

Deals with the Devil - Specter Cults (Mediums, pg 90)

Not infernalism

Spectral Boons Mechanics: Storyteller Approval

- Joining: PCs that join the Legion of the Damned will be gifted 2 Permanent Being traits by a Specter sealing them into the Legion. They may choose to take the Investment Aura of Death or Visions from Beyond.
- At Boon level 1: The PC will be given an additional Permanent Being Trait for a total of 3 Being and allowed to replace the previous investment with the Preacher's Charm investment.
- At Boon level 2: The PC will be allowed to request more Being invested into them for any of the previous Investments. (Wraith Coordinator Approval)
- At Boon level 3: Each threshold of Hierarchy boon will see them gifted more Being at a minimum total of 5 traits. If they wish, they may take any innate or basic Non Initiate Arcanoi (from the below list) for these 5 traits or a combination of the previous investments.
 - Available Arcanoi List
 - Castigate
 - Fatalism
 - Flux
 - Inhabit
 - Intimation
 - Keening
 - Lifeweb
 - Mnemosynis
 - Pandemonium
 - Usury
- At Boon level 4: The PC will be allowed to request more Being invested into them for any of the previous investments.
- At Boon level 5: The PC will be granted up to the minimum of 7 Permanent Being traits. This allows the PC to gain the Fires of Hell investment. The PC may also request more Permanent Being for previous investments.

Permanent Being Ratings:

Your permanent being cannot ever be more than your temporary Willpower rating. If it is then your mind breaks. The power will remain but the mind that controls them will be gone. This means instant NPC status for the PC and they become a game controlled antagonist in service to the Legion of the Damned.

Drawbacks to extended play as part of a Specter Cult:

Mental: Once a month the PC must partake in a ritual with the specter that it is tied to from the Legion of the Damned. This interaction leaves a mental scar that will heal over time. For the

next two weeks the PC suffers from one of the following derangements: Paranoia, Hallucinations, Listlessness, Depression, Mania or Multiple Personalities. If they participate in the rituals more often than once a month the derangement becomes permanent.

Physical: Every two weeks the PC gains a trait from the following table in order from top to bottom. These do not disappear with time and they are cumulative.

Exposure Effect Table	
The Effect	Randomly choose from the following, cannot be one the PC already has (except torpor):
Minor Effect	<ul style="list-style-type: none"> • Small Stigmata • Nose Bleeds • Exhaustion
Disease Carrier	<ul style="list-style-type: none"> • Influenza • Measles • Rabies
Clan Flaw	<ul style="list-style-type: none"> • Gangrel • Harbinger of Skulls • Nosferatu • Samedi
Curse Flaw: Those around you start to suffer from Major Illnesses:	<ul style="list-style-type: none"> • Cancer • Strokes • Heart attack
Major Flaw	<ul style="list-style-type: none"> • Blindness • Deaf • Lamé
Torpor or Death whichever is applicable	<p>Restart from the top choosing different options from the lists. If you ever can't choose a different option then you automatically default to NPC status for the PC and they become a game controlled antagonist in service to the Legion of the Damned.</p> <p>Note: Genre effects that can prevent death may allow a non kindred to restart the table as if they torpored or died.</p>

Social: For every month the PC is in service to the Legion of the Damned they must make a willpower challenge against a difficulty equivalent to their total Being rating. Each loss gives an -1 to all friendly social trait challenges with those outside of the cult, which are cumulative with

previous losses. This could cause the PC to be unable to act with anyone outside the cult except for the most rudimentary ways as they are less friendly over time.