replaced" by better, more successful Thralls in the future if they are not careful! If a Demon reaches this limit and desires to take on a new Thrall, it must either destroy one of its current Thralls or consider granting the Thrall freedom... which most Demons would find a laughable option.

**Invocation of Name** [Devil's Due, p. 106-107]

A Demon may utilize this Innate power on its Thralls at maximum power without expenditure or Challenge, at any time. In addition, the Demon may now initiate this contact with the Thrall without the need for its name to be first spoken, and may carry on a conversation as long as it wishes.

**Possession** [Devil's Due, p. 107]

A Demon may possess its Thrall, or an object created by its Thrall, for the specific purpose of holding their consciousness, without the need for a test. A mortal possessed by a Demon immediately stops aging normally and is immune to infection or disease, but will not remember the time spent as a prisoner inside of his or her own body except as jumbled nightmares. This Possession allows the Demon access to the host's memories.

This Possession is mechanically very similar to Dominate 5: Possession [LotN:R, pp. 148-149] (for example, most Demons cannot possess Vampires) but the Demon uses its own Traits in all categories.

This power is not restricted to only the Demon's Thralls; Demons may attempt to possess anyone who is sufficiently weak-willed with a touch and a Mental Challenge, retest Intimidation. Weak-willed is defined as anyone with a permanent Willpower rating equal to or less than the Demon's Rank. There is one exception to this - Demons may not attempt to possess the Thralls of other Demons; the power simply fails. Demons of greater power (Rank 6+) however cannot be contained in common vessels, as the host will start to decay and burn up from the inside.

**Ravage** [Devil's Due, pp. 107-108]

A Demon may Ravage the soul of its Thrall to fuel its Evocations (or other powers), or simply to punish the Thrall. When adding Grades of Success to an Evocation, Ravaging occurs as part of the same Action as using the Evocation; when Ravaging to punish a Thrall, the Demon spends one round in unbroken concentration. Each round spent this way replenishes one Trait of Faith and saps Willpower from the Thrall. The Demon may also punish a Thrall by ravaging its Traits, Willpower, and health levels. Note that Ravaging - especially simply to punish one's servants - is the sort of thing that quickly accrues Torment.

Willpower - First, the Thrall's Willpower will be temporarily spent, one-by-one, until there is none left. If a Thrall with no remaining Willpower Traits is Ravaged, proceed to Health Levels.

Health Levels - The Thrall's Health levels will fill up with Aggravated Damage; nothing can stop this loss. Damage done in this fashion cannot be soaked, prevented, reduced or ignored by any means, including powers such as Fortitude.

The Thrall need not be present, nearby or even on the same plane of existence in order to be Ravaged - the chains of Thralldom extend across the entirety of Creation. Wounds inflicted by

Ravaging manifest as lacerations, burns, mangled bones, withered flesh, and the like. A Thrall who is drained of all Willpower and Health Levels is immediately killed, and perishes dramatically, consumed from within by fire, crumbling to dust or torn to bloody ribbons as if by an invisible beast. This can happen to Thralls for a number of reasons, be it the patrons' whims, failure to perform sacrifices and praise to their master in the agreed upon times, or failure to perform services demanded by their master.

### **Master's Due**

A Thrall has sold their soul and, in the end, they are living on borrowed time. How much time depends on how well they serve their master, and whether the Thrall proves worth the investment. As demons can only retain so many Thralls at any given time, the danger of them pulling the investment is always lingering in the shadows. If a demon believes that their Thrall is not worth their effort, or has better prospects, they may just collect their trophy. This is done when the Demon rips the soul from the Thrall straight to them - whether they be imprisoned in the Abyss, walking the earth, or in some other Hell-realm. The force of this action causes the body to crumble to dust as the character meets its brutal, final, and sudden death. When a Demon does this, they immediately gain Faith (or their primary Temper, if not Fallen, such as Essence or Chi) equal to half the destroyed character's permanent Willpower.

## **Investments**

<b>Investment Name</b>	<b>Rarity</b>	<b>Source</b>
Aquatic	1	Demon and Wyrms
Bat Ears	1	Demon and Wyrms
Body Armor	1	Demon and Wyrms
Grim Jaws	1	Demon and Wyrms
Kiss of Hades	1	Demon and Wyrms
Lashing Tail	1	Demon and Wyrms
Magic Sense	1	Demon and Wyrms
Razor Fangs	1	Demon and Wyrms
Razor Fingers	1	Demon and Wyrms
Smell Fear	1	Demon and Wyrms
Invisibility to Animals	1	Demon and Wyrms
Pheromone Powers	1	Demon and Wyrms
Psychic Tracker	2	Demon and Wyrms
Cause Vertigo	1	Demon and Wyrms

<b>Investment Name</b>	<b>Rarity</b>	<b>Source</b>
Magic Portal	1	Demon and Wyrm
Walk the Walls	1	Demon and Wyrm
Guardian	1	Demon and Wyrm
Toxic Blast	1	Demon and Wyrm
Two Dimensional	1	Demon and Wyrm
Hell Skinned	1	Demon and Wyrm
Life Leech	1	Demon and Wyrm
Master of the Domain	1	Demon and Wyrm
Atrophic Touch	2	Demon and Wyrm
Teleportation	2	Demon and Wyrm
Turn to Toad	2	Demon and Wyrm
Infernal Passage	1	Demon and Wyrm
Journey to the Spirit Realm	2	Demon and Wyrm
Summon Hellions	1	Demon and Wyrm
Army of the Damned	1	Demon and Wyrm
Infernal Ranking	2	Demon and Wyrm
Rejuvenation	2*	Demon and Wyrm
Arsenal of the Beast	1	Demon and Wyrm
Contagion	1	Demon and Wyrm
Dreaded Restraint	1	Demon and Wyrm
Enmity Purge	1	Demon and Wyrm
Essence to Ash	1	Demon and Wyrm
Insidious Whispers	1	Demon and Wyrm
Penance of the Damned	1	Demon and Wyrm
Telepathic Worm	1	Demon and Wyrm
Dark Thaumaturgy	2	All
The Mask of Yomi		Yama Kings
Black Whispers		Yama Kings
The Ebon Fountain		Yama Kings
Luck of Yomi		Yama Kings
The Savage Kiss		Yama Kings
The Union of Opposition		Yama Kings
The Iron Hands		Yama Kings
Breath of Knowledge		Yama Kings
The Touch of the Yama Kings		Yama Kings
Unfolding the Scarlet Lotus		Yama Kings

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## Rarity 1 Investments (ST Approval)

### **Aquatic** (1 Point)

Storyteller's Handbook to the Sabbat, p. 59

System: The character can move at a normal walking or running speed while in water (see 'The Three Step Rule, LOTN:R, p. 201). Additionally, the character gains the permanent negative Social Trait Repugnant, which may never be removed by any means.

### **Army of the Damned** (8 Points)

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Blood Trait as an action to summon nine minor demons, which are under their command, for the next scene or an hour. Use the Hellion stats for these demons; no single character may ever summon and control more than nine Hellions at a time using this Investment. Hellions do not gain experience, and may not improve their character sheets. If this character possesses both Army of the Damned, and Summon Hellions, they may control a total of twelve such servants.

### **Arsenal of the Beast** (1 Point)

Rites of the Blood, p. 118

System: The character can summon claws, horns, spikes, a tail or another sort of demonic natural weapon, as an action. These natural weapons grant two bonus Traits, and if the character spends one Willpower Trait, also inflict a single level of Aggravated damage.

### **Attributes, Abilities, and Backgrounds** (Varies)

Dark Ages Vampire Companion, p. 177

System: Attributes cost equal to the new attribute level (Attribute meaning Mental, Social, and Physical categories) which may exceed your generational Trait maximum by 1. Abilities and Backgrounds cost their new level plus 1 in Soul Points, and go to a maximum of 6. In other words, a 15th Physical Trait may be purchased as a 15pt Investment, etc.

### **Bat Ears** (1 Point)

Storyteller's Handbook to the Sabbat, p. 59

System: As long as there is sound, this investment grants the character line of sight, with no need to use their eyes. As a Shroud of Night muffles sound, a infernalist with Bat Ears is still two Traits down (which may be negated normally) but need not suffer a forced retest on their actions.

### **Body Armor** (1-5 Points)

Storyteller's Handbook to the Sabbat, p. 59

System: The character gains 1 Armor Level per point of this Investment (subject to the Armor Piercing weapon ability, as normal). This investment may never provide more than five levels of Armor, under any circumstances.

### **Cause Vertigo** (3 Points)

Storyteller's Handbook to the Sabbat, p. 60

System: The character spends 1 Blood Trait, and makes a contested Physical Challenge against their target, retested with Athletics, as an action. If the victim fails, they must perform a Static Physical Challenge, retested with Athletics, against a difficulty of 10. If the victim fails that Static Challenge, they may neither move, nor take any action, for the next five turns of combat.

### **Contagion** (6 Points)

Rites of the Blood, p. 118

System: By touching a creature (which may require a Physical Challenge) and spending one Willpower point, the character can afflict them with a disease. The victim suffers 3 bashing a day until they perish or, in the case of a vampire, enter torpor. To be able to heal this damage the victim must make a static Physical Challenge against 8 Traits each night. If they succeed, they may heal a single level of damage per their normal means to do so (Spending Blood, Garou Regeneration, etc).

### **Degraded Restraint** (4 Points)

Rites of the Blood, p. 118

System: The character must touch a victim by making a contested Physical Challenge, retested with Brawl. If they succeed, the victim loses one temporary point of Self-control/Instinct for the remainder of the night. Repeated use of this Investment stacks.

### **Disciplines** (Varies)

Dark Ages Vampire Companion, p. 177

System: Demons can teach any discipline (this still falls under normal OWbN Character Regulation Bylaws in regards to Disciplines) to the infernalist and increase any current discipline by one level. This costs the new level of the discipline to be increased +3 in Investment Points. Additionally, a demon can grant a specific Discipline power (and just the single power itself, not the whole discipline) as a power. This costs the Discipline level +1 in Investment Points.

### **Enmity Purge (5 Points)**

Rites of the Blood, p. 118

System: The character must touch a victim by making a contested Physical Challenge, retested with Brawl. If they succeed, the victim must make a Static Self-Control/Instinct Challenge at a difficulty of three. If the victim fails, for the remainder of the night, they must act out their most evil and violent tendencies.

### **Essence to Ash (4 Points)**

Rites of the Blood, p. 118

System: The character may spend a point of permanent Willpower to reflexively heal two levels of Aggravated damage. There is no limit to the amount of Willpower which may be spent using this Investment; the Infernalist may sacrifice all of their permanent Willpower at once, if they so choose.

### **Flame (3+ Points)**

Dark Ages Vampire Companion, p. 177

System: The character may make a contested Physical Challenge, retested with occult, and exhale a gout of flame. If they succeed, the victim suffers three levels of Aggravated fire damage. This damage is increased by one for every two points spent in investment points after initially purchasing it (four damage at a total of five points, five damage at seven, etc). Note that this attack is likely to cause a check for Fear Frenzy, as well.

### **Flight (3 Points)**

Dark Ages Vampire Companion, p. 177

System: The character sprouts wings that allow them to fly up to 45mph out of combat (or nine steps per action in combat). The infernalist can sustain these wings for up to five rounds.

### **Grim Jaws (1 Point)**

Storyteller's Handbook to the Sabbat, p. 59

System: The character can swallow anything, up to the size of a large dog, and can chew through nearly any substance, given time. This investment inflicts no additional damage in combat.

### **Guardian (4 Points)**

Storyteller's Handbook to the Sabbat, p. 60

System: The character gains an Imp servant, as presented in the Appendix. It will follow the character's orders and, if 'slain,' will reappear the next night. The Imp does not gain experience, and this sheet may not be upgraded.



**Hell Skinned (5 Points)**

Storyteller's Handbook to the Sabbat, p. 60

System: The character is completely immune to all natural flame and heat (not Lure of Flames, Pyretics, etc).

**Infernal Passage (7 Points)**

Storyteller's Handbook to the Sabbat, p. 61

System: If the character is ever in a "hell" realm, they are granted free passage and will not be attacked by the denizens of that realm. This will not protect the character should they provoke or assault the natives of the realm, nor will it protect any companions who travel with them.

**Insidious Whispers (5 Points)**

Rites of the Blood, p. 118

System: The character must spend two Blood Traits and touch a victim by making a contested Physical Challenge, retested with Brawl. If they succeed, the victim must make a Static Conscience/Conviction Challenge at a difficulty of 3. If they fail, all positive emotions they feel invert to their negative, or opposite, equivalents, for a number of nights equal to the Infernalist's permanent Willpower score.

**Invisibility to Animals (2 Points)**

Storyteller's Handbook to the Sabbat, p. 59

System: When they chose to be so, the character is completely invisible to all animals (but not supernaturals in animal form); they can still be discerned through other senses, such as smell, hearing, or touch.

**Kiss of Hades (1 Point)**

Storyteller's Handbook to the Sabbat, p. 59

System: The character spends 1 Blood Trait before throwing a Challenge for a bite attack: if successful, this bite attack inflicts an additional three levels of Aggravated damage.

**Lashing Tail (1 Point)**

Storyteller's Handbook to the Sabbat, p. 59

System: As an action, the character can make a tail attack, with a standard Physical Challenge, retested with Brawl. This attack does a base of two levels of Aggravated damage. Lashing Tail may be used during extra actions granted by Celerity, but the investment does not grant any additional actions in and of itself.

**Life Leech** (5 Points)

Storyteller's Handbook to the Sabbat, p. 60

System: The character makes a contested Physical Challenge against a human victim (not a supernatural), retested with Occult. If they succeed, they may immediately make a contested Social Challenge against their victim, retested with Subterfuge. If both Challenges are successful, they may spend 1-3 temporary Social Traits and gain that much blood from the victim; furthermore, the victim loses a corresponding number of temporary Willpower Traits. Humans reduced to 0 Willpower Traits in this fashion enter into a catatonic state, until they can regain 1 point of Willpower. Keep in mind that blood loss also inflicts damage on humans, and so this Investment can quickly be quite devastating.

**Limb** (2 Points)

Dark Ages Vampire Companion, p. 177

System: The character gains one additional attack a round, at the same time as Black Metamorphosis actions. This attack must be physical in nature, and the character must bid an additional Trait in the action taken.

**Magic Portal** (3 Points)

Storyteller's Handbook to the Sabbat, p. 60

System: The character spends 1 Blood Trait, as part of their movement (see 'The Three Step Rule, LotN:R, p. 201), to pass through any solid object (walls, doors, but not wards). This Investment opens a portal: it cannot be used to make attacks that bypass armor.

**Magic Sense** (1 Point)

Storyteller's Handbook to the Sabbat, p. 59

System: As an action, the character concentrates, and does nothing else; any distraction can interrupt this power. They can automatically detect any discipline currently being used within 500 yards; whether they understand which Discipline is in use is a function of their Lores. If a Discipline user is supernaturally concealed by any power of less than Advanced level, this Investment automatically pierces that concealment. Against powers of Advanced level or greater, the character may Challenge the concealment as if they had Heightened Senses.

**Master of Domain** (5 Points)

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Willpower Trait as an action to activate this Investment until the next dawn. The infernalist marks off a 500 square foot area, and is completely aware of the area at all times, as if viewing it from above.

### **Penance of the Damned (8 Points)**

Rites of the Blood, p. 118

System: By locking eyes with another individual and spending a Blood Trait as an action, the infernalist forces his target to make a Static Conscience or Conviction Challenge (difficulty 3), or relive her worst memory. If the target fails, all of her Virtues fall to 1 for the next hour or scene.

### **Pheromone Powers (2 Points)**

Storyteller's Handbook to the Sabbat, p. 59

System: The character gains a free supernatural retest on all offensive Dominate Challenges against mortals (not supernatural creatures).

### **Poison (1 Point)**

Dark Ages Vampire Companion, p. 177

System: Anyone who ingests the blood of the character immediately suffers five levels of lethal damage. For an additional point spent on this investment, the infernalist may also have poison sacs, which can allow for this extra poison damage to be applied to bite and claw attacks.

### **Razor Fangs (1 Point)**

Storyteller's Handbook to the Sabbat, p. 59

System: The character spends one Blood Trait at the beginning of the round to activate this power for the next scene or hour. During that time, the character's bite attacks do one additional level of Aggravated damage.

### **Razor Fingers (1 Point)**

Storyteller's Handbook to the Sabbat, p. 59

System: The character spends one Blood Trait at the beginning of the round to activate this power for the next scene or hour. During that time, the character's brawl attacks using their hands do one additional level of Aggravated damage. This Investment stacks with Wolf Claws.

### **Smell Fear (1 Point)**

Storyteller's Handbook to the Sabbat, p. 59

System: The character spends one Blood Trait as an action to activate this power for the next scene or hour. During that time, they can automatically detect anyone who is afraid (Storyteller discretion), within a 100 foot radius. If a frightened character is supernaturally concealed by any power of less than Advanced level, this Investment automatically pierces that concealment. Against powers of Advanced level or greater, the character may Challenge the concealment as if they had Heightened Senses.

### **Summon Hellions (7 Points)**

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Blood Trait as an action to summon 3 Hellions, as presented in the Appendix, which are under their command, for the next scene or an hour. No single character may ever summon and control more than three Hellions at a time using this Investment. Hellions do not gain experience, and may not improve their character sheets. If this character possesses both Army of the Damned, and Summon Hellions, they may control a total of twelve such servants.

### **Telepathic Worm (10 Points)**

Rites of the Blood, p. 118

System: The character spends one Willpower point and makes a contested Mental Challenge, retested with Intimidation. If the infernalist succeeds, they must then set a trigger: a name or otherwise defined specific person. Thereafter, any time the victim encounters or attempts to contact that specific person, they will suffer a temporary loss of Willpower Traits equal to the number of temporary Mental Traits the Infernalist spends at the time of using this power (maximum of three).

### **Toxic Blast (4 Points)**

Storyteller's Handbook to the Sabbat, p. 60

System: The character spends 1 Blood Trait and makes a Contested Mental versus Physical Challenge, retested with Firearms, as a ranged attack. If they succeed, the victim suffers five levels of Aggravated damage.

### **Two Dimensional (4 Points)**

Storyteller's Handbook to the Sabbat, p. 60

System: The character spends 1 Blood Trait as an action to activate this power for the next scene or an hour. During that time, the character becomes two dimensional, and may slip through any cracks as a result. This Investment grants no combat benefit.

### **Walk the Walls (3 Points)**

Storyteller's Handbook to the Sabbat, p. 60

System: The character can crawl on any wall or physical surface at a normal, walking pace, as part of their movement. (see 'The Three Step Rule, LotN:R, p. 201)

## Rarity 2 Investments (Coord Approval)

### **Atrophic Touch** (6 Points)

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Blood Trait and one Willpower Trait, and makes a Contested Physical Challenge against a target, retested with Brawl. If they succeed, they may maim one of the victim's limbs, of their choice, which is rendered useless for the next scene, or an hour. If Aegis prevents powers like Withering in your game, it will also prevent this Investment's effect.

### **Dark Thaumaturgy** (10 Points)

System: The character may now purchase Dark Thaumaturgy paths and rituals.

### **Infernal Ranking** (9 Points)

Storyteller's Handbook to the Sabbat, p. 62

System: The character is treated as a superior by minor demons (Equivalent of Eminence 1).

### **Journey to the Spirit Realm** (7 Points)

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Blood Trait as an action and travels to the penumbra. They may remain by spending an additional Blood Trait each hour; during that time, they are completely incorporeal as far as the material world is concerned, though they may be attacked by spirits, vampires using Duality, or other travelers (such as Garou) in the penumbra normally. The infernal-ist may spend an additional one Blood Trait, as an action, to return.

### **Psychic Tracker** (2 Points)

Storyteller's Handbook to the Sabbat, p. 59

System: The character spends 1 Blood Trait as an action, and names a target. So long as the target is signed into the same Chronicle, and on the same plane of existence, the infernalist gains a general sense of the location of their target, and knows when they are getting closer ("Turn left here... not far now.")

### **Rejuvenation** (10 Points)

Storyteller's Handbook to the Sabbat, p. 61

System: The character becomes a human, loses all their Disciplines, and is immune to the embrace. This requires both Demon Coordinator approval and a Council vote.

### **Teleportation (6 Points)**

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Blood Trait and one Willpower Trait as an action to instantly teleport up to 100 feet.

### **Turn to Toad (6 Points)**

Storyteller's Handbook to the Sabbat, p. 61

System: The character spends one Blood Trait and one Willpower Trait to use this power, and then makes a contested Mental Challenge against a victim, retested with Animal Ken. If they succeed, the victim is turned into a toad for the next scene or an hour. Treat this as a forced use of Protean level 4 (bat form) on the victim. A Stone of the True Form will return the victim to normal.

## **Dark Thaumaturgy**

Unless a character has gained the ability to learn Dark Thaumaturgy through some other source, they will need to first be granted the Dark Thaumaturgy Investment, at Rarity 2, for 10 Soul Points. Once they have been approved for that Investment, they may purchase Rarity 1 Dark Thaumaturgy Paths and Rituals at the discretion of the Storyteller.

**Purchasing any Rarity 2 Dark Thaumaturgy Path or Ritual requires Demon Coordinator Approval.**

Any Rarity 1 Path may be the Dark Thaumaturge's Primary Path.

**Any Path or Ritual not listed here may be approved by the Demon Coordinator at Rarity 2.**

<b>Path Name</b>	<b>Rarity</b>
Fires of the Inferno	1
Path of Phobos	1
Taking of the Spirit	1
Path of Pain	2
Path of Pleasure	2
Path of the Defiler	2
Path of the Unspoken	2
Path of Pestilence	2
Path of Corruption	2
Path of Evil Revelations	2

<b>Path Name</b>	<b>Rarity</b>
Path of Spirit	2
Path of Summoning	2
Tyranny of the Wurm	2
Alchemy	1
Elemental Mastery	1
Focused Mind	2
Gift of Morpheus	2
Green Path	1
Hands of Destruction	1
Hearth Path	2
Lure of Flames	1
Mastery of the Mortal Shell	2
Movement of the Mind	1
Neptune's Might	2
Oneiromancy	1
Path of Blood	1
Path of the Blood's Curse	2
Path of Conjuring	1
Path of Curses	2
Path of the Father's Vengeance	2
Path of Mars	2
Path of Technomancy	2
Path of Transmutation	2
Spirit Manipulation	2
Spirit Thaumaturgy	2
Vine of Dionysus	2
Weather Control	1

<b>Ritual Name</b>	<b>Rarity</b>
Apport Object	2
Spectral Mask	1
Haunting Memories	1
Sign of the Moon	1
Summon Grantel	2
Sign of the Wraith	1

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<b>Ritual Name</b>	<b>Rarity</b>
Summon Tivilio	2
Turn to Toad	2
Bind Tivilio	2
Summon Lucricia	2
Dismiss Tivilio	2
The Inner Furnace	1
Soul Leech	1
Summon Barliagus	2
Transfer Essence	1
The Knotted Cord	1
Bind the Familiar	1
Bring Forth the Hell Beast	1
Warding Circle	1
Blood Imp	1
Bloody Bones	1
The Leaden Heart	1
Vile Swarm	1
Lethean Chains	1
The Hand of Glory	1
Ward Versus Demons	1
Bind the Interloper	1
Call Forth the Host	1
Curse of Oedipus	1
Video Nefas	2
Felis Negrum	1
Plague's Secret Domain	1
Close the Ways	1
Into the Abyss	1
Blood Contract	1
Blood Rush	1
Communicate with Sire	1
Defense of Sacred Haven	1
Deflection of Wooden Doom	1
Dominoe of Life	1
Engaging the Vessel of Transference	1

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<b>Ritual Name</b>	<b>Rarity</b>
Illuminate the Trail of Prey	1
The Imp's Affliction	1
Impressive Visage	1
Learning the Mind Enslumbered	1
Purge the Inner Demon	1
Purity of Blood	1
Purity of Flesh	1
Rebirth of Mortal Vanity	1
Scent of the Lupine's Passing	1
The Scribe	1
Sense the Mystical	1
True Sight	1
Wake with Evening's Freshness	1
Widow's Spite	1
Blood Walk	1
Burning Blade	1
Calling the Restless Spirit	1
Craft Bloodstone	1
Donning the Mask of Shadows	1
Extinguish	1
Eyes of the Night Hawk	1
Illusion of Peaceful Death	1
The Jinx	1
Machine Blitz	1
The Open Passage	1
Power of the Invisible Flame	1
Principal Focus of Vitae Infusion	1
Recure of the Homeland	1
Steps of the Terrified	1
Ward Versus Ghouls	1
Warding Circle Versus Ghouls	1
Whispers of the Ghost	1
A Touch of Nightshade	1
Bladed Hands	1
Blood Allergy	2

<b>Ritual Name</b>	<b>Rarity</b>
The Bottled Voice	1
Blazing Shaft	1
Clinging of the Insect	1
Eyes of the Past	1
Flesh of the Fiery Touch	1
Gentle Mind	1
Haunted House	1
Incorporeal Passage	1
Major Creation	1
Mirror of Second Sight	1
Ritual of the Bitter Rose	2
Rutor's Hands	1
Sanguine Assistant	1
Shaft of Belated Quiescence	1
Ward Versus Fae	1
Warding Circle versus Fae	1
Ward Versus Lupines	1
Warding Circle Versus Lupines	1
The Watcher	1
Bone of Lies	1
The Curse Belated	1
Firewalker	1
Heart of Stone	1
Infirm Inert	2
Innocence of the Child's Heart	1
Invisible Chains of Binding	2
Mirror Walk	2
Protean Curse	2
Rend the Mind	1
Rending the Sweeting Earth	1
Scry	1
Soul of the Homunculus	1
Splinter Servant	1
Stolen Kisses	1
Ward Versus Kindred	1

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<b>Ritual Name</b>	<b>Rarity</b>
Warding Circle Versus Kindred	1
Abandoning the Fetters of Blood	2
Enchant Talisman	1
Escape to a True Friend	2
Escape to a True Haven	2
Lesser Trigger	2
Paper Flesh	2
Severed Hand	1
Stone of the True Form	1
Stone Slumber	1
Umbral Walk	1
Vires Acquirit Eundo	2
Warding Circle Versus Demons	1
Ward Versus Ghosts	1
Warding Circle Versus Ghosts	1
Ward Versus Spirits	1
Warding Circle Versus Spirits	1

### **MET Conversions Paths**

#### **Fires of the Inferno**

MET Sabbat Guide, p. 100

Cost: Hell's Aura: Your Aura, when viewed, appears with Balefire around it once you have purchased this path.

#### **Path of Phobos**

MET Sabbat Guide, p. 102

Cost: Once you purchase this path, you gain the Nightmares Flaw, which may never be removed by any means.

#### **Taking of the Spirit**

MET Sabbat Guide, p. 103

Cost: Arrogance: Whenever you use any level of this path, you gain the active Derangement Megalomania, which may not be suppressed with Willpower, for the next scene or an hour.

## **Path of Pain**

Sins of the Blood, p. 86

Cost: Addicted to Pain: Whenever the character suffers their first level of damage in a given Scene, they stop what they are doing to seek to receive more pain, unless they spend one point of temporary Willpower.

### **• The Numbing**

System: The character spends one Blood Trait to ignore any wound penalties, from any source, as long as it is not Aggravated damage, for the next scene or an hour.

### **•• Anguish**

System: The character spends one Blood Trait and makes a contested Physical Challenge, retested with Brawl, against a victim. If they succeed, the victim suffers the mechanical effects of being at the Wounded health level, regardless of how much damage they actually suffer. Additionally, if the victim is already at the Wounded health level when this power is applied, they instead fall to the Incapacitated wound penalty, regardless of actual damage. The Fortitude power, Endurance, has no effect on this power. The effects of this power last a scene or an hour.

### **••• Shattering**

System: The character spends one Blood Trait and takes one health level of damage to use this power; the caster may not resist this damage in any way, as it is a part of the cost of activating this power. Once activated, the character makes a contested Mental Challenge, retested with Occult, against any victim they desire within their line of sight. If they succeed, the victim suffers three levels of Lethal damage, which may not be soaked or resisted in any way (including through powers like Fortitude). Vampires may make a simple test for every point of damage suffered. If they win or tie this test, they do not take the point of damage.

### **•••• Agony Within**

System: The character spends one Blood Trait and suffers as much damage to themselves as they like, of whatever type they prefer; the caster may not resist this damage in any way, as it is a part of the cost of activating this power. Then, they may make a contested Mental Challenge, retested with Occult, against any victim they desire within their line of sight. If they succeed, the victim suffers an equal amount of damage, of the same type, as what the caster has inflicted on themselves while activating this power. Mortals may not resist or soak this damage in any way. Vampires may use Fortitude to resist this Damage. All non-Mortal supernatural characters may make a simple test for every point of damage suffered. If they win or tie this test, they do not take the point of damage.

### ●●●●Hundred Deaths

System: The character spends one Blood Trait and suffers one level of Aggravated damage; the caster may not resist this damage in any way, as it is a part of the cost of activating this power. Once activated, the character makes a contested Mental Challenge, retested with Occult, against any victim they desire within their line of sight. If they succeed, the victim suffers three levels of Aggravated damage, which may only be soaked or resisted with Fortitude. If the victim suffers any damage, they must spend one Willpower or be unable to act for the next turn of combat. If the victim does not heal all of this damage by the next sunset, they will suffer an additional level of Aggravated damage upon rising each night, until all damage is healed.

### Path of Pleasure

Sins of the Blood, p. 88

Cost: Sated: Once the character has purchased the third level of this path, they are down one Trait, permanently, in all Self-Control/Instinct Challenges to resist frenzy.

### ●Ecstasy

System: This power requires the expenditure of one Blood Trait, and also one Willpower Trait if the target is unwilling. You must defeat your victim in a contested Physical Challenge, retested with brawl, if they are unwilling. If you succeed, the victim must make a Self-Control/Instinct Challenge at Difficulty 4. If they fail, the victim can not do anything except enjoy themselves. This effect lasts until the caster stops touching the victim. Even then, the effects remain equal to (10-the victim's Willpower) in turns in Combat, or one minute outside of combat. Also, during that time, they must bid one additional Trait on any other actions they wish to take. Lastly, if the player fails the Self-Control/Instinct Challenge, they will develop a permanent Obsessive/Compulsive Derangement for the particular sensations involved during the scene (Storyteller discretion).

### ●●Intrusion

System: This power requires the expenditure of one Blood Trait, and also one Willpower Trait if the target is unwilling. You must defeat your target in a contested Mental Challenge, retested with Occult, and may target anyone within line of sight. If you succeed, the target suffers three levels of Bashing Damage, which may not be resisted or soaked by mortal creatures. Vampires may make three simple Challenges, and for each win or tie reduce this damage by one level. Additionally, if you succeed, the victim must make a Self-Control/Instinct Challenge at difficulty 4. If they fail, the victim can not do anything except enjoy themselves. This effect lasts until the caster is unable to see the victim. Even then, the effects remain for a length of time equal to (10-the victim's Willpower) in turns in Combat, or one minute outside of combat. Also, during that time, they must bid one additional Trait on any other actions they wish to take. Lastly, if the player fails

the Self-Control/Instinct Challenge, they will develop the Obsessive/Compulsive Derangement for the particular sensations involved during the scene (Storyteller discretion).

### ●●●Daisy Chain

System: This power requires the expenditure of one Blood Trait and one Willpower Trait. You must defeat your target in a contested Mental Challenge, retested with Occult, and may target anyone within line of sight. If you succeed, the victim must make a Self-Control/Instinct Challenge at Difficulty 4. If they fail, the victim can not do anything except enjoy themselves. This effect lasts until the caster stops touching the victim. Even then, the effects remain for a length of time equal to (10-the victim's Willpower) in turns in Combat, or one minute outside of combat. Also, during that time, they must bid one additional Trait on any other actions they wish to take. Lastly, if the player fails the Self-Control/Instinct Challenge, they will develop the Obsessive/Compulsive Derangement for the particular sensations involved during the scene (Storyteller discretion). If the first use of this power was successful, you may spread it to another victim without having to drop the effect on the first victim, or having to spend more Blood or Willpower. The Challenges and effects remain the same, you may target an additional person once per round of combat, and may target a maximum of three additional people after the first.

### ●●●●Deadening

System: Spend one Blood Trait and one Willpower point to activate this power. Make a contested Social Challenge, retested with Empathy, against your target. If you succeed, the victim may not spend temporary Willpower Traits, and has the difficulty of all Virtue tests increased by two. This power lasts for a scene or an hour.

### ●●●●●The Garden of Earthly Delights

System: This power costs one Blood Trait and one Willpower Trait to use. The target of this power must first be under the effects of Ecstasy for it to work. If they are, engage them in a Mental Challenge, retested with Occult. If the victim fails, they become comatose, and may take no further action. The victim may spend one Willpower to resist this effect, and must do so each round until they break line of sight with the caster. This effect lasts a scene or an hour, or until line of sight is broken. Additionally, the target will suffer one level of bashing damage a night they remain comatose, which may be resisted with various powers normally.

### **Path of the Defiler:**

Sins of the Blood, p. 89

Cost: Jealousy: Those who become targets of this path cause an obsession in the caster. If another being attempts to seduce, harm or use another discipline on a target of this power, the caster must make a Self-Control/Instinct Challenge at difficulty 4, or fly into a frenzy. A Willpower Trait may not be spent to suppress this frenzy. This obsession lasts until the use of Path of the Defiler fades on the victim, or until the caster uses it on a new target.

#### **•Call the Weakness**

System: The caster spends one Blood and one Willpower Trait to activate this power. Once activated, they must speak to their target and defeat them in a contested Social Challenge, retested with Occult. If you succeed, you may spend 1-5 temporary Social Traits to ask a corresponding number of questions about the character to a storyteller. These questions may gain the following information: the target's Nature, Demeanor, Willpower rating, Derangements, Blood Bonds, Virtues, or an object of personal importance to the character.

#### **••Tainted**

System: To use this power, the target must have already been subjected to Call the Weakness. The character spends one Blood to use this power, and must defeat their target in a contested Social Challenge, retested with Subterfuge. If you succeed, you may choose their Nature, Willpower, a Virtue, or an object of personal importance, any of which you must have already used Call the Weakness to gain information about, prior to employing this power. The victim must spend one Willpower Trait to use what you have chosen (ie, any Willpower expenditure suffers a surcharge of an additional Willpower, using your favorite sword costs one Willpower, etc). This effect lasts one night.

#### **•••Degradation**

System: The caster spends one Blood Trait and makes a contested Social Challenge, retested with Occult, against their target. If they succeed, the caster changes the target's Nature to whatever nature they desire for the remainder of the session.

#### **••••Poisoned Soul**

System: The character spends one Blood Trait, and makes a contested Social Challenge, retested with Occult. If the character succeeds, their victim loses one Humanity Trait for the remainder of the session. Additionally, once during this session, the target is compelled to violate their new Humanity rating.

#### **•••••Chancrous Blossom**

System: The character spends one Blood Trait to use this power, upon catching the target in the act of doing something depraved (Storyteller's discretion as to what counts as suitably depraved).

Then, they may engage their target in a contested Social Challenge, retested with Occult. If the caster succeeds, the target suffers three levels of Aggravated damage, which may not be healed, by any means, for three nights. This power may only be utilized once by any individual caster upon the same target per incident of depraved activity.

### **Path of the Unspoken**

Cost: Lapse: The character must bid a number of extra Traits equal to their rating in this path on all Challenges with the following abilities: Academics, Alertness, Area Knowledge, Astrology, Awareness, Computer, Demonology, Enigmas, Finance, Investigation, Law, Lore (all), Medicine, Meditation, Occult (including uses of this Path, such as Shadow Thoughts), Politics, Science, and Technology. Additionally, if the character's permanent Willpower rating drops below their rating in this path, they will start to lose memories of things about themselves and who they are.

#### **•Whispers of the Unborn**

System: The player spends one Blood Trait and makes a static Willpower Challenge at difficulty 6. If they succeed, they may ask the Storyteller a question and receive an answer; the answer is no more than five words long, and should be vague ('Your enemy Haven is northward,' for example, not 'at 315 Broad Street').

#### **••Scribing the Unknown**

System: The character must first know the work he wishes to transcribe before using this power. The character spends one Blood Trait and makes a static Willpower Challenge at difficulty 6. If they succeed, they duplicate the transcribed work, which may take hours, days, or weeks of effort (Storyteller discretion). The transcription is in either the original language, or, if a copy of that no longer exists, in the language of the existing copy, which the caster may or may not be able to read, depending on their Linguistics.

In order to transcribe a document, at least a single copy must still physically exist in the Tellurian (not some Umbral Realm or the Shadowlands). This power may not be used to bypass the R&U regulations on canon or unique items (no complete Book of Nod, Garou Silver Record, or Broken Winged Crane, but the printed Erciyes Fragments are ok) or on regulated Linguistics.

This power is for information gathering related to plot, and will never count as a teacher for Lores, Linguistics, or powers of any sort.

#### **•••Shadow Thoughts**

System: The character spends one Blood Trait and stands in the shadow of their target. They may then engage their target in a contested Mental Challenge, retested with Occult. If they succeed, they may learn the memories of their target, of a duration of up to a single week's worth of memories. The caster must be able to specify the time frame of the memories they are seeking: 'last New Year's Eve' is acceptable, but 'the time you last committed diablerie' is not.



### ●●●●Fragments of the Forgotten

System: This power works identically to Scribing the Unknown, except it may be used for documents that no longer exist. The results will be no more than partially accurate or complete (50% complete at most, at Storyteller discretion). As above, this power may not be used to bypass the R&U regulations on canon or unique items.

This power is for information gathering related to plot, and will never count as a teacher for Lores, Linguistics, or powers of any sort.

### ●●●●●Forsaken

System: Use of this power requires the expenditure of a Blood Trait, a permanent Willpower Trait, and a permanent Health Level of the caster; that Health Level may never be regained, by any means. The player must then make a contested Mental Challenge, retested with Occult, against their target. Should the target fail, all those wishing to notice them must first win a static Mental Challenge, retested with Occult, at Difficulty 12. If they succeed, they may interact with the caster as normal for one night. The Challenge must be made anew for each new evening of interaction. This power may also be used on objects, but only requires a Static Mental Challenge at Difficulty 10, retested with Occult, for individuals to interact with the object. This effect lasts until the caster dies, chooses to end the effect as an Action, or uses this power again on another object or target. In other words, using this power on the Prince's diary ends the effect on the caster themselves, and then putting it back up on the caster ends the effect on the Prince's diary. For this reason, each use must be recorded with Staff, and should be noted with a date in the notes section of the caster's character sheet. As each new casting requires sacrificing another Health level, there is a practical limit to the number of times this power may be used before the caster collapses into a pile of ash, their soul reclaimed by whatever dark power they originally dealt with.

### Path of Pestilence

Cost: Rot: Once the first level of this Path is purchased, the character gains the Infectious Bite Flaw. Once the character purchases the third level of this path, they also gain the flaw Disease Carrier, for a disease chosen by the Storyteller (see Laws of the Hunt for examples). Both of these flaws grant no additional points, and may never be bought off or removed by any means.

### ●Illness

System: Spend one Blood Trait and engage your target in a contested Physical Challenge, retested with Survival. If you succeed, your target loses up to three temporary Physical Traits, or Appearance related Social Traits (your choice). Vampires may spend one Blood per Trait lost (subject to Generation limits) to negate this effect; otherwise, the Traits remain lost for the remainder of the session.

### ●●Infection

System: Spend one Blood Trait and make a contested Mental Challenge, retested with Occult, against a target. If the target is currently suffering any damage, they take an equal amount of Aggravated damage. This damage may be negated or reduced by supernatural effects, such as Fortitude, normally.

### ●●●Miasma

System: The character spends one Blood Trait to activate this power, creating a disease cloud that has a radius of five feet / two steps around the caster. This power lasts for three turns, and expands at five feet / two steps a round. Those caught inside must make a Static Physical Challenge at difficulty 8, retested with Survival. If they fail, they will suffer three levels of Bashing damage, and be down three Traits in all Challenges for one round, or until they move out of the disease cloud. Vampires do not suffer damage, but do suffer the Trait penalty.

### ●●●●Parasitic Possession

System: The caster spends one Blood Trait to use this power, and makes a contested Mental Challenge, retested with Occult, against their target. If they succeed, they may direct the target's next physical action as they desire. The target can spend one temporary Willpower to regain control. Dead hosts (zombies, rats, etc, but not Kindred) may not spend this Willpower.

Alternatively, the caster may summon pestilential insects and vermin. The caster spends one temporary Mental Trait after casting, and summons one of the swarms listed on p. 105 of the OWbN Player's Guide to the Fallen Packet. The caster may give one simple command to the swarm, which it must obey.

As a final alternative, the caster may command the insects to possess and animate a dead corpse. They will still follow the caster's simple command, and this lasts for one Scene or an hour.

### ●●●●●Vector

System: The caster spends one Blood Trait to use this power, and then engages their target in a contested Physical Challenge, retested with Occult. If you succeed, the victim suffers three levels of Bashing damage. In addition, the caster may choose which disease to infect their target with (See Laws of the Hunt for examples), and the later stages of that disease instantly manifest. Storytellers should assign appropriate penalties up to and including death for a mortal. Kindred do not suffer this damage, but instead lose an equal amount of Blood Traits. The effects of this disease last for an entire month, and Kindred should be considered to suffer from the Disease Carrier Flaw during this time.

Lastly, those who are living that come in contact with those still under the effects of this power must make a static Physical Challenge, retested with Stamina at Difficulty 8. Failure means they, too, are infected by the disease.

### **Path of Evil Revelations**

Cost: Upon purchase of this Path, the character gains the Curiosity Flaw (Shining Host, p. 116), which may never be removed by any means.

#### **•See the Unseen**

System: The caster spends one Blood Trait and, for the next scene or hour, can see all spirits, demons, and wraiths as if they were physically manifested. During that time, the caster must bid one additional Trait on all Physical, Mental and Social Challenges. Note that this does not reveal the Penumbra or Shadowlands themselves, only the denizens of those realms.

#### **••Learn the Heart's Pain**

System: The caster spends one Blood Trait and makes a contested Mental Challenge, retested with Occult, against their target. If they succeed, the caster learns what grieves their target the most.

#### **•••Seize the Moment**

System: The caster spends one Blood Trait and makes a contested Mental Challenge against their target, retested with Occult. If the caster succeeds, they may pull one memory from their target. Much like Forgetful Mind, the caster must be able to specify the time at which the memory occurred, but they are not constrained by a fifteen minute limitation; instead, a single discrete memory of up to an entire day in length may be specified ('your senior prom,' for instance, but not 'all of last saturday').

#### **••••Casting the Bones**

System: The caster spends one Blood Trait and three temporary Mental Traits. They may look into the future regarding a single course of events, up to the length of a lunar month. These premonitions should be vague and insightful but not exact.

#### **•••••Recall the Bloody Deed**

System: 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, and is subject to OWbN R&U restrictions on NPC demons.

### **Path of Spirit/Path of Summoning**

Cost: The unholy nature of Rego Calatio is such that any area in which it's practiced becomes spoiled; the people become sick, and the livestock malformed.

The practitioner suffers horrific nightmares for one night per level of the path used.. These nightmares force the infernalist to lose two Blood Traits upon waking, instead of the normal one, and a Willpower Challenge is required (difficulty 7), otherwise two temporary Willpower are also lost. This Path has two uses. First, as an action (not a full round) it may be used to directly attack Demons by engaging them in a contested Mental Challenge, retest Occult. On a win, the caster may apply one level of Lethal damage per level of the Path he or she possesses.

In order to summon a random Demon utilizing this Path, the caster first engages in a contested Mental Challenge (retest, Occult) with the target Demon, using the Attribute Traits listed in MET Sabbat Guide, p.108 for Demon Traits, then spends the appropriate amount of Mental Traits. The maximum level of this power that the caster has represents the highest level Spirit that the caster may attempt to summon, as follows:

#### **•Imp**

Cost: 1 Mental Trait

#### **••Fiend**

Cost: 2 Mental Traits

#### **•••Shade**

Cost: 4 Mental Traits

#### **••••Servitor**

Cost: 6 Mental Traits

#### **•••••Pit Lord**

Cost: 8 Mental Traits

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

Failure requires the caster 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 caster. Spirits summoned with this power will remain on Earth for the night (or until they hear the ringing of church bells), regardless of whether they choose to assist the caster or not.

This power is subject to OWbN R&U restrictions on NPC demons.

## **Tyranny of the Wyrms**

Cost: Like the clan responsible for its creation, Die Herrschaft des Wyrms is unstable. Should a victim realize he's being affected through forewarning or evidence of the infernalist's intent, he may make a static Mental Challenge retested with Occult (difficulty equal to the infernalist's permanent Mental Traits.). His success causes the power's effects to rebound onto the infernalist. A blessing from someone with True Faith will remove any ill effects caused by this Discipline. The infernalist's death does not remove these effects, as in her stead, demons will perpetuate the various curses and pains.

### **•Malfean Infection**

System: Spend one Blood Trait and engage your target in a contested Mental Challenge, retested with Occult. If you succeed, the target loses access to any True Faith they may have for the remainder of the Game Session.

### **••Bane to the Soul**

System: The caster must spend one Blood Trait over a sympathetic link to the victim. If they succeed, the target is down 2 Traits in all Virtue tests for the remainder of the Session.

### **•••Dissonant Miserere**

System: The caster spends one Blood Trait to activate this power, and must have a sympathetic link to their target. They then engage the target in a contested Mental Challenge, retested with Occult. If the caster succeeds, the target is down one Trait in all Willpower Challenges, and also immediately loses one temporary Willpower Trait. The target will also lose one additional temporary Willpower Trait each night upon waking. This effect is permanent, until the target either receives a blessing, or gives into the madness of the demon hounding them. If they give in, they must perform one task decided by the demon.

### **••••Feed the Wyrms**

System: The caster must spend one Blood Trait to use this power, and also drink one Blood Trait from their target. They must then engage the target in a contested Mental Challenge, retested with Occult. If they succeed, the victim suffers three levels of Aggravated damage and loses two appearance related Social Traits. The appearance Trait loss is permanent, unless the target agrees to serve the Wyrms. If she does so, an urge demon of vanity appears in a reflective surface and demands a sacrifice, the severity of which is determined by how great a loss of beauty has occurred. Sacrifices may entail ripping the smile from someone's face, slaying a dozen virgins, or the victim allowing a Demon to permanently inhabit her soul. Note that this power may delve into extremely sensitive roleplaying, and requires affirmative consent from the victim, in accordance with OWbN policy. Storytellers should carefully consider whether to allow this power's use, and this power should never be used without a Storyteller present to guide the Scene and see to the comfort of all players involved.

### ●●●●House the Maeljin

System: The caster first spends one Blood Trait, and must murder a mortal or vampire they care about to activate this power (Storyteller's discretion on whether a given victim counts). If the victim is a vampire, they must first successfully diablerize it. The caster then spends five temporary Mental Traits; this power remains active for one week.

First, the caster gains six Attribute Traits divided in any combination among Mental, Social, and Physical categories, which may go above generational maximums. They also gain six levels of Disciplines of the storyteller's choice, which may not exceed discipline maximums; no single Discipline may gain more than two levels. These Disciplines are subject to all OWbN R&U bylaws and Glass Ceiling rules. If the caster does not act in favor of the Maeljin that is summoned, the Maeljin, as portrayed by the storyteller may attempt to take control of the caster and direct their action. The caster must make a Self-Control/Instinct Challenge at difficulty 4 to not act in a way the Maeljin wishes. Once the time is up on this power, the Maeljin will attempt to force the caster into an act of self-destruction. It may only do this once. The caster must make a Self-Control/Instinct Challenge at difficulty of 5 to avert this.

Finally, note that Maeljin are named NPCs, most listed in the Book of the Wyrms and other sources, and under Changing Breeds Coordinator control. As a result, use of this power requires CBC office approval.

## MET Conversion Rituals

### **Apport Object** (Basic)

Storyteller's Handbook to the Sabbat, p. 51

System: This ritual enchants any object with a command word. Once that word is spoken, the object will instantly appear in the caster's hands.

### **Spectral Mask** (Basic)

Storyteller's Handbook to the Sabbat, p. 51

System: For the next Scene or hour after casting this Ritual, all those who look on the caster must make a Courage Challenge, at Difficulty 3, or flee in terror.

### **Haunting Memories** (Basic)

Storyteller's Handbook to the Sabbat, p. 52

System: Once this ritual is cast, the next person you touch (which may require a Physical Challenge) will be plagued by depression or sadness for the next week, but will not know why.

### **Sign of the Moon**

Storyteller's Handbook to the Sabbat, p. 52

System: Once cast, this ritual lasts for the remainder of the night. During that time, the claws and fangs of Werewolves do lethal damage to the caster instead of Aggravated damage. Additionally, during this time, the caster will take Aggravated damage from silver. Note that this will not protect the caster from the fetish effects of spirits bound into claws or fangs, or from the effects of Gifts - only the damage caused by the claws or fangs themselves.

### **Summon Grantel (Basic)**

Storyteller's Handbook to the Sabbat, p., 52

System: This ritual summons the Demon Grantel, as presented in the Appendix. The caster has no control over the demon, and can not bind or dismiss him. Grantel is a canon NPC under Demon Office control, and as a result use of this ritual requires Demon office approval.

### **Sign of the Wraith (Intermediate)**

Storyteller's Handbook to the Sabbat, p. 52

System: Once cast, the character is completely immune to attacks from Wraiths. If they do not move at all, this immunity will last 39 minutes. The moment the caster first moves, the duration of the immunity shortens to a single minute (20 rounds).

### **Summon Tivilio (Intermediate)**

Storyteller's Handbook to the Sabbat, p. 52

System: This ritual summons the demon Tivilio as presented in the Appendix. Tivilio is a canon NPC under Demon Office control, and as a result use of this ritual requires Demon office approval.

### **Turn to Toad (Intermediate)**

Storyteller's Handbook to the Sabbat, p. 52

System: Use of this ritual turns the caster into a toad for 12 days, minus one day per permanent level of Willpower possessed by the character, to a minimum of a single day. To turn someone else into a toad requires line of sight on the victim, and a contested Mental Challenge, retested with Occult. The time they are turned into the toad is the same as if the caster had used it on themselves.

### **Bind Tivilio (Intermediate)**

Storyteller's Handbook to the Sabbat, p. 52

System: This ritual forces the demon Tivilio to perform one command given by the infernalist, after which it is free to act as it pleases.

### **Summon Lucricia** (Intermediate)

Storyteller's Handbook to the Sabbat, p. 52

System: This ritual summons the demon Lucricia, as presented in the Appendix. Lucricia is a canon NPC under Demon Office control, and as a result use of this ritual requires Demon office approval.

### **Dismiss Tivilio** (Advanced)

Storyteller's Handbook to the Sabbat, p. 52

System: This ritual returns the demon Tivilio to Hell.

### **The Inner Furnace** (Advanced)

Storyteller's Handbook to the Sabbat, p. 53

System: This ritual may only be cast against humans (including Ghouls, Hedge Mages, Kinfolk, Thralls, Imbued and the like). Once cast, you may use it on any human within line of sight, but you must defeat them in a contested Social Challenge retested with Lore: Demons (or Demonology). If you succeed, the victim suffers five levels of Aggravated damage, which may not be prevented or resisted in any way, even by supernatural means.

### **Soul Leech** (Advanced)

Storyteller's Handbook to the Sabbat, p. 53

System: The character performs this ritual over any recently dead body. If they succeed, they must then make a contested Mental Challenge, retested with Intimidation, against the Traits the body had in life. If they succeed, they pull the soul into themselves and may store it. At any time after, the Infernalist may sacrifice this soul, consuming it and instantly gaining five Blood Traits into their Blood pool. A character may only store a number of souls within themselves using this ritual up to their permanent Willpower rating. For obvious reasons, use of this power on a character (PC or NPC) must be logged with both the caster's Storytellers, and with the Storytellers of the victim, if they are different, as this may prevent other effects which target the souls of the deceased from functioning.

### **Summon Barliagus** (Elder)

Storyteller's Handbook to the Sabbat, p. 53

System: This ritual summons the demon Barliagus as presented in the Appendix. Barliagus is a canon NPC under Demon Office control, and as a result use of this ritual requires Demon office approval.



### **Transfer Essence** (Elder)

Storyteller's Handbook to the Sabbat, p. 53

System: This ritual is cast on any recently dead body (no more than 10 hours dead). Once cast, the caster's soul transfers to the new body, and the old one crumbles to ash.

### **The Knotted Cord** (Basic)

Dark Ages Companion, p. 108

System: Once the ritual is cast, the caster names a target within their line of sight, and then must engage in a contested Willpower Challenge against their victim. If the caster succeeds, the target may not denounce the caster for the next Scene or hour.

### **Bind the Familiar** (Basic)

Dark Ages Companion, p. 108

System: This ritual summons a familiar in the corpse of an animal to faithfully serve the caster.

### **Bring Forth the Hell Beast** (Basic)

Dark Ages Companion, p. 108

System: This ritual is cast on any animal. Once done, the animal flies into a frenzied rage, attacking everything in sight. It also gains the first level of Potence.

### **Warding Circle** (Basic)

Dark Ages Companion, p. 108

System: The caster creates either a temporary or permanent warding circle. While in it, any infernal forces that wish to harm the caster must first defeat them in a contested Willpower Challenge. A temporary Warding Circle lasts for the duration of one Scene or hour.

### **Blood Imp** (Intermediate)

Dark Ages Companion, p. 108

System: This ritual summons a blood imp that faithfully serves the caster for one night. Its Physical Traits equal the number of Blood Traits spent at the time of casting (to a maximum of the caster's natural, unaugmented Blood pool), and it has five health levels. It has no combat abilities.

### **Bloody Bones** (Intermediate)

Dark Ages Companion, p. 108

System: The Infernalist casts this ritual over a bag of bones and then buries it. Thereafter, as long as the bones remain buried, all Self-Control/Instinct Challenges made within the city in which it is buried are at plus 1 difficulty.

**The Leaden Heart** (Intermediate)

Dark Ages Companion, p. 108

System: This ritual requires a sympathetic link to the target but may be cast anywhere. Once the ritual has been cast the caster must defeat his target in a contested Willpower Challenge. If the caster succeeds the target is unable to move from the spot they are standing until their name is called out by a true love or at 6:35 AM.

**Vile Swarm** (Intermediate)

Dark Ages Companion, p. 109

System: The caster summons a swarm of insects (see p. 105 of the OWbN Player's Guide to the Fallen Packet) to do their bidding. This swarm stays hidden, as per Cloak of Shadows, as long as the caster concentrates, at the cost of one Willpower Trait spent by the caster per hour. This swarm can devastate crops or overwhelm a foe.

**Lethean Chains** (Intermediate)

Dark Ages Companion, p. 109

System: This ritual creates a potion that causes those who drink it to forget all that happens within the same night (both before and after drinking). The forgetfulness begins at the moment the sun sets, and lasts until dawn.

**The Hand of Glory** (Advanced)

Dark Ages Companion, p. 109

System: This ritual functions identically to the Necromancy Ritual of the same name.

**Ward Versus Demons** (Advanced)

Dark Ages Companion, p. 109

System: This ritual functions exactly like a normal Ward Versus Demons.

**Bind the Interloper** (Variable Level)

MET: Sabbat Guide, p. 106

**Call Forth the Host** (Variable Level)

MET: Sabbat Guide, p. 105

**Curse of Oedipus** (Basic)

MET: Sabbat Guide, p. 106

**Video Nefas (Basic)**

MET: Sabbat Guide, p. 106

**Felis Negrum (Intermediate)**

MET: Sabbat Guide, p. 107

**Plague's Secret Domain (Intermediate)**

MET: Sabbat Guide, p. 107

**Close the Ways (Advanced)**

MET: Sabbat Guide, p. 109

**Into the Abyss (Advanced)**

MET: Sabbat Guide, p. 109

**Lesser Trigger (Advanced)**

Lair of the Hidden, p. 141

## Infernal Disciplines

These disciplines may only be purchased by taking the Disciplines Infernal Investment.

### **Maleficia**

If a target of this power realizes they are being affected by it, they may make a contested Mental Challenge, retested with Occult, against the vampire using it. If the target succeeds, the user is instead affected by the power. Additionally, a victim may receive an exorcism or blessing from any member of the clergy (of any religion) to break any curse from this discipline.

#### **•Evil Eye**

System: Spend one Blood Trait and engage your target in a contested Mental Challenge, retested with Occult. If you succeed, you may cancel any single retest the target calls upon within the next scene or an hour. Once this power has been used to cancel any one retest of an opponent, it is considered used up. This power would need to be activated again to call upon it again. You may not stack this power.

### ●●Minor Curse

System: Spend one Blood Trait and engage your target in a contested Mental Challenge, retested with Occult. If you succeed, spend three temporary Mental Traits. For the remainder of the session, the target continues to suffer minor mishaps, assigned by the storyteller, in everything they do.

### ●●●Psalm of the Damned

System: Engage your target in a contested Social Challenge, retested with Performance: Singing. If you succeed, for as long as you continue to sing, your target is down three Traits in all Challenges. The target must be able to hear your singing to be affected by this power.

### ●●●●Barrenness

System: Engage your target in a contested Social Challenge, retested with Occult. If you succeed, the target vampire may not sire new childer. This curse lasts until it is removed, through the death of the caster, elder level Blood magic powers, or an exorcism.

### ●●●●●Greater Curse

System: This power costs three Blood Traits to use, and requires defeating your target in a contested Willpower Challenge. If the caster succeeds, this curse lasts for one year, and the victim cannot sleep comfortably during that time; must bid one additional Trait on all Challenges; loses all appearance related Social Traits, and may not gain new ones; and suffers the effects of Minor Curse, as well. Vampires can resist this effect on a night by night basis by spending an additional four Blood Traits per night when they awaken.

## Striga

### ●Strix

System: The user engages in a static Social Challenge, retested with Intimidation, at Difficulty 8. If they succeed, they may speak and send any message they desire to a target who is within one mile and who is outdoors.

### ●●Scobax

System: The character summons a swarm of vermin to distract their enemies; the swarm attacks the targets designated by the caster. See p. 105 of the OWbN Player's Guide to the Fallen Packet for rules covering Swarms.

### ●●●Masca

System: You may transform into any animal you desire for the next scene or an hour. You must spend one Blood Trait per size category of the animal, subject to generation limits, as detailed below:

- |                |  |
|----------------|--|
| <b>1 Blood</b> | Immensely smaller (spider, hummingbird, minnow) than human.  |
| <b>2 Blood</b> | Considerably smaller (pigeon, mouse, carp) than human.       |
| <b>3 Blood</b> | A lot smaller (cat, pike, falcon) than human.                |
| <b>4 Blood</b> | A bit smaller (mastiff, cheetah, eagle) than human.          |
| <b>5 Blood</b> | A bit larger (lion, pony, condor) than human.                |
| <b>6 Blood</b> | A lot larger (horse, boa, crocodile, bear) than human.       |
| <b>7 Blood</b> | Considerably larger (great white shark, buffalo) than human. |
| <b>8 Blood</b> | Immensely larger (elephant, whale) than human.               |

Storytellers may wish to consult p.s 107-108 of the OWbN Player' Guide to the Fallen Packet for a full listing of previously published animal forms for Mind's Eye Theater.

### ●●●●Hexe

System: The character engages a target with a contested Physical Challenge, retested with Occult. If you succeed, the victim suffers three levels of Aggravated damage as you spit blood on them.

### ●●●●●Fractura

System: The character spends one Blood Trait per blood tentacle they wish to make, up to a maximum of five. Each tentacle has a base of 10 Physical Traits. You may spend additional Blood Traits per tentacle to give them 2 additional physical Traits per Blood Trait spent. All Blood expenditures are subject to Generational spending limits. The tentacles themselves will obey the commands of the user, are six feet long, and can not move from the spot summoned. They have 4 health levels each, and do 2 levels of lethal damage if they attack.

# Merits

The following Merits may aid Storytellers in constructing antagonists for their chronicles.

## **Beloved Disciple** [3 Trait Merit; Devil's Due, p. 98-100]

Use as printed.

## **Demonic Heritage: Laham** [7 Trait Merit; Infernalism: Path of Screams, pp. 78-80]

Perhaps you have a Demon for a parent, or as an ancestor, or perhaps your family has so long dabbled in the demonic that it stained your very soul before you were born.. This comes with benefits and drawbacks. Each Laham is a unique being and their creation as characters should be equally unique. Feel free to contact the Demon Coordinator's team for further information. System: Laham may begin play with up to 7 of their Soul Points spent on rarity one investments. This is a mechanical representation of the natural abilities that the individual was born with, and the powers gained by this cannot be taken away. Dark Thaumaturgy cannot be purchased with this merit. Laham age slowly, as noted in the source, and are considered up 3 Traits on all favorable dealings and interactions with Demons, Infernalists, and devil-worshippers. Most Laham eventually become Infernal themselves. When a character with Demonic heritage: Laham becomes a Thrall, they are favored Thralls and may purchase the Infernal Ranking Investment right away, at normal cost. Further, the darkness in their soul carries stains that can not be ignored. All Laham must take 4 points in flaws, chosen from those listed in this packet. They do not receive points for those flaws taken and cannot buy them off. This merit may only be taken at character creation.

## **Demonic Patron** [3 Trait Merit; Tome of Secrets, p. 108]

You have attracted the attention of a demonic entity, and it acts as your guide. One day, it will ask a price, and you will not be able to refuse. This Merit provides 3 points worth of the Background investment; the character may not take the Generation background with this Merit. The merit also comes with its own price: the character must select two points in flaws from this packet, that they do not gain points for, and cannot ever buy off. If the character ever makes a pact, this Merit counts as one Soul Point spent.

## **Demonic Tutor** [5 pt. Merit; Infernalism: Path of Screams, pgs. 78-80]

You gain the equivalent of the Rarity 2 Investment: Dark Thaumaturgy. You may learn a single Rarity 1 Path as your Primary Path, and five Rarity 1 Rituals to go with it; any further Paths or Rituals must be discovered or learned in game. This Merit counts as three Soul Points spent. Whenever this merit is taken the character must select three Traits of flaws from this packet.

**Profane Trappings** [4 Trait Merit Tome of Secrets, p. 108]

You befoul everything you touch and lay claim to; this permeates everything you control, spreading your taint to even those who serve you, and twisting the land. Any Discipline, Investment, or other power you use is considered infernal. So long as you are using your powers on or within lands you control, on servants under your command, or upon objects in your physical possession, you are up +3 Traits on all ties to do so.

**Innocent** [2 Trait Merit; Dark Ages - Road of Sin, p.73]

MET conversion has been provided by the source.

**Indomitable Soul** [3 Trait Merit; - Sins of the Blood, p. 102]

Used as printed.

**Unholy Aura** [7 Trait Merit; Infernalism: Path of Screams, pp. 78-80]

In your presence, holy objects crumble, plants die, and untrained animals cower in fear. Characters with True Faith (in the Holy, not the Unholy) must win a Static Willpower Challenge against a difficulty of your current Willpower, or flee the area immediately. This Challenge takes place at the top of the round, during declarations and Blood expenditures. Even if the faithful character succeeds in this test, they are uncomfortable in the presence of this Unholy Aura: for each True Faith Trait they have, they will immediately lose one Blood Trait as they develop stigmata. The Storyteller should work to make such an occurrence truly vivid for the onlookers and horrific for the faithful.

**Unshockable** [3 Trait Merit; Path of Screams, p. 78]

The character is not required to test in order to commit any horrific act asked of them by their demon, as outlined by the source material.

# 5

## EARTHBOUND

Earthbound - and their servants - are the primary antagonists of Demon: the Fallen. They are fallen angels who, at some point in the vast sweep of human history, were summoned by mortal ritualists and anchored in a Reliquary, rather than a human body. While a Reliquary is able to contain power of a greater magnitude than a human vessel, being crafted, inanimate objects, they did not provide the melding of human and divine which has provided modern Fallen with a chance to resist their Torment.

As a result, Earthbound are Tormented beyond redemption; they are ancient enemies who have had centuries or millennia to twist their divine power into ever more depraved forms, enslaving everything around them to their fell purpose.

The rules below are designed to support Storytellers in creating NPC Earthbound antagonists for use in OWbN.

**NPC Earthbound are Demon Coord Approval; PC Earthbound are Disallowed.**

### Quick NPC Creation Process

#### **Step One: Inspiration**

- Choose a concept
- Choose a Nature and Demeanor
- Choose a House
- Choose a Rank

#### **Step Two: Attributes**

- Assign Traits: Maximum in each category (10+Faith)

#### **Step Three: Advantages**

- Choose appropriate Abilities (36, at minimum)
- Assign 10 or more levels of Lores (Including Earthbound Lores)
- Choose 10 Backgrounds (Including Earthbound Backgrounds)



#### **Step Four: Last Touches**

Assign 4 or more Faith

Assign three Urges

Assign Willpower (equal to the sum of two highest Urges)

Create Reliquary

Choose Negative Traits and Flaws (if any)

Spend five (or more) Free Traits and choose Merits (if any)

**Attributes:** NPC Earthbound receive maximum attributes, to a Trait maximum of 10 + Permanent Faith Score, in each category.

**Abilities:** Earthbound have had centuries or millennia of experience on earth to learn abilities; assign them what seems appropriate. As a rough guide, they should probably not have less than 36 levels of abilities, consisting of at least the retests needed for all of their Lores. Earthbound Ability Maximums are based on their Rank:

- Overlord and below: 6
- Baron: 7
- Duke: 8
- Archduke: 9

**Backgrounds:** Earthbound receive a minimum of 10 points to distribute into available Backgrounds; their choices are heavily restricted, as described below. Their Backgrounds are limited by the same Maximums as abilities, above.

**Lores:** Earthbound receive 10 levels (at minimum) to distribute among their Lores, including Earthbound Lores. Storytellers are encouraged to begin with Common, Earthbound, and House Lores, and then to add what seems necessary for the role the Earthbound is to play in their story. One way to do this is to browse Rituals, select ones that would serve a function in the story, and allocate the needed Lores for the Earthbound to be able to perform those Rituals.

**Urges:** Earthbound receive one free point each in the Urges of Flesh, Thought, and Emotion, and receive three additional points to distribute among them. Additional Urges beyond these minimums may be assigned by the Storyteller as appropriate.

**Faith:** Earthbound begin with a starting Permanent Faith score of at least four, for the least powerful among them; as NPCs of great power, Earthbound Faith can go much higher, as outlined below:

- Overlord and below: 15
- Baron: 20
- Duke: 25
- Archduke: 30

**Willpower:** Characters begin play with a minimum amount of permanent Willpower equal to the sum of their two highest Urges; much like Faith, Earthbound Willpower scores can go much higher:

- Overlord and below: 12
- Baron: 15
- Duke: 20
- Archduke: 25

**Torment:** All Earthbound begin play with 10 Torment, which may never be reduced while they remain an Earthbound. As a result, they may only ever use Tormented Evocations and Rituals.

**Freebies:** Characters receive at least 5 Free Traits at character creation, as a guideline to spend on Merits. For each Negative Trait (up to five) and Flaw (up to seven points worth) taken, this number is increased, as usual; but with NPC Earthbound, Merits and Flaws should serve the function of the story, and not be merely a system of point juggling.

## Abilities

Earthbound have had centuries to explore the world; they should have a wide variety of Abilities, concentrating especially on the retests for their Lores, as well as the kinds of abilities that describe their vast experience, such as Academics: History, Occult, and a variety of Lore Abilities. Like Fallen, an Earthbound may spend a point of Faith to retest a Challenge.

**Earthbound may purchase any of the Abilities given in the OWbN Player's Guide to the Fallen Packet.**

# Backgrounds

NPC Earthbound may possess the following Backgrounds: Allies, Codex, Cult, Eminence, Hoard, Influence, Mastery, Military Force, Network, Paragon, Resources, Ritual Knowledge, Thralls, Worship. See below for descriptions and rules for new Backgrounds.

**All Backgrounds not listed are not permitted for Earthbound.**

## **Allies**

An Earthbound only 'allies' itself with beings of a similar power level: other Earthbound, particularly powerful and Tormented Fallen, or other eldritch monstrosities which stalk the world. Earthbound may not have their Allies defined as 'normal' mortals.

## **Codex**

Earthbound have spent eons accumulating not only Celestial Names, but also fragments of True Names. When a PC Fallen encounters the Earthbound for the first time, they must throw a Simple Test. There are no retests, and if the PC loses, the Earthbound antagonist knows their True Name, and may use it against them. Record each True Name gained; when the Earthbound antagonist has accumulated a number of PC True Names equal to their level of this Background, they have exhausted their Codex, and may accumulate no more.

## **Cult**

The Cult Background functions as detailed in the OWbN Player's Guide to the Fallen Packet.

## **Eminence**

Eminence, and the Eminence Background, function as detailed in the OWbN Player's Guide to the Fallen Packet.

## **Hoard**

An Earthbound's Reliquary acts as a sort of battery, which can store additional Faith, as detailed below. Faith stored in a Reliquary does not modify an Earthbound's permanent Faith Score; it merely provides more stored Faith for them to spend when needed. Earthbound inhabiting an Improvised Reliquary (see below) may not have more than three levels of this Background.

0: Reliquary is small and shoddy; it may hold up to 10 temporary Faith

1: Reliquary is small, and formed of simple materials (iron, stone, glass, plastic); it may hold up to 15 temporary Faith

2: Reliquary may be as large as a chest or casket, and made from fine but not exceptional materials (crystal, steel, marble, obsidian); may hold up to 20 temporary Faith

3: Reliquary is either large, made of fine materials, or well attuned to the Earthbound's nature (rubies and volcanic stone for a Devil of the Flames Visage, for instance); may hold up to 25 temporary Faith.

4: Reliquary is both large and valuable, at least the size of a person, and it may hold up to 30 temporary Faith.

5: Enormous and priceless, the Reliquary may hold up to 35 temporary Faith.

## **Influence**

Earthbound Influence functions indirectly, often through placing favored Thralls in positions of power in Mortal society. Mechanically, the Background functions the same; Storytellers are encouraged to assign a named Thrall for each sphere of Influence the Earthbound controls, so that PCs may target and eliminate or co-opt those Thralls to deprive the Earthbound of their Influence.

## **Mastery**

The Mastery Background allows NPC Earthbound to spend additional points of Faith to enhance their Evocations. Mastery of level 4+ operates on a scale that could impact more than one Chronicle; the Demon Office will not generally approve Chronicle NPCs for higher than Mastery 3, as a result.

For each level of this Background, the Earthbound may spend a single point of Faith to enhance each aspect of their Evocations, increasing one of the following by a factor of ten:

- Range
- Area of Effect
- Number of targets
- Duration (unless the base Evocation already lasts a Scene)

If multiple such aspects of an Evocation can be enhanced, a point of Faith must be spent on each before a second point of Faith may be spent to multiply an aspect by an additional factor of ten. In other words, you can't increase the area of effect by x100 until both range and number of targets, if applicable, have already been multiplied by x10.

Damage may never be increased with the Mastery Background.

### **Resources**

Much like Influence, an Earthbound cannot directly control their wealth, but must use Thralls to manage their assets. Storytellers are encouraged to name a Thrall to manage such assets, as described under Influence.

### **Thralls**

Instead of the Pacts or Followers Backgrounds, Earthbound use Thralls. The Thralls provided by this Background may be Ravaged for Degrees of Success, just like any others, and the Earthbound receives a single Thrall per level. It should be noted, however, that an Earthbound's Thralls are not simply empowered humans; each individual Thrall is likely the equivalent of an average Fallen, or other supernatural creature. See Chapter X for rules on creating an Earthbound's Thralls.

### **Worship**

The Worship Background further expands on the capabilities of the Cult Background; rather than defining a total number of followers, this Background determines how many of those followers participate in lengthy, orchestrated veneration rituals and services. The Earthbound may, with time to prepare, arrange for these services to coincide with their own Rituals or uses of Lores. Note that the benefits below are not cumulative, but the total for a given level of this Background.

1: A pair of followers may perform a short, private veneration ritual; this grants two Faith, and lasts up to two hours, during which time the Earthbound receives +2 Traits on Evocations or on Ritual Challenges.

2: Four followers may perform a veneration ritual that grants four Faith, and lasts up to four hours, during which time the Earthbound receives +4 Traits on Evocations or on Ritual Challenges, and a single additional Grade of Success.

3: Six followers perform the core of a veneration ritual; this grants six Faith, and lasts up to six hours, during which time the Earthbound receives +6 Traits on Evocations or on Ritual Challenges, and a single additional Grade of Success.

4: Eight cultists perform a complex veneration ritual; this grants eight Faith, and lasts up to eight hours, during which time the Earthbound receives +8 Traits on Evocations or on Ritual Challenges,

and two additional Grades of Success.

5: Ten supplicants perform an elaborate veneration ritual; this grants ten Faith, and lasts up to ten hours, during which time the Earthbound receives +10 Traits on Evocations or on Ritual Challenges, and two additional Grades of Success.

## Innate Abilities

**Fallen Innate Abilities:** Earthbound receive all the Innate Abilities Fallen receive, including Resistance to Illusion, Immunity to Mind Control, and the like. See the OWbN Player's Guide to the Fallen for details.

### OPTIONAL

#### Hideous Strength – Hate Eternal

Damage inflicted by the supernatural might of the Earthbound is infused with their hate of all Creation. Aside from the healing powers of the Elohim, the Health Levels inflicted by Earthbound evocations may not be healed by supernatural means. Only time, and the Lore of Awakenings, is sufficient to mend the horrible lashes of a true demon's power.

#### Enslavement

While Earthbound can use Evocations in the same manner as Fallen, they possess an additional option, as well: to attempt to Enslave other demons. Attempting Enslavement requires the Earthbound to know their target's True Name (the Codex Background is good for this). The Earthbound instructs its Cult to perform a Veneration Ritual, with its Worship Background determining the maximum length such a ritual can be. The ritual must be at least one hour per point of Faith the target has, though the Earthbound may have no way of knowing what that would be. If the Earthbound's Worship Background does not allow long enough Veneration Rituals, then the attempt automatically fails.

If the Veneration Ritual succeeds, the Earthbound Invokes their target, using the target's True Name. The target must be within a number of miles equal to the Earthbound's Faith rating; again, if this condition is not met, the attempt fails. Finally, the Earthbound spends a Willpower and enters into a Challenge with the target, pitting its current Faith (not counting Faith stored in the Hoard Background) against the target's Willpower. The veneration ritual merely enables this attempt; it provides no bonus, and no second veneration ritual arranged for the same period will provide a bonus, either. Success means the target has been enslaved, and must follow any and all commands the Earthbound gives, though not necessarily willingly. Failure means the target gains a bonus of their Permanent Faith score when defending against any future enslavement attempts by the Earthbound.

The enslaved demon may attempt to resist individual commands from its master by making a Willpower Challenge against the Earthbound's current Faith (not counting Faith stored in the Hoard Background). Success means the demon successfully resists that command. Failure costs the demon a Permanent Willpower.

The only way to escape this Enslavement is to alter one's True Name, such as by consuming another Demon or altering the Apocalyptic Form.

### **Bodiless Immortality**

Earthbound can sense all things within their current Faith in yards around their reliquary (this includes both sight and sound). They can see perfectly in darkness and any natural conditions. They cannot be blinded or deafened while sensing from their reliquary. They need not eat or sleep, and suffer no ill effects from age; they are not affected by environmental extremes, disease, poison, or any other effect which would not damage an inanimate object.

### **Forcing Worship**

To forcibly convert a Mortal to worship, the Earthbound must display its unholy power in some fashion. The Earthbound then makes a Challenge, pitting its Faith against the target's Willpower. Success bends the Mortal's mind to the demon's will and turns it into one of their worshippers; these worshippers are a valid target for Possession. Mortals broken in this way often gain temporary Derangements, and may only be broken free of the Earthbound's grasp through extensive therapy and de-indoctrination.

### **Can other supernatural entities be enslaved in this way?**

This should probably not be done with PCs, as taking away player agency in such a manner rarely makes for a fun experience, but for plot purposes, feel free to have your Earthbound antagonist begin enslaving the local NPC Sept/Freehold/Haunt/Domain/etc.

### **Possession**

The Earthbound must have a mortal worshiper touch its reliquary; once the contact is established, the Earthbound may make a Static Challenge of their Faith against a Difficulty of 12 to possess them. Unless this is being done in combat rounds with PCs present, it's probably best to waive the test and assume success. While in possession of a mortal host, the Earthbound is limited by the host's Attributes (modified by the Earthbound's own Urges). However, the demon also gains access to all Abilities the body has, retains access to its Faith and Hoard, and can even manifest its Apocalyptic Form, just as easily as Fallen do.

Possessed hosts never survive the process, however. Their soul is immediately and irrevocably annihilated the moment their master takes root. Their body will follow not long after, and within 48 hours it will be destroyed in a manner consistent with the demon's Primary Lore (rotting, slowly burning or bleeding, consumed by plagues, etc). Each point of Faith spent by the possessing Earthbound reduces this duration by one hour, meaning that an intense combat may well burn an Earthbound out of their temporary vessel. Upon the death of the host, the Earthbound is snapped back into its Reliquary.

### **Empowering Thralls**

See Chapter 4 for details on Thralls and Infernalism.

### **The Apocalyptic Body**

The Earthbound can manifest its Apocalyptic Form anywhere around its reliquary, within a number of yards equal to its Faith; in this state, they have a number of Health Levels equal to their permanent Physical Traits. It costs the Earthbound a number of Faith per round to maintain its Form determined by the quality of its reliquary. If the Earthbound's Apocalyptic Form is destroyed, the demon is banished back to the Abyss, and its reliquary is permanently ruined.

### **Healing Physical Damage**

While possessing a Mortal body, an Earthbound may have cause to heal its vessel; furthermore, in their Apocalyptic Body, they may suffer damage themselves. An Earthbound may spend one Faith to heal all Bashing Damage they have suffered, or a single level of Lethal Damage; they may spend three Faith to heal a level of Aggravated Damage.



## Merits and Flaws

While Earthbound have access to the same Merits and Flaws as Fallen (see page 31,) they should not possess any Merits which theoretically involve redemption, kindness, beauty, or anything that is incompatible with an ancient force of incomprehensible evil.

## Lores

Earthbound may only ever use Tormented Lore; in fact, Earthbound specific Lore do not even include non-Tormented uses; should any Fallen learn them, each and every use accrues Torment. As these three Lore were developed long after the Fall, they do not include Visages (much like Common Lore).

Earthbound of sufficient Eminence may be given Pinnacle Lore, chosen from among their House Lore and the Common Lore.

### **Lore of Chaos**

Lore of Chaos retests with the Occult Ability.

### **Basic**

#### **• Reality Tremors**

The Earthbound makes a Static Social Challenge against 12 Traits to afflict an area in line of sight, within a radius in yards equal to its permanent Faith Score, causing the world to suddenly experience a bizarre shift in causality. The exact effects are up to the storyteller, but the wholly disturbing violation of reality causes all beings in the area (aside from the Earthbound itself) to take a 1-Trait penalty on all Challenges, unless they succeed on a Static Willpower Challenge against a difficulty of the Earthbound's Permanent Willpower. The effect lasts for one Scene.

Grades of Success: For a single Grade of Success, any Mortal who attempts the Willpower Challenge and fails gains a temporary Derangement.

- **Sphere of Chaos**

The Earthbound makes a Static Mental Challenge against 16 Traits to afflict an area in line of sight, with a radius equal to its permanent Faith Score in yards, to experience a complete breakdown of natural laws. Within this area, all actions take -1 Trait penalty, for the duration of a single round. Any action that fails while this Evocation is in effect does so as a result of fluctuations in probability and the laws of physics: bullets fall apart, gravity increases or decreases etc. Storytellers should feel free to narrate both imaginative and costly consequences of failure.

Grades of Success: A Grade of Success may be spent to increase the Trait penalty by one, or the duration by one round.

### **Intermediate**

- **Wave of Mutilation**

The Earthbound makes a mass Physical Challenge against all targets within a number of yards equal to its permanent Faith score; any target successfully affected suffers three levels of Bashing Damage, which cannot be soaked, redirected, or negated. Victims of this power must then also make a Static Willpower Challenge against a difficulty of 7, or spend a number of rounds equal to the Earthbound's Willpower fleeing, in a frenzied and uncontrolled rage, or catatonic. The choice is the player's, subject to Storyteller discretion. Wounds manifest as neurons misfiring, lungs spasming, hormones and adrenaline flooding the body, muscles twitching out of control, and the like; as this is an attack which physically affects the brain, and is not mind control, Fallen have no resistance to it.

Grades of Success: Each Grade of Success inflicts an additional level of Bashing Damage to targets.

- **Summon Outsider**

The Earthbound spends a Faith and makes a Static Mental Challenge against a Difficulty of 14. Success tears a hole in reality and pulls an eldritch and horrifying creature from beyond into the world. This entity has Attributes equal to the Earthbound's Permanent Willpower, and three points which may be spent on Apocalyptic Form powers to represent the creature's innate capabilities. This being is not under the Earthbound's control, but rather rampages for a single round before returning to the chaos realms.

Grades of Success: Each Grade of Success gives an additional point to spend on Apocalyptic Form Features, and permits the Outsider to remain for an additional round.

## **Advanced**

### **• Hell on Earth**

The Earthbound spends a Faith and makes a Static Physical Challenge against a Difficulty of 14. Success smashes open the barrier between worlds, and ushers in the far realms of chaos to supplant the earth. This evocation affects an area of 10 times the Earthbound's Permanent Faith in yards.

Within this area, all beings aside from the Earthbound lose ties in all Challenges as the laws of physics and supernatural might go awry: tentacled horrors writhe beneath the skin, stones bleed, the sky turns red, and wounds spontaneously form. A single character per round must make a Static Physical Challenge against the Earthbound's Permanent Faith score or take its highest Urge in Lethal damage. All characters in the affected area must also make a Simple Test or gain a permanent Derangement. This evocation lasts for one scene.

Grades of Success: Each Grade of Success causes an additional character per round to test to avoid damage, and also increases the amount of damage by one level.

## **Lore of Contamination**

Lore of Contamination retests with the Crafts ability

## **Basic**

### **• Create Proxy**

The Earthbound makes a Physical Challenge against the object in question (no larger than a human being), which must be in physical contact with the Earthbound (or their Reliquary). Success infuses the object with the demon's tainted power. At any time thereafter, the Earthbound may choose to cast its consciousness into the Proxy; once they have done so, they may sense the area around the object, just as they can with their own reliquary, and may perform evocations as if the proxy was their own body. This evocation lasts for one day, but may be made permanent with the expenditure of a point of Willpower. The Earthbound may create any number of such proxies, but may only cast its consciousness into one at any given time. While proxies look no different, physically, from before being imbued with this dark power, they may be detected by various kinds of supernatural senses (Aura Perception, Sense Wurm, Wind Water Eye, etc).

Grades of Success: Each Grade of Success allows the Proxy to remain empowered for an additional day.

- **Lash of Corruption**

With a touch, the Earthbound forces black, tainted energy into their target. Make a Physical Challenge against the target; success inflicts the Earthbound's highest Urge in Lethal Damage that bypasses any mundane armor, leaving lacerations that weep blood and pus. Only armor gained from Fallen Evocations or Apocalyptic Forms is immune to this effect; Storytellers may choose to allow supernatural effects from other genres to resist this Evocation, as well.

Grades of Success: Each Grade of Success raises the amount of Lethal Damage inflicted by one.

### **Intermediate**

- **Taint the Land**

The Earthbound makes a Static Physical Challenge against fourteen Traits. Success infuses a radius of 90 yards with its essence. Once controlled, the area functions much like a Location reliquary, with the Earthbound able to focus its attention and perceive what happens in it, and use their evocations within the area. The effects of this evocation last for a single scene.

Furthermore, for the duration of the Scene, as a standard action, the Earthbound may cause the land itself to lash out against any intruder. Make a Physical Challenge against the target; success may grapple the target with tree roots, swarm the target with bees, or other effects as appropriate to the area. Such attacks may inflict up to three levels of Bashing or Lethal Damage, at the Storyteller's discretion.

Grades of Success: Grades of Success may be used to increase the radius affected by 10 yards each, or to increase the damage inflicted by one level each.

- **Corrupt Relic**

By remaining in contact with an item for a scene, the Earthbound can infuse it with some of its unholy power. This power functions identically to the Lore of the Forge: Enchant Object, except that all relics so created are twisted and cruel. Mortal beings lose a point of Willpower each time they use such an item, and Fallen gain a point of Temporary Torment.

Grades of Success: As Enchant Object

### **Advanced**

- **Unspeakable Servitor**

This evocation must be performed on a statue or similar idol crafted by the Earthbound or its worshippers, and primarily made of natural materials (clay, wood, stone, etc). The Earthbound spends a Faith and makes a Static Physical Challenge against fourteen Traits. Success transforms the statue into a vessel for the demon, who may then possess and animate it whenever they wish. The idol's Attributes are equal to the Earthbound's, and it gains three points to spend on Apoca-

lyptic Form powers. The demon does not have to assume its own revelatory form to access these powers, but adds them to its own should it choose to do so. The servitor also gains an equal number of 'points' in Grotesqueries (see below).

The servitor can be possessed up to three times without incident. Once that limit has been reached, the demon must make a Simple Test each time it takes control of the idol. On a failure, the body crumbles and cannot be used again.

Grades of Success: Each Grade of Success adds both an additional point to spend on Apocalyptic Form powers, and an additional use of the vessel.

### **Beating Your Head Against a Rock**

While this power does not provide any mechanical effects for adjudicating what happens when a PC punches an infernal stone golem possessed by a demon, it is reasonable for Storytellers - particularly in a high powered game - to consult the rules that already exist for creatures mimicking stone or rock. Flesh of Marble, Personal Armor, and Visceratika make wonderful resources for Storytellers who may be interested in this.

### **Lore of Violation**

Lore of Violation retests with the Intimidation Ability.

### **Basic**

#### **• Nightmare Sending**

The Earthbound makes a Mental Challenge against a sleeping mortal within a number of miles equal to 10 times its Permanent Faith score. The demon may target a specific mortal with this power, or may simply cast about at random. The demon need not be conscious, nor have any remaining Faith, to use this power; it may even be used unconsciously, while the Earthbound slumbers. Successful use of this power reduces the target's temporary Willpower by one, and prevents them from regaining Willpower while resting during the night in question. Should the target have no Willpower remaining, the Earthbound may make a Mental Challenge to issue a single command that cannot be disobeyed, and the target will do so to the best of their ability once they awaken. Earthbound often target the same Mortal on successive nights, wearing away any resistance until they are left with a compliant pawn to serve their ends.

Grades of Success: NA

- **Mind Rape**

The Earthbound makes a Mental Challenge against a target Mortal within line of sight. If successful, they learn the target's surface thoughts and recent memories; the target suffers one Bashing Damage, which may not be prevented by Armor or reduced by supernatural powers, as they begin bleeding from their nose or other orifice.

Grades of Success: For one Grade of Success, the Earthbound may view the last few months of the target's memories, or events the target would like to keep quiet. For a second Grade of Success, the target's mind is an open book, and even their most private and deepest secrets are laid bare. Each Grade of Success also increases the amount of Bashing Damage suffered by one.

### **Intermediate**

- **Vision of Terror**

The Earthbound makes a Social Challenge against up to three targets within line of sight. Success inflicts upon them a horrifying illusion, either of the demon's choice, or called from within the depths of their own mind. Victims of the vision must flee in terror until the end of the scene unless they win a Static Willpower Challenge against eight Traits. Any target who loses the Willpower Challenge must immediately throw a Simple Test; on a loss, they also lose one permanent Willpower.

Grades of Success: For each expenditure which would result in an additional Grade of Success (which must be made and declared before any Challenges are thrown), one additional character may be targeted by this power.

- **Enslave**

The Earthbound spends a Faith and makes a Social Challenge against a mortal within line of sight. Success means that the demon may now issue telepathic commands that the target must obey for the duration of the scene. If the demon orders the target to do something that drastically violates their Nature (killing your lover, etc), the victim may make a Static Willpower Challenge against seven Traits to resist the command.

At the end of the scene, the mortal must make a Static Willpower Challenge against eight Traits to avoid gaining a temporary Derangement; on a loss, they must win or tie a simple test to avoid the Derangement becoming permanent.

## Advanced

### • Devour The Soul

The Earthbound spends a Faith and makes a Mental Challenge against a Mortal within a number of yards equal to its Permanent Faith score. If the demon succeeds, the mortal's soul is instantly ripped from their body and devoured. This forever destroys the victim, for though their comatose body may survive till the end of the scene, their spirit and mind are permanently gone (making their body a suitable target for demonic possession). Upon consuming the soul, the Earthbound immediately gains three of the following, in any combination:

- Points of Temporary Faith, to a maximum of five
- Points of Temporary Willpower, to a maximum of the target's permanent Willpower
- One level of any Ability the victim possessed, to a maximum of level 5; multiple different Abilities may be gained, but never more than one level of any particular ability
- One memory or, linked set of memories, from the victim at Storyteller discretion. Again, multiple different sets of memories may be chosen.

Grades of Success: Each Grade of Success allows the Earthbound to make an additional choice from the list given above

## Earthbound Form Powers

Earthbound receive 16 Form Points with which to build their visages; they have long since twisted their forms to such an extent that they rarely resemble their original Visage, though Storytellers may certainly take inspiration from it. Like Fallen, Earthbound have eight total Form Powers, but they are not separated into high or low torment. Earthbound may select their powers from those in the OWbN Player's Guide to the Fallen, or from the list below. Finally, all Earthbound gain a ninth Form Power, at no cost:

**Face of Terror:** Whenever the Earthbound manifests its Apocalyptic Form, witnesses must win a Static Willpower Challenge (against six Traits for Fallen, and against eight Traits for other characters); any character who loses must either flee in terror, or curl up into a ball in shock, for the duration of the Scene.

## Can Fallen PCs Select Powers From This List?

Earthbound Form Powers are not only meant to be disgusting and evil, the conversions listed here are also balanced for antagonists, not PC use. Furthermore, several Form Powers are available to Earthbound at a discount, compared to Fallen PCs. For all of these reasons, Fallen PCs are not permitted to select Earthbound Form Powers.

## New or Modified Earthbound Form Powers

**Adhesive Grip** (1pt): The Earthbound may move along walls, ceilings, or similar surfaces at will, at their normal speed.

**Casts no Reflection** (1pt): As per the Player's Guide, save that the cost is reduced to 1pt for Earthbound.

**Deadly Blood** (4pts): As per Fiery Blood, in the Player's Guide, save that it may describe a variety of substances under the same mechanics.

**Distracting Aura** (1pt): The Earthbound is shrouded by shifting lights, mists, or some other obscurement, granting them a free retest against ranged attacks.

**Enhanced Ability** (2pts) As per the Player's Guide, save that the cost is reduced to 2pts for Earthbound.

**Enhanced Mental Traits** (4pts) As per Enhanced Mental Acuity, in the Player's Guide.

**Enhanced Movement** (1pt): The Earthbound may take up to six steps per action.

**Enhanced Physical Traits** (4pts): The Earthbound gains the following Physical Traits while in its Apocalyptic form: Brawny x2, Quick x1, and Rugged x1

**Enhanced Social Traits** (4pts): The Earthbound gains the following Social Traits while in its Apocalyptic form: Intimidating x2, Commanding x2

**Extra Limbs** (2pts): As per the Player's Guide, save that the cost is reduced to 2pts for Earthbound.



**Huge Size** (2pts): As per Increased Size, in the Player's Guide, save that the cost is reduced to 2pts for Earthbound.

**Ink Cloud** (2pts): As per the Player's Guide, save that the cost is reduced to 2pts for Earthbound.

**Leaping** (1pt): The Earthbound may leap or jump up to 12 feet vertically, and up to 24 feet horizontally. This Form Power is cumulative with the Nimble Hunter form power.

**Lore Sense** (1pt): The Earthbound has a specialized sense based on one of its Lores, such as:

- Ability to sense changes in the weather, in a radius equal to its Faith x 10 in miles
- Ability to see ghosts and spirits, in a number of yards equal to its Faith
- Ability to sense objects buried in the ground, in a number of yards equal to its Faith x 10
- A perfect sense of direction

**Miasma** (2pts): As per the Player's Guide, save that the cost is reduced to 2pts for Earthbound.

**Vomit Acid** (2pts): As per Caustic Bile, in the Player's Guide.

**Wings** (3pts): As per the Player's Guide, save that the cost is reduced to 3pts for Earthbound.

### **Grotesqueries**

All Earthbound must choose eight Grotesqueries to describe the horror they have become; these have no mechanical impact, but merely serve as an aid to the Storyteller when narrating the Earthbound's presence in a scene. For full descriptions, see the Earthbound book; feel free to make up your own, also! All Earthbound have Unspeakably Hideous as a ninth Grotesquery, by default.

Abhorrent Sounds, Bulging Muscles, Decaying, Deformed Limbs, Extra Face, Eyes, Genitalia, Glow, Misshapen Head, Mouths, No Arms, No Head, No Legs, Pustules, Skin, Slime, Stench, Unstable, Vestigial Limbs

## Earthbound Rituals

Earthbound Rituals function identically to Fallen Rituals, as described in the OWbN Player's Guide to the Fallen, with one exception: like the Lore developed by the Earthbound, their Rituals also have no low-torment versions. Any Fallen who participates in an Earthbound Ritual, in any capacity, gains one point of temporary Torment.

### Undying Fire

Primary Lore: Lore of the Flesh ●●●●

Secondary Lore: Lore of Flame ●●

Base Cost: 6xp

Restrictions: The ritual must be cast in sunlight, and the target must be within line of sight of the Ankida.

Minimum Casting Time: 36 minutes

Backlash: 2 Lethal to all Characters in an 11 Yard radius

The Ankida makes a Static Physical Challenge (retest Survival) against 11 Traits; the target suffers the Bruised Wound penalty for the duration of the Scene, though they may spend one Willpower to ignore this effect for a single turn. For one Grade of Success, this effect increases to the Wounded Wound Penalty, and two Willpower must be spent to ignore it for a turn; and for a second Grade of Success, the ritual afflicts the target with the Incapacitated Wound Penalty, and three Willpower must be spent per turn. Note that this horrific ritual bypasses powers which negate or reduce wound penalties. Furthermore, the target's possessions will catch on fire, which may have secondary effects in the case of ammunition, aerosol cans, and the like. Once the Scene has concluded, the target must win a Static Willpower Challenge against eight Traits or lose a point of permanent Willpower; in the event of a loss, they must win a follow up simple test to avoid a temporary Derangement.

### Unholy Geas

Primary Lore: Lore of Violation ●●●●

Secondary Lore: Lore of the Celestials ●●

Base Cost: 6xp

Restrictions: The ritual must be drawn in human bile and blood, and the Ankida must know the name of the Mortal target; the victim, however, need not be present, but must only be within a number of miles equal to the Ankida's permanent Faith score.

Minimum Casting Time: 36 minutes

Backlash: 2 Lethal to all Characters in an 11 Yard radius

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The Ankida makes a Static Social Challenge (retest Leadership) against 11 Traits; if successful, the victim must carry out a single discrete command, able to be clearly stated in a single, simple sentence (no piling on dependent clauses). ‘Rob a bank’ or ‘Kill your husband’ are both valid choices. The target may resist the command for a day by either spending a Willpower point, or winning a Static Willpower Challenge against nine Traits; however, the compulsion remains for a number of days equal to the Ankida’s permanent Willpower, ceasing only when the command has been fulfilled. In any case, when the effect ends, the target must win a Static Willpower Challenge against eight Traits or gain a temporary Derangement; on a loss, they must win a follow up simple test or the Derangement will be permanent. In the event that two Earthbound attempt to use the same pawn, no single character may be under the effect of more than one casting of this Ritual at a time. Each additional grade of success allows the Earthbound to implant an additional, sequential command in the chain: “Rob a bank. Take the money to 1251 Main street, and leave the money in the mailbox” would require two Grades of Success, for instance.

### **Song of Sinuous Questioning**

Primary Lore: Lore of the Spirit ●●●●

Secondary Lore: Lore of Violation ●●

Base Cost: 7xp

Restrictions: The captured Fallen to be affected must be within the ritual circle, and the Ankida must know either their Celestial or True Name.

Minimum Casting Time: 49 minutes

Backlash: 3 Lethal to all Characters in a 12 Yard radius

The Ankida makes a contested Social Challenge (retest Awareness) against the target; if successful, they gain access to superficial recollections of the target’s thoughts and recent history. A single Grade of Success allows access to deeper memories, including information about the target’s supernatural abilities, including a list of their Lores and Rituals. A second Grade of Success allows the Earthbound to access even memories the target has forgotten or suppressed. It is notable that this Ritual paralyzes the target’s spirit; whether in their physical form, or their disembodied spirit form, once the Ritual begins, the target cannot leave the Ritual circle, and remains trapped, motionless and restrained.

## **Soul Cascade**

Primary Lore: Lore of the Forge ●●●●●

Secondary Lore: Lore of Patterns ●●●

Base Cost: 8xp

Restrictions: The sigil must surround the intended back up reliquary, and must be performed on a night with no moon.

Minimum Casting Time: 64 minutes

Backlash: 4 Lethal to all Characters in a 13 Yard radius

The Ankida makes a Static Mental Challenge (retest Occult) against thirteen Traits; if successful, the effects of this Ritual persist for a number of months equal to the Ankida's permanent Faith Score, before it must be renewed. Each casting of this Ritual affects only a single Earthbound, and each Earthbound may only benefit from one back-up Reliquary at a time. If the Earthbound's existing reliquary is destroyed while Soul Cascade is in effect, their passage to their back-up Reliquary is eased in the following ways:

- The Trait difficulty of the Willpower Challenge to avoid being dragged back into the Abyss decreases by one
- The Static Willpower Challenge to inhabit the new Reliquary is only against six Traits
- The Earthbound does not lose a permanent point of Faith

On the other hand, should the backup Reliquary fall into the hands of enemies before it is used, they may use it to be able to glean some or all of the Earthbound's True Name (ST discretion).

## **Plague Tide**

Primary Lore: Lore of the Beast ●●●

Secondary Lore: Lore of Awakening ●●, Lore of Contamination ●●

Base Cost: 11xp

Restrictions: The targets to be affected must all be within the sigil.

Minimum Casting Time: 49 minutes

Backlash: 3 Lethal to all Characters in a 12 Yard radius

The Ankida makes a Static Social Challenge (retest Animal Ken) against twelve Traits; if successful, the Ankida possesses and controls up to ten animals, plus an additional ten per Grade of Success. This Ritual only affects animals up to the size of a cat; rats, mice, bats, snakes, crows, eels and insects are all valid choices, and the rules for animal hordes may be found in the OWbN Player's Guide to the Fallen. The possession lasts for a number of hours equal to the Ankida's permanent Faith Score. In addition to any damage inflicted by these animals, any character wounded by them

must win a Static Physical Challenge against 14 Traits; if they fail, they suffer a level of Bashing damage (which ignores Armor and may not be reduced or prevented, save by an effect which confers immunity to disease) immediately, and are infected with a wasting disease. Each day after, the victim suffers an additional Bashing Damage (as above), and loses one temporary Willpower, until the disease has run its course, which takes a number of days equal to the Ankida's permanent Faith score. The damage inflicted by this disease cannot be healed without medical intervention, or uses of powers such as the Lore of Awakening; in either case, the difficulty of the Challenge to treat the disease is equal to the Ankida's permanent Willpower Score. Victims do not recover Willpower by resting during the time they are diseased, due to the suffering the illness inflicts. It is entirely possible that a victim suffers sufficient Bashing damage to convert into enough Lethal Damage to make this disease fatal - particularly in the case of untreated NPC mortals, who die in seventeen days without treatment.

### **Networking**

Primary Lore: Lore of the Firmament ●●●●

Secondary Lore: Lore of Humanity ●●●, Lore of the Forge ●●●

Base Cost: 15xp

Restrictions: The ritual must be cast during the hours of darkness, and a computer connected to the internet must be placed inside the sigil; the computer must remain in the sigil for the duration of the effect.

Minimum Casting Time: 100 minutes

Backlash: 5 Lethal to all Characters in a 15 Yard radius

The Ankida makes a Static Social Challenge (retest Computers) against fifteen Traits; if successful, the Ankida may interact with the internet as if they were using the computer directly. The Earthbound may engage other users with whom they interact in a Social Challenge (retest Empathy); if successful, the targets trust the Earthbound's online persona and will speak earnestly with them, granting the Earthbound a +1 Trait bonus on future Social Challenges with them. The effects of this ritual last for a number of weeks equal to the Ankida's permanent Faith Score, and they may employ the above Social Challenge against a single target, plus one additional target per grade of success, during that time.

# Earthbound Relics

Earthbound Relics are generally created through the use of either the Lore of Contamination or the Lore of the Forge. They operate by the same general principles as normal Relics, with the following caveats:

- Each use of a Relic created by an Earthbound costs Mortals a point of Willpower, in addition to the activation cost; and each use by a Fallen inflicts one temporary Torment.
- When used by a Fallen, a Relic allows the Earthbound who created it to attempt to glean fragments of the wielder's True Name each time the Relic is used. Each time the Relic is activated, make an opposed Willpower Challenge between the Earthbound and the Fallen; if the Earthbound wins, they gain one fragment of the Fallen's True Name. The Fallen is not aware of this process.

## Enhanced Items

### Altar Knife

Bonus Traits: +1 (4 when activated)

Damage: 1 Level of Lethal Damage (2 when activated)

Negative Traits: -

Activating the Altar knife requires the wielder to cut themselves and feed the knife with their blood, inflicting at least one lethal damage on themselves (in addition to all normal activation costs). Once activated, in addition to gaining the bonus to Traits and damage described above, the wielder gains a free retest on all Challenges to strike an opponent with the knife. So much as touching this relic counts as a sin for a Fallen, requiring a Virtue test to avoid gaining Torment.

### Enhanced Body Armor

Armor Levels: 5 (8 when activated)

Negative Traits: -

Activating this Relic requires calling upon the name of the Earthbound who created it, in addition to normal activation costs. If a Fallen uses this armor, they are more vulnerable to enslavement by the Earthbound who created it (see Innate Abilities). For a number of months equal to the Fallen's own Torment, they are a Trait down when resisting enslavement for each time they activate this relic.

### **False ID**

False IDs provide the user with +4 Traits on Subterfuge Challenges made to convince others they are a legitimate police officer, CIA agent, etc. Furthermore, this relic grants a free retest on such Challenges.

### **Unscaled Eyes**

Once the eyeglasses or sunglasses are activated, the wearer gains +4 Traits on all Challenges to discern truth from deception, as well as a free retest on such Challenges. A Fallen using this relic loses one point of Willpower each time they use it.

## **Enchanted Items**

### **Celestial Gauntlets**

Activating this relic grants the wearer five named Physical Traits for the Scene, at the cost of a permanent point of Willpower. Should the wearer activate the Gauntlets with no remaining Willpower, they suffer a level of Bashing Damage which may not be reduced or prevented by any means. Any Fallen using this relic must make a Virtue test or gain a point of temporary Torment.

Evocation: Lore of Flesh 3

### **Veil of Secrets**

When stretched to encompass an area, and activated, this relic protects a radius of five yards, centered on the relic, as if secluded by the Lore of Portals evocation: Create Ward. Any Fallen using this relic must make a Virtue test or gain a point of temporary Torment.

Evocation: Lore of Portals 2

### **Pain of the Ages**

A finely crafted, gleaming tool adorned with flanges, points, ridges, and serrated edges; activating this relic requires two points of Willpower, rather than the standard one. Using it on a victim - which requires physical contact - causes them to suffer wound penalties as if they were three Health levels more injured than they actually are; these wound penalties may not be reduced or negated by any means. In addition to physical torture, they also inflict spiritual agony; the victim must make a Willpower Challenge against 20 Traits to avoid gaining a temporary Derangement. Should they fail the Willpower Challenge, they must make a second, follow up Willpower Challenge, to prevent the Derangement from becoming permanent. Any Fallen using this relic must make a Virtue test or gain a point of temporary Torment; if they lose, they must make a follow-up simple test to avoid losing a point of Willpower as they give in to their dark side.

Evocation: Lore of Radiance 5

### **Press of Voices**

Once activated, this printing press remains in effect for as long as it is fed paper, but it affects only five percent of the papers printed. Anyone reading an affected newspaper or tabloid must make a Static Willpower Challenge against eight Traits; failure means they believe what they read absolutely, no matter how blatantly untrue or ridiculous the claims. Use of this relic has led to riots, lynchings, and other expressions of fear, rage, or hysteria, in the past. Any Fallen using this relic must make a Virtue test or gain a point of temporary Torment.

Evocation: Lore of Humanity 2



# APPENDIX

## NPCs for Storyteller Use

### Demon: The Fallen

The following section presents a small selection of antagonists designed specifically for Demon: The Fallen games. They may require some adjustment - with special note taken of the cross genre recommendations in the OWbN Player's Guide to the Fallen - to use in other genres.

#### Infernal Thralls

In Demon the Fallen, Thralls are employed by player characters, as well as by enemy Fallen. Thralls in this genre tend to be much less powerful than the evil cultists presented in the Vampire genre: most Thralls make a deal for something as simple as wealth, beauty, or having an illness cured.

The two sheets below are suitable for stock Thralls that escort a powerful Fallen antagonist; they can just as easily be presented as high class - a limo driver and team of bodyguards in suits, sunglasses, and earpieces - or as gang members of various stripes.

The firearms noted below are assumed to be enhanced by the Lore of the Forge; you can swap them out with normal guns if you like.

#### The Driver

Traits: 13 Physical, 12 Social, 12 Mental

Drive Challenge: 19 Traits

Heavy Pistol: 24 Traits, 4 Lethal AP + High Cal

Abilities: Computers, Crafts, Drive x3 (Getaways), Empathy, Etiquette x2, Finance 3

Firearms x3 (Pistols), Leadership, Linguistics, Medicine, Melee, Occult, Subterfuge

Investments: Improved Initiative +2, Improved Ability: Drive +2 Traits

#### Guards

Traits: 13 Physical, 12 Social, 12 Mental

Heavy Pistols: 27 Traits, 4 Lethal AP + High Cal

Abilities: Alertness, Brawl x2, Dodge, Drive, Firearms x4 (Pistols), Intimidation,

Investigation, Medicine, Melee x2, Occult, Stealth, Streetwise

Investments: Extra Actions, Improved Ability: Firearms +2 Traits

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## Raveners

The following group of sheets can be used individually if the Storytellers desire, but was originally designed to function as a group of Raveners antagonizing a game's Court of Fallen. The Devil is designed to be the face or the leader, while the Devourer and Malefactor serve as bruisers. All of these sheets assume the Malefactor is making liberal use of the Lore of the Forge to equip the group.

### Devil

Faith: 10, Willpower: 15, Torment: 7

Attributes: Physical 20/24, Social 20/24, Mental 20 (Callous x2, Unstable x2, Violent)

Razor Wings: 40 Traits, 4 Aggravated Damage & Simple Test +4 Agg fire

Tormented Fires of Heaven: (1f) 35 Traits, 2+Pacts Aggravated Damage 10ft burst

Hand of Faith: (1f) 31 Traits to redirect

Salient Abilities: Alertness 5, Athletics 5, Brawl 6 (Razor Wings), Dodge 6 (Sidestep),

Empathy 6, Expression 6 (Hand of Faith), Investigation 3, Flying 6, Leadership 6,

Medicine 4, Survival 6, most other abilities at x5 with specs

Backgrounds: Allies 5, Contacts 5, Influence: Street 5, Legacy 5, Pacts 5,

Paragon: Lore of the Celestials 5, Resources 1, Ritual Knowledge 5

Merits: Natural Weaponry, Good Right Hook, Sturdy

Lores: Celestials 5, Earth 4, Flames 5, Flesh 4, Fundament 4, Humanity 5, Radiance 5

Manipulate Acceleration (1f): +1 Damage for round

Manipulate Nerves: Quick x2

Manipulate Flesh: Savage x3

Earth Storm: 4L to all enemies automatically each round on his normal action

Tormented Ride the Flames (1f) +4 Agg, anyone striking suffers 4 Agg

Rituals: Baptism of Faith, Defeat Scry, Ghostly Inferno

Apocalyptic Form

Razor Wings: 9 steps, +4 Traits, 2 Aggravated Damage

Lordly Mien: Persistent Social Retest

Immune to Fire

Inhuman Allure: +4 Socials

Increased Size: +4 Physical Traits

Scales: DR 2

Equipment:

Consecrated Armor: Armor x6 (light chain mail)

3x Pyrestones (3 Agg each, command word, cufflinks)

Sinews of Speed: 1 Faith/Action

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## Devourer

Faith: 8, Willpower: 10, Torment: 6

Attributes: Physical 18/22, Social 18, Mental 18 (Feral x2, Tactless, Violent x2)

Fully Buffed Gaping Maw: 45 Traits, 4 Aggravated Damage & Simple Test

Fully Buffed Dodge: 39 Traits

Salient Abilities: Animal Ken 5, Athletics 3, Brawl 5 (Bite), Dodge 5, Medicine 5, Survival 5

Backgrounds: Allies 5, Influence: Street 5, Legacy 5, Pacts 5, Paragon: Lore of the Beast 5, Ritual Knowledge 5

Merits: Natural Weaponry (4), Good Right Hook (1)

Lores: Flesh 4, Fundament 4, Beast 5, Wild 4

Manipulate Acceleration (1f): +1 Damage for round

Manipulate Nerves: Quick x2

Manipulate Flesh: Savage x3

Bear Form

+7 Physical Traits

Bestial x2, Feral

Rituals: Heart of Stone (& Fundament Variation), Fruit of Perfection

Apocalyptic Form

Increased Size: +4 Physical Traits

Enhanced Senses: +2 on Perception Challenges

Claws/Teeth: Aggravated Damage in combat

Extra Actions: 1 Faith / Action

Gaping Maw: Bite with +4 Traits, 2 Agg damage

## Malefactor

Faith: 8, Willpower: 10, Torment: 4+1 for death...

Attributes: Physical 18/22, Social 18, Mental 18 (Callous x2, Predictable x2, Violent)

Flaming Weapons: 33 Traits, 4 Aggravated AP

Salient Abilities: Awareness 5, Athletics 3, Crafts: Blacksmithing 5, Dodge 5, Melee 5 (Dual Wielding), Survival 5

Backgrounds: Allies 5, Influence: Street 5, Legacy 5, Pacts 5, Paragon: Lore of the Earth 5, Ritual Knowledge 5

Merits: Ambidextrous (1), Huge Size (4)

Lores: Earth 5, Forge 4, Fundament 4, Paths 4

Manipulate Acceleration (1f): +1 Damage for round

Earth Storm: 3L to all enemies automatically each round on his normal action

Rituals: Volcano, Local Interference

Apocalyptic Form

Increased Size: +4 Physical Traits

Immune to Bashing Damage

Irresistible Force: Persistent Strength Retest

Night Vision

Extra Limbs: +2 Attacks / Round

Equipment: Flaming Weapons x4 (Axe, Flail, Mace and Spiked Chain)

+4 Traits, 4 Aggravated Damage when activated, AP

### Angels

While powerful angels can certainly be used as antagonists in a Demon: the Fallen game, it can also be quite an effective story to use a less combat oriented Angel with the intention of trying to get Fallen PCs to question their own assumptions and actions through role-playing. The sample character below is one attempt to do this. As Angel NPCs are Demon Office approval, please be certain to reach out to the Demon Office prior to using this character.

#### Coriel (Corael)

Coriel serves under the Virtue of the Seventh Hour of the Night, and is responsible for helping the unconscious minds of humanity to grapple with the healthy expression of their desires in their dreams, so as to not be overwhelmed by those desires when awake.

Recently, she found herself unexpectedly drawn to earth by the prayers of a college student, dying in an ER from Leukemia. Corey Sanders, as she now calls herself, is both fascinated and horrified by the ways in which the World of Darkness has changed in the ages since its creation. She has resolved to help innocent people in any way she can until her superiors note her absence and call her back.

Human Form: A fresh faced college girl, Corey's hair has grown back to a pixie cut since she's gotten off the chemo. She still wears a golden cross, and is often in pajama pants for early morning classes (she's a night person).

Visage: As one of the Ishhara, Coriel's Apocalyptic form is a radiant vision of beauty, with perfectly sculpted features and a honeyed voice. Built of pure, unearthly light, she is the romantic ideal that inspires anyone who sees her or hears her voice.

House: House of the Restless Deeps (Lammasu)

Rank: Power of Night Desires

Faith: 15, Willpower: 10

Attributes: Physical 25, Social 25/30, Mental 25

Abilities: Academics 2, Athletics 5, Computers 1, Drive 1, Empathy 5, Intuition 3, Linguistics 1 (First Tongue), Performance: Dancing 1 & Singing 5, Research 1, Science 5, Streetwise 1, Subterfuge 1

Backgrounds: Eminence 2, Fame 1, Legacy 5, Mastery 2, Paragon: Longing 5

Merits: Angelic Gaze, Blessed, Higher Purpose

Flaws: Known Name 1, Out of Touch 3

Lores: Fundament 4, Humanity 3, Longing 5, Storms 5, Transfiguration 3

Virtues: Conscience 4, Conviction 3, Courage 3

Health: Healthy x15, Destroyed

## Vampire: The Masquerade

The following selection of sheets is intended to be of use to storytellers of OWbN vampire games - whether Anarch, Camarilla, or Sabbat. Many of these antagonists may be summoned with some combination of Investments or Dark Thaumaturgy, and serve as useful minions to support your primary antagonists.

### Lesser Demons

These antagonists are designed to represent the forces summoned by the Investments of vampiric infernalists; of the two, Imps make good skittering little servants and spies, while Hellions serve well as nameless hordes of shock troops. Remember, these are designed to be used in a vampire chronicle, so they are not necessarily balanced for use in Fallen or other genres.

#### Imp

Physical: 10

Mental: 10

Social: 10

Abilities: Occult 4, Dodge 3, Investigation 3, Stealth 3, Brawl 2

Disciplines: Fires of the Inferno 4, Auspex 1, Obfuscate 2

Blood/Faith: 10/1

Willpower: 5

Health Levels: Healthy x10, Banished to Hell

## **Hellion**

Physical: 14

Mental: 14

Social: 14

Abilities: Occult 5, Dodge 4, Investigation 3, Stealth 3, Brawl 5, Survival 4

Disciplines: Fires of the Inferno 5, Auspex 1, Obfuscate 2, Potence 5, Celerity 2, Fortitude 1

Blood/Faith: 14/2

Willpower: 8

Health Levels: Healthy x14, Banished to Hell

## **Dark Thaumaturgical Demons**

The following characters are all canon NPCs under the control of the Demon Office; they may be loaned out to individual games as needed. Please try to give yourself a few days to contact the Demon Office for approval before using them! Of course, you can also use these sheets as models to create your own demonic antagonists for a vampire chronicle; just be careful to get approval for any regulated Disciplines.

## **Barliagus**

Nature: Bravo

Demeanor: Mediator

Apparent Age: None

Physical: 22

Mental: 14

Social: 9

Abilities: Alertness 2, Acting 4, Brawl 7, Intimidation 7, Leadership 2, Subterfuge 6,

Etiquette 1, Melee 5, Bureaucracy 4, Investigation 2, Linguistics 4, Occult 7, Politics 2

Disciplines: Auspex 4, Celerity 1, Chimerstry 2, Daimonion 5, Dementation 2, Dominate 1,

Fortitude 5, Necromancy 5, Obfuscate 2, Obtenebration 1, Potence 5, Presence 5, Protean 2

Necromancy Paths: The Sepulchre Path 5

Investments: Lashing Tail, Magic Sense, Smell Fear, Hell Skinned, Summon Hellions

Backgrounds: Allies 3, Influence 1, Mentor 6, Retainers 5

Virtues: Treachery 3, Cruelty 5, Courage 5

Merits: Acute Sense Smell, Huge Size, Iron Will

Flaws: Overconfident

Willpower: 9

Blood: 20/4

Health Levels: Healthy x23, Returned to Hell

## Grantel

Nature: Conformist and Conniver

Demeanor: Poltroon

Apparent Age: Around 70 in human form

Physical: 15

Mental: 15

Social: 10

Abilities: Alertness 3, Diplomacy 4, Empathy 5, Instruction 2, Intimidation 3, Intrigue 3, Subterfuge 5, Etiquette 5, Stealth 3, Alchemy 4, Bureaucracy 4, History 2, Investigation 5, Law 5, Linguistics 7, Mage Lore 5, Occult 5, Politics 2, Science 4, Theology 4

Disciplines: Auspex 2, Celerity 1, Dark Thaumaturgy 4, Dominate 2, Fortitude 4,

Necromancy 5, Obfuscate 4, Potence 2, Presence 2, Protean 2, Quietus 1

Necromancy Paths: The Sepulchre Path 5

Thaumaturgy Paths: Lure of Flames 4, Movement of the Mind 4, Path of Conjuring 3, Gift of Morpheus 2

Investments: Magic Sense, Razor Fingers, Psychic Tracker, Magic Portal, Hell Skinned, Infernal Passage

Backgrounds: Allies 2, Contacts 2, Mentor 6, Resources 3

Virtues: Treachery 1, Cruelty 2, Courage 2

Merits: Potable, Dual Nature

Flaws: Low Self-Image

Willpower: 5

Blood: 10/1

Health Levels: Healthy x16, Returned to Hell

## Lucricia

Nature: Bon Vivant

Demeanor: Gallant

Apparent Age: Approximately 20

Physical: 18

Mental: 14

Social: 25

Abilities: Acting 6, Athletics 4, Brawl 2, Empathy 5, Seduction 6, Subterfuge 6, Carousing 5, Performance: Dancing 3, Etiquette 4, Masquerade 3, Ride 5, Stealth 4, Style 3, Astrology 2, Bureaucracy 3, Law 4, Linguistics 6, Occult 5, Politics 1, Science 2

Disciplines: Auspex 6, Celerity 4, Chimerstry 3, Daimonion 2, Dominate 6, Fortitude 2,

Necromancy 5, Obfuscate 3, Potence 2, Presence 6, Protean 2, Serpentis 6  
Auspex 6: Clairvoyance (MET Cam Guide, p. 43), Prediction  
(MET Cam Guide, p. 43)  
Dominate 6: Chain the Psyche (MET Cam Guide, p. 49), Loyalty  
(MET Cam Guide, p. 49), Obedience (MET Cam Guide, p. 49)  
Presence 6: Love (MET Cam Guide, p. 61), Paralyzing Gaze  
(MET Cam Guide, p. 62), Spark of Rage (MET Cam Guide, p. 62)  
Serpentis 6: Breathe the Sandstorm (Faith and Fire, p. 199)  
Necromancy Paths: The Sepulchre Path 5  
Investments: Kiss of Hades, Pheromone Powers, Psychic Tracker, Hell Skinned,  
Teleportation  
Backgrounds: Allies 4, Contacts 3, Herd 4, Mentor 5, Resources 5  
Virtues: Treachery 5, Cruelty 4, Courage 1  
Merits: Ambidextrous, Daredevil  
Flaws: Taint of Corruption  
Willpower: 10  
Blood: 15/2  
Health Levels: Healthy x19, Returned to Hell

## **Tivilio**

Nature: Plotter  
Demeanor: Praise-Seeker  
Apparent Age: Unknown  
Physical: 10  
Mental: 11  
Social: 9  
Abilities: Alertness 6, Brawl 3, Dodge 3, Intimidation 3, Intrigue 3, Subterfuge 3,  
Acrobatics 4, Animal Ken 3, Climbing 4, Etiquette 2, Stealth 6, Bureaucracy 2, Linguistics 3,  
Occult 2, Politics 3  
Disciplines: Animalism 7, Auspex 2, Celerity 5, Fortitude 2, Necromancy 4, Obfuscate 4,  
Potence 1, Presence 3, Protean 4, Quietus 1  
Animalism 6: Shared Soul (MET Cam Guide, p. 41), Quell the Herd (Faith and Fire, p. 156),  
Species Speech (MET Cam Guide, p. 42)  
Animalism 7: Conquer the Beast (MET Cam Guide, p. 42)  
Necromancy Paths: The Sepulchre Path 4  
Investments: Invisibility to Animals, Hell Skinned



Backgrounds: Allies 2, Contacts 1, Retainers 3

Virtues: Treachery 4, Cruelty 5, Courage 3

Merits: Acute Hearing, Acute Sense of Smell, Ambidextrous, Catlike Balance, Nine Lives

Flaws: Repelled by Crosses

Willpower: 9

Blood: 15/2

Health Levels: Healthy x11, Returned to Hell

## Infernalist Templates

The following Investment packages may be applied as a template to quickly make a base human, ghoul, or vampire NPC into an infernal threat for a vampire chronicle. The notations on Investments, below, are short summaries of the Investments given earlier in this packet; refer to those write ups for full rules and MET conversions.

### **The Brute**

This package is designed to upgrade the front-line combat capabilities of whatever you add it to, creating tough and dangerous shock troops. The template can easily be upgraded with additional Disciplines - Horrid Form would work well, for instance.

Investments:

Abilities: Raise Brawl, Dodge, Melee, Survival to 6

Arsenal of the Beast: Fangs and Tail are +2 Trait, 1 Agg weapons

Attributes: Raise the character's Physical Traits to one over their normal Trait maximum

Disciplines: Celerity 5, Flight 5, Potence 5

Body Armor: +5 Armor levels (often scales)

Flight: Bat wings enable flight at 9 steps

Hell Skinned: Immune to Fire Damage

Kiss of Hades: Spend 1 Blood Trait before making a bite attack to inflict +3 damage

Lashing Tail: Improve damage from Tail to a base of 2 Aggravated damage

Razor Fangs: Improve bite damage from fangs to a base of 2 Aggravated damage

## The Cultist

This template is designed to represent a more subtle kind of threat: the sort of charismatic, intelligence cult leader who moves behind the scenes, throwing pawns in the way of their enemies while their plans, all the while, proceed toward some monstrous end.

Investments:

Army of the Damned: Summons Hellions

Attributes: Raise the Character's Physical, Social and Mental Traits to one over their normal Trait maximum

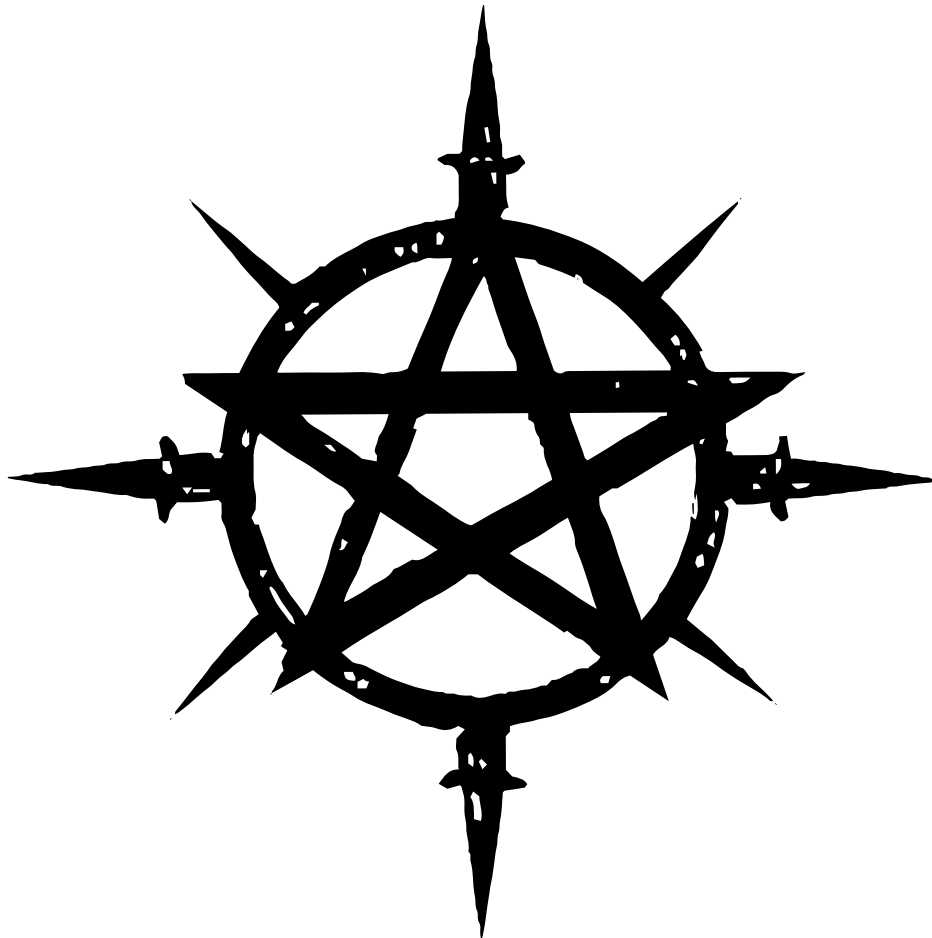
Disciplines: Vicissitude, Obtenebration, or other strange and deadly effects that fit thematically with the Cultist. Be certain to abide by OWbN R&U restrictions.

Flame: May throw flame at enemies for 10 Aggravated levels of damage

Hell Skinned: Immune to Fire Damage

Magic Portal: Spend 1 Blood Trait as part of movement to pass through solid objects

Master of Domain: Character is completely aware of an area at all times



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