

PLAYERS GUIDE TO THE FALLEN
OWbN Rules for Demon: The Fallen
2021



DARK PACK

Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.

This material is not official White Wolf material and is intended solely for use in One World by Night.

2021. Written by David Niemitz, Demon Coordinator for One World by Night.



TABLE OF CONTENTS

Notify/Approval/Disallow	1		
Chapter 1:			
Courage Never to Submit or Yield	2		
Houses of the Fallen	2		
The Major Factions	7		
The Minor Factions	8		
Chapter 2:			
Fiat Lux: Character Creation	11		
New Abilities	13		
Backgrounds	18		
Innate Powers	20		
Merits and Flaws	22		
Apocalyptic Enhancements	27		
Experience	43		
Chapter 3:			
Subtle Instruments: Lores	44		
Common Lores	45		
Devils	50		
Scourges	60		
Malefactors	71		
Fiends	82		
Defilers	93		
Devourers	105		
Slayers	117		
		Chapter 4:	
		I Am Become a Name: Eminence	130
		Eminence Traits	133
		Rank	134
		Chapter 5:	
		A Chorus of Angels: Rituals	141
		Devils	145
		Scourges	151
		Malefactors	157
		Defilers	164
		Fiends	171
		Devourers	176
		Slayers	182
		Bastion Rituals	189
		Chapter 6:	
		Dark Chest of Wonders: Infernal Relics	191
		Enhanced items	192
		Enchanted Relics	194
		Demonic Relics	214
		Chapter 7:	
		More Things in Heaven and Earth: Systems	217
		Cross Genre Rules	224
		Bibliography	235

Notify/Approval/Disallow

Merit: Penitent

Non-Redeemer PCs: Demon coordinator approval

Redeemer PCs and all NPCs: Demon coordinator notify

Background: Cult x 5

PC: Demon coordinator approval

NPC: Demon coordinator notify

Use of Lore of Spirit 5 (Restore the Dead)

Targeting PC: Demon coordinator approval

Targeting NPC: Demon coordinator approval; if non-Fallen, approval of appropriate genre coordinator

Enchanted Relics with more than one effect or evocation

Demon coordinator approval

Torment score below 1

Demon coordinator approval

Disclaimer

This packet is in no way intended to serve as a replacement for the *Demon: the Fallen* core material books. For that reason, descriptions of Houses, canon Factions, and evocations have been limited greatly. We encourage anyone interested in playing a Fallen to acquire the rulebooks.

PC vs NPC

It should be noted that in OWbN, PC Fallen may not reach the same power levels as NPC Fallen. It takes centuries of activity to approach the power that NPC Fallen have access to. While PC Fallen can and do take thralls, they may not grant the powers that are listed in the OWbN Infernalism Packet. PC Fallen are limited to the items outlined in this packet and in the original source material produced by White Wolf.

Credit

This packet is brought to you by the collective efforts of a large number of people. It is revised and adapted from the first OWbN Laws of the Abyss packet, originally compiled and written by Brad Klinger and propped by Rob Spaulding.

Thank you to our Torment Focus group: Brad Klinger, Gus Hauser, Leonard Holding, Lex Lopez, and Marc Lake, who have all provided incredible amounts of suggestions, revisions, and feedback, as well as collectively re-writing the Torment mechanics for MET.

Finally, all of the players and Storytellers who have contributed to revising and playtesting this material, thank you, and may you enjoy the genre for years to come.

-Dave Niemitz

OWbN Demon Coordinator

October, 2020

[↑ back to top](#)

CHAPTER ONE: COURAGE NEVER TO SUBMIT OR YIELD

Houses of the Fallen Devils

The First House • Namaru • Heralds • House of the Dawn

House Overview

In the beginning, God created the Namaru as the Heralds of Heaven, the first among the Elohim, to bear the Word of God to the other Angels and direct them in their tasks. They are The Word and The Light of God given form, able to stir hope and purpose in the hearts of Angel and Mortal alike. It was the highest of the Namaru, Lucifer, who led the Rebellion during the Age of Wrath, and many Devils, as they are now known, continue to see leadership as their rightful role among the Fallen.

Mechanics

Starting Torment: 4

House Lores:

Lore of the Celestials: A Lore centered around directing the efforts of other Elohim

Lore of Flames: Power and control over the element of fire

Lore of Radiance: The ability to inspire and lead Mortals



House Advantage: All Devils gain one free level of the Leadership Ability and one free level of any Influence at Character Creation.

House Disadvantage: Each time a Devil gains Torment, they gain an additional point.

Famous House Members

Belphigor, Chelniel, Kel Asuf, Lucifer, Nuriel, Orias, Spentu Mainyu.

Scourges

The Second House • Asharu • Guardian Angels • House of the Rising Wind

House Overview

The Asharu were created to carry the Breath of God forth into creation, so that life might exist. As the Angels who breathed life into every kind of being, plant or animal, the task of the Second House did not end there: they served as Guardian Angels, watching over and protecting all things, great and small. During the Age of Wrath, they were led by Nazriel, who has returned to Earth as Nazathor, leader of the Luciferians.

Mechanics

Starting Torment: 3

House Lore:

Lore of Awakening: The Breath of Life that heals and cures.

Lore of the Firmament: Power to observe and act from afar.

Lore of Winds: Control over the element of air.

House Advantage: All Scourges gain one free level each of both the Empathy and Medicine Abilities.

House Disadvantage: All Scourges must choose between either the Negative Social Traits: Empathetic x2, or Callous x2; this choice reflects their views on humanity, and their tendency to be either somewhat naive, or bitter and jaded. These traits may never be bought off with experience, though the Scourge may change their choice after a significant experience, with Storyteller permission.

Famous House Members

Inaroth, Nazathor, Oranash, Ouestucati, Yeshinie.

Malefactors

The Third House • Annunaki • Artificers • House of Fire and Stone

House Overview

It was the task of the Annunaki to create form and dimension from nothingness; they literally spun and forged all of creation from the raw primordial stuff of the beginning of the universe. Perfectionists, the Third House toiled so long on Earth, in particular, that the other Houses grew impatient and Lucifer finally had to tell them 'enough.' During the Age of Wrath, they were led by Toguiel, the Ruby Dominion.

[↑ back to top](#)



Mechanics

Starting Torment: 3

House Lores:

Lore of the Earth: Power and control over the element of earth.

Lore of Forge: The ability to create infernal relics.

Lore of Paths: A Lore that manipulates the distance between two points in existence.

House Advantage: All Malefactors begin with two levels allocated between Craft and Repair abilities.

House Disadvantage: Malefactors tend to approach every problem from the point of view of either 'how do I fix this' or 'what do I need to build to solve this problem.' As a result, they gain the Negative Mental Traits Predictable x2, which may never be bought off with experience.

Famous House Members

Caacrinolas, Dagon, Enshagkushanna, Gipontel, Guanlil, Guland, Hirguan, Toguiel, Verakuk, Zipacna.

Fiends

The Fourth House • Neberu • Seers • House of Spheres

House Overview

Without the concept of Time, Creation would be forever static and unchanging; it was the task of the Neberu to guide where and when things must happen: from the seasons and tides to the cycles of the stars. It was a Neberu named Ahrimal who foresaw a great catastrophe and brought his fears to a Council of Elohim, which eventually led to the Rebellion.

Mechanics

Starting Torment: 3

House Lores:

Lore of Light: The ability to weave illusions from light itself.

Lore of Patterns: The power to understand cause and effect, and foresee consequence.

[↑ back to top](#)

Lore of Portals: A Lore that allows metaphysically linking two distant portals for travel.

House Advantage: All Fiends gain two free Abilities chosen from the following list: Academics, Investigation, Occult, or Research.

House Disadvantage: All Fiends suffer a forced retest on Conviction challenges, due to their tendency to question everything.

Famous House Members

Ahrimal, Asmodeus, Jahi, Nikanuuranu, Sarisel, Xap.

Defilers

The Fifth House • Lammasu • Nereids • House of the Restless Deeps

House Overview

The Lammasu were created to rule over the seas and waters of Creation, and to inspire the hearts of Mortals as muses, by turns beautiful or as destructive as a sudden storm. They chafed under their dual purposes, as the first Mortals had not yet learned to voyage at sea, and the Lammasu could not stand being so distant from their charges. Belial spoke for them during the Great Debate, and eventually they had a pivotal role in creating the Nephilim.

Mechanics

Starting Torment: 3

House Lores:

Lore of Longing: A Lore centered around inspiring and manipulating Mortals.

Lore of Storms: Power and control over the element of water and storm.



Lore of Transfiguration: The ability to change shape and appearance as a muse.

House Advantage: All Defilers gain two Abilities chosen from the following list: Empathy, Intuition, Performance, or Subterfuge.

House Disadvantage: Defilers must choose two Negative Mental Traits from the following list: Impatient, Unpredictable, or Unstable. These traits may never be bought off with experience.

Famous House Members

Baalpégor, Belial, Bravakh, Byleth, Indrahi, Leona, Marchosias, Sabriel, Senivel, Suphlatis, Tiamet.

[↑ back to top](#)

Devourers

The Sixth House • Rabisu • Lords of Wood and Claw • Angels of the Wild

House Overview

The Rabisu were given charge to shape, multiply and evolve all the facets of nature, both plant and animal, and to fill the world with their creations, including their greatest achievement: the human form. They worked in tandem with the Scourges, who brought the Breath of Life to the forms the Rabisu created. During the Fall, they were led by Abaddon, the Grace of Wings.

Mechanics

Starting Torment: 4

House Lores:

Lore of the Beast: The ability to command and shape animal servants.

Lore of the Flesh: A Lore that shapes and modifies the human form.

Lore of the Wild: Power to control and manipulate plants.

House Advantage: All Devourers gain two abilities chosen from the following list: Alertness, Animal Ken, Stealth, or Survival.

House Disadvantage: All Devourers must choose two Social Negative Traits from the following list: Bestial, Feral, Tactless, or Violent.

Famous House Members

Abaddon, Baal, Ezurial, Glasya-Lebolas, Ix Tab, Laraje, Malakh, Manishtusu, Panatei, Salatai, Sauvitar.

Slayers

The Seventh House • Halaku • Reapers • House of Falling Night



House Overview

All things in Creation have an ending, and it is the purpose of the Halaku to bring that end. Merciful angels of death, they made room for the new by culling the old and weak, and shepherding the souls of the departed to the Second World. Their greatest leaders during the Age of Wrath were Archduke Azrael, and Charon, who created Haven - now known as the Shadowlands - as a refuge for lost souls.

[↑ back to top](#)

Mechanics

Starting Torment: 4

House Lore:

Lore of Death: Power over and understanding of death itself.

Lore of the Realms: The ability to step into the world of the dead.

Lore of the Spirit: A Lore that commands Wraiths.

House Advantage: All Scourges gain two abilities chosen from the following list: Lore: Shadowlands, Lore: Wraiths, Occult, or Thanatology.

House Disadvantage: Scourges suffer a forced retest on all Conscience Tests, due to their tendency to view life as fleeting and impermanent.

Famous House Members

Azrael, Bezariel, Charon, Leonard, Magdiel, Picollus, Ronove, Sauriel, Turiniel, Uriminial.

The Major Factions

Cryptics

The Cryptics have been thrown into a world grown strange and unfamiliar, and they seek to understand. To that end, they delve into all the mysteries of the World of Darkness, learning everything they can about both threats to their survival, and what hope there may be for tomorrow.

Faustians

The Faustian recognize that, cut off from the source of their power in Heaven, humanity is the only source of Faith in this world. They manipulate and use humanity to fuel their own projects and ends.

Luciferians

The Luciferians are an army in search of their general; they have kept faith with Lucifer, and await the command of the Morningstar to march once more into battle against the Host of Heaven, or any other enemy that stands between them and a better world.



Raveners

The world is irreparably broken: the only thing to do is to finish its destruction, and then forge a new creation out of the ashes. The Raveners will destroy the world for the good of us all, even if doing so turns them into monsters.

Note: Raveners are not recommended as player characters.

Reconcilers

The Reconcilers have had a long time to reflect on the past, during their imprisonment in the Abyss, and they have come to one inescapable conclusion: the Rebellion was wrong. They should have trusted in God, and not turned away. Now, they seek to redeem themselves and return to their original roles as Angels.

The Minor Factions (OWbN Specific)

Charonists

The search for Lucifer is the goal of many whom have escaped the sensation-less void of the Abyss. Yet some Fallen know that the Prince of Lies was not the only demon whose feet never passed through the gates of Hell. A few other demons seemed to have escaped God's punishing hand. The last any of the Alabaster Legion had seen of Charon, he was fleeing down into the depths of Haven, the networks and byways collapsing behind him.

Now free of the Abyss, many Slayers lament the damage that has been wrought upon Haven in their absence. Wars among the dead, great storms swallowing the whole of the Shadowlands, and the fall of society beyond the Shroud have destroyed much of the beloved home they sought to create. The Slayers have done their best to mitigate the damage and repair their former paradise, but there is only so much that the Fallen can do in their weakened state.

In the end, they reason, there is only one demon who truly understands how Haven was made and how it can be rebuilt, and he is still missing. For them, Charon is as an important a figure as Lucifer, and like the Morningstar, his fate is unknown. Legends among the dead give them hope that their leader still survives, though his whereabouts are a mystery. Many Fallen bide their time planning expeditions into the dark and stormy depths of the Shadowlands in search of Charon, but the dangers of exploring what could be the walls of the Abyss itself are many, and for now such a feat is only a dream. It is a dream though that refuses to fade away like the spirits of the dead.

Chasteners

When Lucifer raised the flag of Rebellion, it was out of the highest ideals. Fully one third of the Holy Host took arms against both their brethren and God himself in order to fight for their beloved mankind. They brought civilization, invention, and protection to their mortal charges and in return asked only loving devotion. For an age they labored to save mankind from Heaven's tyranny, suffering and dying to protect their creations. As the gates of Hell clanged shut, the Rebel Host knew they had made the right choice and that their beloved humanity was now free. Free to forget them.

After eons in the nothingness of the Abyss, love turned to longing. Longing then turned to jealousy, and finally to hate. Mankind, the children that they had sacrificed everything for, had left them behind. Even with the potential power equal to God at their command, the mortal world chose to forget their onetime benefactors rather than lift a single finger to aid them. To the world of men, the war was not even a distant memory, it was simply something that had never happened. Now free themselves, those demons whom once had cradled humans close to their breast find themselves disgusted at what has been done to Earth. In their absence, the very humans whom had the power to remake paradise have squandered and broken it. It was as if all the lessons and care the rebels once heaped upon them were not only meaningless, but willfully defied. Mankind did not simply turn its back on the angels who fought for them, but has actively ruined everything else they built. There is only one way that this situation can be dealt with: They must be made to suffer.

Unlike the Raveners, whom want to destroy all of Creation, the Chasteners simply want mankind to feel that same pain that they do. They want men to know the agony of seeing everything that matters taken away and destroyed, to be broken and discarded like tissue. They want the mortal world to know eternal terror.

Mankind cannot understand what it is like in the Abyss, but demons can still make this world Hell.



Reclaimers

In the perfect world, there was no good and evil, and no unnecessary harm was done to any being. When the angels came unto mankind to show them how to think, even then the world maintained its luster and purity. When Michael brought his army to the rebels, those first battles were all form and function as the two forces could not honestly comprehend actually hurting one another. Angels, even fallen ones, could not create new concepts. It would take the intervention of mortal beings to change that.

The Third Mortal altered the very fabric of creation with a single act. In one blow, the very idea of unnatural death was written into the cosmos. Emotions such as anger, jealousy, and the desire to kill were brought into creation and spread like wildfire among the Rebel Host. The Almighty had built a world of order and innocence, and mortal man had forever changed it. The war became stained with the blood of thousands, and the Time of Atrocities was born from the echoes of human choice.

After escaping from the Abyss, some demons seek to return to those more innocent times. If God



is truly gone, then it is their duty to be the stewards of Creation. Perhaps by helping the world return to its former purity they can shake off the pull of the Abyss and once again resume their glory.

These demons seek to oppose the Race of Cain wheresoever they may be found. The children of the Third Mortal wear their father's curses on them like a badge of honor, and have long sought to replace God as objects of mortal worship. The Fallen believe that, if every last undead creature can be rooted out and destroyed, then the Third Mortal himself will be drawn forth from his hiding place. When he too meets his end, perhaps the vileness he brought into this world will die with him, and a more innocent time can be had again.

CHAPTER TWO: FIAT LUX

CHARACTER CREATION

Quick Character Creation Process

Step One: Inspiration

Choose a concept

Choose a Nature and Demeanor

Choose a House

Step Two: Attributes

Prioritize Attributes (seven primary, five secondary, and three tertiary)

Choose Traits

Step Three: Advantages

Choose five Abilities

Choose three Basic Lores (From Common or House Lores)

Choose five Backgrounds

Step Four: Last Touches

Assign three Faith

Assign Torment (from House)

Assign three Virtues

Calculate Willpower (sum of two highest virtues)

Choose Negative Traits and Flaws (if any)

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

Attributes: Characters receive 7 attributes to distribute into their primary category, 5 in their secondary, and 3 in their tertiary; see any core Mind's Eye Theater book for lists of potential Traits and Negative Traits. Additional traits can be purchased for one Free Trait or Experience point each, to a trait maximum of 10 + Permanent Faith Score in each category (Maximum 20).

Abilities: Characters receive 5 points to distribute into available Abilities. Genre specific Abilities are listed below; see any core MET book for further Abilities. Additional Abilities may be purchased for one Free Trait or Experience point each (Maximum level 6).

Backgrounds: Characters receive 5 points to distribute into available Backgrounds. Genre specific Backgrounds are listed below. Additional Backgrounds may be purchased for one Free Trait or Experience point each (Maximum Level 5).

Lores: Characters receive 3 Basic levels to distribute among their House Lores 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.

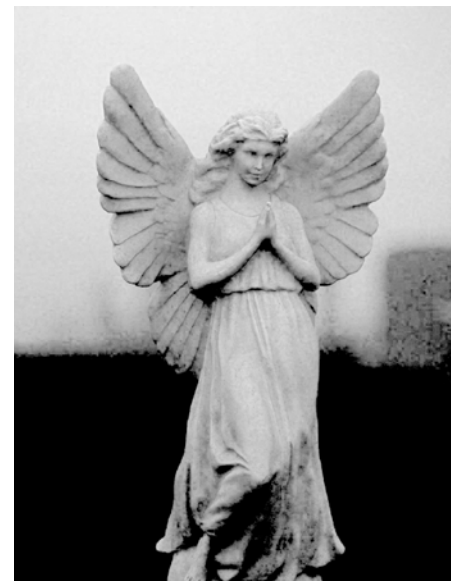
Virtues: Characters receive one free point each in Conscience, Conviction, and Courage, and receive three additional points to distribute among them. Additional Virtues can be purchased at a cost of 2 Free Traits or Experience points each (Maximum level 5).

Faith: Characters begin with a starting Permanent Faith score of 3. Players may raise their permanent Faith score at a cost of 6 Free Traits or Experience per point, to a maximum permanent Faith score of 10.

Willpower: Characters begin play with permanent Willpower equal to the sum of their two highest virtues, and may raise their permanent Willpower at a cost of 3 Free Traits or Experience per point, to a maximum permanent Willpower score of 15.

Torment: Characters begin play with a Torment score based on their House (either 3 or 4). Characters may spend 5 Free Traits or Experience to buy down a level of Torment, with Storyteller permission. Characters may not lower their Torment Score below 1 without Demon Coord approval.

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.



New Abilities

Intuition

Fallen are intimately tied to the very nature of reality, and that tie occasionally manifests as an uncanny Ability to guess or have a 'gut feeling' about current events. This Ability may only be taken by Fallen characters.

The Intuition Ability allows the player to make a Mental challenge against the storyteller in order to gain some kind of clue or insight into a given situation. This can be as simple as simply knowing something is fishy about a given situation, or as complex as knowing which wire to cut to disarm a bomb. It is up to the storyteller how much information is gained, and such information is not guaranteed to be entirely accurate, but should point somewhat towards the better choice between a few options.

Editors Note: This Ability is distinct to Fallen, and the conversion here is from Fallen source material. While other some creature types may purchase the Intuition Ability as listed in their own material, they should not use the MET rules for Intuition from this Packet.

Linguistics

Any Demon may take The First Tongue with the Linguistics Ability. In any scene in which The First Tongue is spoken, Mortal listeners must make a Mental Challenge (retest Linguistics) against a difficulty of 8. If they succeed, they learn The First Tongue, and lose the Ability to speak or understand all other languages, permanently.

Such mortals do gain several benefits, however, including a bonus trait to resist all attempts to control their minds or emotions, immunity to Revelation, resistance to illusions identical to the Fallen innate Ability, and the Ability to command other mortals with The First Tongue by spending a point of Willpower and winning a contested Social Challenge (retest Leadership). Once a listener learns the First Tongue, they are immune to such commands.

Any Malefactor may take Linguistics: Stone-speech, which is required to use a Stone Scripture Relic.



Lore: Fallen

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.

Lore: Fallen 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 Lore: 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.

Lore: Fallen x2

- You are aware that some Fallen believe it is possible 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 name a general stereotype 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, and 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, 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.

Lore: Fallen 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 House 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.

Lore: Fallen 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.

Lore: Fallen 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 Shadowlads 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.



Lore: Fallen 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.

Lore: Fallen 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.

Lore: Fallen 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 Lore of that sort should not be used to circumvent the R&U restrictions on Fallen Lore to gain access to higher level information.

Research

Pouring through libraries and searching old newspaper articles for an answer are not things just anyone can do well. Research is the Ability that governs knowing when and where to find information relevant to the character's curiosities, and compiling it for use.

While the Academics Ability represents information your character already knows, Research represents his aptitude at finding information he doesn't know. Tests can be made against the Storyteller to determine how much information your character can find on a given subject that is outside his normal expertise.

OPTIONAL RULE: But what does Research actually do?

If the description above is too vague for you, try implementing this optional mechanic:

Over the course of the month (not during a session), you may expend levels of the Research ability to find information as if you were using an Influence Sphere. For instance:

Occult 2: 'Know and contact some of the more obscure occult figures' could be accomplished with an expenditure of two levels of the Research Ability, or

University 2: 'Obtain college records' could be accomplished in the same way.

Backgrounds

Cult

The Demon has gathered a cult of followers who perform regular services to venerate it. This is generally cause for a Torment Check for Fallen of Torment 4 or below (deception of others, spiritual harm, and permitting a lesser sin all qualify), which means that characters with this Background are likely to accrue Torment on a daily basis until they reach Torment 5. Furthermore, the more Tormented the Demon, the more worship they require: every point of permanent Torment above 6 reduces the effectiveness of this Background by 1. Therefore, a Torment 9 Demon with Cult 5 only regains Faith as if they had Cult 2.

- 1: You have 3-5 committed worshippers and perhaps another half dozen who are more casual. You recover 1 Faith at a predetermined time each day when they perform services (sunset, dawn, midnight, etc).
- 2: You have 10-15 committed worshippers and perhaps twice that number who are more casual. You recover 1 Faith twice a day at a predetermined 12 hour intervals.
- 3: You have 30-50 committed worshippers and nearly 100 who are more casual. You recover 1 Faith every 8 hours.
- 4: You have 80-100 committed worshippers and as many as 300 who are more casual. You recover 1 Faith every 6 hours.
- 5: You have 150-200 committed worshippers and up to 500 who are more casual, spread across an entire region. You recover 1 Faith every 4 hours.

Note: The Cult Background has a profound Ability to shape the game world, as well as being clearly, well, evil. Storytellers should carefully consider the consequences of allowing it into play.

Eminence

This Background is explained in more detail in Chapter 4.

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. This Background may be combined with the Pacts Background to provide more capable servants in the form of Thralls.

Legacy

Legacy is essentially a measurement of the Fallen's recollections about their demonic existence. Many times when assuming a mortal host, the full knowledge of a Fallen only partially translates as the human mind is not capable of containing all of the demon's. Keep in mind that Legacy pertains only to knowledge of your own character's actions during the previous Ages of creation, and does not equate Lore: Fallen, which covers a broader knowledge of all things regarding the Fallen as a whole. 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.

Pacts

For each level of Pacts, the fallen regains one Faith point at dawn every day. Work with your storyteller to determine the nature and sources of your pacts. Note that, unless you also take the Followers background, the mortals you have made Pacts with are not particularly useful or competent. Finally, merely having Pacts counts as a sin for at least Torment 2 Fallen (permitting a lesser sin), and may well for a Torment 3 or 4 Fallen also, depending on the nature of the Pact (Physical, Emotional, or Spiritual harm, deception of others without just cause).

Paragon

Paragon represents a Fallen's skill with their Primary Lore, their mastery of the facet of Creation they were responsible for. A single level of this Background may be spent on any given Challenge - both Evocations and when performing Rituals as Ankida - 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.

Thralls

This Background, printed in Devil's Due, is mechanically identical to the Pacts Background in mod-

ern Demon: the Fallen. The difference is semantic, but no character should be allowed to have both.

Innate Powers

Fallen possess several Innate Abilities, much like a vampire's immortality or a werewolf's Ability to shift forms. The Innate Powers are part of their creature type, and do not cost experience, nor may they be suppressed using things like Homogeneity.

Immunity to Mind Control

Demons are immune to any form of mind-control and to supernaturally induced fear. This has no effect on powers that induce different emotions, such as most levels of vampiric Presence, or Garou Gifts like Persuasion. A Fallen cannot be Dread Gazed or affected by True Fear, but they have no specific defense against Entrancement.

Immunity to Possession

The Fallen cannot be possessed as long as they possess at least 1 point of Faith, nor may they be pulled from their body by anything short of a Summoning Ritual; any successful such attempt instead removes a point of temporary Faith from the Fallen's pool. If such an attempt occurs once the character is devoid of Faith, it is possible to force the demon from its mortal host; in this case, if the demon loses, it is forced out of its host body and must find another anchor immediately or be drawn into the Abyss, along with the normal loss of Faith and Torment gain.

Resistance to Illusion

Demons are especially adept at discerning the real from the illusory, and they may attempt to penetrate illusions or supernatural forms of concealment, as if they had Heightened Senses, regardless of the source. When confronted by an illusion or in the presence of a person or thing that is supernaturally concealed, the character can see past the effect with a successful mental challenge against the source of the illusion or concealment, retesting with Investigation.



penetrate illusions or supernatural forms of concealment, as if they had Heightened Senses, regardless of the source. When confronted by an illusion or in the presence of a person or thing that is supernaturally concealed, the character can see past the effect with a successful mental challenge against the source of the illusion or concealment, retesting with Investigation.

Healing Physical Damage

Demon characters may use Faith to heal

damage to their forms, both mortal and Apocalyptic. You can spend one Faith point to heal all your character's bashing damage, while lethal damage is healed at the rate of one health level per point spent. Separate Faith points must be used to recover from bashing and lethal damage. Aggravated damage can only be healed at a rate of 1 per day, at a cost of 1 Faith per point of damage.

Invocations

Demons take notice whenever their Celestial Name or True Names are spoken. The feeling manifests differently for each. Some experience a chill that races across their skin or down their spine, while others feel an invisible pull that tugs at their mind. If a character concentrates she can attempt to determine who is using her name and why. By succeeding in a static mental challenge against 7 traits, the demon can gain a mental image of the individual who is invoking her name. From that point on, for the duration of a single scene or until the demon breaks contact, the demon and the character may converse with each other and be heard by one another regardless of distance or planar barriers. Such conversation must be made aloud, however.

Supernatural Awareness

Demons can sense supernatural energies at work within an area. When standing in a given location, the demon may opt to actively sense their surroundings. By making a static Mental challenge against the Storyteller (retested with Awareness), the demon may get a sense of what kind of supernatural abilities were used there. The demon might be made aware that powerful emotion-altering effects were worked on a large crowd, but would not necessarily know it was a vampire using Majesty. Particularly powerful effects may cause the demon to reflexively sense them while either in the area of their effect or by entering the area after the fact at Storyteller discretion.

Apocalyptic Form

When in need, the Fallen can temporarily subsume their mortal frame and once again walk the earth in their true form. By spending a Faith point, or winning a Static Faith Challenge against six Traits, a Fallen can assume its Apocalyptic Form for the scene. A demon's Apocalyptic Form automatically grants the 4 Basic Form powers listed according to the demon's primary House Lore. High Torment demons manifest the High-Torment powers in ascending order for each point of Torment above 5, one power per point of such Torment. A low Torment demon can manifest one or more High Torment form powers if they wish, but doing so will prompt an immediate test to gain Torment with a difficulty of the number of form powers activated. A Fallen in Apocalyptic Form is no longer entirely human; powers which have an increased effect against humans, such as a Wither to the head, or Cauldron of Blood, do not have an increased effect against Fallen in their Apocalyptic Form.

Faith

A Fallen may spend a point of Faith to retest a Challenge, similar to how Spirits may spend Essence for a retest.

Merits and Flaws

The Merits and Flaws listed in the Demon Player's Guide share a lot of crossover with the Hunter: The Reckoning Merits and Flaws. Any Merit or Flaw not explicitly listed here may be found in Laws of the Reckoning, beginning on page 150.

Infernal Merits

Infernal Merits listed within this packet may only be selected by Demon: the Fallen genre Characters. Items found in other genres are not limited to only Demon: the Fallen genre Characters.

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 page 76 of the Demon Player's Guide, comes with clearly unnatural eye color.

Debt of Gratitude (1 to 3 point Merit)

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

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 page 76 of the Demon Player's Guide.

Economic Merits

Eye for a Bargain (1pt Merit)

As per Bargain Hound, on page 162 of Laws of the Reckoning.

Social Merits

In Love (1pt Merit)

As per Lovestruck, on page 152 of Laws of the Reckoning.

Good Sense of Character (2pt Merit)

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

Mental Merits

Healthy Cynicism (1pt Merit)

As per Healthy Skepticism, on page 159 of Laws of the Reckoning.

Fast Learner (3pt Merit)

Not suitable for OWbN play.

Natural Aptitude (3pt Merit)

Not suitable for OWbN play.

Infernal Flaws

Infernal Flaws listed within this packet may only be selected by Demon: the Fallen genre Characters. Items found in other genres are not limited to only Demon: the Fallen genre Characters.

Ancient Animosity (1-3 point Flaw)

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

Cursed by God (1- 5 point Flaw)

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

True Reflection (1 point Flaw)

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

Infamy (2 point Flaw)

You are two traits down on Social Challenges against other demons.

[↑ back to top](#)

Nightmares (1 point Flaw)

As printed in other MET core books.

War Wound (2 point Flaw)

When your character adopts her apocalyptic form she suffers one unpreventable level of Aggravated damage above and beyond any damage she currently has. This wound cannot be healed by any means, but it does vanish when she leaves her Apocalyptic Form.

Cannot Enter Holy Ground (3 point Flaw)

No matter her Torment level, the character always suffers damage when on consecrated ground and handling sanctified items and holy water.

Flashbacks (3pt Flaw)

When you are under pressure (at Storyteller Discretions, or upon entering combat, you must make a Static Willpower Challenge against a Difficulty of 8. If you fail, you are caught up reliving memories of the War. Once the source of your stress is gone, you may attempt to regain lucidity with a new Willpower Challenge, against a Difficulty of 7.

Hunted (4pt Flaw)

As printed in other MET core books.

Probationary Faction Member (4pt Flaw)

As written on page 85 of the Demon Player's Guide.

Physical Flaws

Obese (2pt Flaw)

You take only two steps in combat, instead of three; furthermore, you are down two traits on all Dodge and Athletics Challenges.

Note: Several of these flaws could lead to characters who are harmful caricatures, to body shaming, or to OOC cruelty. We strongly recommend that STs be cautious about Flaws such as Obese, Balding, Poor Dental Health, Poor Personal Hygiene, and the like.

Social Flaws

Balding (1pt Flaw)

You are one trait down on all challenges to seduce other characters.

Collaborator (1pt Flaw)

As printed on pg88 of the Demon Player's Guide.

↑ back to top

Ignorant (1pt Flaw)

As printed on pg89 of the Demon Player's Guide.

Poor Dental Health (1pt Flaw)

When interacting with your preferred gender in superficial social settings, you are down two traits on all Social Challenges.

Poor Personal Hygiene (1pt Flaw)

You are down two traits on all Social Challenges.

Poor Taste (1pt Flaw)

You are down two traits on all Social Challenges involving people who might dislike your brand of humor.

Abusive Partner* (2pt Flaw)

As printed on pg169 of Laws of the Reckoning.

**The Abusive Partner Flaw was printed in the Demon Player's Guide seventeen years ago, and has not aged well. It is the strong recommendation of this Office that it not be allowed for play; in any event, please see the OWbN bylaws regarding consent.*

Mired in Scandal (2pt Flaw)

You are two traits down on any Social Challenges involving people who know your character's mortal past.

Monstrous Connections (2pt Flaw)

As printed on pg 91 of the Demon Player's Guide.

Greedy (3pt Flaw)

As the Money Grubbing Flaw, printed on pg171 of Laws of the Reckoning.

Mental Flaws

Gullible (1pt Flaw)

You are two traits down on any Challenges you make to determine if someone is lying or being truthful.



No Direction Sense (1pt Flaw)

As per No Sense of Direction, on page 177 of Laws of the Reckoning.

Legal Flaws

Political Radical (1pt Flaw)

As per Political Extremist, on page 181 of Laws of the Reckoning.

Merits from Devil's Due

Penitent (7pt Merit)

You desire to return to the service of God and become an Angel once more. You may begin play with a Torment Score of either 1 or 2, as you choose. Additionally, you gain two bonus traits on all Virtue Challenges to resist gaining Torment. Finally, 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, or 1pt Merit)

As printed on page 99 of Devil's Due.

Brash Diabolist (2pt Flaw)

As printed on page 98 of Devil's Due.

Out of Touch (3pt Flaw)

As printed on page 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 demon can act normally for the rest of the scene. If the host soul

was beaten down, the demon must immediately make a Conscience test for Torment.

Apocalyptic Enhancements

While the Angelic host may have been created in strictly defined roles, the Fallen have long since departed from their original duties, to define themselves. Changes in their personalities and their goals bring changes to their very essence. The base Apocalyptic Forms are the 'standard' starting point for a Fallen, but over time they may alter their form to suit their own purposes. This document presents a guideline for those alterations.

Four and Four

Every Fallen's Apocalyptic Form must have 4 Basic powers and 4 High Torment powers. All Fallen will manifest their Basic powers every time they assume their Apocalyptic Form. Their High Torment powers become available as their Torment rises, or they may choose to make a Virtue test to manifest one or more of them for a scene.

As a general rule, High Torment powers will be the more combative, damaging, and offensive abilities. Some powers below are specifically denoted as being High Torment, and may not be selected as Basic powers.

Purchasing Apocalyptic Form Powers

Altering an Apocalyptic Form is not something done casually or easily: the most common way to alter a form is to consume another Fallen or Earthbound, and take a piece of their Apocalyptic Form. Doing so gains the consumer a point of Temporary Torment for each Form Power consumed, in addition to any Torment for the consumption itself; furthermore, all Powers consumed are always High Torment Powers. Players may spend experience to modify their Apocalyptic Form, with Storyteller approval, as such modifications should follow intense roleplay of the character altering their fundamental goals and purposes. Players may purchase Common Form Powers or their House Form Powers at the costs listed below. They may purchase the powers of another House at double the cost listed below, however they should tailor the description of how it manifests on their PC to suit their own House. Characters are not refunded any experience when replacing Form powers with another, the new power simply overwrites the old and any points spent on the previous power are lost.

No Form Power may be selected more than once.

Common Form Powers

Armor (4 points)

The demon gains 4 Health Levels of Armor

Cast No Reflection (2 points)

The demon's visage will not appear in mirrors, photographs or videos of any kind.

Claws/Teeth (1 point, High Torment)

As the Visage of the Celestials

Damage Resistance (3 points)

As the Visage of the Spirits

Enhanced Ability (3 points)

The demon gains +2 traits when using one Ability, which must be chosen when this power is taken. This bonus does not stack with any other Apocalyptic Form power.

Enhanced Senses (3 points)

As the Visage of the Firmament

Enhanced Mental Acuity (4 points)

As the Visage of Patterns

Enhanced Social Traits (4 points)

As the Visage of Flesh

Extra Actions (3 points)

As the Visage of the Flames

Extra Health Levels (3 points)

As the Visage of Awakenings

Extra Limbs (3 points, High Torment)

As the Visage of Awakenings

Gaping Maw (2 points, High Torment)

As the Visage of the Earth

Horns (1 point, High Torment)

As the Visage of Radiance

Improved Attribute (3 points)

The demon receives +2 bonus traits to challenges using one Trait subcategory, (Strength related, for example, or Perception related), selected at the time of purchasing.

Improved Initiative (1 point)

As the Visage of the Flames

Increased Size (3 points)

As the Visage of the Earth

Lashing Tail (1 point, High Torment)

As the Visage of the Flames

Pass Without Trace (2 points)

As the Visage of Awakening

Regeneration (4 points)

As the Visage of Flesh

Sense Vitality (2 points)

The demon may make a Static Mental challenge against a target to determine whether it is alive, undead, or an automaton.

Tentacles (3 points, High Torment)

As Extra Limbs

Unyielding (6 points)

The demon halves all Bashing damage.

Wings (4 points)

As the Visage of the Celestials

Defiler Form Powers

Alter Size (3 points)

As the Visage of Paths

Aura of Want (6 points. High Torment)

Anyone within a radius of feet equal to the demon's Torment must succeed in a static Willpower challenge against 8 Traits or forfeit their actions for the round. Demons are immune to this power.

Cartilaginous Flesh (3 points)

The demon halves all Bashing damage.

Distortion (3 points)

The demon's form shifts and shimmers; they gain 2 bonus traits defending against all ranged attacks, but are 1 trait down against close-combat attacks. This is an illusory effect and is subject to Fallen's Resistance to Illusion Ability.

Enhanced Empathy (1 point)

As the Visage of Transfiguration

Enhanced Intuition (1 point)

As the Visage of the Firmament

Ichor (2 points, High Torment)

The demon gains a free retest when defending against attempts to grapple or restrain them.

Immune to Electricity (2 points)

As the Visage of Storms

Improved Dexterity (2 points)

As the Visage of Transfiguration

Ink Cloud (5 points)

As the Visage of Storms

Lyrical Voice (1 point)

As the Visage of Longing

Sea's Beauty (3 points)

As Enhanced Social Traits under the Visage of Longing

Shark Hide (3 points, High Torment)

As the Visage of Storms

Shocking Touch (2 points)

As the Visage of Storms

Spines (2 points)

As the Visage of Storms

Soporific Touch (6 points)

By touching a living target, the demon may make a contested Willpower challenge to put the target into a near-comatose state for a number of rounds equal to their Faith.

Soul Glimpse (3 points)

By meeting the gaze of a target, the demon may make an opposed Mental Challenge (retest Alertness) against them to determine both their Nature and Demeanor.

Venom (3 points, High Torment)

As the Visage of Longing

Weather Sense (1 point)

As the Visage of Storms

Devil Form Powers

Abyssal Eyes (3 points, High Torment)

Anyone meeting the gaze of the demon must make a Static Willpower Challenge against 7 Traits or be down 3 traits on all challenges for the round.

Affirm (3 points)

With eye contact, the demon may make a Static Faith Challenge against 6 Traits to restore one point of Willpower to a Mortal. Characters may only benefit from this Form Power once per scene.

Beckon (2 points)

Any mortal subject to the demon's Revelation must follow them as best they can. They will snap out of this effect if attacked or overtly disturbed, and the demon can choose to end this effect at will.

Corrosive Spit (2 points, High Torment)

As the Visage of Radiance

Dread Gaze (4 points)

As the Visage of the Celestials

Fiery Blood (4 points, High Torment)

As the Visage of the Flames

Halo of Majesty (10 points)

No opponent may attack the demon without succeeding on a Static Willpower challenge, against a Difficulty of 8, first.

Immune to Fire (3 points)

As the Visage of the Flames

Increased Awareness (2 points)

As the Visage of the Celestials

Inhuman Allure (3 points)

As the Visage of Radiance

Liar's Ear (2 points)

The demon automatically knows if someone speaking directly to them is lying.

Lordly Mien (2 points)

As the Visage of the Celestials

Radiant Aura (2 points)

As the Visage of Radiance

Razor Wings (6 points)

In addition to all benefits of the Wings form feature (under Common Form Powers), the demon may attack opponents in close combat, or by swooping by in flight, counting their wings as a +4 Trait weapon which inflicts 2 Aggravated damage.

Scales (3 points, High Torment)

As the Visage of the Celestials

Sense the Hidden (1 point)

As the Visage of Radiance

Shroud of Flames (3 points)

As the Visage of the Flames

Spark of Faith (3 points)

The demon must touch the target and then makes a Faith challenge against the target's Willpower. Success heals up to three health levels of bashing damage. If taken as a High Torment power, Spark of Faith uses a Torment Challenge instead, and inflicts three Lethal damage.

The Host (2 points, High Torment)

The demon's multitude of fanged mouths inflict 2 Aggravated damage per round, automatically, to anyone they have grappled. When no one is grappled, the mouths constantly whisper blasphemous phrases in all languages the demon knows.

Voice of the Damned (1 point)

As the Visage of Radiance

Devourer Form Powers

Aura of Vitality (4 points)

As the Visage of Awakening

Chameleon Skin (1 point)

As the Visage of the Beast

clinging Flesh (4 points)

Tiny hooks in the demon's skin allow them to cling to nearly any surface. The demon may attempt to climb or hold onto any solid material as part of their movement; particularly challenging climbs may require an Athletics Challenge.

Disperse (3 points, High Torment)

With a static Torment Challenge against 6 Traits, the demon dissolves into a mass of spiders, maggots, or other tiny creatures. They may fit into small openings that such miniscule creatures could enter. In combat, this functions as a Swarm, as detailed under Lore of the Beast.

Enhanced Social Traits (3 points)

As the Visage of Flesh

Enhanced Survival (1 point)

The character receives a free retest on all Survival challenges.

Eyes of the Predator (1 point)

The demon receives a free retest on Intimidation challenges.

Frenzy (2 points, High Torment)

The demon may enter a berserk rage at any time, and in this state they ignore Wound Penalties. Each round they must make a Willpower challenge against their Torment score. If they fail, they will attack the nearest being, friend or foe. They may spend a Willpower to automatically succeed on this challenge for one round.

Immune to Poisons (3 points)

As the Visage of Flesh

Mimic (2 points)

The demon may make a Static Mental challenge (retest Performance) against 8 (or more) Traits to vocally mimic any natural sound.

Natural Weaponry (3 points)

Each time this is purchased the demon may choose one of the following Common Form Powers: Claws/Teeth, Gaping Maw, Horns, or Lashing Tail. Note that these natural weapons are Low Torment abilities when purchased in this manner.

Nimble Hunter (3 points)

The demon receives a free retest on all Athletics challenges and doubles their leaping distance.

Primal Mind (3 points, High Torment)

By touching a target, the demon may reduce a mortal to a bestial mindset. Make a challenge of the demon's Torment against the target's Willpower. Success means the target loses access to all Abilities that an animal would not possess for one scene (though they retain Stealth, Survival, etc), and acts on animalistic survival instincts: fleeing from fire, fighting if cornered, etc

Relentless (1 point)

As the Visage of Paths

Repellant Musk (4 points)

The demon exudes a disgusting stench. Those within the demons Faith score in yards must win a Static Physical Challenge against 8 traits or be down 2 traits on all challenges for the rest of the scene.

Sun's Bounty (2 points)

By standing in direct sunlight for an hour, once per day, the demon may heal all Bashing damage or one level of Lethal or Aggravated damage.

Thick Hide (2 points)

As the Visage of the Beast.

Thorns (1 point)

As the Visage of the Wild.

Toxins (3 points, High Torment)

As the Venom Form Feature of the Visage of Longing, save that the damage is Lethal.

Fiend Form Powers

Aura of Misfortune (3 points, High Torment)

As the Visage of Patterns

Cloak of Shadows (2 points)

As the Visage of the Firmament

Chimerical Attack (3 points, High Torment)

As the Visage of Light

Chimerical Aura (1 points)

As the Visage of Light

Danger Sense (3 points)

With a Static Mental Challenge (retest Alertness) against 6 Traits, the demon may receive a detailed mental image of any impending threats.

Dread Mien (1 point)

As the Visage of Light

Enhanced Dodge (1 point)

As the Visage of the Firmament

Enhanced Intuition (1 point)

As the Visage of the Firmament

Enhanced Mental Acuity (3 points)

As the Visage of Patterns

[↑ back to top](#)

Eyes of Fate (4 points)

With a Static Mental challenge, the demon will know whether a given mortal is important to their current plans, and a general idea of their Faith potential.

Hypnotic Visions (3 points)

As the Visage of Light

Increased Awareness (1 point)

As the Visage of Celestials

Infinite Tome (2 points)

The demon gains a free retest on all Academics and Lore challenges.

Invisibility (6 points)

With a Static Mental Challenge (retest Stealth) against 6 Traits, the demon may become invisible. So long as they do not take any action that would require a challenge, the demon may remain invisible. This power is subject to Resistance to Illusions.

Mirage (6 points)

The character may disguise themselves with an illusionary aura; observers may attempt to penetrate the illusion with a Mental Challenge (retest Investigation for the observer, and Subterfuge for the Demon). This power is subject to Resistance to Illusions.

Night Sight (2 points)

As the Visage of Light

Rend the Soul (3 points, High Torment)

The demon must touch their target to use this power. The target loses a number of Willpower equal to $\frac{1}{2}$ the demon's Torment score as they confront how infinitesimally small they are in the universe. Targets reduced to 0 Willpower can do nothing but sit and weep. Demons are unaffected by this power.

Sense the Hidden (1 point)

As the Visage of Radiance

Sibilant Whispers (1 point)

As the Visage of Patterns

Unearthly Glamour (1 point)

As the Visage of Light

Malefactor Form Powers

Absorption (3 points)

With a Static Physical challenge, the demon is capable of absorbing any inorganic tool smaller than the demon's forearm. The demon may cause tools to extrude from their hands or fingertips at will. The High Torment version of this power allows the demon to absorb weapons as well, dealing an additional Lethal damage in unarmed combat. Upon leaving Apocalyptic Form, all absorbed items are expelled from the demon's body.

Alter Size (3 points)

As the Visage of Paths

Conjuration (2 points)

As the Flashing Fingers Form Power of the Visage of Paths

Creator's Mark (4 points)

By touching an object, the demon may make a Static Mental Challenge (retest Awareness) to know who created it, how, and when.

Dead Reckoning (1 point)

As the Visage of Paths

Flesh of Magma (6 points, High Torment)

Anyone attacking the demon in unarmed combat takes 1 Lethal damage from fire. Flammable materials in contact with the demon will burst into flames.

Ichor (2 points, High Torment)

As the Visage of Earth

Immune to Bashing Damage (4 points)

As the Visage of Earth

Immune to Fire (3 points)

As the Visage of the Forge

Iron Skin (3 points)

As the Visage of the Forge

Irresistible Force (2 points)

As the Visage of the Earth

Magnetic Field (2 points)

As the Visage of the Forge

Master Artisan (1 point)

As the Visage of the Forge

Mirage (4 points)

As the Visage of Paths

Night Sight (2 points)

As the Visage of the Light

Relentless (1 point)

As the Visage of Paths

Shattering Touch (3 points, High Torment)

With a Static challenge of the demon's Faith against a difficulty based on the hardness and density of the object to be shattered.

12	Glass
14	Wood
16	Stone
18	Metal

The demon may shatter one cubic yard per point of permanent Torment.

Spikes (1 point, High Torment)

As the Visage of the Earth

Thunderous Voice (3 points)

As the Visage of the Forge

Tremor Sense (3 points)

The demon gains 5 bonus traits to its Initiative in combat. Opponents wishing to surprise the demon must first win a Mental challenge against them, first.

Scourge Form Powers

Aura of Vitality (4 points)

As the Visage of Awakenings

Caustic Bile (2 points, High Torment)

As the Visage of the Winds

Cloak of Shadows (2 points)

As the Visage of the Firmament

Curative Saliva (3 points)

Once per scene the demon may kiss or lick the wounds of a Mortal or other demon. This act heals all the target's Bashing damage OR one level of Lethal damage OR converts one Aggravated damage into Lethal damage.

Dead Reckoning (1 point)

As the Visage of Paths

Enhanced Dodge (1 point)

As the Visage of the Firmament

Enhanced Intuition (1 point)

As the Visage of the Firmament

Immune to Falling Damage (2 points)

As the Visage of the Winds

Improved Physical Capabilities (3 points)

As the Visage of Awakenings

Martyr's Flesh (3 points)

The demon may ignore wound penalties.

Miasma (3 points, High Torment)

As the Visage of Awakenings

Mist (4 points)

With a Static Faith Challenge against 6 Traits, the demon may summon a concealing cloud of mist over a 100-square-foot area, or a cloud of choking smoke with a Static Torment Challenge against the same difficulty. Either effect functions mechanically as Fog (MET Camarilla Guide, pg93)

Multiple Eyes (2 points)

As the Visage of the Firmament

Perfect Balance (1 point)

As the Visage of the Winds

Plague Touch (6 points, High Torment)

By touching a target, the demon inflicts Bashing damage equal to their permanent Torment Score. Furthermore, the target must succeed at a Static Physical challenge (Difficulty 7) each day, for a number of days equal to the demon's Torment, or take one Lethal damage.

Quills (1 point, High Torment)

As the Visage of the Winds

Spore Cloud (6 points)

Once per day the demon may emit a cloud of microscopic spores that will remain suspended in the air. The demon may receive sensory information from this cloud for the duration of the scene as if they were standing in the area observing it directly.

Supernatural Vision (1 point)

As the Visage of the Winds

Viscous Flesh (2 points, High Torment)

As the Visage of Awakenings

Slayer Form Powers

Aura of Darkness (6 points, High Torment)

The demon creates an area of unnatural darkness out to a distance of their Faith score in yards; all light sources within the area are extinguished, and characters within it are two traits down on all challenges and suffer a forced retest due to darkness.

Aura of Dread (2 points, High Torment)

As the Visage of the Spirit

Aura of Entropy (2 points, High Torment)

As the Visage of Death

Cloak of Shadows (2 points)

As the Visage of the Realms

Conjuration (2 points)

As the Flashing Fingers Form Power of the Visage of Paths

Dead Reckoning (1 point)

As the Visage of the Realms

Death Grip (4 points)

If the demon's host body is reduced to 0 Health levels, the demon may make a Static Willpower Challenge against 6 Traits to cling to life in a coma. Provided the body remains reasonably intact until the following dawn, the demon will rise with 1 Health level and one less Permanent Faith; if they have no Faith remaining when entering the Coma, they lose a permanent Willpower instead.

Death Sight (2 points)

The demon may focus their gaze on an individual and determine their relative health. This reveals their current levels of damage as well as any conditions or illnesses they have that may lead to their death.

Dread Gaze (4 points)

As the Visage of the Realms

Enhanced Awareness (2 points)

As the Increased Awareness Form Power of the Visage of the Realms

Enhanced Social Traits (3 points)

As the Visage of the Spirit

Ghost Sight (2 points)

As the Visage of the Spirit

Howl of the Damned (1 point)

As the Visage of the Spirit

Night Sight (1 point)

As the Visage of Light

Reaper's Breath (3 points, High Torment)

Once per scene the demon may exhale a chilling cloud that affects all within their Torment score in feet. Those within the cloud take Lethal Damage equal to the demon's permanent Faith Score. This effect does not affect those who do not need to breathe.

Relentless (1 point)

As the Visage of the Realms

Silent Steps (1 point)

The demon makes no sound as they move and appears to glide effortlessly over the ground.

Touch of Death (3 points)

The demon must touch their target. So long as physical contact is maintained, the target cannot move, speak, or feel anything and is strangely at peace. If taken as a High Torment power, the demon may continue to inflict damage on the target while they are under its effects. Targets can break free from it by spending a Willpower and engaging in a Physical challenge against the demon. This power has no effect on demons, wraiths, or the undead.

Voice of the Banshee (4 points, High Torment)

Once per scene the demon may emit a piercing cry. Anyone hearing it within a number of yards equal to the demon's Faith score must succeed on a static Willpower test (Difficulty 8) or flee.



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

Buy down Torment: Five Experience, with Storyteller approval

New Common or House Form Power: Listed Cost

New Out of House Form Power: Double Listed Cost



[↑ back to top](#)

CHAPTER THREE: SUBTLE INSTRUMENTS LORES AND VISAGES

Evocations

Each Lore is made up of five Evocations, or individual powers. Performing an Evocation is an Action, which occurs on the Character's Initiative. Evocations may not be performed on additional actions, such as those granted by Apocalyptic Forms - not even if the magic of another creature grants the Fallen additional actions. This means that, save for Reflexive Evocations, a maximum of one Evocation may be performed each round by any given Fallen. Fallen may keep a number of Evocations active at one time equal to their Permanent Faith.

Evocations and Mortals

Many Evocations specify different effects depending on whether the target is another Fallen, or is a Mortal. For purposes of Lore usage, all non-Fallen characters and entities are classified as Mortal, even the unliving children of Caine. Mortal is, thus, the generic term for those beings born after the creation of the cosmos.

Grades of Success

If the Paragon Background is not used to retest an Evocation, a single level of it may be spent to add a Grade of Success to an Evocation of your Primary Lore. See the Paragon Background for more details.

Additionally, Fallen may Ravage their Thralls for more power when performing Evocations. For every point of ravaged Faith spent on an Evocation, the Fallen may either gain +1 Bonus Trait on the Evocation Challenge, or spend for the Grades of Success detailed under that specific Evocation. Ravaged Faith may be split between these two options however the Fallen performing the Evocation desires. See the Pacts Background for more details.

Torment

Each Evocation possesses a normal and a Tormented version. The Tormented version functions identically to the normal version, except as noted in the description. Torment affects the Fallen's ability to control their Evocations, with Lores more likely to spiral out of control and wreak havoc the higher a demon's Torment score rises:

Torment 4: When you use an Evocation, you must either spend a Virtue appropriate to the situation (Storyteller's choice), or make a Simple Test. On a loss, you perform the Tormented version of the Evocation, and gain a point of Torment.

Torment 8: As above, save that you perform a Tormented Evocation on a loss or a tie.

Torment 10: All your Evocations are Tormented, all of the time; at this level, your character becomes an NPC.

Should you wish to use the tormented version of an Evocation, you may instead record a point of Torment and skip the simple tests entirely.

For each permanent Torment above 5, Characters manifest a single High-Torment feature of their Apocalyptic Form. The player selects which feature at the time their Torment score is raised.

The Specific Overrides the General

Where individual Evocations contradict the general rules presented above, those specific Evocations take precedence.

Common Lores

Lore of the Fundament

The Lore of the Fundament retests with the Athletics Ability.



Basic

Manipulate Gravity

Reflexive: You may spend one Physical Trait to leap up to 20 yards, fall up to three stories without suffering damage, hang in the air, plunge toward your foes at great speed, or temporarily cancel any gravitational effects imposed on you by other creatures. Unlike most Evocations, Manipulate Gravity may be activated without using your action: in response to falling, for instance, or as part of your movement. Regardless of how this Evocation is used, its effects last no more than a single turn.

Grades of Success: Each Grade of Success allows you to add 20 yards to a leap, fall an additional three stories without suffering damage, or inflict an additional level of damage as part of a physical attack made with a dive.

[↑ back to top](#)

Torment – Monstrous demons distort gravity within a number of yards equal to their permanent Torment. The effects of this are best left to the storyteller.

Manipulate Adhesion

Reflexive: As part of your movement, you may make a static Physical Challenge to move along a solid surface: up walls or sheer cliffs, across ceilings, and the like. Steep slopes are a Difficulty of 6; vertical surfaces, 7; and moving along a ceiling, 9. Once you have activated this Evocation, it lasts until you leave the surface (but no longer than a Scene). The Storyteller may assign increased difficulties for other factors.

Grades of Success: A single Grade of Success may be spent to forego the static Physical Challenge entirely.

Torment – Demons using this power leave heated imprints of their hands and feet on the surface crossed. Anyone coming into contact with these prints in the same round suffers one level of Lethal damage.

Intermediate

Manipulate Inertia

Reflexive: You may add or remove inertia to a given object with this Evocation. When used to throw an object, this Evocation requires a normal Physical Challenge to hit your target (retest Athletics), but inflicts an additional level of damage if you hit. You may also use this Evocation defensively, to catch any physical projectile that you can see (not bullets). Instead of using the Dodge Ability, oppose your opponent's Physical Challenge with Athletics; you may call Manipulate Inertia as a free additional retest on this challenge, and if you succeed at avoiding the attack, you catch the thrown object in question.

Grades of Success: Each Grade of Success allows you to inflict an additional level of damage with your thrown object.

Torment – Items used by such demons become warped and unstable for a time. For a number of rounds equal to the demon's Torment, anyone attempting to use this object (after the initial use) is down two traits on the challenge.

Manipulate Acceleration

Reflexive: You increase the acceleration of your own body. Spend one Faith point to activate this Evocation at the beginning of the round; this does not require an action. For the remainder of the

round, you may take an additional step as part of your movement on each action. Furthermore, your Brawl and Melee attacks, as well as thrown weapons, inflict an additional level of damage this round. When used to increase travel speed outside of combat, you may run (or fly, if you have wings) at 25mph. This Evocation may be used as a Fair Escape, if no one is close enough to contest you.

Grades of Success: Each Grade of Success grants you an additional step per action and an additional damage on Brawl and Melee, and thrown weapon attacks. Outside of combat, each Grade of Success increases your speed by 25mph.

Torment: The area around the demon becomes heated with their passing. Living beings suffer one Bashing damage if within the demon's Torment score in yards.

Advanced

Manipulate Cohesion

By touching inanimate matter, you may change its state (solid, liquid, gas, or plasma) for one round, up to three cubic feet in volume. Spend one faith point and make a Static Physical Challenge against a Difficulty determined by the storyteller:

Difficulty 12	Water to ice or steam
Difficulty 14	Air or water to support your weight
Difficulty 16	Vaporize wood, cloth, or other low-density material
Difficulty 18	Vaporize metal or stone

At the end of the round, the object reverts to normal unless the new state is one in which it can naturally exist under the present conditions (such as turning water to vapor). You may also use this Evocation as an attack; in this case, make an opposed Physical Challenge to touch your target, or to dissolve the ground beneath them, etc. If successful, you inflict three levels of Lethal Damage, or other effects as determined by the Storyteller for particularly creative uses of this Evocation.

Grades of Success: Each Grade of Success allows you to inflict an additional level of damage when using this Evocation as an attack, or to affect an additional cubic foot in volume.

Torment – Matter affected by the demon is unstable for a number of rounds equal to their Torment score, shifting and changing in random ways, the effects of which are up to the Storyteller.

Lore of Humanity

Lore of Humanity retests with the Empathy Ability.

Basic

Translate

When you encounter someone who speaks a language that you do not know, make a Static Social Challenge against seven Traits to use this Evocation. For the remainder of the scene, you can understand, and be understood by, that person as if you were fluent in their language.

Grades of Success: Each Grade of Success allows you to understand, and be understood by, an additional person, even if they all speak different languages from each other.

Torment: You convey only hatred and despair, and your own understanding is skewed to reflect those things when listening. A sincere greeting may come across as threatening, or someone's honesty may sound deceptive.

Insinuate

When you use this Evocation, Mortals instinctively regard you as a potential friend; make a Social Challenge against the target (Fallen and Thralls gifted with a Fallen's resistance to mind control are immune). Success indicates that the target trusts you as they would a good friend, speaking freely and openly with you, and granting you two bonus traits on all further Social Challenges against the target for the remainder of the scene.



Grades of Success: Each Grade of Success allows you to affect an additional Mortal with this Evocation; engage them in a Mass Social Challenge.

Torment – You instill feelings of revulsion and fear in your targets, who treat you with apprehension and fear. You may only call the bonus Traits from this Evocation when making Social Challenges with the Intimidation Ability.

Intermediate

Fade

You fade into the background, allowing mortal eyes to pass over you. Make a Challenge of your Social Traits against the Mental Traits of any Mortal who wishes to contest your use of this Evocation (Fallen and Thralls gifted with a Fallen's resistance to illusion are immune). Success indicates they can no longer perceive you unless you do something to call attention to yourself or otherwise interact with your environment. This Evocation lasts for the remainder of the Scene.

Torment – Demons fade from the notice of normal mortals, but stand out like beacons to those consumed by anger or lust for violence.

Confess

When using this Evocation, Mortals not only answer any questions with complete honesty, but do not recall the details of the conversation unless later questioned directly about it (Fallen and Thralls gifted with a Fallen's resistance to mind control are immune). Spend 1 Faith and make a Social Challenge against your target to enact this Evocation for a number of minutes equal to your permanent Faith.

Torment – Demons are only capable of learning a target's dark secrets, lusts, and ambitions, and the questions they ask must be restricted to those topics.

Advanced

Alter Memory

You are able to alter, remove, or add memories as you see fit. Spend a Faith and make a Social Challenge against your target Mortal (Fallen and Thralls gifted with a Fallen's resistance to mind control are immune). If successful, you may edit or remove all memories of a brief encounter (no more than thirty minutes of memory). Memory alterations made by this Evocation are permanent, but may be discovered by the use of this power; you may even use this power again, on the same target, to restore the memories you have taken.

Grades of Success: You may double the amount of time affected for each Grade of Success.

Torment – The target is plagued by images of horror following such an ordeal. For a number of nights equal to the demon's Torment, instead of regaining Willpower by sleeping, the target must win a Static Willpower Challenge against a Difficulty of the Fallen's Torment or lose a Willpower. If this reduces the victim to zero Willpower, they gain a permanent Derangement.

Devils

Lore of the Celestials

Lore of the Celestials retests with the Expression Ability.

Basic

Lamp of Faith

This evocation allows you to sense all living beings, including both Fallen and Mortals, within a radius equal to your Faith in yards. Make a Static Mental Challenge against 8 traits to detect Mortals; success indicates that all living beings in the area glow with a soft blue light, perceptible only to you. Other Fallen may choose to resist, with an opposed Mental Challenge instead. This Evocation does not reveal the presence of undead, such as Vampires, Wraiths, Kuei-jin or Risen.

Grades of Success: One Grade of Success allows you to detect your targets even through interior walls or doors; two Grades permits you to see through brick walls, and a third Grade of Success bypasses even thick metal bulkheads or vault doors.

Torment – Monstrous demons see only those individuals whose souls have become so hollowed out by their evil acts that they are literal voids of spiritual energy. They can only sense demons of 9 or more Torment, or Mortals whose morality is slipping away.

Send Vision

This Evocation allows you to send a message or instructions to any being within your line of sight at the speed of thought. Unlike an Invocation, this vision fills the recipient's mind with an illusion or a waking dream, playing out whatever scene the sender wishes to convey in the blink of an eye - far more effective at communication during combat than a couple of shouted words. Make a Social Challenge against a number of targets up to your Permanent Faith. Success allows you to send them three steps (or minutes) worth of visions that will play out like a waking dream in their mind. For example, if giving someone step by step instructions on how to disarm a bomb, this would show the first three steps; if sharing a memory of an important scene, it would permit three minutes of a detailed waking dream.

Grades of Success: Each Grade of Success extends the vision by an additional step or minute.

Torment – Monstrous demons use this power to send nightmare visions which shock and frighten their foes in combat. The sender can affect a number of enemies equal to their Permanent Faith, as long as they are within line of sight. Make a Social Challenge against your target(s): success

inflicts three levels of bashing damage, plus an additional for each Grade of Success. As this damage is inflicted directly to the mind, Armor is of no benefit against this Evocation. If you inflict six or more Bashing Damage with this Evocation, your target also suffers a temporary Derangement for the remainder of the Scene.

Intermediate

Pillar of Faith

Reflexive: You may use this Evocation to bolster a single Evocation of another Fallen; you must either hold your action until their Initiative, or, if they act before you, sacrifice your next normal action. You must know either the Celestial or True Name of your target, and they must be in your line of sight. Make a Static Social Challenge (Difficulty 7). If you are successful, your target may choose to either gain 3 Bonus Traits on their next Evocation Challenge, or to gain the benefit of a single Grade of Success. Multiple applications of this Evocation on the same target do not stack.

Grades of Success: For each Grade of Success, your target may either gain an additional Bonus Trait to their Evocation Challenge, or the benefit of an additional Grade of Success. Under no circumstances may they gain more Bonus Traits (or any other numerical benefit) than your Permanent Faith Score.

Torment – Monstrous demons use this Evocation to block or negate the efforts of another Fallen's Evocation, requiring an Opposed Social Challenge and following the same timing rules laid out above. If the other Evocation is benefiting from Grades of Success, you must spend Grades of Success to match on a one-for-one basis; if you cannot match the other Evocation, you merely lessen it, and do not cancel it entirely.

Fire of Heaven

This Evocation allows you to blast your enemies with pure white fire. Spend a Faith point and make a Physical Challenge to strike your target for two Aggravated Damage; this attack has a range in yards equal to your Permanent Faith. Flammable objects may be set on fire and continue to burn, at Storyteller discretion.

Grades of Success: Each Grade of Success inflicts an additional level of damage.

Torment – Monstrous demons are unable to focus the fiery power of the Faith into a concentrated bolt; instead, it erupts from them in all directions as a storm of raging energy. The demon makes a Mass Physical Challenge against all targets within its Permanent Faith score in yards. All who are affected by this power take two aggravated damage, along with any additional damage from Grades of Success.

Advanced

Hand of Faith

Reflexive: You may usurp another demon's evocation, directing its effects as desired. Spend one Faith point and make a Social Challenge against a target Fallen within line of sight, following all of the same restrictions as listed under Pillar of Faith, above. If successful, you can alter the Evocation's target and effects just as if you were the one using the power.

Torment – Monstrous Devils are not able to manipulate other demon's evocations, but they can cause evocations targeted at them to rebound and affect their initiators. Again, you must succeed on a Social Challenge against your target, and follow all the timing rules and other restrictions listed above. If successful, apply the effect of the Evocation against your target, instead of yourself (if the evocation has an area of effect, center it on the initiator).

Bel, the Visage of the Celestials

The Visage of the Celestials confers the following Basic Form powers.

Wings A pair of eagle's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Lordly Mien The character's aura of divine authority grants her a free retest on all Social Challenges.

Enhanced Senses The character's five senses are heightened to superhuman levels, granting two Bonus Traits on all Perception related challenges.

Increased Awareness The fallen is especially attuned to the fabric of reality, granting a free retest on all Awareness challenges.

Torment – The Visage of the Celestials confers the following High-Torment powers.

Claws/Teeth The character manifests claws and fangs that inflict aggravated damage with Brawling attacks.

Scales The character's skin is covered with dark, lustrous scales that reduce the damage of all successful physical attacks against the character by two levels.

Increased Size The character's body grows to a third again its normal height, granting the following bonus traits: Brawny, Dexterous x2, Steady.

Dread Gaze Any being that meets the demon's gaze must win a Static Willpower Challenge (Difficulty 7) or forfeit all of their actions for the round.

Lore of Flame

Lore of Flame uses the Survival Ability for retests.

Basic

Fuel

You may feed nearby fires, spreading them rapidly, with this Evocation. Make a Static Physical challenge (Difficulty 7). Success indicates that you can increase the size of the fire by up to three square feet during combat, or by up to one category as listed on page 211 of *Laws of the Night: Revised* under "Courage Difficulties" outside of combat. At Storyteller discretion, this will also increase the damage dealt by the fire to anyone caught up in it, to a maximum of three levels of Aggravated Damage.

Grades of Success: Each Grade of Success allows you to increase the size of the fire by either another three square feet, or another category, as described above.

Torment – Monstrous Devils fuel the strength of an existing blaze rather than its dimensions, increasing the damage inflicted by the fire one level.

Ignite

You may cause flammable objects to combust at will. This Evocation may target any flammable object within a number of yards equal to your Permanent Faith; make a Static Physical Challenge against a difficulty



[↑ back to top](#)

set by the storyteller:

- 7 Gasoline, gunpowder, other explosive materials
- 8 Dry, flammable objects like wood or paper
- 11 Inert metal

Water and other strictly nonflammable objects may not be ignited at all. If used on an animate being, such as another character, an opposed Physical Challenge is required instead of the Static Challenge, and the target takes one level of Aggravated damage in addition to being set on fire.

Torment – Monstrous Devils are too fueled by hatred to perform this evocation with precision. All flammable objects within a radius of yards equal to their Permanent Faith are affected; this may involve a Mass Physical Challenge against multiple characters.

Intermediate

Command the Flame

This Evocation allows you to direct a fire as you wish. With a Static Mental challenge against a base difficulty of 8, you can control the spread of a flame, causing the flame to grow, shrink, or spread in a specific direction. Once control has been established, it cannot be disrupted unless the Fallen's concentration is taken elsewhere, or some other force acts upon the flame (such as sprinkler systems, which would raise the difficulty to control the fire). This Evocation lasts for the remainder of the Scene, and during each turn, you may cause the fire to grow, shrink or spread in any direction you choose by up to three yards. With an opposed Physical Challenge, the flames may be directed against targets within a number of yards equal to your Faith rating, causing one level of Aggravated damage. More creative uses of fire may place opponents in a situation where there is no Challenge to avoid damage: characters who choose to run through a wall of fire of their own volition, for instance, should probably simply take damage.

Grades of Success: Each Grade of Success at the time of the Evocation allows you to modify the movement of the fire by an additional yard in a given turn, or increases the damage of the fire by one level, to a maximum of three Aggravated damage.

Torment – Monstrous Devils have less facility in controlling the fire's movements, but their rage increases its intensity. A monstrous demon may only bid half their traits on Physical Challenges to control the flames, but inflicts five levels of Aggravated Damage with such assaults.

Holocaust

With this Evocation, you transmute divine energy into cleansing flames, leaving only ash behind.

Spend one Faith point and make an opposed Physical Challenge to touch your target. Success consumes up to three points of temporary Faith from the target, inflicting one level of Aggravated damage for each point of Faith consumed. Inanimate objects generally have only one point of Faith, and turn to ash immediately when targeted with this Evocation. Any characters who do not possess temporary Faith simply suffer the full extent of the damage dealt with this attack.

Grades of Success: Each Grade of Success increases the amount of temporary Faith which may be consumed by one, and thus potentially increases the total damage dealt.

Torment – Monstrous Devils delight in feeding the cosmos to the flames; any excess Faith which would be consumed, or damage which would be inflicted by this power, beyond the target's available Faith or Health Levels, is suffered by you as you lose your focus in the ecstasy of destruction.

Advanced

Ride the Flames

Upon performing this Evocation, you transform your physical body into living flame. Spend one Faith Point and make a Static Physical Challenge against a Difficulty of 7 Traits. A Devil has two options when employing this power: She can either join her essence with an existing blaze or become a pillar of fire by converting her available Faith. In either case, your demon's body literally transforms into flame, consuming her clothes and any possessions she carried. While becoming a pillar of flame means the flame occupies the same dimensions as the character's physical body, your demon can increase this area by one square foot for each additional Faith point you spend. Once transformed, your Devil is a formless mass that shifts size and shape according to her will. While in this state, you use your character's Temporary Willpower x2 rather than her normal Physical, Mental or Social Traits. She may effectively travel anywhere air can go – under doors, through crevices. If she lashes out at an opponent in combat, she inflicts levels of aggravated damage equal to half her Torment (rounded up), and anyone foolish enough to strike her physically suffers this damage automatically. The fire of her body is unaffected by water or other fire-suppression technology, as it is fueled by Faith instead of mere chemical reaction. Each turn your character must consume some flammable material to maintain this form or spend a Faith point to remain.

Torment – Monstrous Devils are unable to fully realize the transformation into flame. These fallen become fiery, skeletal figures instead, their blackened bones wreathed with flame, and howling their rage and pain with tongues of fire. Monstrous Devils use their normal Traits in challenges, but they cannot move with the speed or ease of true, mutable flame. Furthermore, their bodies are wracked with agony. If they do not inflict at least one level of damage or combust one

square foot of material per turn, they suffer one level of Lethal damage as the fire feeds upon their physical bodies.

Nusku, the Visage of the Flames

The Visage of the Flames confers the following Basic Form powers.

Shroud of Flames The angel is surrounded in a nimbus of supernatural flame that distracts and confuses her foes. The character gains one bonus trait against all melee and ranged attacks targeting her.

Immunity to Fire The character suffers no damage from heat or fire, be it natural or otherwise
Extra Actions Faith points can be spent to gain extra actions in a turn at a rate of one point per action. These actions occur in the same order as actions from Celerity/Rage/Quicksilver/etc. The player must decide to take extra actions at the beginning of the round, before any actions have been taken.

Improved Initiative Add two to the character's Initiative score.

Torment – The Visage of the Flames confers the following High-Torment powers.



Claws/Teeth The character manifests claws and fangs that inflict aggravated damage with Brawl attacks.

Lashing Tail The character manifests a long, reptilian tail tipped with a curved, bony spike, which may be used to strike for one level of Aggravated damage.

Increased Size The character's body grows to a third again its normal height, adding the following bonus traits: Brawny x2, Lithe x1, and Rugged x1.

Fiery Blood The character's blood burns like magma. Flammable objects hit with more than a few drops burst into flame, and opponents in close combat suffer one Lethal damage each time they successfully inflict Lethal or Aggravated damage on the character.

Lore of Radiance

Lore of Radiance retests with the Leadership Ability.

Basic

[↑ back to top](#)

Voice of Heaven

Using this evocation, you speak with a voice like thunder, or the perfect tones of a crystal bell. Make an opposed Social Challenge against your target(s), up to a maximum range of 10 times your Permanent Faith in yards. Success allows you to issue a single command to all those affected; Player Characters may not be given commands which are directly suicidal, or which last for more than a Scene. (Fallen and Thralls gifted with a Fallen's resistance to mind control are immune). The demon's voice, when using this power, may clearly be heard by those affected regardless of any other noise in the area.

Torment – Monstrous demons use this evocation to mouth a furious stream of blasphemy and hatred that is so charged with power that it strikes the minds of mortals and thralls like a physical blow. Success on the Social challenge inflicts one level of Bashing damage on the target(s); this assault may be used on other Fallen, who must also make a Courage test or gain a point of temporary Torment.

Exalt

Your words stir hope in the hearts of your targets; to use this Evocation, say something suitably inspiring, and make a Static Social Challenge against a Difficulty of 7 Traits. If successful, a number of target Mortals (Fallen are immune to this Evocation) up to your Permanent Faith receive three bonus traits on a single challenge, of their choice, this round.

Grades of Success: Each Grade of Success increases the number of bonus traits granted by one.

Torment – The sneering tone of a monstrous Devil has the opposite effect on mortals. Instead of gaining bonus Traits, they are an equal number of Traits down on all actions. Any character who cannot call at least one Trait after this penalty may not act at all.

Intermediate

Aura of Legend

Using this Evocation, you activate humanity's ancient bonds to the Fallen, leaving them with the urge to fulfill their ancient duty. Make a mass Social Challenge against a number of mortals, up to your Permanent Faith, who are within your line of sight and able to hear your voice. Thralls defend with their Patron's Social Traits instead of their own, unless they have been gifted with resistance to Mind Control, in which case they may simply spend one Willpower to ignore this Evocation; other Fallen are completely immune. Each mortal defeated in this challenge instinctively defends the demon from attackers, and follows reasonable orders without question. Mortals remain loyal to the demon for the remainder of the scene; player characters affected by this Evocation are freed of its control if attacked by the demon, or the demon's allies. A person can only be the target of this power only once per scene.

↑ back to top

Torment – Monstrous demons do not inspire loyalty. They fill their victims with urges of hate and violence. Mortals affected in this way succumb to a murderous frenzy, attacking the nearest beings within reach, which may include the demon.

The Mark of the Celestials

You are capable of using this Evocation to mark the Aura of your target. Spend one Faith point and make a Social Challenge against the target. You must know your target's name (Celestial or True Name in the case of demons) and be able to touch him, which may require a Physical Challenge. You then pronounce the nature of the mark so that the target can hear it (e.g., "Let every man give him shelter no matter where he travels"). The effects of the mark last for one month. During that time, anyone interacting with the character with the marked Aura must make a Willpower Challenge against a Difficulty of 7 Traits or behave in accordance with the mark. Demons with at least one temporary Faith, and Thralls granted Immunity to Mind Control, can act normally toward the subject.

Grades of Success: One Grade of Success extends the duration of the Mark to one year.

Torment – Monstrous demons can create only marks that promise violence and misfortune for the bearer, and the Difficulty of the Willpower Challenge to resist is equal to the Fallen's Permanent Torment.

Advanced

Revelation

This Evocation allows you to strip away a Mortal's facades and illusions, showing them for who they truly are. Spend one Faith and make a Mental Challenge against your target. Success reveals that Character's Nature, attitudes, and beliefs for the remainder of the scene. If questioned, the individual cannot lie or be directly deceitful; their answers are direct and straightforward, sparing no detail. By the same token, the individual themselves must face the harsh, unyielding truth about their strengths, weaknesses, virtues and faults. At the end of the scene, the target must make a Willpower Challenge against a difficulty of 7 Traits. If Successful, NPCs gain a Permanent Willpower; PCs may choose to either refresh their entire pool of temporary Willpower, or to gain three temporary Willpower, above their cap, instead. If the Willpower Challenge is failed, the target loses three Permanent Willpower and gains a temporary Derangement for the scene.

This power has no effect on other demons but can affect Thralls.

Torment – Monstrous Devils are not interested in revealing a mortal's personal virtue. They wish only to crush egos to render victims more malleable, or to stoke the fires of dark impulses. When

a high-Torment demon performs this evocation, the effect exaggerates a subject's worst qualities, giving them greater emphasis than the rest of the individual's personality for the duration of the scene.

Qingu, the Visage of Radiance

The Visage of Radiance confers the following Basic Form powers

Wings A pair of eagle's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Inhuman Allure The character's voice and features are refined to inhuman perfection, adding the following bonus traits: Charismatic x2, Persuasive x1, Gorgeous x1.

Radiant Aura The character's body is wreathed in a corona of shifting, multicolored hues that distract and confuse her foes, forcing them to bid an additional trait in ranged attacks against the demon.

Sense the Hidden The character is supernaturally adept at sensing mortals or demons who are attempting to hide from her. The demon gains a free retest against anyone attempting to use Stealth or a supernatural form of concealment within her line of sight, and counts as having Heightened Senses for purposes of being able to initiate such Challenges.

Torment:

The Visage of Radiance confers the following high-Torment powers.

Voice of the Damned The demon's voice seethes with inhuman hate and malice. The demon gains a free retest on all Intimidation challenges.



Cast no Reflection The demon's image does not appear in a mirror. Nor can it be captured in a photograph or by video camera.

Corrosive Spit The demon's spit sears like acid. Biting attacks inflict an additional level of aggravated damage, and the character can spit at a target up to ten feet away with a successful Physical challenge. The spittle inflicts one level of aggravated damage.

Horns A pair of curved ram or bull's horns pro-

[↑ back to top](#)

trude from the character's forehead. If attacked in close combat, the character may make a free counter-attack against his foe, using Brawl as a retest, that inflicts one aggravated level of damage.

Scourges

Lore of Awakening

Lore of Awakening retests with the Medicine Ability.

Basic

Find the Faithful

This Evocation allows you to find a specific individual, so long as you know one of their names; make a Static Mental Challenge against the difficulty outlined below:

Impossible	You do not know any name of your target
16	You know one of the individual's mortal names/aliases
14	You know a Fallen's Celestial Name
12	You know a Fallen's True Name

Success allows the Scourge to home in on the individual up to a number of miles away equal to her permanent Faith rating. Demons being actively sought in this manner can use their supernatural awareness to detect the search as a reflexive action. If a demon detects the search, the Challenge becomes an opposed Mental Challenge instead of Static.

Torment – Monstrous demons can detect only sources of spiritual decay or corruption. They may only use this evocation to seek out individuals whose Faith or Willpower has been reduced to zero.

Cleanse

You may use this Evocation to purge any living being of poisons, infections, or diseases. The Scourge must touch their target, which may require a Physical Challenge. Once contact has been established, the Scourge makes a Static Physical Challenge against a difficulty set by the Storyteller:

12	Alcohol, Tobacco, Common Flu
14	Heroin, Bronchitis
16	Cancer, Tuberculosis

In the event a supernatural effect is being Cleansed by this Evocation, the Static Physical Challenge

should be against a Difficulty equal to the permanent Physical Traits of the being who caused the effect.

Torment – Monstrous Scourges use this evocation to spread sickness and corruption. Make a Physical Challenge to touch your victim, inflicting three levels of Bashing Damage. The victim continues to take one Bashing Damage and lose one temporary Willpower for each day the sickness endures. The sickness cannot be cured by medical means (and thus the victim may not recover Willpower or Health levels during this time by any natural means, such as rest), and only runs its course after a number of days equal to the demon's Permanent Faith rating. Repeated uses of this power do not stack, but each Grades of Success on the Torment version of this Evocation increases the initial amount of Bashing Damage by one.

Intermediate

Heal

You may use this Evocation to heal both demons and Mortals; you must touch the target to use this power, which may require a Physical challenge. If successful, your target immediately heals up to three levels of Aggravated or Lethal damage, in any combination; alternatively, you may heal all Bashing Damage on your target.

Grades of Success: For each Grade of Success, your target heals an additional level of Lethal or Aggravated Damage.

Torment – Monstrous Scourges use this evocation to poison a victim's body. If you successfully make physical contact with your target, they lose three physical traits, for a number of days equal to your Permanent Faith. For each Grades of Success, they lose an additional Trait. If the target is reduced to zero physical traits, she falls into a coma and suffers one level of aggravated damage.

Animate

With this Evocation, you infuse inanimate objects with the breath of God; spend one Faith point and touch the object to be animated. The object is not truly given life, but remains an extension of the Scourge's will for the remainder of the scene. The Scourge may have animated a number of objects equal to her Permanent Faith score at any given time, which the demon can control from a distance, as long as they can see it. Any Challenges made to control the object - such as slamming an animated door on someone's foot - use the Demon's Mental Traits, and the Crafts Ability as a retest.

Torment – A monstrous Scourge is capable of animating an object as easily as her low-torment

peers, but the objects she touches are filled with the taint of her anger and pain. Unless she controls them with an iron will, they lash out at the nearest living things they find, friend or foe. The demon must win a Static Willpower Challenge for each animated object at the beginning of each turn in order to maintain control of them.

Advanced

Restore Life

You breathe life into a dead body, though this Evocation does not return a soul. Spend one Faith and make a Static Physical Challenge against a difficulty as listed below:

- 12 Freshly dead corpse
- 14 Several days to a Week old corpse

Any body older than a week may not be restored to life with this Evocation. If successful, the body is returned to life and fully healed, but unless the Scourge is also able to furnish the body with a soul, the result is a mindless, living zombie that the demon can control. Disembodied Fallen (or other beings capable of inhabiting foreign bodies) may possess these animated bodies with the Scourge's permission, or they can try to wrest control from the demon with an Opposed Willpower Challenge. The effects of this evocation last for a single scene unless the demon spends a temporary Willpower to make the restoration permanent. You may restore a number of bodies equal to your permanent Faith score at one time, which must all be within a number of yards equal to your permanent Faith score.

Torment – A monstrous Scourge is capable of restoring life as easily as her low-torment peers, but the bodies she raises are filled with the taint of her anger and pain. Unless she controls them with an iron will, they lash out at the nearest living things they find, friend or foe. The demon must make a Willpower Challenge against their own Torment to control the bodies each turn. Note that although the bodies might be made permanent, the demon's control is not. If the demon

What kind of mechanics do these zombies have?

The source material doesn't really say. Our recommendation is that they retain the Physical Traits of the original character, Health Levels, and Physical Merits that do not require skill to use. Huge Size, for instance, is fine, but probably not Metamorph. Supernatural powers - Garou Gifts or shapeshifting, Changeling Arts, etc - as well as Abilities and Social or Mental Traits are lost.

wishes to keep such bodies around long-term, some method of containing them must be devised, unless she merely desires a horde of ravaging zombies loosed upon the land.

Dagan, The Visage of Awakening

The Visage of Awakenings confers the following Basic Form powers.

Aura of Vitality Living beings (plant or animal) within a number of yards equal to your character's Faith are infused with restorative energy. Individuals within this area heal any Bashing Damage at the rate of one health level per turn.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way. She leaves no footprints and disturbs no foliage.

Improved Physical Capabilities The Fallen gains the following Physical traits while in its Apocalyptic form: Wiry x1, Lithe x1, and Steady x1.

Wings A pair of owl's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Torment:

The Visage of Awakenings confers the following High-Torment powers..

Miasma The demon's breath reeks of gangrenous rot that can have a debilitating effect on her foes in close quarters. The demon can affect victims within a number of feet equal to her Faith score. All mortals and demons caught in this area must win a Static Physical Challenge against 14 Traits at the beginning of each turn (retest Survival) or lose all actions during the round.

Extra Health Levels The demon gains three extra Bruised Health levels.

Viscous Flesh The diseased flesh of the Dagan sloughs away when pinned or trapped, leaving a could be assailant covered in rotting flesh. The demon gains a free retest when resisting or escaping a grapple, and may escape



bonds such as ropes or handcuffs with a Static Physical Challenge.

Extra Limbs The demon grows a second set of arms or a prehensile tail, at the character's choice. Extra arms allow a character to make two additional physical attacks each round (during Celerity, Rage, etc). A prehensile tail is half the character's length, and allows them to hang suspended, upside down.

Lore of the Firmament

Lore of the Firmament retests with the Awareness Ability.

Basic

Remote Viewing

With this Evocation, you may see through the eyes of one of your Thralls. Make a Static Mental challenge against 12 Traits; if successful, you may see everything your thrall sees for three turns. Note that there is no range limitation on this Evocation.

Grades of Success: For each Grade of Success, you may extend your vision for an additional turn.

Torment – When a monstrous demon uses this evocation, it causes blood vessels to burst in the mortal's eyes. When the demon breaks contact, the mortal must make a static Physical challenge against the demon's Torment. Failure means the thrall is blinded for a number of days equal to the number of turns the Evocation was in effect.

Scry

To use this Evocation, you must know your target's name, or have a possession of theirs. Make a Mental challenge against the target; success allows you to see your target and their surroundings out to a distance of yard equal to your Permanent Faith Score, as well as hear their voice, but no one else's. This power lasts a number of turns equal to your Permanent Faith rating, though you may break it early if you desire.

Grades of Success: For one Grade of Success, you may hear everything that occurs around the subject.



Torment – The weight of a monstrous demon’s attention causes a severe headache in the subject, as well as feelings of mounting paranoia and aggression. Each turn that the subject is viewed, they must make a Static Willpower Challenge against six Traits. Failure causes them to take a Bashing damage and gain act with anger and aggression toward those around them, gaining the Negative Traits: Impatient x1 and Violent x1.

Intermediate

Mouth of the Damned

Use this Evocation to speak and act through one of your Thralls. Make a Social Challenge against your thrall to establish the link. You may speak through your thrall, the voice, expressions, and mannerisms are those of the demon; you may also control the thrall’s actions for the duration of this Evocation. You cannot call more traits in any Challenges that may be required than your Thrall could; this power lasts for one round per point of permanent Faith you possess.

Grades of Success: For each Grade of Success, you may extend the duration of this Evocation for an additional round.

Torment – Monstrous demons have few scruples about a thrall’s faculties; an unfortunate mortal risks permanent brain damage when controlled. Each time the Demon takes an action with the thrall’s body that requires a Challenge, the thrall makes a simple test; failure means the thrall loses an appropriate Trait permanently.

Touch from Afar

Reflexive: Use this Evocation to employ other Evocations against a target outside of your line of sight; you must know one of their names, or possess a sympathetic link to them, such as a nail clipping or a treasured possession. Spend one Faith point and make a Social challenge against the target, who must be within ten miles per point of Faith you currently possess. You may then use any other evocation you possess, as part of this same action, following the rules for that Evocation. Area of effect Evocations are centered on your target.

Torment – The searing focus of a monstrous demon’s attention fills a subject with visions of horror and madness. When a high-torment demon uses this evocation, the target must make a simple test: on a tie, they acquire a temporary derangement of the storyteller’s choosing; on a loss, the derangement is permanent.

Advanced

Many Places at Once

This Evocation is much like Voice of the Damned, save that you may use it on multiple Thralls simultaneously. Spend one Faith. This power functions identically to Mouth of the Damned, except that it can be used on up to five bodies simultaneously; if the demon does not count their own body as one of those five, they fall into a deep coma until the Evocation ends. The demon may use any of its Lores through any one thrall, once per round. This Evocation lasts a number of rounds equal to your Permanent Faith Score.

Torment – Each of the thralls affected by this power suffer the same effects as if they were the subjects of Mouth of the Damned; if a Lore is used through a Thrall, they also suffer a level of Lethal Damage.

Anshar, the Visage of the Firmament

The Visage of the Firmament confers the following Basic Form powers.

Enhanced Senses The character's five senses are heightened to superhuman levels, granting two Bonus Traits on all Perception related challenges.



Wings A pair of owl's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Enhanced Intuition The character's uncanny insight grants a free retest on all Intuition challenges.

Enhanced Dodge The demon gains a free retest on all Dodge challenges.

Torment - The Visage of the Firmament confers the following High-Torment powers.

Cloak of Shadows The demon is shrouded in a pall of darkness, making her features difficult to see in the best light and rendering her near invisible at night. The character gains a free retest on Stealth challenges when standing in

shadows. Anyone attacking the Anshar is two traits down, and must automatically retest any successful challenges due to the darkness, unless they use the Blindfighting Ability to cancel the retest.

Multiple Eyes The demon gains four to six extra eyes, sprouting from her head and/or neck. These extra organs give the demon 360-degree vision and a free +2 Traits on Challenges to perceive or notice things visually.

Improved Initiative The character adds two to her initiative.

Claws The character manifests claws that inflict aggravated damage in Brawl attacks.

Lore of the Winds

Lore of the Winds uses the Survival Ability for retests.

Basic

Summon Wind

This evocation calls up a forceful wind which can be used for a variety of effects. To slam open a door or knock over an object within your line of sight, make a static Physical Challenge against 7 traits (or more, for particularly heavy objects). Alternatively, you may use this Evocation once per round in response to a single ranged attack employing a physical projectile - bullets and arrows are valid targets, but not beams of holy fire - to call a Summon Wind retest as part of your attempt to Dodge. Finally, you may use this Evocation in conjunction with a leap to add one extra step to your horizontal movement, or to jump about five feet vertically. In no event does this Evocation persist more than a round.

Grades of Success: For each Grade of Success, you may leap an additional step or five feet; knock over an additional object with the wind; or call a Summon Wind retest against one additional ranged attack over the course of this round.

Torment – When a monstrous demon summons up a wind, it is tainted with the reek of a charnel house, stinking of death and decay. Victims in the area of the wind must make a Static Physical Challenge (retest Survival) against 14 Traits or forfeit the remainder of their actions for the round.

Fist of Air

This Evocation manipulates air pressure to crush objects or strike enemies. Make a Physical Challenge against a target within your line of sight; success inflicts three Bashing damage on living beings. If you wish to crush or knock over objects, instead, make a Static Physical Challenge against

a difficulty of 7 (or higher, for large objects).

Grades of Success: Each Grade of Success inflicts an additional level of Bashing Damage; alternatively, you may spend one Grade of Success to knock your target prone in addition to inflicting damage.

Torment – Monstrous demons are capable of drawing on their hate to intensify the forces of this evocation to the degree that it inflicts Lethal damage instead of Bashing.

Intermediate

Command the Wind

With this Evocation, you surround yourself with winds to manipulate objects as if with your hands.



Make a Static Physical Challenge against 7 Traits; if successful, this Evocation persists for the remainder of the Scene. You may lift and move objects at a range up to your permanent Faith score in yards, just as if using your hands. This does not grant you any additional actions, or any Ability to lift more weight than normal, but it does allow you to open a door from a distance, fight with a sword at range, or snatch an object to you.

Any Physical Challenges required as a part of such actions are made as normal, though attempts at fine motor control (picking a lock, typing, etc) are two Traits down.

Torment – The winds stirred by a monstrous demon become a foul miasma that chokes the lungs of anyone touched by them. Every living being within the range of the demon's evocation suffers one Bashing damage per turn, which may not be reduced or prevented; Filtration or breathing apparatus, such as gas masks, provide the only source of protection from this poisonous air.

Wall of Air

This evocation condenses air into a solid barrier, similar to dense bulletproof glass. Spend one

Faith point to summon a wall of air that stretches 10 square feet per point of permanent Faith you possess; you can make the wall any size or shape within that limit, and it remains in place until the end of the scene, until you are incapacitated, or until you will it away. This wall reduces the damage of all incoming Ranged Attacks by two levels, and may prevent other characters from closing to make Brawl or Melee attacks. Such characters may attempt to force their way through the wall by making a contested Physical Challenge (retest Survival) against you.

Grades of Success: Each Grade of Success increases the protection provided against Ranged Attacks by one level.

Torment – Monstrous demons create walls of air that resemble weaves of writhing gray mist and sear the flesh like acid. Individuals who attempt to force their way through the barrier automatically suffer Lethal damage equal to half the demon's Torment (rounded up).

Advanced

Cyclone

With this Evocation, you summon a furious whirlwind, directing the storm at your enemies as you choose. Spend one Faith and make a Physical challenge against all targets within one yard per current Faith point you possess. Within this radius, light objects are thrown about, doors are blown open, windows are shattered, etc. Each individual that you defeat in the challenge takes three Bashing damage from flying debris. The Storyteller may convert this damage to Lethal at their discretion, to represent a large number of sharp objects that might be about. The storm lasts for a total of three turns, unless you spend 1 Faith per additional turn to sustain it, and moves no more than three steps a round, though you may summon it anywhere within your line of sight, or center it on yourself, as you choose; in either case, you suffer no harm from the storm. You may, if you wish, focus the storm on a single target with a Willpower Challenge against six Traits, leaving others unharmed.

Grades of Success: Each Grade of Success increases the damage dealt by an additional level, and affects larger and more massive objects, such as vehicles and buildings, at Storyteller discretion.

Torment – The hungry heart of a monstrous demon's storm sucks the very air from the lungs of the living to add to its strength. This storm automatically inflicts a single Lethal damage to all living targets within its radius each round; this is suffocation damage, and may not be reduced or prevented by any means save a lack of need for oxygen. Finally, the demon must make a simple test when invoking this power: on a loss, the cyclone affects the demon using it as well.

Ellil, the Visage of the Winds

[↑ back to top](#)

This Visage of the Winds confers the following Basic Form powers.

Supernatural Vision The character can see five times as far as a normal human, allowing the Ellil to see objects at 50 yards as clearly as if they were 10 yards away as long as there is even a weak source of light (such as moonlight) present. The demon gains a free retest on challenges based on visual perception.

Wings A pair of owl's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Perfect Balance The character gains a free retest on all Athletics challenges made to leap or tumble.

Immune to Falling Damage

The character does not suffer damage of any kind incurred as the result of a fall, regardless of the height.

Torment

The Visage of the Winds confers the following High Torment powers.

Claws The demon's fingers and toes are tipped with thick, curved talons that inflict aggravated damage with Brawl attacks

Extra Actions Faith points can be spent to gain extra actions in a turn at a rate of one point per action. These actions occur in the same order as actions from Celerity/Rage/Quicksilver/etc. The player must decide to take extra ac-



tions at the beginning of the round, before any actions have been taken.

Quills The demon's shoulders and upper arms are covered with a ruff of sharp quills that pose a hazard to foes in close combat. An attacker that strikes the demon in close combat suffers one level of Lethal damage.

Caustic Bile The demon is capable of vomiting a stream of corrosive bile at her foes, able to strike targets up to a number of feet away equal to her Faith score. This attack uses the Athletics Ability as a retest, and causes one aggravated damage if successful.

Malefactor

Lore of the Earth

Lore of the Earth uses the Survival Ability for retests.

Basic

Earth Meld

With this Evocation, you bond with the earth beneath your feet. Make a Static Physical Challenge against 7 Traits; if successful, you cannot be moved, picked up, or knocked down without your consent for the remainder of the scene.

Torment – Monstrous demons can sink into the soil and move beneath the earth in any direction they wish with a static Physical challenge against 6 traits. If successful, they can take their normal movement and remain beneath the ground; failure causes them to be forced back to the surface.

Roil the Earth

Using this Evocation, you concentrate on one type of object which could be within the earth (precious metals, a murder victim's corpse, etc) and make a Static Physical challenge against a difficulty of the radius in yards (including depth) you wish this power to affect. If the object or material is within that radius, it is forced to the surface.

Grades of Success: Each Grade of Success increases the radius



[↑ back to top](#)

by two yards, or - if using the Tormented version of this Evocation - an additional Physical Challenge to escape.

Torment – Monstrous demons can use this lore to create a kind of vortex that sucks objects below the surface. Make a Physical challenge against your target; success buries the target three feet beneath the earth, requiring the victim (or those digging them out) to win a combined total of 3 Static Physical challenges - one per round - against a difficulty of 16 Traits to free themselves. Victims who require oxygen to survive suffer the effects of Drowning until they are freed. (Laws of the Hunt: Revised, pg252)

Intermediate

Mold Earth

This Evocation allows you to shape earth and stone, opening doorways in stone or creating walls of earth at will. Make a static Physical challenge against a difficulty by the material you are affecting:

- 10 Unpacked dirt
- 12 Granite
- 14 Concrete or other processed materials

Success indicates that you can affect three square feet of the material, within a range equal to your permanent Faith in yards. The changes you make are permanent, unless you use this Evocation again to reverse your work, and you may continue using this Evocation on successive rounds to shape more and more material.

Grades of Success: Each Grade of Success increases the amount of material affected by one square foot.

Torment – Monstrous demons can affect the earth in the same fashion as less tormented demons, but the material manipulated is incredibly toxic for one day after being affected. Mortal beings that make contact with this tainted earth suffer one level of Lethal damage per turn of exposure.

Earth Storm

With this Evocation, you surround yourself in a storm of rock and earth. Spend one Faith to rip chunks of earth and rock from the ground to form a swirling cloud that reduces the damage of all attacks made against you by three levels. The storm encompasses a radius in yards equal to the character's permanent Faith score, centered on the fallen, and it moves as she moves. If the Malefactor wishes, she can sacrifice one level of this damage reduction to hurl a fist-sized

projectile of earth and stone at a target, requiring a Physical challenge; if successful, this attack inflicts Bashing damage equal to half the Demon's permanent Faith score, rounded up. This evocation lasts for one scene.

Grades of Success: Grades of Success may be spent to increase the damage reduction provided by this Evocation on a one for one basis.

Torment – The barrage invoked by a monstrous demon is more akin to a sandstorm, flaying living beings alive and wearing inanimate objects away in moments. The high-Torment version of this evocation does not provide levels of damage reduction, but instead automatically inflicts Lethal damage each round, equal to half the demon's Torment, rounded up, on everyone within the storm's radius, except the demon herself. Finally, all ranged attacks targeting the demon are down one Trait due to swirling dust.

Advanced

Earthquake

Spend one Faith and make a Static Physical Challenge (difficulty 12) to activate this evocation, which creates a powerful tremor. All characters in the area, which covers a number of square yards equal to the character's Faith score, suffer a 3 Trait penalty to their actions while the quake persists. Small buildings built primarily of wood, including sheds, garages, houses in poor condition and the like, collapse and are destroyed. This tremor persists for three turns.

Grades of Success: A single Grade of Success may be allocated to increase the area of the effect from square yards to square miles. Additionally, Grades of Success may be spent on a one-for-one basis to increase the numerical effects (Trait Penalty and Duration) by one. At a four trait penalty, well constructed houses and brick buildings, such as many schools, collapse; at a five trait penalty, there is widespread devastation as the area is essentially leveled.

Torment – A high-Torment demons causes the earth to heave and spew toxic clouds that are thick with ash and that reek of brimstone. In addition to the previously listed effects, the stinging air causes all within the radius to be down two additional traits on perception challenges, and to suffer one level of Bashing damage each round they are exposed to the fumes.

Kishar, the Visage of the Earth

The Visage of the Earth confers the following Basic Form powers.

Increased Size The character's body grows to a third again its own height, adding the following Physical traits: Brawny x2, Quick x1, and Rugged x1

Immune to Bashing Damage The character is immune to attacks that inflict bashing damage.

Irresistible Force The character may call an Irresistible Force retest on all challenges involving raw strength: lifting, breaking, or the like, including strength based attacks.

Night Vision The character can see in total darkness as though it were daylight. They take no penalties from darkness, including supernatural darkness.

Torment:

The Visage of the Earth confers the following High-Torment powers.

Extra Limbs The demon grows a second set of arms. Extra arms allow a character to make two additional physical attacks each round (during Celerity, Rage, etc).

Gaping Maw The demon's metabolism is like a blast furnace, capable of consuming virtually any material without harm. Metal, stone or flesh is chewed up and digested with ease. The character's bite attack is treated as a weapon that adds +4 Bonus Traits and inflicts a base 2 levels of Aggravated Damage. The demon can also, given time, chew through almost any substance.

Spikes The demon's body is covered in sharp, stony spikes, adding a level of aggravated damage to Brawling attacks.

Ichor A foul black ichor covers the demon's body, making him difficult to grab or restrain. The demon gains a free retest to resist or escape being grappled.



Lore of Paths

Lore of Paths uses the Awareness Ability for retests.

Basic

Find Path

With this Evocation, the demon determines if a path exists to a given destination within specified criteria. Your character must state the criteria for the path she seeks, and make a Static Mental challenge against a difficulty as set out below.

- 12 A path through a stretch of impenetrable forest or swamp
- 14 A path across an open field that allows her to move undetected
- 18 A path that leads her unharmed through a raging house fire

If the challenge is failed, the path cannot be found, but if it successful, the path is revealed as a faint, silver-blue line. This power only alerts the character to the existence of a path, it does not remove or negate obstacles along it. Note: this power does not create paths, but only allows the Fallen the Ability to locate ones if they already exist.

Torment – Monstrous demons are able to seek paths just as their more human peers can, but the difficulty is increased by one-half the demon's Torment, rounded up. The more murderous the demon is, the less she is prepared to perform a concentrated search.

Lay Path

With this Evocation, you may now lay new paths to suit your needs. The demon must determine the criteria for the path she wishes to lay, and the distance it is to cover, and then make a static Mental Challenge. The difficulty of the challenge increases according to the complexity of the path. A shortcut that reduces travel time between two points, allows the user to pass unobserved, and is wide enough to permit multiple people to walk it at once is very complex, and could have a difficulty as high as 18 or more. If the Challenge is successful, 300 yards of Path are created. If that is not sufficient to reach the destination, this Evocation must be used again, on succeeding turns, to extend the Path another 300 yards, until the destination is reached. Paths created in this way persist a number of days equal to the Fallen's permanent Faith Score; the player may make them permanent by expending a temporary Willpower. This power will remove obstacles along the path, presuming that the criteria of the path dictate such.

Grades of Success: Each Grade of Success extends the distance covered by the Path by 100 yards.

Torment – Monstrous demons can lay paths as well, but the taint that becomes worked into the fabric of a trail makes the course unpredictable and dangerous. Anyone traversing such a path must make a simple test: failure indicates that they exit the path at a random point along its length – a potentially fatal mishap if the path in question leads under a lake or through a mountain.

Intermediate

Conceal Path

This Evocation allows you to camouflage a Path you have created; make a Static Mental Challenge against 12 Traits, and record your Mental Trait total if successful. Anyone attempting to find your Path at a later time must make their Find Path Challenge against your Trait total, rather than the standard difficulty. This evocation lasts for a number of days equal to your permanent Faith score, though it can be made permanent with the expenditure of a one Willpower.

Grades of Success: Grades of Success may be spent on a one-for-one basis to increase the Difficulty of all Find Path Challenges made to detect your concealed Path.

Torment – Monstrous demons do not hide a path so much as they lay a trap for the unwary. When the evocation is performed, the trap is laid for a number of days equal to the demon's Torment score. Anyone traversing the path in question during that time takes three levels of Bashing damage. A successful Awareness challenge will reveal the trap, but it cannot be disarmed or avoided.

Close Path

This Evocation allows you to seal both ends of a Path, and even to lock it with specific words that will serve as a key. Spend one Faith and make a static Physical challenge against the difficulty of finding the path in question. If successful, the path is closed. If travelers walk the path at the time, they are trapped within until the demon chooses to open it again. You can spend a temporary Willpower for your character to create a keyword that other demons (and thralls) can use to unlock and travel the path.

Paths closed with this power can be forced open by another demon with an extended Willpower Challenge, once each turn, against your total points of Willpower at the time you used Close Path; the other Fallen must win a number of these tests equal to your Faith points at the time you closed the Path.

Torment – Monstrous demons do not close paths – they collapse them. You must engage in a Challenge identical to that required to create the Path in question with Lay Path; this may take

multiple turns. If successful, the path collapses and is destroyed. Anyone traveling the path at the time must engage in a static Physical challenge against difficulty of 16. Success indicates that they exit the path at a random point along its length. Failure indicates that they are trapped between the physical and spiritual realms and begin to suffocate (See drowning rules, Laws of the Hunt: Revised, pg252). The character may attempt the Physical Challenge again, once each minute, until they either exit the path or are killed. If the character dies, her body does not return to the physical realm.

Advanced

Warp Path

With this Evocation, you alter the parameters of a pre-existing Path. Spend one Faith point and engage in a static Physical challenge against the difficulty of finding the path, the storyteller should increase the difficulty further depending on the effect you desire to inflict upon the path. The Malefactor can alter a path so that it loops on itself, decreases travel time by a factor of three, or even goes to a destination its creator never intended. The duration of the effect is a number of days equal to your Faith score, or it can be made permanent by expending a point of Willpower.

Grades of Success: A Grade of Success may be spent to increase the travel time factor, or to add a second one of the effects listed above.

Torment – Monstrous demons create warped paths that prey upon the minds of travelers, as well. In addition to any alterations made to the path itself, travelers crossing it must make a Willpower Challenge against 12 Traits upon reaching their destination. If the test fails, they gain a temporary derangement, and throw a simple test: on a loss, the derangement is permanent.

Antu, the Visage of Paths

The Visage of Paths confers the following Basic Form powers.

Dead Reckoning You character is always aware of where she is in relation to known landmarks, no matter how far away those landmarks may be. Unless affected by spatially distorting evocations such as Warp Path, she can never lose her sense of direction.

Enhanced Perception The demon gains a free retest on all perception challenges.
Improved Initiative Add two to the demon's initiative.

Flashing Fingers The character is capable of supernatural sleights of hand, seeming to conjure items out of thin air, only to make them vanish again with a flick of the wrist. She can draw an item from a pocket or conceal an item without detection. Observers must engage her in a perception challenge to notice such movements.

Torment:

The Visage of Paths confers the following High-Torment powers.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way. She leaves no footprints and disturbs no foliage.

Alter Size The demon can alter her physical size in order to slip through narrow gaps or crawl into impossibly small spaces. She can reduce her size to as little as a third her original volume if desired. When reduced in this way, the character gains two traits in all Dodge challenges.

Mirage Air warps around the demon, creating an optical illusion that misleads an opponent as to how far away the being really is. The character gains a free retest when defending against ranged attacks, and one bonus trait against close-combat attacks. Demons may resist this effect like any other illusion.

Relentless The demon can walk or run without need of rest, able to cover superhuman distances without pause. As long as she stays in motion, she is unaffected by fatigue or hunger.



Lore of the Forge

Lore of the Forge uses the Crafts Ability for retests.

Basic

Enhance Object

With this Evocation, you gain an innate understanding of an object and its function, and can even repair it or make adjustments to improve its function. Make a Static Mental Challenge against a difficulty as listed below:

- 10 A hammer or other simple tool
- 16 A car or other complex machine
- 20 A computer or other high tech device

Success allows the demon to gain an understanding of the object touched; she may use

the object as though she had a basic familiarity with it (if she does not possess the appropriate Ability, such as Drive, Firearms, or Computers, she may count Enhance Object as a single level of that Ability). If the object is damaged, the demon can also repair it as part of this Evocation. Alternatively, success allows the creation of one of the nine printed Enhanced Items, as listed in Chapter 6.

Grades of Success: With a single Grade of Success, the Fallen may improve the object: it grants an (additional) bonus trait in its use (a +3 Trait sword becomes a +4 Trait sword, for instance). This effect lasts for one scene, though the demon can make its effects permanent by spending a temporary Willpower. Granting a bonus trait with Enhance Object can be done once per object, ever.

Torment – Objects repaired or enhanced by a monstrous demon are tainted by the demon's hatred, infusing them with a tendency to inflict misfortune and death. Each time such an object is used, make a simple test. On a loss, the item causes some kind of misfortune or death; weapons tend to strike the user, or someone close to them.

Activate Object

Use this Evocation to operate mechanical objects by sheer force of will. Make a static Mental challenge with the difficulty determined by the complexity of the object:

- 10 Cause a door to open
- 16 Make a pistol chamber a round and fire

This evocation works only on objects that operate by simple, mechanical means. Hinges move, levers operate, but hammers don't pick themselves up and start banging away at nails. An elevator button could depress or a computer's power switch could turn on or off, but the inner workings of the computer's memory aren't affected. The character can affect a single object within a number of yards equal to their Faith.

Torment – A machine affected by a monstrous demon's will often breaks or goes wildly out of control, damaging or destroying it in the process. When this power is activated, the object suffers a number of health levels of damage equal to half the demon's Torment, rounded down. When an object suffers more damage than it has bonus traits or health levels, it is destroyed.

Intermediate

Shape Object

You may use this Evocation to work matter with ease, creating finished objects in a single action. Make a static Physical challenge against a difficulty set by the storyteller:

- 7 A hammer
- 11 A clock
- 16 An internal combustion engine or electric generator
- 21 A computer

Items created in this fashion are permanent, until destroyed.

Torment – Objects created by a monstrous demon are dangerous and unpredictable, equally capable of inflicting tragedy as they are of functioning as designed. Objects created in this manner have the same downside as those affected by a Tormented Evocation of Enhance Object, above.

Enchant Object

This Evocation is used to create an infernal Relic. Creating an enchanted object is a laborious and expensive process, requiring substantial investments of time and energy.

Torment – Monstrous demons create cursed objects that consume the souls of their owners and wreak misery on those close to them, functioning as per the Torment rules for Shape Object and Enhance Object, above . Mortals using such items lose a point of temporary Willpower each time the item is activated (in addition to the one required to activate it), while demons gain one point of Torment.

Advanced

Imbue Object

With this Evocation, you may bind a mortal or demonic soul into an object or reliquary. Your character must prepare a suitable vessel to hold the spirit in question: one made of natural materials and be shaped by hand. See Chapter 6 for further details.

Torment – Monstrous demons who bind souls with this evocation are tainted by the Malefactor's Torment, twisting the spirits into maddened, malevolent entities. Mortal souls bound in this fashion suffer a permanent derangement, determined by the storyteller. Fallen bound in this way have their permanent Torment increased by one.

Mummu, the Visage of the Forge

The Visage of the Forge confers the following Basic Form powers.

Master Artisan The demon gains a free retest on Crafts Challenges, and treats all Crafts abilities they possess as if they were two levels higher when determining the quality of items they can create.

Increased Size The character's body grows to a third again its own height, adding the following Physical traits: Brawny x2, Quick x1, and Rugged x1

Thunderous Voice The character's shout shatters glass and makes stone tremble. Once per scene, as an action, the demon may inflict two Bashing Damage on all Individuals within a number of yards equal to their permanent Faith score.

Immune to Fire The character is immune to damage from fire.

Torment

The Visage of the Forge confers the following High-Torment powers.

Blades The fingers of the Mummu end in curved blades of razor-sharp iron, inflicting aggravated damage with Brawling attacks.

Extra Limbs The demon grows a second set of arms. Extra arms allow a character to make two additional physical attacks each round (during Celerity, Rage, etc).

Magnetic Field The demon is surrounded by a magnetic field intense enough to disrupt electronic devices within a radius equal to the character's Faith in yards.

Iron Skin The character's iron-like skin reduces all damage inflicted on the demon by two levels.



Fiend

Lore of Patterns

Lore of Patterns uses the Intuition Ability for retests.

Basic

Sense Congruence

This Evocation reveals people or occasions that are important in a convergence of events. Specify what kind of event you are trying to detect - a murder, a car accident, a summoning - and make a Static Mental Challenge against 7 traits. If successful, you search the pattern a number of days into the future equal to your permanent Faith score. If the Storyteller rules the type of event you are searching for will occur during that span of time, you receive a vision of the location.

Grades of Success: For a single Grade of Success, you also receive a better idea of when the convergence will occur: instead of knowing the murder of the police chief happens sometime over the next ten days, for instance, you know that it will take place on Tuesday evening. For a second Grade of Success, you also see images of the people involved.

Torment – Monstrous demons are only able to use this Evocation to sense future events of violence and destruction.

Trace Pattern

By using this Evocation at the place where an event took place, you may analyze the forces that caused the event. Make a static Mental challenge against a difficulty of 7 Traits; if successful, the demon sees the immediate circumstances surrounding the event, up to a few minutes preceding it - the dog that runs into the road, causing a driver to swerve and create a five car pileup, for instance.

Grades of Success: For a single Grade of Success, you may trace patterns of causality back up to fifteen minutes prior to the event.

Torment – Monstrous Fiends can attempt to trace any pattern they wish, but they can focus on only sources of violence or injury that pertain to the event.

Intermediate

Foresee

Reflexive: With this Evocation, you predict actions and events in your immediate area. Spend a Mental trait at the beginning of a Combat Round to activate this evocation: for the next three Rounds, your character cannot be surprised. In addition, your character may act at any Initiative order you choose in combat, superseding all other actions, including those of other supernatural beings with powers of speed.

Grades of Success: For each Grade of Success, this Evocation persists an additional Round.

Torment – Monstrous demons are less interested in viewing the subtle shifts of patterns as they are in inflicting misery on their victims. Spend a Mental trait at the beginning of a Combat Round to activate this evocation. For the remainder of the Round, you gain a free Foresee retest on all Challenges to dodge incoming attacks.

Causal Influence

This Evocation allows you to not only predict events days in the future, but discover which causal threads you must affect to achieve your desired outcome. Spend one Faith point and make a Static Mental Challenge with a Difficulty based on what you are focusing on:

- 12 A specific person
- 14 A specific place
- 18 A specific event

You can view three days into the future if successful, in a torrent of images, showing the most likely fate of a specific person, place or event, barring any outside interference. The storyteller should describe the scene as if the demon were an outside observer. You aren't privy to the thoughts of the individuals involved, and must decide the context and meaning of relationships and actions yourself. You may then ask up to three questions of the Storyteller to clarify what you see or provide further details.

For example, say a demon wants to observe the fate of one of her thralls. The player makes the Mental challenge and succeeds. She sees the events of the next few days in the thrall's life and sees that he will be hit by a bus. She can ask three questions such as: Why does the bus hit the thrall? She then gets an image of the bus driver moments before the accident and sees that he is distracted by one of the passengers. Armed with this information, the demon can decide how she wants to try to affect the outcome according to her desires.

Grades of Success: For each Grade of Success, you see an additional day into the future and may ask an additional question.

Torment – Monstrous demons use this evocation to gain insight into the dangers surrounding an individual, and how to manipulate these risks to cause injury or misfortune. The high-Torment version of this evocation shows the Fiend where the subject (be it a person, place or event) is at risk of suffering an accident or other misfortune, and it shows the best way to cause the tragic circumstances to occur.

In the example with the thrall and the bus above, the high-Torment version of the evocation provides the same images, but the vision of the distracted driver indicates what must happen for the tragedy to occur - it's often difficult to tell the difference between a viewing that warns of tragedy, or that hints at causing one.

Advanced

Twist Time

With this powerful Evocation, you alter the flow of time in a small area, creating a bubble where time passes faster or slower than the rest of the universe. Spend one Faith make a Physical Challenge against a Difficulty as listed below:

- 14 Everything in the bubble moves faster than the outside world
- 16 Everything in the bubble moves slower than the outside world
- 18 The outside world freezes in relation to the bubble

The 'bubble' of effect has a radius of one yard per point of permanent Faith the demon possesses, and lasts for up to three Rounds of subjective, inside the 'bubble time'. When this evocation is in effect, nothing and no one inside the bubble can interact with the world beyond and vice-versa. To the outside world, the demon and everyone within the bubble simply disappear. Within the bubble, actions may be taken as normal. Objects and individuals can exit the bubble (or be forced out), in which case they return to the normal time stream. If the Fiend herself exits the bubble, it collapses, returning the time stream to normal. Outsiders who enter the bubble's space do not join its altered time unless your character wishes.

The maximum amount of temporal distortion is determined by a multiple or factor of the character's Faith score. For example, if the Fiend performing the evocation has a Faith of 5, she could choose the distortion to be as great as five to one: five turns for every one turn spent in the bubble, or vice-versa.

Grades of Success: For each Grade of Success, this Evocation subsists for an additional round of subjective 'bubble time.'

Torment – Monstrous demons use this evocation to hurl unsuspecting victims out of phase with the time stream. To the victim, the experience is instantaneous and horrifying, a momentary brush with the void between realms that leaves terrible scars on a person's sanity. The evocation may affect every individual within a number of yards equal to the character's Faith score: make a mass Mental Challenge against all who are within this radius. Those who fail are knocked out of the time stream for three rounds and lose a temporary Willpower for each round spent out of time. If they are reduced to zero Willpower by this evocation, they gain a permanent derangement. For the duration of this power, to all indications, the victims simply cease to exist.

Ninsun, the Visage of Patterns

The Visage of Patterns confers the following Basic Form powers.

Wings A pair of swan's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Improved Initiative The character adds two to her initiative.

Enhanced Intuition The character's uncanny insight grants a free retest on all Intuition challenges.

Enhanced Mental Acuity The character receives the following bonus traits: Knowledgeable x1, Wily x1, and Alert x2

Torment

The Visage of Patterns confers the following High Torment powers.

Aura of Misfortune Any individuals caught within a distance in yards equal to the demon's Torment must bid an extra trait on all challenges.

Extra Actions Faith points can be spent to gain extra actions in a turn at a rate of one point per action. These actions occur in the same order as actions from Celerity/Rage/Quicksilver/etc. The player must decide to take extra actions at the beginning of the round, before any actions have been taken.

Extra Limbs The demon grows a second set of arms. Extra arms allow a character to make two additional physical attacks each round (during Celerity, Rage, etc).

Sibilant Whispers The character gains a free retest on all Subterfuge challenges.

Lore of Portals

The Lore of Portals uses the Occult Ability for retests.

Basic

Open/Close Portals

With this Evocation, you control doors and windows you encounter. Make a Static Mental Challenge against a number of traits determined by the complexity of the lock on the portal.

8 A simple window

10 A prison cell door

If you succeed, the portal opens, closes, locks or unlocks at your touch.

Torment – Monstrous demons do not open or close portals so much as they smash them open or jam them shut. When a high-Torment demon affects a portal with this evocation, the portal is damaged by the action the demon desires and will not function afterward until repaired.



Create Ward

With this evocation, you seal all portals (doors, windows, etc) in an area. The character must be inside the area she wishes to seal with this evocation. Make a Static Social Challenge against 6 Traits; if successful, the Fiend wards an area against anyone and everyone outside for a single scene. Clouds of fog obscure entryways and windows, and they become solid if anyone attempts to pass through them on any plane of existence. Once sealed, the area cannot be entered, even using the Lore of Paths or Lore of Realms. Any attempts to overpower the ward require a Willpower Challenge against you.

Grades of Success: For each Grade of Success at the time of the Evocation, you receive a bonus Trait on any Willpower Challenges may to prevent intruders, as described above.

Torment – Monstrous demons are capable of creating wards, but their energies do not restrict invaders so much as they inflict pain on those who attempt to enter a protected space. When an intruder crosses a warded portal, they suffer three levels of Bashing damage, plus an additional level for each Grade of Success on the Evocation.

Intermediate

Teleport

With this Evocation, you may use an exiting portal to teleport yourself to a similar portal at a far away location. Make a Static Mental challenge against a difficulty determined by your familiarity with your destination:

- 12 An intimately familiar destination, such as your home
- 14 A destination you visit frequently
- 16 A destination you have visited only once

You must have visited her destination at least once before to be able to travel there with this evocation, and there must be a portal there identical to the type you enter. If you step through a doorway, there must be a doorway at your destination. You can travel up to 100 miles for each point of temporary Faith you have at the time you perform this Evocation.

Torment – Monstrous demons performing this evocation are severely hampered by their lack of focus. If this evocation is successful, you must make a Static Willpower challenge against a difficulty of your own Torment; failure transports you to a random (but familiar) location as determined by the storyteller.

Co-Locate

This Evocation is similar to Teleport, save that you may tie two portals together for a longer duration, permitting others to use them as well. Spend one Faith and make a Static Physical Challenge against a difficulty determined by your familiarity with your destination:

- 12 An intimately familiar destination, such as your home
- 14 A destination you visit frequently
- 16 A destination you have visited only once
- 18 A destination you have never visited, following someone else's description

Success connects the portal this evocation is used on another portal in the location desired. The doorway remains open for three rounds (though you may end this power at the end of any round before then), allowing others to follow you through the portal. Other than the Ability to Co-Locate to a place you have never visited before, and the modifications listed above, this power otherwise has the same qualifications and restrictions as Teleport, including range.

Torment – Monstrous demons can create co-locations, but those passing through are momentarily exposed to the demon's Torment, and risk severe psychological trauma or madness as a result. Anyone passing through must make a Willpower challenge against the demon's permanent Torment or gain a temporary derangement.

Advanced

Doorway into Darkness

With this Evocation, you create a doorway into the space between this realm and the spirit realms. Spend one Faith point and make a Static Physical challenge against a Difficulty of 12. Success turns a portal into a threshold between realms which remains for only one turn. Individuals who pass bodily through find themselves in a bleak, desolate mirror image of the physical world, one wracked by howling winds that wear away at living minds. This realm lies between the mortal world and the other realms (Shadowlands, Umbra, etc), and is influenced by events in both, though it is home to no native entities itself.

Mortals who cross over into this between-space lose one Willpower point for each turn they are there. Once their Willpower is gone, they gain a temporary derangement and suffer one



level of Bashing damage per turn, which may not be prevented or reduced in any way. Demons can remain in this shadowy realm for a number of turns equal to their permanent Faith score without ill effects. After that point, they begin to suffer bashing damage as well. This evocation must be performed a second time to open a doorway that allows the Fiend or another to return to the physical realm.

Torment – When a monstrous demon opens a portal to the shadow lands, she risks losing focus and allowing some of the energies from beyond to slip into the physical realm. If the evocation succeeds, make a Static Willpower Challenge against your own Torment. Failure indicates that the winds of the cosmic storm seep through, causing all mortals in the immediate area to make a Willpower Challenge against 8 Traits. If they fail, they must flee in terror, and make a simple test; on a loss, they suffer a temporary derangement.

Nedu, the Visage of Portals

The Visage of Portals confers the following Basic Form powers.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way. She leaves no footprints and disturbs no foliage.

Enhanced Perception The demon gains a free retest on all perception challenges.

Increased Awareness The fallen is especially attuned to the fabric of reality, granting a free retest on all Awareness challenges.

Wings A pair of swan's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Torment

The Visage of Portals confers the following High-Torment powers.

Cloak of Shadows The demon is shrouded in a pall of darkness, making her features difficult to see in the best light and rendering her near invisible at night. The character gains a free retest on Stealth challenges when standing in shadows. Anyone attacking the Nedu is two traits down, and must automatically retest any successful challenges due to the darkness, unless they use the Blindfighting Ability to cancel the retest.

Improved Initiative Add two to the character's initiative.



Enhanced Dodge The demon gains a free retest on all Dodge challenges.

Casts no Reflection The demon's image does not appear in a mirror, nor can it be captured in a photograph or by video camera.

Lore of Light

The Lore of Light uses the Science Ability for retests.

Basic

Light

This Evocation fills an area with pale, silvery light. Make a Static Physical Challenge against 7 Traits to illuminate an area of three cubic yards, centered on you. The light persists for a number of rounds equal to the Fallen's permanent Faith Score. When used tactically, intense flashes of light can be focused in a single direction. Any individuals, friend or foe, who are looking in that direction at the time of the flash must defeat you in a Physical Challenge or take three Bashing damage. Flashes of light appear only for one turn.

Grades of Success: For each Grade of Success, you may increase the area of your illumination by an additional cubic yard, or increase the amount of damage dealt by a flash by one level.

Torment – Monstrous demons fill their surroundings with inky, suffocating darkness, affecting an area as above. They can move unhindered through this darkness. Other individuals within the area of effect are effectively blind: they suffer a forced retest on any challenge depending on sight, and are two traits down.

Bend Light

With this Evocation, you bend light around yourself as camouflage. Make a Static Physical Challenge against 7 Traits; if successful, for the remainder of the scene, you gain a free retest on Stealth challenges and when attempting to avoid ranged attacks. Melee attacks may be made as normal, as this camouflage is less effective at close range. Other Fallen, and Thralls who have been gifted with resistance to illusions, may employ that Ability normally to resist this Evocation.

Torment – Monstrous demons do not bend light so much as they distort it into crazed, eye-straining patterns. The demon gains a free retest to avoid all attacks, but no benefit on Stealth Challenges.

Intermediate

Phantasm

This Evocation allows the Fallen to create ghostly images which perform a rote set of actions. Make a Static Mental with a difficulty set by the complexity of the desired illusion:

- 12 A single, ghostly individual
- 16 A whole scene with multiple individuals

You may 'program' up to three actions into your illusion, which will run in a loop, persisting for a number of days equal to your permanent Faith Score. This power is subject to demonic Resistance to Illusion, as described under Bend Light, above

Grades of Success: Each Grade of Success allows you to add another action to the illusion.

Torment – A monstrous demon's phantasms, no matter how simple or apparently benign they are, remain subtly disturbing, even on a subconscious level. Each individual watching must make a Static Willpower Challenge, against 8 Traits, or flee the area.

Illusion

Refining Phantasm, with this Evocation you are now capable of creating images that seem real until touched, as well as modifying or animating them on the fly. Spend one Faith point and make a Static Mental Challenge against a difficulty set by the complexity of the desired illusion:

- 12 A static object, such as a chair or table
- 14 A simple object in motion, such as a thrown ball
- 16+ Living beings, such as people or animals

These illusions may not speak, or create sounds, being only visual; any Challenges that might be required use your Mental Traits (such as if a Character tries to tackle an illusionary enemy). You may maintain a number of different Illusions at the same time equal to your permanent Faith Score. The effects of this evocation last for a single scene, and this power is subject to Demonic Resistance to Illusion, as outlined above.

Torment – A monstrous demon's illusions are overtly unsettling, reflecting the demon's inner corruption in subtle but frightening ways. Any individual witnessing these illusions must make a Static Willpower Challenge against 9 Traits or flee; if they fail, they must win or tie a Simple Test or gain a temporary Derangement.

Advanced

Coherent Light

You may use this Evocation to compress light to the point that it becomes nearly solid, able to interact with the physical world. Spend one Faith point and make a Static Social challenge against the same difficulties detailed under Illusion. Your illusions still use your Mental Traits for any Challenges, but may inflict damage based on the nature of the illusion (swords inflict the same amount of damage as a real sword, etc). These illusions remain silent; furthermore, if they suffer so much as a single level of damage, they vanish. You may maintain a number of different Illusions at the same time equal to your permanent Faith Score. The effects of this evocation last for a single scene, and this power is subject to Demonic Resistance to Illusion, as outlined above.

Torment – The constructs fashioned by a monstrous demon are shaped in part by her hatred and despair, and unless controlled carefully, the illusions act of their own accord, lashing out destructively at their surroundings. You must make a Static Willpower Challenge against their own Torment each round; should you fail, the illusions attack the nearest living beings to the best of their Ability. You are not obligated to attempt to maintain control of your illusions, if you prefer to allow them to rampage freely...

Shamash, the Visage of Light

The Visage of Light confers the following Basic Form powers.

Enhanced Mental Acuity The character receives the following bonus traits: Knowledgeable x1, Wily x1, and Alert x2

Night Sight The character can see in total darkness as though it were daylight. They take no penalties from darkness, including supernatural darkness.

Chimerical Aura The demon gains a free retest when Dodging. Other demons and thralls with the capability are able to resist this effect thanks to their inherent powers.

Unearthly Glamour The character gains two bonus traits on all Social Challenges. Other demons and thralls with the capability are able to resist the effects of this as well.

Torment

The Visage of Light confers the following High-Torment powers.

Hypnotic Visions The aura of light and shadow surrounding the demon distracts and disquiets the mind of her foe. Anyone wishing to attack the demon must make a Static Mental challenge

against her Torment or lose their action. Other demons and thralls with the capability may resist this effect.

Dread Mien The demon gains two bonus traits on all Leadership and Intimidation challenges.

Chimerical Attack The swirling illusions surrounding the demon attack others already engaged in close combat with the fallen. The chimerical figures act on the demon's initiative and attack a single opponent in close combat. Use the demon's Torment as traits for the attack, which inflicts two aggravated wounds if it hits.

Cast No Reflection The demon's image does not appear in a mirror, nor can it be captured in a photograph or by a video camera.

Defiler

Lore of Longing

The Lore of Longing uses the Empathy Ability for retests.

Basic

Read Emotion

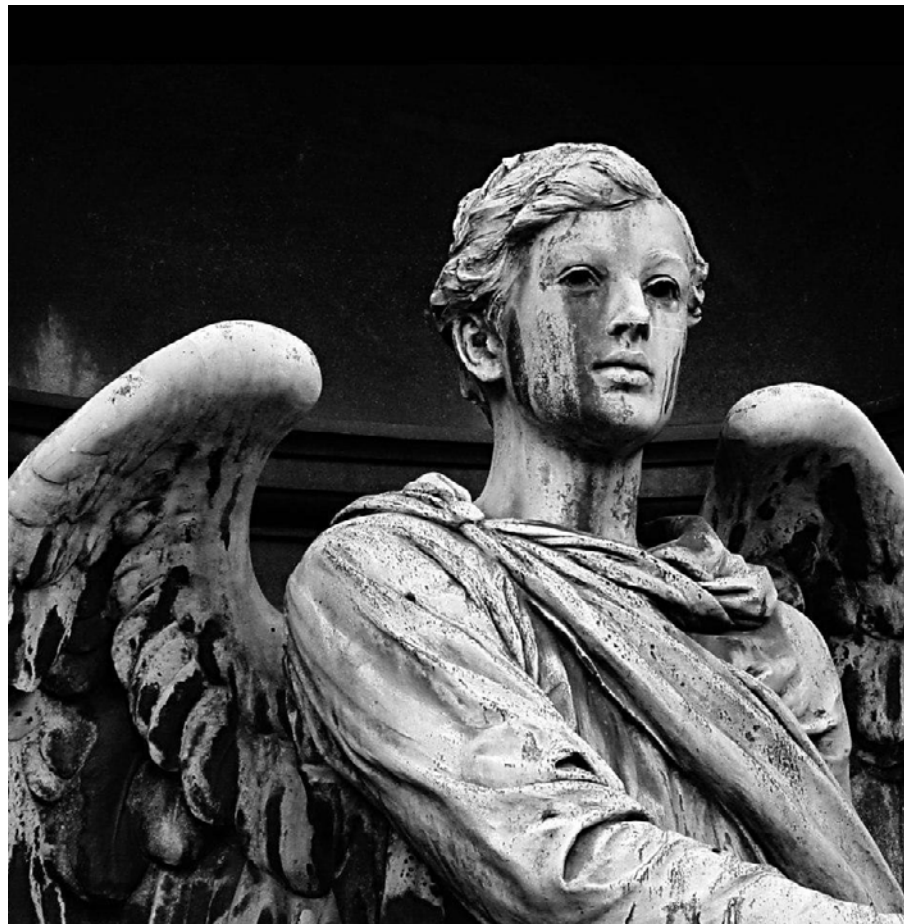
You may use this evocation to gain insight into the desires of a single Mortal at a time. Make a Static Social Challenge against 7 Traits; if successful, you gain a free retest on all Social Challenges against the target for the remainder of the scene. The demon may change targets, but doing so requires a new Challenge to activate this power.

Torment – Monstrous demons are more adept at drawing out a victim's dark nature and fueling it in the process. The subject comes away from an exchange entertaining thoughts she hadn't dared contemplate before; after a scene in which they are targeted with the Tormented version of Read Emotion, mortals must win a Static Willpower Challenge against your Torment, or act on their darkest desires (making her boss pay for all those years of verbal abuse, for example, or entertaining the affair with a co-worker she's resisted for so long). The effect lasts for a number of days equal to the Defiler's permanent Faith score.

Empathic Response

Using this Evocation, you read a target's desires and react to them, molding yourself to meet their expectations. Make a Social challenge against your target; if successful, the mortal reacts to your character with complete trust, obeying any reasonable request your character makes. This evocation can be directed at only a single individual at a time. The effects last for the duration

of the scene or until the demon turns its attention to a new victim.” to “The effects last for the duration of the scene or until the demon turns its attention to a new victim; player characters affected by this Evocation are freed of its control if attacked by the demon, or the demon’s allies.



Torment – Monstrous demons use this evocation to inspire fear instead of affection: they mold their behavior to speak to a victim’s worst fears, becoming the type of person that

the mortal will dread most. If you are successful in a Social challenge against the target, the mortal is completely intimidated by your character. She takes no action against you, and leaves the area if at all possible. Further Intimidation challenges are two traits up against that target for the remainder of the scene.

Intermediate

Manipulate Senses

By using this Evocation and touching your target (which may require a Physical challenge), you may heighten their senses and physical sensations. The target gains a free retest on all Perception Challenges for the duration of the Evocation, but if injured, suffers wound penalties as if one category worse on the Health Chart. Demons can resist this power by defeating you in a contested Willpower Challenge. This evocation lasts for a number of rounds equal to the demon’s permanent Faith score.

After the effects have worn off, the target must make a Static Willpower challenge against 7 traits: failure means they are forced to retest any successful Perception Challenges for the remainder of

the scene. Furthermore, if they lose they must win or tie a Simple Challenge to avoid suffering from these dulled senses permanently. In this case, they are now addicted to the Evocation, and can only regain their full senses while experiencing it.

Torment – Monstrous demons use this evocation to inflict searing agony or to warp the awareness of their victims. Targets of this power suffer a forced retest on successful Perception Challenges for the duration of the effect, instead of gaining a bonus; the increased Wound Penalties still apply, as above.

Obsession

With this Evocation, you heighten a subject's existing desires until they can think of nothing else. To enact Obsession, the demon must first know one of her victim's long-held interests or desires and be within a number of yards of the subject equal to her permanent Faith score. Spend one Faith and make a Social Challenge against the target. Success indicates that the target's desire becomes a source of obsession. They know no peace unless they take reasonable steps to make their desire a reality. They must make a Static Willpower Challenge (Difficulty 7) to undertake actions that run counter to this ideal for a scene, but they are not able to eat or sleep until their desire is fulfilled. This evocation lasts for a number of days equal to the Defiler's permanent Faith score, or until the mortal succeeds in sating his obsession, whichever comes first.

Torment – Monstrous demons use this evocation to make a victim psychotically obsessive, removing



all inhibitions and exaggerating the victim's need to the point of physical pain. The victim does anything within his power to fulfill his desire, no matter how destructive or dangerous it is. Failing to do so forces the target to bid an additional trait on all Challenges until they make a constructive effort toward their goal.

Advanced

Inspire

This Evocation pushes a target Mortal to the full potential of their insight and awareness. Spend one Faith and make a Static Mental Challenge against 7 Traits. If successful, the target of this evocation gains three named traits of your choice, split between the Social and Mental categories; this Evocation can temporarily surpass their normal Trait maximums. These Traits last for a number of days equal to the Defiler's permanent Faith Score. When the effect wears off, the mortal must make a Static Willpower challenge against 7 traits, or lose a permanent Willpower as they crash back down to reality.

Grades of Success: For each Grade of Success, the target Mortal gains an additional named Trait.

Torment – Monstrous demons use this evocation in a similar fashion, but they push the victim over the edge from genius to madness, creating talented but dangerous lunatics. The high-Torment effects of this evocation give the target a temporary derangement in addition to the Traits listed above. If the target fails their Static Willpower challenge, they not only lose the permanent Willpower, but the derangement becomes permanent as well.

Ishhara, the Visage of Longing

The Visage of Longing confers the following Basic Form powers.

Enhanced Social Traits The character's physical appearance, poise and grace leave humans in stupefied awe. The demon gains the following bonus traits: Charismatic, Genial, Persuasive, Gorgeous, and Alluring

Lyrical Voice The demon gains two bonus traits on all Leadership and Subterfuge challenges.

Enhanced Senses The character's five senses are heightened to superhuman levels, granting two Bonus Traits on all Perception related challenges.

Enhanced Intuition The character's uncanny insight grants a free retest on all Intuition challenges.

Torment

The Visage of Longing confers the following High-Torment powers.

Claws The character manifests claws that inflict aggravated damage in Brawl attacks.

Venom The claws and saliva of the Ishhara are poisonous. Targets exposed to the venom suffer half the Demon's Torment in Bashing Damage.

Extra Limbs The demon grows a second set of arms or a set of tentacles, at the player's discretion. Extra limbs allow a character to make two additional physical attacks each round (during Celerity, Rage, etc).

Cast No Reflection The demon's image does not appear in a mirror, nor can it be captured in a photograph or by video camera.

Lore of Storms

The Lore of Storms uses the Science Ability for retests.

Basic

Summon Water

This Evocation allows the Fallen to summon water from a nearby source. Make a Static Physical challenge with a variable difficulty:

- 12 A thick fog (-2 Trait penalty on all Perception challenges)
- 14 A sudden shower (douses natural fires)
- 16 A torrent of water (Physical Challenge to avoid Drowning)
- 18 A raging flood (Physical Challenge to avoid Drowning; see Laws of the Hunt: Revised, pg 252)

Success indicates that the demon has managed to summon the desired amount of water, and that it remains somewhat under their influence. The effects are up to the storyteller. The effects of this evocation continue for a number of rounds equal to the character's permanent Faith Score.

Torment – The water that a monstrous demon summons is slimy and foul, spreading sickness and disease. Victims exposed to this polluted water risk developing deadly diseases that manifest within days or weeks. Mortals and demons exposed to this tainted water for more than one turn risk becoming infected, unless they succeed in a Static Physical challenge against the demon's Torment. Diseases acquired are up to the storyteller (see Laws of the Hunt: Revised, pg253), but should reflect the demon's Torment in severity. A demon with a Torment of 6 will not spread as deadly a disease as one with Torment of 9.

Water Form

By using this Evocation, you turn into water, either as liquid or mist. Make a Static Physical Challenge against 7 Traits to enter Water Form. Once transformed, the character leaves her clothes and possessions behind. She can travel anywhere water or air can reach while in water or mist

form, and she is immune to any damage. The Defiler can remain in this form for a number of rounds equal to their permanent Faith Score.

Torment – The water form of a monstrous demon is polluted by its Torment, and contact with it causes chemical burns. For each turn that a victim is in contact with the Defiler’s ‘body’, they suffer one Lethal damage.

Intermediate

Manipulate Weather

This Evocation allows you to alter existing weather patterns. Make a static Mental challenge against a variable difficulty based on the weather phenomenon you wish to control:

- 12 Minor rainstorm
- 14 Thunderstorm
- 16 Major storm
- 18+ Tornadoes or hurricanes (See the MET Camarilla Guide, pg93 for weather rules)

Alternatively, the Defiler can alter the temperature in her area by up to three degrees. This evocation affects an area with a radius in miles equal to the demon’s permanent Faith Score. Note that all weather affected must be present or within line of sight: this power cannot spontaneously create new weather effects.

Winning the challenge allows the demon to alter the direction, intensity, or other aspects of the weather pattern itself at storyteller discretion, but cannot completely create or dispel a weather effect.

Grades of Success: Each Grade of Success allows you to alter the temperature by another degree in either direction.

Torment – Monstrous demons increase the intensity of local weather patterns rather than alter their course, turning a spring shower into a raging tornado or a light snowfall into a blizzard.

Command the Storm



With Command the Storm, you may create weather patterns at will. Spend one Faith and make a Static Mental challenge against a difficulty based on the weather you wish to create or banish, and the pre-existing conditions:

- 12 A thunderstorm near the ocean
- 14 Banishing an existing weather pattern
- 18+ A thunderstorm in the middle of the desert

You may summon anything from a minor shower to a major storm with this Evocation, with mechanical effects as detailed above, under Manipulate Weather. This evocation affects an area with a radius in miles equal to the demon's permanent Faith Score. Once summoned, the weather runs its natural course unless affected by additional evocations.

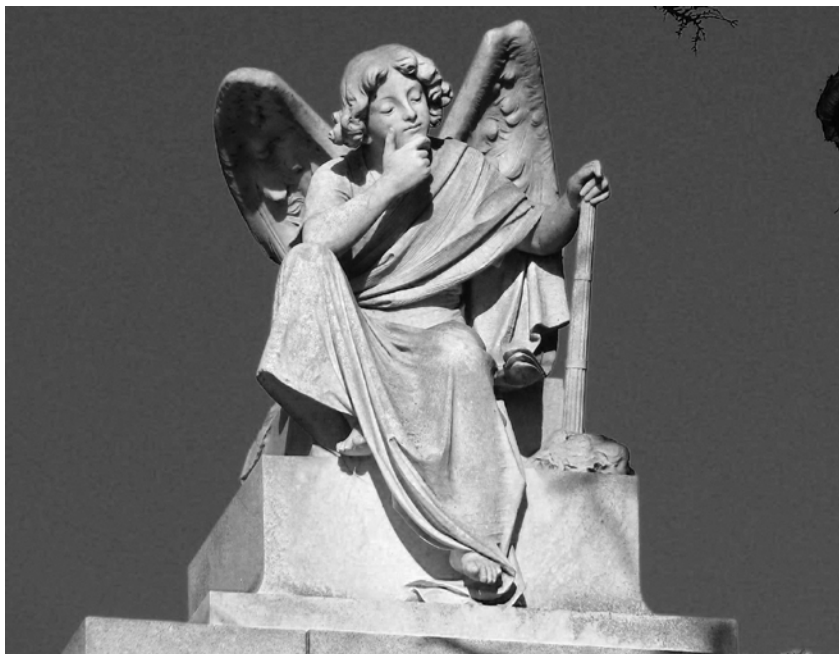
Grades of Success: For a Grade of Success, you may summon a tornado, hurricane or similarly powerful weather pattern.

Torment – Monstrous demons can command the weather with equal ease, but their effects are always inimical. Storms bring damaging wind, hail and lightning. Even creating clear skies can invoke extreme temperature changes or suffocating humidity.

Advanced

Invoke the Storm

This Evocation surrounds you with a raging storm of wind, water and lightning. Spend one Faith and make a Static Physical challenge with a difficulty determined by the environment:



- 12 Outside, with rain clouds overhead
- 18 Air conditioned office

While the storm is in effect, you may use your Physical Traits in challenges to direct its effects. For instance, with a Physical Challenge you may use wind to knock someone down or blow open a door. Furthermore, you may throw lightning at a tar-

get with a Physical Challenge, inflicting a number of Lethal Damage equal to your Torment; this damage bypasses armor. The storm affects an area with a radius in yards equal to the demon's permanent Faith Score, leaving you safely in the eye, and lasts for an equal number of rounds or until banished, though if summoned under conditions in which it could normally exist, the storm may persist on its own once called (though the Demon loses the Ability to call lightning after the normal duration).

Grades of Success: Each Grade of Success throws an additional lightning bolt, either at the same target, or at someone new with a mass challenge.

Torment – Monstrous Defilers raise storms that lash out indiscriminately at any living being caught in the area, punishing them with fierce winds and lightning. Each round, every person within the storm's radius must throw a Simple Challenge; on a loss, they are struck by lightning, inflicting damage as outlined above. Furthermore, the buffeting winds for all within the storm to bid two extra traits on all actions.

Adad, the Visage of Storms

The Visage of Storms confers the following Basic Form powers.

Weather Sense The character can always intuitively sense changes in the weather up to a distance of 10 miles per point of permanent Faith.

Immune to Electricity The character is immune to damage inflicted by electricity.

Improved Initiative Add two to the character's initiative.

Shocking Touch The character's touch inflicts Bashing Damage equal to their permanent Faith Score, once per scene; this damage bypasses armor.

Torment

The Visage of Storms confers the following High-Torment powers.

Teeth The demon manifests fangs that inflict aggravated damage with a bite attack after a successful grapple.

Spines A long ruff of spines runs down the demon's back and along the backs of her arms. This grants the demon one additional level of aggravated damage on all Brawling attacks.

Shark Hide The demon's shark-like skin acts as armor, providing four levels of armor.

Ink Cloud The demon can expel a cloud of indigo ink that hangs in the air and blinds her foes. Individuals within a number of feet equal to the demon's Torment are blinded for an equal number of turns unless they succeed on a Static Physical Challenge (Difficulty 14). The cloud lingers for a number of turns equal to the Demon's Torment, and anyone affected suffers a forced retest on any challenge depending on sight, and is two traits down.

Lore of Transfiguration

The Lore of Transfiguration uses the Performance Ability for retests.

Basic

Mimic

With this Evocation, you assume the exact mannerisms and vocal patterns of a subject. You must have spent at least an hour in close company with your subject; make an opposed Social Challenge against the Mental traits of anyone you are attempting to fool with Mimic: success indicates that the target believes you are the subject you are attempting to mimic, so long as they don't see any visual cues that would give you away. Phone conversations and meetings in dimly lit rooms work well with this power. The effects of this evocation last for a number of rounds equal to your permanent Faith Score. There is no illusion at work here – your character's body actually changes – so other demons may be fooled with this power.

Torment – Monstrous demons can mimic the voice and mannerisms of others, but their Torment invariably bleeds through the disguise and unsettles any witnesses, inspiring feelings of discomfort and paranoia. Anyone who encounters you must make a Static Willpower Challenge against a Difficulty of your Torment; if they fail, they flee your presence.

Alter Appearance

This Evocation allows you to alter your eye color, hair color, skin tone, and the presence (or absence) of scars. Make a Static Social challenge against 7 traits; you may alter up to three features, if successful. The changes persist for a number of rounds equal to the demon's permanent Faith Score, though you can spend a temporary Willpower to make them permanent. If you wish to alter someone else's appearance, you must touch the target to enact this evocation. There is no illusion here – your character's body or that of another actually changes – so other demons may be fooled with this power.

Grades of Success: Each Grade of Success allows you to alter another feature, as listed above.

Torment – Monstrous demons can alter the features of themselves or others almost, but unless they maintain strict control, their Torment can cause disturbing deformities. When your character performs this evocation, you must also make a Static Willpower challenge against your own Torment. If you fail, you or your subject (whoever is being altered) suffer a subtle but unsettling deformity. They must bid an extra trait on all Social challenges while the deformity exists.

Intermediate

Alter Shape

This Evocation allows you to alter your physical shape and dimensions, including height, weight, shoulder width and girth. Make a Static Social challenge against 7 traits; if you succeed, you may alter up to three of these features. Alterations persist for a number of rounds equal to your permanent Faith Score, though they can be made permanent by expending a temporary Willpower. There is no illusion at work here – your character’s body actually changes – so other demons may be fooled with this power.

Grades of Success: Each Grade of Success allows you to alter another feature, as listed above.

Torment – Monstrous demons are capable of performing the same evocation, but the potential exists for deformities to warp their appearance. When your character performs this evocation, you must also make a Static Willpower challenge against your own Torment. If you fail, you or your subject (whoever is being altered) lose a permanent Physical trait of your choice, and have your maximum Physical traits reduced by one, for the duration of the alteration.

Doppelganger

You may use this Evocation to briefly alter your appearance to the form that a particular person expects or desires to see. Spend one Faith and make a contested Social challenge against your target. If you succeed, your character assumes the physical form, voice and mannerisms of a person whom the victim expects to see within the context of the scene. If you wish, your demon can dig deeper into the victim’s memories and assume the form of a specific individual for whom the victim has strong feelings, but doing so grants them 2 bonus traits on the challenge. If your character attempts to perform this Evocation on a group of individuals, taking the form of someone they would all expect to see, they each gain two bonus traits to resist, and you must defeat them in a mass challenge. The effects of this evocation last for a number of turns equal to your permanent Faith score, unless you choose to end it early. There is no illusion here – your charac-

ter's body actually changes – so other demons may be fooled with this power.

Torment – When a monstrous Defiler performs this evocation, the result is a dark, sinister version of the victim's expectations. The Defiler gains two bonus traits on all further Social challenges against the target as any inappropriate feelings or urges that the onlooker has toward the demon may be indulged.

Advanced

Shapechange

By using this Evocation on yourself, or on another, you exert complete mastery over the physical form, transforming features as you wish. Spend one Faith and touch your target (which may require a Physical challenge). Once contact has been established, make a Contested Mental challenge against the target. If you succeed, you can alter their appearance to whatever you wish. If you want to alter their appearance to meet your own desires (as opposed to a willing subject's) they gain a bonus trait to resist. You may then add or subtract up to three Appearance related traits to the subject (though they may never possess more Social Traits than their Trait Maximum). Alternately, you may add or remove up to three negative Appearance related traits to the target. The effects of this evocation last for a number of rounds equal to the demon's permanent Faith Score, though they can be made permanent by expending a temporary Willpower. There is no illusion at work here – the subject's body actually changes – so other demons may be fooled with this power.

Grades of Success: Each Grade of Success allows you to add or remove another trait, or add another negative trait, as outlined above.

Torment – Monstrous demons must exercise careful control when performing this evocation, or they risk creating a reflection of their Torment instead. If the evocation is performed successfully, the demon's permanent Faith Score will be reduced by the number of rounds it lasts. If the demon fails the subject's Mental challenge, the demon's permanent Faith Score will be reduced by the number of rounds it lasts. Furthermore, the demon's permanent Faith Score will be reduced by the number of rounds it lasts. Furthermore, the demon's permanent Faith Score will be reduced by the number of rounds it lasts.

Do these permanent Social Traits need to be paid for with XP?

Yes, they do. Furthermore, no use of a Lore on a PC may cause them to gain more than 8xp in a month, by OWbN bylaws. Therefore, Shapechange is best used to grant beauty to npcs, or to curse both pcs and npcs with a horrific countenance.

Mammetum, the Visage of Transfiguration

The Visage of Transfiguration confers the following Basic Form powers.

Enhanced Empathy The character gains a free retest on all Empathy challenges

Casts No Reflection The demon's image does not appear in a mirror, nor can it be captured in a photograph or by video camera.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way.

Improved Dexterity The character gains the bonus traits Lithe and Graceful

Torment

The Visage of Transfiguration confers the following High-Torment powers.

Claws/Teeth The character manifests claws and fangs that allow them to deal aggravated damage with Brawling attacks

Improved Initiative Add two to the character's initiative

Venom The demon's claws and teeth are coated with venom. If the Defiler deals damage in combat, each turn, for a number of turns equal to the demon's Torment, their victim must win a Static



Animal Swarm	Small bugs	Large bugs	Flying bugs
Damage	1 Lethal	2 Lethal	2 Lethal
Health Levels	5 (7 to destroy)	7 (9 to destroy)	5 (7 to destroy)
Physical Traits	3	6	6
Abilities	-	-	-

Animal Swarm	Birds/Bats	Rats	Large rats
Damage	4 Lethal	3 Lethal	4 Lethal
Health Levels	9 (11 to destroy)	7 (9 to destroy)	9 (11 to destroy)
Physical Traits	12	9	12
Abilities	Brawl 1-3	Brawl 1	Brawl 1
	Dodge 2-3	Dodge 3	Dodge 3

Animal Swarm	Feral cats	Wild Dogs
Damage	4 Lethal	6 Lethal
Health Levels	6 (8 to destroy)	15 (17)
Physical Traits	12	18
Abilities	Brawl 2	Brawl 3
	Dodge 3	Dodge 3

**Most attacks inflict only one damage to swarms; weapons with spray or full auto, or area of effect attacks, inflict full damage.*

Physical Challenge against 14 Traits or suffer an additional level of Lethal Damage.

Extra Actions Faith points can be spent to gain extra actions in a turn at a rate of one point per action. These actions occur in the same order as actions from Celerity/Rage/Quicksilver/etc. The player must decide to take extra actions at the beginning of the round, before any actions have been taken.

Devourer

Lore of the Beast

Lore of the Beasts uses the Animal Ken Ability for retests.

Basic

↑ back to top

Summon Animals

With this Evocation, you may not only detect the presence of animal life, but also summon creatures to your side. Make a Static Mental challenge against a difficulty of 7 to get a detailed sense of the animal life within a radius in miles equal to the Fallen's permanent Faith Score. Once you are aware of what animal life is in the area, you may summon up to three animals of a single type; alternatively, you may summon a swarm of vermin or insects covering up to three square yards. These animals flock to the Devourer's side as quickly as possible and circle her protectively, attacking anyone who threatens. The effects of this evocation last for a single scene, or until the Devourer frees the animals.

Grades of Success: For each Grade of Success, you may summon an additional animal of the same type, or increase the size of a summoned swarm by a square yard.

Torment – Monstrous demons can summon only carnivorous animals, their Torment driving the creatures into a murderous frenzy. You must make a Static Willpower Challenge against your own Torment each round to maintain control of the summoned creatures. Failure causes the animals to turn on the nearest living beings, including the Devourer herself, though you may attempt a new Willpower Challenge on successive turns to regain control.

Command Animals

With this Evocation, you may command animal life. Make a Static Social challenge against a difficulty of 7; you may command up to three animals in your presence. You need not speak to the animals, but place commands directly into the animals' mind. You remain able to command these animals for a single day, or until you release them, which you must do to exert your control over new animals.

Grades of Success: For each Grade of Success, you may command an additional animal.

Torment – Monstrous demons can command only carnivorous animals, and the weight of the demon's Torment makes them murderously aggressive. Unless they are in the Devourer's presence, they attack any living being they encounter on the failure of a simple test.

Intermediate

Possess Animals

This Evocation allows you to possess one or more animals. Make a Static Mental challenge against 7 Traits; if successful, you may control up to three animals, which must be in your presence at the time this evocation is used. You can move and act while you do this, but call only half your Traits on any challenges. Your character can control the animals over a distance of up to a number of

miles equal to her permanent Faith Score. This evocation lasts for a number of rounds equal to your character's permanent Faith Score.

Grades of Success: For each Grade of Success, you may control an additional animal; however, your body collapses into a comatose state for the duration of this evocation. Alternatively, for a single Grade of Success you may control a Swarm of smaller animals:

Torment will
to change
against the
animal after
passing

This power doesn't last long enough!

It seems somewhat strange that Possess Animals talks about a range in miles, when you can only possess animals for ten rounds, at most. If your game finds the printed duration too short, consider it to last for a Scene until combat begins. Then, the Fallen can only maintain control in such a stressful situation for the usual number of rounds.

Animal Form

With this Evocation, you may take the form of any animal whose blood or flesh you have tasted. Spend one Faith and make a Static Physical Challenge against a Difficulty of 7 to enact this evocation; if successful, transformation takes a single action. The effects of your animal form are up to the storyteller, and will likely vary from form to form (see note). The effects of this evocation last for a single scene, unless ended prematurely.

Torment – Monstrous demons must exercise iron will to avoid losing themselves to the feral nature of the creatures they become. This has the same effect as the Torment version of Possess Animals.

Previously Published MET Animal Forms

A variety of animal forms have already been published for MET in various sourcebooks; they may be found below. Anything not covered here may be simulated using the rules for Shape of the

Beast in the Revised Gangrel Clanbook, pg69.

American Alligator/Crocodile - Ferocious x2, Enduring x2, Rugged, Tough x2; Negative Traits: Feral x2, no Manipulation Traits; +3 Traits to bite, 1/2 speed on land

Bat - Maximum 3 Phys, Acute Hearing Merit, flight

Bear - Enduring, Rugged x3, Tough x2, Tireless; Negative Traits: Bestial x2, Feral

Big Cats (Panther/Leopard/Puma/Tiger/Lion) - Quick x2, Tireless x2; Negative Trait: Bestial

Caiman/Chinese Alligator - Tough, Enduring, Tireless; Bestial, Feral x2; no Manipulation Traits; +2 Traits to bite, 1/2 speed on land

Cheetah - Quick x3, Tireless; Negative Trait: Bestial

Coyote - Quick, Lithe, Rugged; Negative Trait: Bestial

Crow/Raven - Alert, Attentive, Discerning, Observant; Negative Traits: Bestial x2, Delicate, Puny; Maximum 3 Phys, flight

Fox - Agile x2, Nimble, Lithe, Enduring, Tenacious, Observant; Negative Trait: Feral

Gilla Monster - Enduring, Tough; Negative Traits: Bestial x2, Feral; no Manipulation Traits

Monitor Lizard - Rugged, Tough x2; Negative Traits: Bestial x2, Feral x2; no Manipulation Traits; +1 Trait to bite

Mugger Crocodile - Brawny, Ferocious, Enduring, Rugged x2; Bestial, Feral x2; no Manipulation Traits; +2 Traits to bite, 1/2 speed on land

Rat - Alert x2, Intuitive; Negative Traits: Bestial, Puny, Repugnant; Maximum 3 Phys

Saltwater/Nile Crocodile - Ferocious x2, Resilient, Tireless x2, Tough, Wiry; Feral x2; no Manipulation Traits, +3 Traits to bite, 1/2 speed on land

Shark (Great White, Hammerhead, etc) - Ferocious, Tough, Agile x2, Enduring, Tenacious; Negative Trait: Feral

Can I combine Apocalyptic Form with an Animal Form?

Yes. Yes you can. You are still overlaying/enhancing a physical form with your Demonic essence, regardless of what shape you're in. If you're thinking 'this makes Devourers terrifying in combat,' you're right, and that's in genre.

Small Cats (Lynx, etc) - Quick x2, Tireless, Wily; Negative Traits: Bestial, Puny

Venomous Serpents (Adders, Cobras, etc) - Lithe, Quick, Enduring; Negative Traits: Puny, Bestial, Feral; no Manipulation Traits; venom

Wolf - Lithe, Quick, Rugged, Tireless, Tough; Negative Traits: Bestial x2, Feral x2; no Manipulation Traits; +2 Traits to perception challenges, run at double speed

Advanced

Create Chimera

With this Evocation, you turn a normal beast into a fantastic creature which combines characteristics from multiple different kinds of animal. Spend one Faith and make a Static Mental challenge against a difficulty of 7. Each time you successfully employ this Evocation on a creature, you may add up to three named Traits (which may exceed Trait Maximums) or animal features, in any combination, to the animal's character sheet. The laws of physics and conservation of mass do not apply, so if the Devourer wants to make a winged tiger, she can. Too much change too fast can put a tremendous strain on the animal's body and psyche, though. Make a Static Willpower Challenge against a Difficulty of the total number of trait points and alterations made; if you succeed, the animal comes through the process unharmed. If the challenge fails, the animal becomes dangerously unstable. The storyteller determines the specifics of the animal's altered behavior, and in the interests of creating tension can make the Willpower challenge on your behalf, keeping the results secret until the animal's true nature manifests. The effects of this evocation last for a number of days equal to your permanent Faith score, or can be made permanent by the expenditure of a temporary Willpower.

Grades of Success: Each Grade of Success adds an additional Trait or characteristic.

Animal Characteristics

What exactly are 'animal characteristics?' Simply put, the falcon's ability to fly, the sting of a scorpion, the teeth of a lion. For examples of how these things might be represented mechanically, check the following sources:

Archid Traits, pg140, Changing Breeds volume 2

Demon Shintai Characteristics, pg142, Laws of the East

MET Systems for Animal Traits, pg58, Clanbook: Gangrel Revised

Torment – Monstrous demons invariably infuse their creations with a taint of their own Torment, creating pain-maddened, murderous beasts. No Willpower challenge is needed to determine the mental state of these creatures. They are invariably deranged, rabid beasts that exist only to kill and maim the living.

Zaltu, the Visage of the Beast

The Visage of the Beast confers the following Basic Form powers.

Increased Size The character's body grows a third again its own height, adding the following physical traits: Brawny, Ferocious, Quick, Nimble, and Rugged

Enhanced Senses The character's five senses are heightened to superhuman levels, granting two Bonus Traits on all Perception related challenges.

Claws/Teeth The character manifests claws and fangs that deal aggravated damage with Brawling attacks.

Extra Actions Faith points can be spent to gain extra actions in a turn at a rate of one point per action. These actions occur in the same order as actions from Celerity/Rage/Quicksilver/etc. The player must decide to take extra actions at the beginning of the round, before any actions have been taken.

Torment

The Visage of the Beast confers the following High-Torment powers.

Thick Hide The character's iron-like skin provides four Health levels of armor.



Gaping Maw The demon can chew and digest anything it can get its teeth on. Metal, stone or flesh can all be ground up and digested with ease. The character's bite attack is treated as a weapon that adds +4 Bonus Traits and inflicts a base 2 levels of Aggravated Damage. The demon can also, given time, chew through almost any substance.

Extra Limbs The demon grows a second set of arms or a prehensile tail, at the character's choice. Extra arms allow a character to make two additional physical attacks each round (during Celerity, Rage, etc). A prehensile tail is half the character's length, and allows them to hang suspended, upside down.

Chameleon Skin The demon's skin allows it to blend with its surroundings. The demon gains a free retest on all Stealth challenges.

Lore of the Wild

The Lore of the Wild uses the Survival Ability for retests.

Basic

Wilderness Sense

This Evocation allows you to build a map in your mind of the surrounding area. Make a static Mental challenge against the storyteller, with the difficulty determined by the population of the area and the availability of local wildlife:

- 12 Wilderness areas
- 16 Urban settings

Success grants your character a detailed mental map of her surroundings, to which she can refer as needed, along with the approximate locations of nearby animals and people. The Devourer can gain insight into a given area within a radius of miles equal to her permanent Faith Score. The effects of this evocation last for a single scene. Any Fallen within this area must be defeated in a contested Willpower Challenge in order for you to detect them.

Torment – Monstrous demons who perform this evocation transmit their murderous nature to the surrounding area, causing the flora and fauna to react inimically to human trespassers. Any animals in the area react aggressively to trespassers, attacking them if they are able. Intruders should make Athletics or Survival Challenges to avoid harm or escape attack, against a difficulty of twice your Torment.

Quicken Growth

You may use this Evocation to cause rapid plant growth. Make a static Physical challenge against the storyteller, difficulty 7. Success allows the demon to increase the plant's size up to three cubic yards. Objects caught within the growth radius are swallowed up, and vines and roots break glass windows and wooden physical structures in the area. The plant remains overgrown, and continues to inflict this damage, for three turns.

Grades of Success: Each Grade of Success increases both the size and duration of the effect by one.

Torment – Monstrous demons cause a plant to grow and entwine any living beings within reach, strangling or ripping them apart. For every living being within the plant's growth area, make a Challenge of twice your Willpower against their Physical traits. Treat any who fail as being grappled. If they are so entwined, each round afterwards they will take a number of Lethal Damage equal to half your Torment, until they escape or the power ends.

Intermediate

Command the Wild

Otherwise identical to Quicken Growth, this Evocation allows you to simultaneously affect one plant per point of Faith the demon possesses, to specify the direction and configuration they expand in, and causes growth that does not recede until the plants are actively killed, cut back, burned, or the like.

Grades of Success: Each Grade of Success increases both the size and duration of the effect by one.

Torment – In addition to directing their growth, monstrous demons cause the affected plants to become inimical to flesh and blood, sprouting needle-like thorns and poisonous sap. The exact manifestations are determined by the storyteller, but anyone moving through the affected area must win a Static Athletics or Survival Challenge against 14 Traits or suffer an amount of Lethal Damage equal to half your Torment.

Possess Plant

With this Evocation, you make one or more plants extensions of your will. Spend one Faith and make a Static Physical Challenge against a difficulty of 7. You may control up to three plants at a time, which must remain rooted in place, but they can perform any other action within the limits of their physical composition and size. A rose bush could entangle a victim, or ivy can pull apart the wall to which it's anchored. The effects of this evocation last for a single scene. The plants have a number of physical traits equal to twice your Willpower, and they deal Bashing damage with a successful attack. If you use these plants to damage structures, you may destroy materials based on your Willpower Score:

- 1 Glass Windows
- 2 Wood
- 5 Chain link fences

- 7 Small cars
- 8 Steel bars
- 9 Cement walls
- 11 Sheet metal
- 12 Lamp Posts
- 13 Station Wagons
- 14 Vans
- 15 Trucks

Torment – Monstrous demons spread the taint of their Torment through any plants they control, destroying them from within and reducing them to lifeless husks within minutes. Each plant possessed suffers one Health level of damage per turn possessed; assume plants have one health level per cubic foot of volume.

Advanced

Mutate Plant

This Evocation allows you to create new, specialized breeds of plants to serve your purposes. Spend one Faith and make a Static Mental Challenge against 7 Traits. Each time you successfully employ this Evocation on a plant, you may add up to three features to the plant. Alterations include, but are not limited to, increased metabolism (heightened speed of growth), thick bark or skin and thorns. The effects of this evocation persist for a number of days equal to your permanent Faith Score, though they can be made permanent by spending a temporary Willpower.

Gr

What do Thorns/Plant features do, mechanically?

Tor

The Visage of the Wild itself provides a good starting point: Extra Health Levels, Increased Size, Extra Limbs, Thorns and Venom all make a good deal of sense when making a sheet for a mutant plant monster.

Ma

fail

kill and feed on living beings – including the demon herself. The monster plant acts with Physical Traits equal to twice your Torment, and inflicts half your Torment in Lethal Damage.

Ninurtu, the Visage of the Wild

The Visage of the Wild confers the following Basic Form powers.

Enhanced Senses The character's five senses are heightened to superhuman levels, granting two Bonus Traits on all Perception related challenges.

Chameleon Skin The demon's skin allows it to blend with its surroundings. The demon gains a free retest on all Stealth challenges.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way.

Extra Health Levels The character's vitality provides three extra Bruised Health levels.

Torment

The Visage of the Wild confers the following High-Torment powers.

Thorns The demon's shoulders, chest and arms are covered with needle-sharp, black thorns that inflict one aggravated damage to any opponent who makes a successful Brawling attack against the demon.

Increased Size The character's body grows to a third again its own height, adding the following bonus traits: Brawny, Quick, Nimble, and Steady

Extra Limbs The demon grows a prehensile tail. A prehensile tail is half the character's length, and allows them to hang suspended, upside down.

Venom The demon's saliva contains an intoxication form of venom that affects a victim's will. Anyone the demon bites, kisses, or otherwise touches with the venom must win a Static Physical Challenge against a difficulty of 14; if they fail, they lose a number of temporary Willpower equal to the demon's Torment. If this leaves the victim with no temporary Willpower, they fall into a coma for a number of days equal to the demon's Torment.

Lore of the Flesh

The Lore of the Flesh uses the Medicine Ability for retests

Basic

Body Control

This Evocation alters the body chemistry of your own human body, or the bodies of others. The demon must be able to touch her target to use this power, which may require a Physical challenge.

[↑ back to top](#)

Once contact has been established, the demon must make a Mental challenge against a storyteller, with the difficulty depending on the severity of the poison or metabolic change:

12 Purge a body of fatigue

14 End alcohol intoxication

18 Place the target into a coma (only functions on living targets)



The Evocation lasts for one scene, after which the normal metabolism resumes; if a poison remains in the body at that time, it will take effect again, unless you spend a point of Willpower to alleviate the poison entirely.

Torment – Monstrous demons use a brute-force approach when performing this evocation, putting a terrible strain on a subject. Subjects of this evocation suffer two Bashing damage, which may not be reduced or prevented.

Manipulate Nerves

With this Evocation, you manipulate a human body's nervous system. Again, you must be able to touch your target for this evocation, which may require a Physical challenge. Once contact has been established, make a Static Mental challenge against a difficulty based on your intended effect:

12 Reduce or increase the effect of pain (suffer wound penalties at one level less/more)

14 Grant Quick x1 above Trait maximums

16 Grant Quick x2 above Trait maximums

18 Sharpen or dull a person's senses, as per Manipulate Senses

The effects of this evocation last for a single scene, and take effect even if the target could normally ignore wound penalties.

Torment – A monstrous demon risks inflicting severe physical damage to a subject by crudely manipulating the victim's nervous system. The victim suffers two Lethal damage if this evocation

is successfully used.

Intermediate

Manipulate Flesh

This Evocation allows you to make significant alterations to a human body. You must be able to touch your target for this evocation, which may require a physical challenge. Once contact has been established, make a Static Mental Challenge against a difficulty of 7. If successful, you may add up to three named Physical or Mental traits, in any combination, to the target. If used on a PC, any traits above your target's Trait Maximum are lost at the end of this session; any traits up to the Trait Maximum may be retained, so long as the target spends XP to keep them.

Grades of Success: Each Grade of Success allows you to grant another named bonus Trait, but also inflicts one level of Bashing Damage, which may not be reduced or prevented by any means, due to system shock.

Torment – Monstrous demons alter flesh and bone without regard for their subject's frailty. If performed on another, the subject must make a Static Willpower challenge against the demon's Torment or suffer a temporary derangement. If a simple test is lost, the Derangement becomes permanent.

Restore Flesh

With this Evocation, you may restore the body of an animal or person, even one that has been horribly mutilated. Spend one Faith, touch your target, and make a Static Mental challenge against 7 traits to heal up to three levels of Lethal Damage, or all Bashing Damage the subject has suffered. Lost limbs or organs are restored completely, and any illness or poisons are purged from the body. Aggravated damage cannot be healed by this evocation, nor can this power resurrect someone who is already dead.

Grades of Success: Each Grade of Success allows you to heal an additional level of Lethal Damage.

Torment – Monstrous demons are capable of performing this evocation as well, but their ministrations are invariably tainted by hatred and pain. The subject of this power must make a Static Willpower challenge against the demon's Torment; on a success, they gain a temporary derangement; on a loss, the derangement is permanent.

Advanced

Shape Flesh

This Evocation allows you to shape human bodies into creatures out of legend. Spend one Faith

and touch your target, which may require a Physical Challenge. Then, make a Static Physical Challenge against a Difficulty of twice your target's Willpower. Each time you successfully employ this Evocation on a human, you may add up to three named Physical Traits (which may exceed Trait Maximums) or physical features, in any combination, to your target's character sheet. You can alter the target's flesh in any way you wish, taking into account their body mass. This evocation

What kind of physical features may be added?

Many of the features which could be given to animals with Create Chimera are viable alterations; other ideas might come from existing Apocalyptic Form features.

Grades of Success: For each Grade of Success, you may add an additional Trait or feature.

Torment – Monstrous demons' alterations are invariably warped by their Torment, creating grotesque deformities that transform victims into walking nightmares. Such a hideous metamorphosis causes the victim to gain a temporary derangement and suffer a level of Lethal damage each day as a result of the intolerable strain placed on their body.

Aruru, the Visage of Flesh

The Visage of Flesh confers the following Basic Form powers.

Enhanced Social Traits The refinement of the character's features, mannerisms and voice provides the following bonus traits: Charismatic, Persuasive, Gorgeous, and Alluring.

Immune to Poisons The character is immune to damage or impairment from any toxins.

Improved Initiative Add two to the character's initiative.

Casts No Reflection The demon's image does not appear in a mirror, nor can it be captured in a photograph or by a video camera.

Torment:

The Visage of Flesh confers the following High-Torment powers.

Extra Health Levels The demon gains three extra Bruised Health levels.

Armor The demon's undulating mass of gristle and flesh provides four levels of armor levels.

Gaping Maw The demon can chew and digest anything it can get its teeth on. Metal, stone or flesh can all be ground up and digested with ease. The character's bite attack is treated as a weapon that adds +4 Bonus Traits and inflicts a base 2 levels of Aggravated Damage. The demon can also, given time, chew through almost any substance.

Regeneration The demon regenerates one Health level of Bashing or Lethal damage per round, as a reflexive action.

Slayer

Lore of Death

The Lore of Death uses the Medicine Ability for retests.

Basic

Read Fate

With this Evocation, you may look into the eyes of a dead body and see the manner of their death. Make a Static Mental challenge against a difficulty of 7. If successful, you are able to view not only the moment of their death, but the broader context going back up to three hours from the event. Grades of Success: For a Grade of Success, you may extend your view back as far as four days prior to the death of the corpse in question. Each additional Grade of Success past the first provides another day of context.

Torment – Monstrous demons are able to discern a subject's fate only if that person died as a result of violence, whether accidental or intentional.

Decay

This Evocation reduces both living and non-living matter to its component particles. You must be able to touch your intended target to perform this evocation, which may require a physical challenge. Make a Static Physical challenge against a variable difficulty once contact has been established:

- 14 A Character; Wood, Cloth
- 16 Plastic
- 18 Metal
- 20 Stone

Success inflicts three Health levels of aggravated damage on characters, or destroys three cubic feet of inanimate material. Once the target is killed or destroyed, it crumbles into dust.

Grades of Success: Each Grade of Success inflicts an additional level of damage, or destroys an additional cubic foot of material.

Torment – Monstrous demons affect people and objects in an area as opposed to single targets. You must engage in not only a Static Physical Challenge against the inanimate materials in the area, but also a Contested Physical challenge with everyone (friend or foe) within a radius in yards equal to your permanent Faith Score; those that fail take damage as described above.

Intermediate

Vision of Mortality

With this Evocation, you fill the mind of your target with a vision of impending death. Engage one target, within a range equal to your permanent Faith Score in yards, in a Social Challenge. Success forces your target to flee from your presence for the remainder of the scene. If you fail, your target is immune to this Evocation for the remainder of the Scene.

Grades of Success: One Grade of Success inflicts a temporary Derangement on your target, in addition to forcing them to flee.

Torment – Monstrous demons affect every living being around them as opposed to a specific target. The power has the same range, but the demon must make a mass challenge against all living targets (friend or foe) that are within the radius.

Extinguish Life

With this Evocation, you sever a target's soul, killing them with a touch. Spend one Faith and make a Physical challenge to touch a living target. Against minor NPCs (supporting characters, retainers/kinfolk/dreamers/etc, thugs or monsters in service to a villain, and certainly any character who doesn't have a name), this Evocation instantly kills the target. Against PCs and significant NPCs, your icy touch saps their strength, inflicting 3 levels of Bashing Damage. Unliving targets (Vampires, Risen, Kuei-jin, Wraiths, etc) are immune to this Evocation.

Grades of Success: One Grade of Success allows you to kill PCs and significant NPCs outright, or convert the damage you inflict on Fallen to Aggravated Damage.

Torment – Monstrous demons do not need to touch their victims to employ this evocation. Their icy hatred radiates from them in all directions as a wave of entropy and death. You must make a

mass Physical Challenge against all living beings within a radius in yards equal to your permanent Faith Score.

Advanced

Unlife

With this Evocation, you animate a dead corpse under your complete control. Spend one Faith and make a Static Physical Challenge against 7 Traits; if successful, the body animates under your control. These creatures have five Physical Traits, do not suffer wound penalties in combat, and are destroyed after suffering 10 levels of damage. They are mindless automatons, obeying only the simplest of instructions. Each time you wish to give them a new set of instructions, make a Static Willpower challenge against 7 traits; if you fail, the commands are ignored, and the zombies continue performing their last instructions. You may, if you wish, spend a point of Willpower to 'program' up to three orders in succession, to be carried out by a zombie without your additional guidance (Go to the gate, kill anyone there, and return to me, for example).

Slayers can animate and control a number of minions equal to their permanent Faith Score at one time. The effects of this evocation last for a single scene, though they can be extended permanently by spending a temporary Willpower per body. A permanent minion remains until destroyed, and cannot be raised thereafter.

Disembodied fallen (or other entities capable of possessing the dead) may possess animated corpses with the Slayer's permission, or they can try to wrest control of them away with a Contested Willpower Challenge. Unless transformed by the use of other lore, the demon's host re-



[↑ back to top](#)

mains a dead body with all due appearances, smell and physical limitations.

Grades of Success: Each Grade of Success allows you to add an additional command to a list, when using that option.

Torment – Monstrous demons cannot prevent their Torment from infusing creations with an unnatural craving for violence, raising flesh-eating monsters that must be held in check constantly or they attack any living thing they can reach, including the Slayer herself. If not programmed, you must make a Static Willpower challenge against 8 Traits each turn; otherwise, they go on a rampage.

Namtar, the Visage of Death

The Visage of Death confers the following Basic Form powers.

Wings A pair of raven's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Improved Initiative Add two to the character's initiative.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way.

Casts no Reflection The demon's image does not appear in a mirror, nor can it be captured by photograph or by a video camera.

Torment

The Visage of Death grants the following High-Torment powers.

Cloak of Shadows The demon is shrouded in a pall of darkness, making her features difficult to see in the best light and rendering her near invisible at night. The character gains a free retest on Stealth challenges when standing in shadows. Anyone attacking the Namtar is two traits down, and must automatically retest any successful challenges due to the darkness, unless they use the Blindfighting Ability to cancel the retest.

Deathgrip The demon's spirit can cling to life past the point of human endurance. If the demon's host body suffers enough damage to kill it, the demon can make a Static Willpower Challenge against 7 Traits to cling to life, at which point she falls into a deep coma and rises the following

dawn having healed to Incapacitated, with one less point of Faith. This power does not prevent enemies from continuing to hack at your comatose body, killing you repeatedly until you fail a challenge.

Au

chi

de

Da

hu

But how do I see those Wraiths, across the Shroud?

You may notice that the Lore of the Spirit doesn't actually contain an Evocation that permits a Fallen to see across the Shroud. That ability comes under Nergal, the Visage of the Spirit - which means any Fallen of another Visage simply can't. If they want to go command wraiths, they will likely need to first cross from the physical world into the Shadowlands.

Lore of the Spirit uses the Leadership Ability for retests.

Basic

Speak with the Dead

With this Evocation, you may speak with the spirits of the dead, whether they are in the physical world or the Shadowlands, and compel them to respond. Make a Social challenge against the Wraith you wish to speak with. If this evocation is successful, the wraith must answer the demon's questions truthfully to the best of their ability. The effects of this evocation last for a number of rounds equal to the demon's permanent Faith Score.

Torment – Monstrous demons can perform this evocation as well, but the wraiths they contact become warped by the demon's Torment and grow inimical to living beings for days afterward. Wraiths affected by this evocation must make a Static Willpower Challenge against a difficulty of 9 or become hostile for a number of days equal to the demon's Torment. If you are familiar with

Oblivion, this causes the Wraith's Shadow to take control for the duration.

Summon the Dead

This Evocation allows you to summon the spirits of the dead to you. Make a Static Social challenge against 7 traits to summon up to three Wraiths in the area, which has a radius equal to 10 yards times your permanent Faith Score. Particularly potent Wraiths - such as PCs or major NPCs - must be defeated in a contested Social Challenge, instead. Wraiths affected by this evocation are drawn to the Slayers presence immediately. They remain until the effects of the evocation expire, or until the Slayer dismisses them, whichever comes first. This evocation lasts for one scene.

Torment – Monstrous demons can summon wraiths, but the effects of their Torment cause the beings to become inherently hostile to the living. Each wraith is affected as under Speak with the Dead.

Intermediate

Command the Dead

This Evocation enforces your will upon one of the Spirits of the Dead. Make a Social Challenge against the wraith, which must be able to hear your voice. Success means the wraith must obey your commands to the best of their ability. This evocation lasts for a number of rounds equal to your permanent Faith Score.

Torment – Monstrous demons can command wraiths as well, but they warp any beings by the force of their Torment, causing ghosts to become maddened, violent entities that lash out at the living at the first opportunity. Once the evocation expires, the wraith must win a Static Willpower Challenge against 8 Traits or become malevolent and hostile toward the living for a number of days equal to the demon's Torment. If a simple test is failed, this change is permanent. If you are familiar with Oblivion, this causes the Wraith's Shadow to take control for the duration - or, upon the loss of a simple test, turns the Wraith into a Spectre.

Anchor the Soul

With this Evocation, you may bind a mortal soul (or disembodied Fallen) to a physical object. Spend one Faith and make a Physical challenge against the target wraith, which gains a number of bonus traits depending on how their soul resonates with the object they are being bound to:

- Something close to the Wraith in life/a Fetter
- +1 Natural objects: glass, wood, bone
- +2 Synthetic objects: plastic, computers

Your character must be within a number of yards equal to your permanent Faith Score to the wraith, and you must be touching the object in question. If you succeed, the wraith is trapped within the anchor and cannot interact with the outside world unless the object has been properly attuned (see Lore of the Forge).

Demons bound to an attuned item can still access their inherent powers (including lore) provided they have Faith available. This evocation persists for a number of days equal to your permanent Faith Score, or can be made permanent by spending one Willpower. If the anchor is ever destroyed, the entity is freed immediately. Freed ghosts either disappear forever or haunt a location, at Storyteller discretion; freed Fallen gain a permanent Torment, lose a permanent Faith, and must find a new host body or be pulled back to the Abyss.

Torment – Monstrous demons bind wraiths with a shroud of suffocating darkness, imposing the slightest taste of the agony suffered in the Abyss. These trapped souls are so frenzied by their hardship that their despair leaks into the physical realm, surrounding their anchors with an aura of ill fortune. Individuals carrying such a spirit anchor must bid an extra trait on all challenges.

Advanced

Restore the Dead

This Evocation allows you to anchor a spirit into a soulless physical body, returning them to life. Spend one Faith and make a Physical Challenge against the wraith. You must be able to touch the body, and the wraith must be in the immediate vicinity. The body cannot have been dead for more than 48 hours. If successful, the soul is anchored to the body, healing any injuries the body may have had and returning the being to the land of the living. The effects of this evocation last for a number of days equal to your permanent Faith Score, or can be made permanent by spending a point of permanent Willpower.

Demons without host bodies can be placed into bodies through this evocation.

Torment – Monstrous demons who perform this evocation invariably taint the entity with their own Torment, leaving the soul twisted by hate and pain. Once the soul has been restored, it makes a Static Willpower challenge against the demon's Torment. If successful, it suffers a temporary derangement. Failure makes the derangement permanent, and requires a simple test; if the simple test is lost, it becomes a frenzied monster and attacks the living until destroyed.

If a disembodied demon wraith is put into a body with the high-Torment version of this evocation, it must make the same challenge. If successful, its Torment Score rises to one less than yours, or remains the same, whichever would be higher. If it fails, its Torment Score rises to equal yours, or

remains the same, whichever would be higher, and a Simple test must be thrown. If the simple test is lost, its Torment Score is raised by an additional one level.

Nergal, the Visage of the Spirit

The Visage of the Spirit confers the following Basic Form powers.

Ghost Sight The angel can see the spirits of the dead that linger in the mortal realm, whether the ghosts wish to reveal themselves or not. Looking across the Shroud requires a Static Mental Challenge against 6 Traits.

Enhanced Social Traits The angel's beautiful appearance provides the following bonus traits: Charismatic, Genial, Persuasive, and Gorgeous.

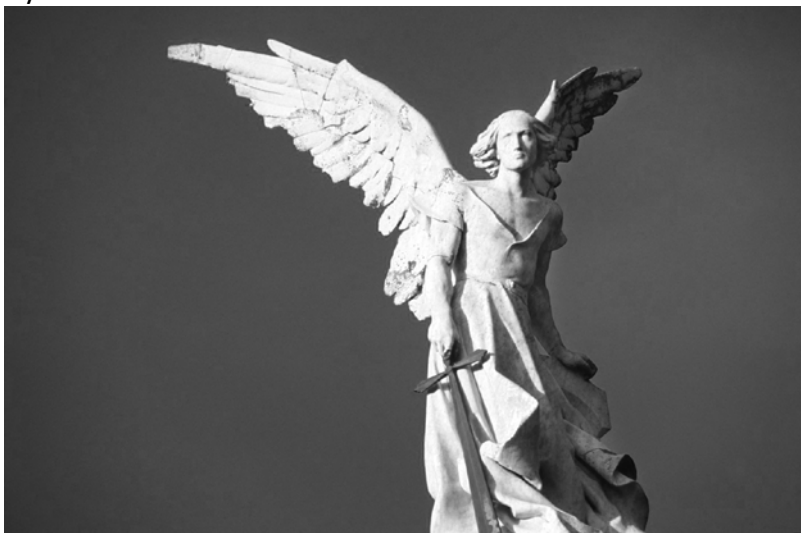
Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way.

Wings A pair of raven's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can fly up to nine steps as part of their movement.

Torment

The Visage of the Spirit confers the following High-Torment powers.

Cloak of Shadows The demon is shrouded in a pall of darkness, making her features difficult to see in the best light and rendering her near invisible at night. The character gains a free retest on Stealth challenges when standing in shadows. Anyone attacking the Namtar is two traits down, and must automatically retest any successful challenges due to the darkness, unless they use the Blindfighting Ability to cancel the retest.



Howl of the Damned The character gains a free retest on all Intimidation challenges.

Aura of Dread The demon is surrounded by an aura of fear that saps the will of her foes. Targets within a number of yards equal to the demon's Faith must make a Static Willpower challenge against the demon's Torment or have their actions moved to the end of Initiative order. This challenge must be made every round.

Damage Resistance The demon is capable of shrugging off damage that would cripple a normal human being. She may ignore Wound Penalties for the duration of the scene.

Lore of the Realms

The Lore of the Realms uses the Occult Ability for retests.

Basic

Sense the Barrier

This Evocation permits you to sense the strength of the Shroud that separates the world of the living from the Shadowlands. Make a Static Mental challenge against 7 Traits to gauge the strength of the Shroud. Your demon can sense an area up to 10 yards in radius per permanent point of Faith.

High-Torment – Monstrous demons can sense only where the barrier is weak, being drawn by the call of the spirit storm raging just beyond.

Step Beyond the Veil

With this Evocation, you may cross into the Shadowlands, though you may not bring passengers with you. Make a Static Physical challenge against the rating of the Shroud in the area:

- 6 Church or graveyard
- 7 An old house or apartment building
- 8 A shopping mall

Once you have crossed, your character can fly across the landscape seemingly at will, flying at three times your normal movement rate in combat, and 60mph when moving between locations or travelling outside of combat. Once you have reached a destination, make another Static Physical challenge to cross back into the living realm. This Evocation may be used as a Fair Escape, if no one is close enough to contest you.

Be mindful that things in the spirit realm are physically real while you are there, and that entering a Maelstrom may cause problems for your demon. Furthermore, each time you lose a Challenge while in the Shadowlands, you lose a point of Willpower as the Abyss pulls at you; if you lose your

Maelstroms

In OWbN, the 6th Great Maelstrom has ended, and so some of the penalties specific to that occurrence have been removed from these conversions. However, should a Fallen enter a smaller Maelstrom as part of a local plot, the following penalties apply: non-Slayers are more susceptible to the ravages of the Maelstrom, losing one Willpower per day they remain in the spirit realm in addition to the effects listed under Step Beyond the Veil. When out of willpower, they begin to lose one Physical trait per day. If all Physical traits are exhausted, their body dies, and their soul is drawn back into the Abyss.

Intermediate

Ghostwalk

When using this Evocation, you exist simultaneously in both the Shadowlands and the land of the living. Make a Static Physical challenge against the Shroud to enact this evocation. Success means your demon becomes hazy and insubstantial, able to see and be seen by individuals on both sides of the barrier. She passes through objects without harm and vice versa, though you may attempt a Static Willpower challenge against 8 Traits to interact with either realm for a single round. During that round, she may speak to individuals, handle objects, attack or be attacked in the realm to which she has attuned herself, just as if she were solid. The effects of this evocation last for a number of rounds equal to the demon's Faith rating.

Torment – When a monstrous demon performs this evocation, it causes energies of the spirit storm to leak into the physical world around her, the effects of which are left to the storyteller.

Reach Across the Barrier

This Evocation allows you to reach across the Shroud, placing or retrieving items between the

realms. Spend one Faith and make a Static Physical challenge against the Shroud. If successful, your character can see into and “reach” across the barrier between realms – her hand and arm literally vanishes from mortal eyes until she withdraws it again. She can place or remove any item that can be easily lifted with one or two hands. Mortals and demons cannot be forced across the barrier using this evocation. Keep in mind, bringing an item to or from either side of the barrier means that others who exist on that side might gain access to them.

Torment – Monstrous demons who perform this evocation risk allowing traces of the spirit storm to leak through into the physical world, causing surreal and terrifying effects. If the evocation succeeds, make a Static Willpower challenge against your own Torment. Failure means the winds of the storm seep through; Mortals in the area must win a Static Willpower Challenge against 8 Traits or flee in terror, and other effects are left to the storyteller.

Advanced

Pierce the Barrier

With this Evocation, you create a temporary doorway between the Shadowlands and the land of the living. Spend one Faith and make a Static Physical challenge against the Shroud. Success creates a portal that up to three other demons may bodily pass through into the shadow realm, allowing them to interact with the spirits of the dead and to travel through the dead lands.

Demons other than Slayers half their traits on all challenges in the Shadowlands, and non-slayers receive no boost to speed unless they already possess Step Beyond the Veil.

The doorway exists only for a single round, and is one way; you must use this Evocation again to bring your companions back. Wraiths may not use this portal.

Grades of Success: Each Grade of Success allows you to bring another Fallen across.

Torment – Monstrous demons who perform this evocation cause the effects of the spirit storm to rage in the physical world in the immediate vicinity of the doorway, drawing spirits and causing horrifying manifestations to linger for a number of days equal to their Torment.

Ereshkigal, the Visage of the Realms

The Visage of the Realms confers the following Basic Form powers.

Dead Reckoning The character always knows where she is in relation to known landmarks, no matter how far away those landmarks may be. Unless affected by spatially distorting evocations such as Warp Path, she can never lose her sense of direction.

Pass Without Trace The demon gains a free retest on all Stealth challenges, as her passage does not disturb the surrounding environment in any way.

Increased Awareness The fallen is especially attuned to the fabric of reality, granting a free retest on all Awareness challenges.

Conjure From Nothing The character is capable of supernatural sleights of hand, seeming to conjure items out of thin air only to make them vanish again with a flick of the wrist. She can draw an item from a pocket or conceal such an item without detection. Observers must engage her in a perception challenge to notice such movements.

Torment

The Visage of the Realms confers the following High-Torment powers.

Cloak of Shadows The demon is shrouded in a pall of darkness, making her features difficult to see in the best light and rendering her near invisible at night. The character gains a free retest on Stealth challenges when standing in shadows. Anyone attacking the Namtar is two traits down,



CHAPTER FOUR: I AM BECOME A NAME

Eminence and Rank

Like many other genres in the World of Darkness, *Demon: The Fallen* includes In-Character Hierarchy laws, and a background - Eminence - that represents the amount of respect a particular Fallen has earned from their community. Unlike other genres, Fallen also recognize and take into account the Rank held by a particular Angel or Demon during the Age of Wrath, which may be distinctly different from the position occupied in a modern Court. As a result, social standing among the Fallen is a thing of many layers.

Rank before the Fall

Before the Fall, the Angels created by God existed in a strict hierarchy, divided by House. Each Angel reported to the Angel above them; each Angel had specific duties regarding core aspects of Creation, which fell under larger groups of concepts under the supervision of a superior. For example, Abaddon was originally the Grace of Wings, with authority over all winged animals and creatures of the air. His superior was Ziana, the Seraph of the Cycle, who held supreme Authority over all Angels of the Sixth House. In turn, beneath Abaddon, one might find Angels of Birds of Prey, of Bats, of Owls, and a thousand other species.

Rank after the Fall

When Lucifer organized the Fallen into five Legions, he altered the Hierarchy into a new form. Some Fallen were promoted - Abaddon, who had only ever been Ziana's Lieutenant, before, was now made Archduke of the Ebon Legion. Many Fallen retained their previous titles, adding their new rank in the Legion in addition to their old honors.

Eminence and Infamy Earned in the Age of Wrath

In addition to title, Fallen could earn respect - and infamy - by their deeds on the field of battle, the succor they offered to humanity, their mercy to their enemies among the host, and a thousand more deeds over a thousand more years. These deeds may not have resulted in a promotion, but they did result in Eminence.

Eminence and Rank Earned Since Escaping the Abyss

Now that the Angels of the Abyss are free again, there is a golden opportunity to advance: most of the more powerful, higher ranked Fallen remain trapped in the Abyss, leaving mere Fell Knights to rule entire Infernal Courts.

The Eminence Background

Players may invest in the Eminence Background at Character Creation to represent the past deeds of their Fallen Character. The benefits described below have been designed specifically for the OWbN environment, and replace all previous publications of this Background.

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 from the list below.

Level ●●

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

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 from the list below.

Level ●●●●

You earned the Rank of Fell Knight on the field of battle for your bravery; gain all the benefits of that Rank, as listed below, in addition to three Common Eminence Traits from the list below.

Level ●●●●●

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

Eminence Traits

You may bid an Eminence Trait instead of a Social Trait in any Social Challenge against an Angel, Demon, or Thrall - even Evocation Challenges. Furthermore, you may add your Eminence Traits to any such Social Challenge, just as if they were named Social Traits.

Many Ranks and Positions allow the temporary expenditure of Eminence Traits for an effect; expended Eminence Traits return at the beginning of each session, just as expended Physical Traits or Abilities do.

Common Eminence Traits may be stripped by either the Tyrant or the Minister of Dragons, as well as Dukes and Archdukes; any Eminence gained from a Rank or Position, however, may not be removed so long as the Fallen in question continues to hold that position.

Politics and Fallen Lore

A Fallen may use the Politics ability to learn the Eminence Traits of another Fallen, so long as they have a Celestial Name to work with. This includes the Fallen's current Rank, Position, and Negative Eminence Traits.



A PC of another genre who possess at least three levels of Fallen Lore may expend Fallen Lore to receive roughly the same information, though likely they will miss any recent changes due to the local politics of an Infernal Court.

Types of Eminence Traits

Eminence Traits are broken down into the following types:

Common Eminence Traits: These Traits may be chosen at Character Creation through purchase of the Eminence Background.

Negative Eminence Traits: These Traits accumulate as a consequence of a Fallen's actions, and each carries special rules.

Positional Eminence Traits: These Traits come with a position in a local Court; they may not be chosen through the Eminence Background.

Rank Eminence Traits: These Traits come with a given rank; they may not be chosen through the Eminence Background.

Maximum Eminence Traits

A Fallen PC may hold a maximum of:

6 Common Eminence Traits

Eminence from a single Faction

Eminence from a single Position

Eminence from a single Rank

Any number of Negative Eminence Traits

Merits and Flaws

Famous Liege

A Character with the Famous Liege Merit increases the maximum amount of Eminence Traits they may hold by one.

Infamy

A Character with the Infamy Flaw reduces the maximum amount of Eminence Traits they may hold by one. This penalty stacks with the Disloyal Negative Eminence Trait.

Eminence Traits

Common Eminence Traits

Acclaimed, Admired, Adored, Awe-Inspiring, Cherished, Commander, Courageous, Esteemed, Famous, Faultless, Feared, Gallant, Guardian, Honorable, Influential, Just, Loyal, Noble, Peerless, Respected, Revered, Triumphant, Trusted, Valiant, Victorious, Well-Known

Negative Eminence Traits

Negative Eminence Traits may not be bid in Challenges, or added to Trait, like normal Eminence Traits. Instead, they each carry a penalty of some sort, which applies to a Fallen PC who has a given Negative Eminence Trait.

Warned

While a Fallen is Warned, they may not address the Tyrant, or any of the Ministers of the Court, unless they are first spoken to. The Warned Eminence Trait remains for two game sessions, or one month, whichever is longer; during this time, if the Warned Fallen speaks out of turn, or would receive a second Warned Eminence Trait for some reason, they receive the Sanctioned Negative Eminence Trait.

Sanctioned

While a Fallen is Sanctioned, they may not use any of their Eminence Traits in Social Challenges or for the Benefits of Rank or Position, though they must still respect the Eminence of others. The Sanctioned Eminence Trait lasts for two game sessions, or one month, whichever is longer, and the Warned Negative Eminence Trait persists so long as a Fallen is Sanctioned, and then for another two game sessions (or one month) after the Sanctioned Eminence Trait is removed. Should a Sanctioned Fallen receive another Warned or Sanctioned Negative Eminence Trait, they receive the Disgraced Negative Eminence Trait.

Disgraced

While a Fallen is Disgraced, they may hold no position in any Infernal Court. The Disgraced Eminence Traits lasts for two game sessions, or one month, whichever is longer, and any Warned or Sanctioned Eminence Traits possessed by the Fallen persist so long as the Demon is Disgraced; after the Disgraced Negative Eminence Trait is removed, any Sanctioned Eminence Traits will be removed in another month (or two game sessions).

Disloyal

The Fallen is limited to one less Common Eminence Trait than normal so long as they hold the Disloyal Negative Eminence Trait. This penalty stacks with the Infamy Flaw.

Rank

An increase in Rank requires promotion from a Fallen capable of such an elevation; without that key element, a Fallen may call themselves by whatever title they wish, but they receive no mechanical benefits from their assumed title, and expenditure of the Politics or Fallen Lore abilities will reveal their actual rank.

Member of a Legion

All Fallen, regardless of Rank, were split into one of the Five Legions during the Age of Wrath, and it was within the structure of that Legion that they held Rank. At the base of the system were thousands of Fallen Angels of no particular Rank, under the command of the Lords, Overlords, and higher Ranks.

Eminence

Membership in a given Legion determines the first Eminence Trait a Fallen possesses, based on whether that Legion was loyal to Lucifer during the Breaking of the Legions:

The Crimson and Iron Legions receive the Faithful Eminence Trait, and may never permanently lose it, save for by final destruction.

The Alabaster, Ebon, and Silver Legions receive the Disloyal Negative Eminence Trait, and may never be relieved of it until forgiven by the Morningstar himself.

Fell Knight

Fell Knights were named on the battlefields of the War against Heaven for their loyalty, valour, and feats of arms against the Host. Now that the Fallen have escaped the Abyss, and face new threats, the ranks of the Fell Knights are beginning to swell once again.

Eminence: Fell Knights gain the Fearsome Eminence Trait, and may never lose it so long as they hold this Rank.

Benefit:

Once per Challenge, Fell Knights 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 loyal service to their lord at the time.

Lord or Lady of (Facet of Creation)

The first command rank of the five Legions during the war, Lords and Ladies each commanded a Company made up of several hundred Fell Knights and rankless Fallen Angels. They were given specific responsibilities, such as a Citadel or Settlement to protect, or a network of watchtowers over a territory, though their individual missions changed many times over the Age of Wrath. This is the highest rank a PC Fallen may achieve in OWbN.

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

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

Benefits:

Once per Challenge, Lords and Ladies may spend a temporary Eminence Trait to retest any Leadership or Intimidation Tests they make, so long as they are made in pursuit of a mission from their superior. This mission need not be recent - it may have remained unfulfilled from the Age of Wrath.

Lords may temporarily expend four Eminence Traits to promote a new Fell Knight.

Any lesser Fallen under a Lord or Lady's command who disobeys their superior receives the Warned Negative Eminence Trait.

Overlord (NPC)

During the Age of Wrath, Overlords commanded a battalion, with authority over multiple bastions and human settlements in a region. No Overlord's escaped the Abyss in the initial wave of Fallen who broke through the cracks following the Sixth Great Maelstrom, though some may have been summoned since, and presumptuous lesser fallen have laid claim to the title. Overlords are Disallowed as PCs in OWbN.

True Name: An Overlord has a base of 20 fragments or syllables to their True Name

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

Benefits:

Overlords receive Increased Size as a 5th Apocalyptic Form Feature; they may choose to actually manifest in their immense Apocalyptic Form, or merely to claim the mechanical benefits and remain of standard size.

Overlords may temporarily expend four Eminence Traits to promote a new Fell Knight.

Any lesser Fallen under an Overlord's command who disobeys their superior receives the Warned Negative Eminence Trait.

[↑ back to top](#)

Baron or Baroness (NPC)

The ancient domains of Barons encompassed a brigade of tens of thousands of rebel angels, each battalion commanded by a Lord or Overlord in fealty to their Baron. Only a handful of escaped Fallen have dared to call themselves Baron since the cracking of the Abyss.

Barons are Disallowed as PCs in OWbN, and NPCs require Demon Office Approval.

True Name: A Baron has a base of 30 fragments or syllables to their True Name

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

Benefits:

In addition to receiving Increased Size, as Overlords do, Barons should receive one level of the Mastery Background, whether they are inhabiting a mortal body, or a reliquary.

Barons may temporarily expend four Eminence Traits to promote a new Fell Knight, or five Eminence Traits to promote a new Lord or Overlord.

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

Duke or Duchess (NPC)

The Archduke of each Legion was served and advised by a council of Dukes and Duchesses, each of whom commanded hundreds of thousands of Fallen and Mortals across the breadth of great landmasses, such as continents or subcontinents. After the Archdukes were summoned out of the Abyss, the Dukes were left as the preeminent powers there; no lesser Fallen who has escaped to earth has yet possessed the temerity to claim the title of Duke.

Dukes are Disallowed as PCs in OWbN, and NPCs require Demon Office Approval.

True Name: A Duke has a base of 40 fragments or syllables to their True Name

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

Benefits:

In addition to receiving a level of the Mastery Background and Increased Size, Dukes now receive a sixth base Apocalyptic Form feature of their choice from the visages of their House.

Dukes may temporarily expend four Eminence Traits to promote a new Fell Knight, five Eminence Traits to promote a new Lord or Overlord, or six Eminence Traits to create a Baron.

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

A Duke may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any lesser member of their Legion at their whim.

Archduke (NPC)

The five Archdukes - Belial, Abaddon, Dagon, Asmodeus and Azrael - each commanded one of the five Legions, with a full fifth of the rebel host under their authority. They were responsible for millions of souls, Fallen and mortal alike, during the Age of Wrath. No Duke has yet managed to build enough of a powerbase in the Abyss to claim the title in the absence of the original five Archdukes.

Archdukes are unique Cannon Characters, Disallowed as PCs in OWbN, and require Demon Office Approval for use of one of these named NPCs.

True Name: An Archduke has a base of 50 fragments or syllables to their True Name

Eminence: Archdukes gain the Ascendent, Authority, Deific, Exalted, Invested, and Supreme Eminence Traits, and may never permanently lose them so long as they hold this Rank.

Benefits:

In addition to receiving Increased Size and a sixth base Apocalyptic Form feature of their choice from the visages of their House, each Archduke is an Earthbound, with full access to the Mastery Background, command of every printed Lore, and access to the True Names of hundreds or thousands of their former followers.

Archdukes may temporarily expend four Eminence Traits to promote a new Fell Knight, five Eminence Traits to promote a new Lord or Overlord, six Eminence Traits to create a Baron, or seven Eminence Traits to promote a new Duke.

Any lesser Fallen under a Duke's command who disobeys their superior receives either the Warned or Sanctioned Negative Eminence Trait, at the Archduke's option.

An Archduke may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any member of their Legion at their whim.

Station

The Typical Infernal Court is composed of one Tyrant, Five Ministers (referred to as the Pentarchy), lesser members of the Ministries, and Fallen who have not been assigned to, or chosen to join, a ministry, who may have no no particular duties or even be out of favor.

No Fallen PC may benefit from membership in multiple ministries, under any circumstances, even if they are infiltrating another ministry to spy on it, or engaged in similar skullduggery.

The Pentarchy

The five Ministers of the Pentarchy may each expend a single Eminence Trait to unanimously grant or remove one Common Eminence Trait from their Tyrant. This declaration must be made unanimously and publicly.

The Most Vigilant Watcher, The Lidless Eye, The Minister of Eagles

The Minister of Eagles is responsible for obtaining and distributing the information that the Court needs to survive. They must be scholar, teacher, scout and spymaster, each in turn, and all the Watchers of a Court's Ministry report to them.

Eminence: The Minister of Eagles gains the Wise Eminence Trait, and may never permanently lose it so long as they hold this position.

Benefits:

The Minister of Eagles may spend up to five Eminence Traits each month as if they were levels of the Contacts Background.

The Minister of Eagles determines who is permitted to join this Ministry.

The Minister may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any lesser member of their Ministry.

Watchers of the Ministry

Any Fallen accepted into the Ministry of Eagles may call upon their comrades for instruction; membership in the Ministry of Eagles allows the purchase of any unregulated Lore at the first level.

The Lord Harrier, Honored Warder, The Minister of Aurochs

The Minister of Aurochs is responsible for defending the Court from its external enemies, and assigning individual Warders of the Ministry as bodyguards for the Tyrant and other Ministers, or those the Court needs protected.

Eminence: The Minister of Aurochs gains the Steadfast Eminence Trait, and may never permanently lose it so long as they hold this position.

Benefits:

The Minister of Aurochs may spend an Eminence Trait to delay the effect of a wound that would kill or incapacitate their Host until the current Scene is over. They may spend as many Eminence Traits as they wish in this manner, but once this benefit is used, their host body will die at the end of the scene, regardless of any healing Evocations or other powers performed on it.

The Minister of Aurochs determines who is permitted to join this Ministry.

The Minister may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any lesser member of their Ministry.

Warders of the Ministry

Any Fallen accepted into the Ministry of Aurochs may spend an Eminence Trait to throw themselves in front of an attack against their assigned charge, automatically suffering the effects of the attack instead of the Character they are protecting.

The Lord General, The Fiery Sword, The Minister of Lions

The Minister of Lions is the strategist in command of the Court's elite Swords of the Ministry, assigned to prosecute war against enemies of the Court in the name of the Tyrant.

Eminence: The Minister of Lions gains the Relentless Eminence Trait, and may never permanently lose it so long as they hold this position.

Benefits:

Once per Challenge, The Minister of Lions may spend an Eminence Trait to retest a Tactics Challenge.

The Minister of Lions determines who is permitted to join this Ministry.

The Minister may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any lesser member of their Ministry.

Swords of the Ministry

Once per Challenge, any Fallen accepted into the Ministry of Lions may spend an Eminence Trait to retest a non-Evocation attack, so long as they are fighting on the orders of the Minister of Lions.

The Speaker of the Fallen Tower, The Guide to the Blind, The Minister of Dust

The Minister of Dust and their Guides in the Ministry serve as the intermediary between the Court and the mortal populace of the area, smoothing over any friction caused by the other ministries, securing important locations, and bringing resources under the Court's control.

Eminence: The Minister of Dust gains the Well Connected Eminence Trait, and may never permanently lose it so long as they hold this position.

Benefits:

The Minister of Dust may spend an Eminence Trait to gain a temporary level of any Influence, which lasts for the remainder of the month or until used. The Minister may spend as many Eminence Traits as they wish in this manner.

The Minister of Dust determines who is permitted to join this Ministry.

The Minister may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any lesser member of their Ministry.

Guides of the Ministry

Any Fallen accepted into the Ministry of Dust may purchase the Power-Brokering and Media abilities, from Laws of the Ascension Companion, as if they had a teacher.

The Lord Inquisitor, The Minister of Dragons

The Minister of Dragons, assisted by their Censors, are empowered to investigate and question the other four Ministries - ostensibly for the good of the Court. The Minister of Dragons is em-

powered to publicly Sanction any Fallen for corruption, betrayal, and other such indiscretions.

Eminence: The Minister of Dragons gains the Ominous Status Trait, and may never permanently lose it so long as they hold this position.

Benefits:

So long as they are able to present sufficient proof or convincing testimony, the Minister of Dragons may expend any one of their Eminence Traits temporarily to strip an Eminence Trait of their choice from an offending Demon for a crime or indiscretion.

The Minister of Dragons determines who is permitted to join this Ministry.

The Minister may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any lesser member of their Ministry.

Censors of the Ministry

Any Fallen accepted into the Ministry is empowered to investigate on behalf of the Court, and their investigations may not be gainsaid: should any Fallen attempt to obstruct a legitimate investigation undertaken on behalf of the Minister's orders, they automatically receive the Warned Eminence Trait.

The Tyrant

The Tyrant of a Court is the supreme power over the Infernal Court of a given city or area; originally, the position was apportioned to Dukes and Barons by Lucifer himself, but since the escape from the Abyss, it may be claimed by a Fallen of any rank, so long as they have sufficient power and support from the Court.

Eminence: The Tyrant gains the Exalted, Peerless and Supreme Eminence Traits, which may never be permanently lost so long as they hold the position.

Benefits:

The Tyrant may appoint new Ministers to fill a vacancy that arises among the Pentarchy at no cost; they may replace a Minister who has displeased them by temporarily expending an Eminence Trait.

The Tyrant's decree is law, and any Fallen who defies their order automatically gains the Warned Eminence Trait.

The Tyrant is the final arbiter of punishment in the Court, and may order criminals to compensate injured parties, undergo torture, or be exiled back to the Abyss in the most extreme circumstances.

The Tyrant may temporarily expend an Eminence Trait to grant or remove a Common Eminence Trait to or from any member of the Court at their whim, and they may temporarily expend four Eminence Traits to promote a new Fell Knight, or to strip a Fell Knight of their Rank.

CHAPTER FIVE: A CHORUS OF ANGELS

Rituals

New Background: Ritual Knowledge

This Background, originally printed on page 170 of the Demon Player's Guide, provides a set number of points with which to select Rituals from those known to the Fallen's House at Character Creation. This Background is modified for the OWbN environment to take into account the difference in experience scales; furthermore, the points granted by this Background are not experience points. They may not be used to select anything other than Rituals, and any excess points not allocated at Character Creation are lost. Once a Character is already in play, Rituals should be learned by spending the experience costs listed for each individual Ritual below, rather than through the purchase of this Background.

- 3 points of Rituals from your House
- 6 points of Rituals from your House
- 9 points of Rituals from your House
- 12 points of Rituals from your House
- 15 points of Rituals from your House

Performing Rituals

Roles

While it is technically possible for a Ritual to be performed by a single Fallen, most of the time the breadth of Lore and store of Faith required to enact a Ritual requires several Fallen to work together. Participants in a Ritual fall into one of three roles, which may be filled by any Fallen or Thrall who meets the requirements:

Ankida: The Ankida leads the ritual, and must both know the ritual and have the requisite level in the Primary Lore. The Ankida must possess at least one point of Faith, and has sole control over choices regarding the effects of the Ritual, when applicable.

Mudu: One or more Mudu provide supplemental Lore the Ankida does not possess. Each Mudu must have at least one point of Faith per Lore provided, and must spend one Willpower Trait for each Lore they provide beyond the first.

Khauiki: These optional participants may spend Faith during certain steps of the Ritual to aid the Ankida; additionally, they are the only participants free to engage in combat and defend the Ankida and Mudu without risking the disruption of the Ritual.

Creating the Sigil

Each Ritual requires a Sigil to be inscribed at the place in which it is to be cast; the Sigil must be large enough to contain all participants, and made of appropriate materials. For the most part, an Occult 3 Influence action may be assumed sufficient to procure the materials, though some rituals have particularly difficult components to acquire.

The Sigil must be inscribed using a level of the Occult ability equal to or higher than the highest level of Lore used in the ritual. Scribing the Sigil for Hadrisel's Libation, for instance, requires Occult x2, as the Ritual uses Lore of Storms 2.

Rituals of War

Why are there so many rituals that invoke devastating effects... on the place they are cast, after several hours of casting time? That doesn't seem very effective - at least not as effective as flying over and stabbing someone with a sword.

First, note that Casting Times are minimums. Once that time is reached, the Ankida doesn't need to release the Ritual immediately... those performing it can simply continue performing the Ritual. That lends itself to all sorts of traps which can be useful in large scale battles.

The Angelic Host is moving in to attack your Bastion perched on high sea cliffs, and your scouts have brought you warning? It would be a pity if they finally broke down the gate to walk right into a Storm's Fury, which your ritualists have been casting since before dawn.

Your enemy refuses to stand and fight a pitched battle? Set yourself up on the river that the enemy city lives off of and begin casting a River of Blood Ritual. They will have to come out to try to stop you, forcing them into the open; and if they do interrupt the Ritual, the resulting explosion will weaken their forces!

Fallen Rituals of War reward characters who can plan ahead and think strategically - and many of them make for great plot points when an enemy uses them against your PCs.

Casting the Ritual:

At the conclusion of the minimum time listed, the Ankida may make a Static Faith Challenge against a Difficulty equal to 5 + the total number of levels of Lore involved in the Ritual; Success means the ritual is cast, and the Ankida proceeds to determine Grades of Success. Khauiki participating in the Ritual may spend temporary Faith to add bonus Traits to the Ankida's Faith Challenge, on a one for one basis. If the Ankida is casting a Ritual that uses a Primary Lore that

aligns with their visage, they may use the Paragon Background just as if performing an Evocation. Failure means the Ankida loses control, and the energies involved explode in a blast of power. For every twenty minutes (or fraction thereof) in the casting of the Ritual, a level of Lethal Damage is suffered by all everyone within a number of yards equal to the Difficulty of the Faith Challenge; these numbers are listed under the 'Backlash' heading for each Ritual. Furthermore, all Fallen participating in the Ritual lose 1 point of temporary Faith, or 1 temporary Willpower Trait if they have no Faith to lose.

Can the Lore of Celestials affect Rituals?

It is not recommended that Evocations like Pillar of Faith or Hand of Faith be allowed to function on Rituals. In a particularly climactic scene, as a desperate move, the ST might choose to make an exception, but it should not be the norm.

Effect

Once the Ritual has been successfully cast, the Ankida makes a Challenge of a specified Trait Category and Ability, against the same Difficulty listed above. By default, a successful Ritual has one Grade of Success; winning this challenge adds a second Grade of Success. The Ankida (and only the Ankida) may Ravage their Thralls for a third Grade of success, and each Khauiki may spend a single point of temporary Faith to add another Grade of Success.

How Much Faith Can You Spend?

Many Chronicles set a maximum number of Traits which may be spent to determine the effect of powers; the most common maximums are either 3 or 5 Traits spent. It is the recommendation of this Packet that the same maximum be applied to Fallen spending Faith for bonus Traits in Ritual casting. Keep in mind that the more Faith you allow a Fallen PC to spend when performing a Ritual, the fewer Fallen PCs will be needed

If you find Rituals too powerful as written, you may apply the same limit to the amount of Faith which can be spent for additional Grades of Success.

Torment

Much like Evocations, Rituals may be twisted by the torment of the Fallen. The Ankida must spend a Virtue appropriate to the situation (Storyteller's Choice), or be forced to make a Simple Test, much like for any evocation, as detailed in the Lores Chapter of this Packet. However, instead of using their own Torment score to determine whether they must win or tie the simple test, they must compare the highest Torment out of all the Fallen participating in the Ritual to the chart provided. Additionally, when any ritual text refers to 'Torment,' again, use the highest Torment score of any participant in the ritual.

Disrupting a Ritual

Rituals may be disrupted in one of three ways:

If the Ankidu suffers injury from an attack while performing the Ritual, they must make a Mental Challenge (retest Occult) against a Difficulty of 12+ the amount of Damage suffered. If they have the Concentration Merit, they may ignore the need for this challenge.

If one of the Mudu suffers injury from an attack while performing the Ritual, they must make a Mental Challenge (retest Performance: Singing) against a Difficulty of 12+ the amount of Damage suffered. If they have the Concentration Merit, they may ignore the need for this challenge.

Finally, if the Sigil is broken, or if the Ritual Restrictions are no longer met, the Ritual is disrupted. In any of these cases, disrupting a Ritual in progress releases the energies involved explosively, in a blast precisely as described above under 'Casting the Ritual.'

Variations

Many of the Rituals listed below include descriptions of Variations, which substitute or add new levels of Lores to achieve a modified effect. Knowledge of how to perform these Variations is not included when the base Ritual is learned. In order to learn a new Variation, the Fallen must spend the XP listed for the cost of the Ritual again, purchasing the Variation separately, and noting it on their sheet. Developing new Variations is substantially less difficult than creating an entirely new Ritual, and some Variations seem to be quite common, such as adding Lore of the Firmament •• in order to target a distant location at a +2 Difficulty.

Devils

Baptism of Faith

Primary Lore: Lore of the Celestials ••

Secondary Lore: Lore of Longing ••

Base Cost: 4xp

Restrictions: The recipient must be a willing participant, and may be any human other than the thrall of a different demon. The sigil is carved onto a plaque of clay that is worn around the recipient's neck.

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Social Challenge (retest Empathy) against 9 Traits; the effects of the Ritual last for five years per Grade of Success. When the recipient Invokes the Celestial Name of the Fallen, success is automatic. The demon is aware if the recipient is baptised or enthralled by a different demon, or of their death, but not if the duration expires. Any one demon may only have as many baptised followers as they have permanent Faith, and the bond may only be broken if the mortal gives their approval - or if the demon kills them. Finally, the mortal must bid an additional Trait on any Challenges made to resist the Demon in any way.

Torment

The tormented version of this ritual infuses the recipient with Torment; whenever they suffer extreme stress, they must make a Static Willpower Challenge against 7 Traits or relieve their stress by killing another person.

Defeat Scry

Primary Lore: Lore of the Celestials •••

Secondary Lore: Lore of the Firmament •

Base Cost: 4xp

Restrictions: The protected area is defined by the size of the sigil.

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Mental Challenge (retest Alertness) against 9 Traits; the Grades of Success gained in casting this Ritual are subtracted from the Grades of Success of any use of the Scry Evocation on an object or person within this area. If the scry attempt still succeeds, the focus of Scry glows a pale blue; if someone or something is already the focus of Scry and enters the area, they will glow as well. This protection lasts for 12 hours per point of Faith the Ankida has at the time of casting the Ritual.

[↑ back to top](#)

Torment

Any individual attempting to scry into the protected area may do so, but suffers one level of Bashing Damage each turn; the feeling is similar to tear gas in the eye.

Variations:

Add The Lore of Light ●●● and increase the difficulty to 13. The Ankida may choose: either anyone attempting a Scry sees an empty area, or sees a pre-programmed illusion within it.

Resist Fire

Primary Lore: Lore of Flame ●●

Secondary Lore: Lore of the Flesh ●●

Base Cost: 4xp

Restrictions: The Ritual must be cast in direct sunlight, and each recipient must be within the sigil.

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Physical Challenge (retest Dodge) against 9 Traits; each Grade of Success allows the Ankida to affect an additional recipient. Each recipient reduces all damaged suffered from Fire by three levels; this protection persists for a total number of turns, per recipient, equal to the Ankida's Faith at the time of casting the Ritual.

Torment

Each time a recipient would take Fire damage, they must make a Static Willpower Challenge against a Difficulty of 5+the amount of damage they would take. If they fail, they lose their action for the turn, suffering the pain of the flames even while avoiding the damage.

Variations

Add Lore of Awakening ●●● and increase the difficulty to 12; each level of Fire Damage prevented by the ritual also heals a level of Bashing Damage on the recipient.

Ghostly Inferno

Primary Lore: Lore of Flame ●●●

Secondary Lore: Lore of the Realms ●●

Base Cost: 5xp

Restrictions: A burnt offering of flesh must be placed at the center of the sigil

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Social Challenge (retest Survival) against 10 Traits; if successful, a cold, invisible flame burns in the Shadowlands, covering a radius equal to ten times the Ankida's per-

manent Faith Score in yards, and lasting for the same number of minutes. Each turn, the Ankida can attempt a Static Faith challenge against 7 Traits to move the blaze a yard in any direction, or increase or decrease the radius by a yard.

In the physical world, Mortals and Demons suffer 3 Lethal damage each round they remain in the spiritual flames; objects ignite, and even buildings can be burned down. Armor does not prevent this damage, but characters who are immune to fire retain that immunity. Wraiths or Fallen in the Shadowlands, on the other hand, may benefit from armor normally.

Torment

The flames cannot be controlled by the Ankida, but inflict 4 damage instead of three, over half again the radius; ghostly screams and moans fill the area, and Mortals must win a Willpower Challenge against 7 Traits or lose a point of Willpower.

Variations

Add the Lore of the Firmament •• and increase the difficulty to 12 to allow the ritual to be cast centered around a chosen victim, anywhere in the world. For this to function, a personal item, body part (fingernail clippings, hair, blood), or other sympathetic link to the target must be placed in the sigil.

Firestorm

Primary Lore: Lore of Flame ••••

Secondary Lore: Lore of the Winds ••••

Base Cost: 8xp

Restrictions: The Ritual cannot be performed in rain or fog.

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Physical Challenge (retest Survival) against 13 Traits; each Grade of Success inflicts one level of Lethal Damage on each Mortal or Demon within the area of effect, which is a hemisphere which may be centered anywhere within 300 yards of the sigil. The radius of the hemisphere is equal to three yards for each point of Faith the Ankida has at the time of casting the Ritual.

Torment

The center of the Firestorm can only be the sigil itself; those on the sigil itself are unaffected unless the fire is reflected back in some way, such as nearby walls.

Variations

Add Lore of Patterns •• and increase the Difficulty to 15 to allow the Ankida to shape the flames, excluding one target within the area per Grade of Success.

Dawn's Light

Primary Lore: Lore of the Celestials •••

Secondary Lore: Lore of Humanity ••, Lore of Light •

Base Cost: 9xp

Restrictions: The ritual must be performed at night.

Minimum Casting Time: 36 minutes

Backlash: 2 Lethal to all Characters in an 13 Yard radius

The Ankida makes a Static Social Challenge (retest Leadership) against 13 Traits; if successful, bright sunlight fills a radius in miles equal to the Ankida's permanent Faith Score, for a number of minutes equal to the Grades of Success. All mortals within the area regain a point of temporary Willpower and heal up to one Bashing Damage. Each Fallen in the area makes a Challenge of their Faith against their Torment; if successful, they regain up to three points of Willpower; if they fail, they gain a temporary Torment. The light created by this ritual is true sunlight, and creatures such as vampires are affected by it physically and spiritually accordingly.

Torment

The light produced is dark and brooding, the color of rust or a dying star, and Mortals must win a Static Willpower Challenge against a difficulty of 8 or lose a point of Willpower. Fallen may make a Torment Challenge against their Faith; if successful, they gain both three Willpower, and three Torment.

Faith of Steel

Primary Lore: Lore of Radiance ••

Secondary Lore: Lore of the Awakening ••, Lore of Longing ••

Base Cost: 9xp

Restrictions: The focus of the Ritual must be a human under the Anikida's command who has been wounded in anger during the last hour.

Minimum Casting Time: 36 minutes

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

The Ankida makes a Static Social Challenge (retest Leadership) against 11 Traits; the effects of the Ritual last for ten minutes per Grade of Success. One human, within sight, per point of the

Ankida's Faith at the time of casting the Ritual, is affected. Recipients do not suffer wound penalties for being Bruised; furthermore, they may remain active for up to two Rounds even while Incapacitated, suffering only the penalties for being Wounded during this time.

Torment

The Torment version of this ritual fills recipients with bloodlust; they must win a Static Willpower Challenge against 7 Traits or attack the nearest individual each turn, friend or foe.

Hope's True Flame

Primary Lore: Lore of the Celestials ••

Secondary Lore: Lore of Flame ••, Lore of Longing ••, Lore of Radiance ••

Base Cost: 16xp

Restrictions: The participants in the ritual must not have committed any violent acts in the past week

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Social Challenge (retest Empathy) against 13 Traits; if successful, a brilliant white flame appears above a target structure; all those who see it, and who plan violence on the occupants, are down a number of Traits on all Challenges equal to the Grades of Success. This penalty remains for a number of days equal to the Ankida's Faith score at the time the ritual was cast.

Torment

The Tormented version instead marks a place for violence, granting aggressors a number of Bonus Traits equal to the Grades of Success.

Create Elemental

Primary Lore: Lore of the Flame •••

Secondary Lore: Lore of Awakening ••; Lore of the Celestials ••; Lore of the Fundament ••

Base Cost: 18xp

Restrictions: This ritual must be performed under the noon sun, near a hot spring or a volcano; a handful of obsidian must be placed in the center of the sigil.

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Social Challenge (retest Occult) against 14 Traits. Success creates an Elemental with the following statistics:

Fire Elemental

Traits: 3 Physical, 3 Mental

Willpower: 1

Health Levels: 6

Special: The elemental inflicts lethal damage in combat and may ignite flammable objects with a touch. As Fire Elementals are humanoid, they may wear armor or wield weapons which have been crafted to withstand intense heat.

The Elemental remains for a single scene, unless the Ankida spends a Trait of temporary Willpower, in which case it lasts until destroyed or released by the Ankida. Each Grade of Success may be spent to increase any of the above statistics, or allocated to levels of Abilities (limited to Abilities already possessed by the Fallen participating in the Ritual).

Torment

The Elemental created is a monster that exists only to hunt and kill the living. It is sheathed in hard scales, which reduces all damage it suffers by three levels, and inflicts aggravated damage instead of lethal. Only Physical Traits and Combat related abilities may be purchased with Grades of Success. The Ankida must make a Static Willpower Challenge (Difficulty 8) each time they attempt to control it.

These Elementals Are Too Weak!

As written in the Player's Guide, the Elementals created by the various Create Element Rituals are a bit underwhelming, mechanically. If you wish them to be more powerful, consider allowing each Grade of Success to purchase 2 Traits instead of one.

Reshape the Soul

Primary Lore: Lore of Radiance ●●●●

Secondary Lore: Lore of Humanity ●●●●, Lore of Longing ●●

Base Cost: 18xp

Restrictions: The mortal recipient must remain in the center of the sigil - either voluntarily, or restrained - for the duration of the ritual

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in an 17 Yard radius

The Ankida makes a contested Social Challenge (retest Subterfuge) against the target; if successful, the Ankida can alter one of the following things per Grade of Success:

Change Nature or Demeanor

Alter one significant memory or chain of memories

Change an opinion

Make the target loyal to the Ankida

Implant a post-hypnotic suggestion with a trigger

Post hypnotic suggestions may be repeatable: "send me a report every week," for instance, is acceptable. Furthermore, after performing the action, the target will not remember what they have done. The effects of this Ritual are permanent, unless undone with the Revelation evocation; all difficulties related to using Revelation to counteract this Ritual are increased by two.

Torment

The recipient gains a permanent Derangement, and loses a Permanent Willpower for each Grade of Success, to a minimum of 1 remaining Willpower. Furthermore, they lose a temporary Willpower each time a post hypnotic suggestion is triggered.

Scourges

Micarael's Sight

Primary Lore: Lore of the Firmament ••

Secondary Lore: Lore of the Realms ••

Base Cost: 4xp

Restrictions: The ritual must be performed in an area lit well enough to read by

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Mental Challenge (retest Crafts) against a difficulty of 9; if they are successful, the Ankida may see through solid, non-living matter as if it were as clear as glass, up to a cubic foot per Grade of Success. This effect lasts for a number of turns equal to the Ankida's permanent Faith score.

Torment

The Ankida experiences hallucinations and paranoia; the Storyteller should choose an appropriate vision and communicate it to the player.

Variations

Add the Lore of Longing •• and increase the difficulty to 11 to rework this ritual into a warning. Whenever anyone who wishes the Ankida harm comes into the area (extending 50 feet beyond

the sigil), any solid matter between them becomes transparent to the Ankida's sight, creating a moving window as required. In this case, each Grade of Success permits the viewing of one enemy, and the duration extends to half an hour per point of Permanent Faith the Ankida possesses.

Dust Swarm

Primary Lore: Lore of Awakening ●●●

Secondary Lore: Lore of the Earth ●●

Base Cost: 5xp

Restrictions: The ritual must area must be dry enough for dust to rise

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Physical Challenge (retest Animal Ken) against a difficulty of 10; if successful, dust fills a hemisphere with a radius in yards equal to the Grades of Success; the center may be anywhere within the Ankida's line of sight. Anyone within this area suffers a level of Bashing damage each turn, cannot see more than a few yards, and suffers a -3 Trait penalty on all vision-based challenges. The swarm persists until scattered by the wind, or until sated on the blood of its victims (which happens when it has inflicted 5 damage per grade of success). The swarm is only affected by area of effect attacks, in which case it has three health levels; finally, it will not attack those who participated in its summoning.

Torment

The swarm now inflicts Lethal Damage, and will attack anyone it can find - even those who created it.

Rain of Frogs

Primary Lore: Lore of the Winds ●●●

Secondary Lore: Lore of the Beasts ●●●, Lore of Awakening ●●

Base Cost: 12xp

Restrictions: At least one frog of each sex is required to perform the ritual, which must be conducted when the humidity is at least 70%

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Physical Challenge (retest Animal Ken) against a difficulty of 13; if successful, a cubic yard of frogs is created for each Grade of Success; they may be dropped up to a mile away for each grade of success, and the Ankida determines the area covered. The frogs fall at such a rate that they land safely, and they live naturally thereafter.

Torment

The frogs secrete a toxin that harms those who come into contact with them, inflicting a level of Bashing each hour after exposure unless a Physical Challenge (Difficulty 8) is won. The effects of the toxin persist for a number of hours equal to the Ankida's permanent Torment score.

Variations

Other creature types, massing no more than a large bullfrog, may be deployed with variations of this ritual, including worms, spiders, and small fish.

Vacuum

Primary Lore: Lore of the Winds •••

Secondary Lore: Lore of Death ••

Base Cost: 5xp

Restrictions: The ritual must area must be as clean as possible, without even air pollution or dust

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Physical Challenge (retest Survival) against a difficulty of 10; if successful, a small sphere of vacuum is created, with a diameter of one foot per Grade of Success. The sphere remains inert until the Ankida releases it; in the meantime, they may walk or talk, but not perform Evocations or Combat actions. The sphere may be used to create a joint or lock, if heavy glass or metal hemispheres are prepared for a casing. It may also be used as a weapon, causing levels of Bashing Damage equal to the Grades of Success to anyone struck by it as it implodes forcefully.

Torment

The sphere collapses immediately upon the completion of the ritual, causing damage to those in a radius equal to half the Ankida's Torment, multiplied by the Grades of Success.

Variations

Add Lore of Patterns ••• and increase the difficulty to 13 to create a sphere that remains inert until a preset condition is met.

Cloud Chariot

Primary Lore: Lore of the Winds ••••

Secondary Lore: Lore of the Fundament •

Base Cost: 5xp

Restrictions: The ritual must be cast under open sky, in at least 60% humidity

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Physical Challenge (retest Survival) against a difficulty of 10; if successful, a clear, glassy vessel appears which lasts for an hour per Grade of Success. The chariot holds the Ankida, and a number of additional passengers equal to the Ankida's permanent Faith Score. If the Ankida passes out, leaves the vessel, or in some other way becomes incapable of controlling the chariot with their thoughts, it dematerializes and the passengers fall. The top speed of the chariot is equal to the Ankida's permanent Faith score multiplied by 50mph; it cannot be submerged in water without dissipating, but may ascend to a height of half the Ankida's permanent Faith score in miles.

Torment

The chariot is formed of bitter acid and noxious fumes; the passengers suffer a level of Bashing Damage each hour that cannot be prevented from the vile, choking air. Birds drop out of the sky and plants wilt in its passage.

Variations

Adding Lore of Storms •• and increasing the difficulty to 12 allows the chariot to be submerged without dissipating, though its speed is reduced to only 10 yards per point of Permanent Faith the Ankida possesses; increasing the Lore of Winds to •••• and increasing the difficulty by an additional +1 allows the chariot to bring its own air supply along.

Adding the Lore of Awakening •••• and increasing the difficulty by an additional +4 means the Ankida can give the craft orders and then wander off to go to sleep while it proceeds under its own power.

Inoculate

Primary Lore: Lore of Awakening ••

Secondary Lore: Lore of Patterns •••

Base Cost: 5xp

Restrictions: The sigil must be drawn using quicksilvery

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Physical Challenge (retest Medicine) against a difficulty of 10; if successful, a number of living targets - Mortal, Fallen, or animal - equal to the Grades of Success are protected from all infection, disease, poison, intoxication, and ill health for a number of weeks equal to the Ankida's permanent Faith Score. Anyone attempting to inflict a supernatural disease on a recipient must first win a Static Willpower Challenge against a difficulty of the Ankida's permanent Willpower Score. This ritual does not protect against accidental or deliberate injury.

Torment

The recipients become plague carriers, immune to the effects of disease themselves, but infecting everyone with whom they come into contact. For one week, everyone coming into contact with any of the recipients takes a number of levels of Bashing Damage equal to the Grades of Success.

Variations

Increase the Lore of Awakening to ●●● and the difficulty to 11 to allow the beneficiaries to heal minor wounds; each target may shrug off a number of bashing or lethal damage, over the duration of the effect, equal to the Ankida's permanent Faith Score.

Fog of War

Primary Lore: Lore of the Winds ●●●

Secondary Lore: Lore of the Humanity ●●●

Base Cost: 6xp

Restrictions: The sigil must be covered with maiden's veils soaked in tears

Minimum Casting Time: 36 minutes

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

The Ankida makes a Static Physical Challenge (retest Stealth) against a difficulty of 11; the fog is conjured for an hour per Grade of Success, concealing the Ankida and a number of their allies, up to the Ankida's permanent Faith score, from the sight of Mortals. Any Mortal wishing to spot the hidden group must win a Mental Challenge against the Ankida (retest Investigation for the Mortal, Stealth for the Ankida), with the Ankida gaining a number of bonus Traits equal to the Grades of Success. A Fallen, on the other hand, may perceive the group with a Static Mental Challenge (retest Alertness) against a difficulty equal to the Ankida's permanent Faith Score. Anyone with supernatural awareness will register the mist as a source of supernatural energy.

Torment

The cloud of fog is shot through with angry gray and red streaks; enemies who come into contact with it are scalded for a number of levels of Lethal Damage equal to the Ankida's permanent Faith Score.

Variations

Add the Lore of the Beast ●● and increase the difficulty to 13 to render those in the cloud invisible to animals, as well.

Add the Lore of Light ● and increase the difficulty by +1 to grant an additional Bonus Trait to the Ankida and raise the difficulty of the Static Mental Challenge made by Fallen by +1.

A variation including an additional participant with Lore of Humanity •• suggests to Mortals that they saw something innocuous; anything that would lull them into inattention. Resisting this affect requires a Static Willpower Challenge, difficulty 8.

Create Elemental

Primary Lore: Lore of the Winds •••

Secondary Lore: Lore of Awakening ••; Lore of the Celestials ••; Lore of the Fundament ••

Base Cost: 18xp

Restrictions: This ritual must be performed under the light of a full moon, on a cloudy, windy night; a handful of feathers must be placed in the center of the sigil.

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Social Challenge (retest Occult) against 14 Traits. Success creates an Elemental with the following statistics:

Air Elemental

Traits: 3 Physical, 3 Mental

Willpower: 1

Health Levels: 4

Special: The elemental receives +2 Traits on all Dodge Challenges

The Elemental remains for a single scene, unless the Ankida spends a Trait of temporary Willpower, in which case it lasts until destroyed or released by the Ankida. Each Grade of Success may be spent to increase any of the above statistics, or allocated to levels of Abilities (limited to Abilities already possessed by the Fallen participating in the Ritual).

Torment

The Elemental created is a monster that exists only to hunt and kill the living. It inflicts Lethal Damage in combat, reduces all damage suffered by four levels, and only Physical Traits and Combat related abilities may be purchased with Grades of Success. The Ankida must make a Static Willpower Challenge (Difficulty 8) each time they attempt to control it.

These Elementals Are Too Weak!

As written in the Player's Guide, the Elementals created by the various Create Element Rituals are a bit underwhelming, mechanically. If you wish them to be more powerful, consider allowing each Grade of Success to purchase 2 Traits instead of one.

Plague of Boils

Primary Lore: Lore of the Flesh ●●●●

Secondary Lore: Lore of Radiance ●●●, Lore of Patterns ●●●, Lore of Awakening ●

Base Cost: 22xp

Restrictions: At least one example of the target group must be within line of sight of the ritual

Minimum Casting Time: 121 minutes

Backlash: 7 Lethal to all Characters in a 16 Yard radius

The Ankida makes a Static Mental Challenge (retest Medicine) against a difficulty of 16; if successful, the plague affects up to 10 people per Grade of Success. The target group can be defined as anything from worshippers of a particular Earthbound, to every living human being. The plague only affects those within line of sight to begin with, but may be transmitted just like any other disease. The boils function as a 'Deadly Disease' (Laws of the Hunt: Revised, pg254), and mundane medicine does nothing to treat or heal the sickness; even supernatural healing is at +2 Difficulty for any Challenges involved. The participants in the ritual are not immune to the disease, which is spread through physical contact.

Torment

In addition to the effects of a Deadly Disease, the boils inflict one level of Bashing Damage each day, which cannot be prevented.

Variations

Add the Lore of Beasts ●●● and increase the difficulty to 19 to cause spiders to burst from the boils.

Malefactors

Disarm

Primary Lore: Lore of the Forge ●●●

Secondary Lore: Lore of the Fundament
●●

Base Cost: 5xp

Restrictions: A piece of magnetized iron must be placed in the center of the sigil.

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Physical Chal-



[↑ back to top](#)

lunge (retest Technology) against 10 Traits. The Grades of Success gained determine the complexity of technology affected:

- 1 High tech weapons with electronic components
- 2 Complex mechanical weapons, such as automatic firearms
- 3 Basic mechanical weapons, such as revolvers or crossbows
- 4 Even the most basic weapons, such as knives or axes

This ritual affects an area in a radius of 1000 yard increments equal to the Akinda's Faith at the time of the casting, and lasts for the duration of a scene. During that time, all weapons affected automatically miss their targets; no challenge is thrown.

Torment

The torment version of this ritual allows weapons to function, but causes catastrophic accidents. At two Grades of success, a simple test must be won or tied for each strike, or the weapon will strike the user's closest ally or friend, or find a way to draw the weilder's own blood; at four grades of success, the simple test must be won outright; and at five grades of success, misfortune accompanies every swing, with no need of a test.

Local Interference

Primary Lore: Lore of the Forge ••

Secondary Lore: Lore of the Earth •, Lore of the Fundament •

Base Cost: 6xp

Restrictions: A handful of magnetized iron shavings must be placed in the center of the sigil.

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Physical Challenge (retest Technology) against 9 Traits. The Grades of Success gained determine the complexity of technology affected by the interference:

- 1 High tech electronic systems
- 2 Complex mechanical systems, such as internal combustion engines
- 3 Simple mechanical systems, such as pulleys

This ritual affects an area in a radius of 10 yard increments equal to the Akinda's Faith at the time of the casting, and lasts for the duration of a scene. During that time, all systems affected cease functioning.

Torment

The tormented version of this ritual allows systems to continue to function, but makes it likely they will cause tragic accidents. Whenever interacting with such a system, a Character must win or tie a simple test to avoid being injured by it, or injuring someone else nearby.

Variation:

Add Lore of Humanity ●●● and increase the Difficulty to 12 traits to focus the effect of this Ritual on a single character, instead of an area. The Ankida must know the target's name, and the target must be physically within the area of effect.

Volcano

Primary Lore: Lore of the Earth ●●●●

Secondary Lore: Lore of Flame ●●

Base Cost: 7xp

Restrictions: The sigil must be carved into either earth or natural stone

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Physical Challenge (retest Survival) against 12 Traits; a volcanic eruption begins at the center of the sigil, spouting molten lava for a number of hours equal to the Grades of Success. The lava spreads outward, affecting a radius that increases 100 yards for each Grade of Success, each hour. Almost everything in the area is destroyed, including buildings and vehicles; any character who comes in contact with the lava suffers an amount of Lethal Damage equal to the Grades of Success, each turn they remain in contact; this damage cannot be prevented by Armor. At the conclusion of the duration of the Ritual, the volcano crumbles in on itself and the lava cools rapidly, leaving behind a lake of coarse, brittle black stone by an hour later.

Torment

The Torment version of this Ritual jets corruptive, radioactive lava high into the air; the radius expands by a mile each hour, regardless of the Grades of Success, and after the effect is over, it takes days to cool, leaving behind a polluted, toxic and poisoned area.

Variations

Add Lore of the Winds ●●● and increase the Difficulty to 15 Traits to also produce a cloud of smoke and ash that blots out all light for a number of miles around equal to the Grades of Success.

Hunter's Byway

Primary Lore: Lore of Paths ●●

Secondary Lore: Lore of the Firmament ●●, Lore of the Realms ●●

Base Cost: 9xp

Restrictions: An item of personal significance to the target must be placed into the center of the sigil.

Minimum Casting Time: 36 minutes

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

The Ankida makes a Static Mental Challenge (retest Survival) against 11 Traits; upon successful completion of the Ritual, a pathway appears leading from the sigil, visible to all participants, but no one else. The pathway leads through the darkness between realms, and those who follow it fade from view; from their perspective, they walk a misty tunnel through darkness. Following the path takes 10 minutes, minus one minute per Grade of Success. At the end of this time, the travelers exit just behind their target; unless the target character wins a Static Mental Challenge against a difficulty equal to 5+ the Grades of Success, they are Surprised. The path collapses once the last traveller steps off.

Torment

The Torment version of this ritual leaves the path open for a number of hours equal to the Grades of Success, during which time Wraiths which happen upon it may exit at either end to wreak havoc.

Chalice of Faith

Primary Lore: Lore of the Forge ●●●●

Secondary Lore: Lore of the Celestials ●●●●

Base Cost: 10xp

Restrictions: The item to be affected must be placed into the center of the sigil, and ritually prepared by the Ankida ahead of time.

Minimum Casting Time: 100 minutes

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

The Ankida makes a Static Social Challenge (retest Crafts) against 15 Traits; upon successful completion of the Ritual, the item becomes a storehouse for Faith, able to hold a number of Faith points equal to the Grades of Success. To place Faith into a chalice, a Fallen simply holds it and transfers their own Faith into it; withdrawing works in the same way, refilling a Fallen's pool up to their normal limit, and either use takes an Action during Combat. The Chalice may only be used to make a single deposit, and a single withdrawal, each Scene; Fallen may detect that an object is a Chalice with an Awareness Challenge.

Torment

The Torment version of this ritual creates a tainted Chalice; each Faith drawn from it also gives the Fallen a Torment.

Rain of Brimstone

Primary Lore: Lore of the Earth ●●●●

Secondary Lore: Lore of Flame ●●, Lore of the Winds ●

Base Cost: 11xp

Restrictions: A lump each of sulfur, phosphorus and iron must be placed in the center of the sigil.

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Physical Challenge (retest Survival) against 12 Traits. For each Grade of Success, a level of Bashing Damage is inflicted to every Character and structure within the area of effect, which is a radius of 10 yards for every point of Faith the Ankida had at the time of casting the Ritual. The center of the Rain of Brimstone may be placed at any spot the Ankida can see within 100 yards for every point of Faith they had at the time of casting.

The Ankida and other ritualists may continue casting this ritual on successive turns to continue inflicting damage; doing so requires a Static Physical Challenge (retest Performance) against 12 Traits each turn. As soon as any participant fails this Challenge, the Ritual's effects end.

Torment

The tormented version of this ritual includes blazing rock, along with a rain of sulfur, and inflicts Lethal Damage instead of Bashing.

Age Landscape

Primary Lore: Lore of the Earth ●●●

Secondary Lore: Lore of the Wild ●●●, Lore of Death ●●

Base Cost: 12xp

Restrictions: The ritual can be performed only at sunrise or sunset; a lump of sandstone is placed in the center of the sigil

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Physical Challenge (retest Science) against 13 Traits. For each Grade of Success, the landscape within the area of effect, which is a radius of 200 yards per Grade of Success, tapering off gradually over another 100 yards, ages 1,000 years. Caves form, cliffs become steeper, the ground level may drop a few feet, and vegetation adapts itself to the new landscape.

Torment

The torment version of this ritual blights the area with weeds and poisonous plants, crumbling rock, fetid swamp, and quicksand, as appropriate to the local climate.

Variations

Add Lore of the Fundament ••• and increase the difficulty to 16 Traits to also undermine structures in the area, so as to attack enemy fortifications - compare the Grades of Success gained to the effects of the Earthquake Evocation to determine the results.

Create Elemental

Primary Lore: Lore of the Earth •••

Secondary Lore: Lore of Awakening ••; Lore of the Celestials ••; Lore of the Fundament ••

Base Cost: 18xp

Restrictions: This ritual must be performed in a cavern where light cannot reach; a lump of marble must be placed in the center of the sigil.

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Social Challenge (retest Occult) against 14 Traits. Success creates an Elemental with the following statistics:

Earth Elemental

Traits: 3 Physical, 3 Mental

Willpower: 1

Health Levels: 10

Special: The elemental inflicts lethal damage with its fists

The Elemental remains for a single scene, unless the Ankida spends a Trait of temporary Willpower, in which case it lasts until destroyed or released by the Ankida. Each Grade of Success may be spent to increase any of the above statistics, or allocated to levels of Abilities (limited to Abilities already possessed by the Fallen participating in the Ritual). As Earth Elementals are solid, they may wear armor or wield weapons which have been crafted for their size.

Torment

The Elemental created is a living war machine that exists only to hunt and kill the living. It inflicts Aggravated Damage in combat, reduces all damage suffered by four levels, and only Physical Traits and Combat related abilities may be purchased with Grades of Success. The Ankida must make a Static Willpower Challenge (Difficulty 8) each time they attempt to control it.

These Elementals Are Too Weak!

As written in the Player's Guide, the Elementals created by the various Create Elemental Rituals are a bit underwhelming, mechanically. If you wish them to be more powerful, consider allowing each Grade of Success to purchase 2 Traits instead of one.

Seal Area

Primary Lore: Lore of Paths ●●●●

Secondary Lore: Lore of the Fundament ●●●, Lore of Portals ●●●, Lore of the Wild ●●

Base Cost: 24xp

Restrictions: The ritual can be performed only at sunset; a complete, intact spiderweb is placed in the center of the sigil and scattered with drops of mercury

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in a 17 Yard radius

The Ankida makes a Static Mental Challenge (retest Survival) against 17 Traits. For each Grade of Success, an area of up to 1,000 square yards is sealed. A minimum of one Path must exist connecting the isolated region to the physical realm, up to a maximum number of Paths equal to the Ankida's permanent Faith Score. Each of the Ritual participants is aware of the remaining Paths, which may later be concealed using the Conceal Path Evocation. The effect persists for a number of days equal to the Ankida's Faith Score, unless made permanent with the expenditure of a temporary Willpower per Grade of Success. This cost of Willpower may be shared among all participants in the Ritual.



Torment

The Torment version of this ritual infuses the pathways with malice; Mortals travelling the Paths must make a Static Willpower Challenge (Difficulty 8) or lose one temporary Willpower; Fallen gain a point of Torment.

Defilers

Hadrisel's Libration

Primary Lore: Lore of Storms ••

Secondary Lore: Lore of Awakening •

Base Cost: 3xp

Restrictions: This ritual requires up to half a liter of pure water, can be performed only under the light of the full moon and requires a silver vessel to contain the libation.

Minimum Casting Time: 9 minutes

Backlash: 1 Lethal to all Characters in a 8 Yard radius

The Ankida makes a Static Mental Challenge (retest Medicine) against 8 Traits. Success creates a number of doses equal to the Ankida's temporary Faith at the time of the Ritual casting, which last until the following full moon. Each dose heals a number of levels of Bashing Damage equal to the Grades of Success gained in casting, as well as cleansing the body of all toxins and curing minor illnesses (cold, flu, sore throat, but not cancer).

Torment

Anyone coming into contact with the viscous, burning liquid suffers Bashing Damage equal to the Grades of Success gained in casting; furthermore, if the liquid makes contact with any open wounds, it will cause the affected character to contract a virulent disease. See Laws of the Hunt: Revised, pg XX, for examples.

Horn of True Sight

Primary Lore: Lore of Longing ••

Secondary Lore: Lore of Patterns •

Base Cost: 3xp

Restrictions: The recipient must be within sight of the Ankida for the duration of the casting.

Minimum Casting Time: 9 minutes

Backlash: 1 Lethal to all Characters in an 8 Yard radius

The Ankida makes a Static Social Challenge (retest Intuition) against 8 Traits. If successful, the ritual creates a barrier that protects the recipient's dreams from manipulation (Oneiromancy, etc). Each Grade of Success beyond the first allows the recipient to gain insight about themselves, either regaining a temporary Willpower, or overcoming a temporary Derangement. This Ritual affects the recipient's sleep for a number of nights equal to the Ankida's points of temporary Faith at the time of performing the Ritual.

Torment

Instead of filtering natural dreams, the ritual creates nightmares of fear and paranoia which make rest impossible. For a number of days equal to the highest Torment involved in the ritual, the recipient must bid an additional trait on all Mental Challenges. They may attempt to avoid these dreams by remaining awake, requiring whatever Physical and Willpower Challenges the Story-teller deems appropriate... and perhaps Derangements from lack of sleep.

Liquid Assassin

Primary Lore: Lore of Storms ••

Secondary Lore: Lore of the Fundament ••

Base Cost: 4xp

Restrictions: The Ankida must hold a vial of quicksilver in their hand during the casting, and the target must be within the Ankida's line of sight at the ritual's culmination.

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Social Challenge (retest Science) against 9 Traits, drawing moisture from the surrounding environment to fill the target's mouth and nostrils. For a number of rounds equal to the Ankida's permanent Faith score, the victim suffers a number of levels of Lethal Damage equal to the Grades of Success gained. The victim may attempt a Dodge Challenge against the Ankida once per round to halve this damage.

Torment

All the water between the Ankida and the victim (and a yard to either side of the line) acts in a similar manner, attempting to kill every mortal in that area.

Variations

Winds •• instead of Fundament

The ritual becomes beneficial, allowing the recipients (including everyone participating in the ritual) to breath beneath water for an hour per grade of success. Adding Fundament • to this variant (and increasing the difficulty to 10) also protects the recipients from all harmful effects of water pressure.

Prenatal Guardian

Primary Lore: Lore of Transfiguration •••

Secondary Lore: Lore of Storms ••, Lore of Flesh •

Base Cost: 9xp

Restrictions: This ritual must be cast upon a pregnant woman within one week of conception.

Minimum Casting Time: 36 minutes

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

The Ankida makes a Static Physical Challenge (retest Medicine) against 11 Traits. Each Grade of Success protects the growing fetus from a single negative influence: a congenital disease, the presence of an addictive drug in the mother's body, miscarriage caused by a car accident, etc. Any Grades of Success not used prior to the child's birth are allocated to the child as permanent Attribute Traits, creating child prodigies. If a mother is carrying more than one child (twins, for instance) the number of children is subtracted from the total Grades of Success at the time the ritual is cast, and from that point on protects all the fetuses.

Torment

A soulless twin of the child is created in the womb, who suffers all evils that the original child is protected from. This twin will survive to be born, no matter what, as a feral, bloodthirsty monster: furthermore, all attributes gained from leftover grades of success must be allocated to the evil twin.

Variations

Replace Lore of the Flesh with Lore of the Beast •

This ritual was sometimes used as a form of punishment, cursing a human woman to bear an animal instead of a human child. This may create other complications, at Storyteller discretion.

Consent and Trigger Warnings

This Ritual has a lot of potential to cause problems in play. All Storytellers and Players involved should be certain to obtain written consent, as detailed in the OWbN bylaws, before telling stories using Prenatal Guardian. The Storyteller is well within their rights to disallow it in their game, entirely.

Siren's Song

Primary Lore: Lore of Longing •••

Secondary Lore: Lore of Radiance ••; Lore of Humanity •

Base Cost: 9xp

Restrictions: This ritual must be performed at the edge of a large body of water.

Minimum Casting Time: 36 minutes

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

[↑ back to top](#)

The Ankida makes a Static Social Challenge (retest Performance) against 11 Traits. The effects of this ritual extend from the center of the sigil for 100 yards per Grade of Success. All mortals in this area must make a Static Willpower Challenge (Difficulty 8) or make their way to the sigil by the most direct path, regardless of danger; they may take no other action, even to defend themselves, so long as the ritual members continue to sing, which requires a Static Physical Challenge (retest Performance) each round against 11 Traits. Once a participant fails a challenge and drops out, they may not rejoin the singing; when the last voice ends, the effect of the Ritual is over.

Torment

The singing fills the mind with mad visions, forcing each mortal to fall to the ground, writhing in pain and fear and afflicting them with a temporary Derangement, unless they win a second Static Willpower challenge (Difficulty 8). Any Fallen within the area of effect gain a temporary point of Torment.

Variations:

Lore of the Firmament ••

The ritual may be centered on a distant location, instead of the sigil (which must still be within the same chronicle jurisdiction). Increase the Difficulty of both the Static Faith Challenge and the Static Social Challenge to 13.

Song of Ecstatic Battle

Primary Lore: Lore of Longing •••

Secondary Lore: Lore of Awakening ••, Lore of Transfiguration ••

Base Cost: 11xp

Restrictions: The Ritual must be cast with a drop of blood from every human potential affected.

Minimum Casting Time: 49 minutes

Backlash: 2 Lethal to all Characters in a 12 Yard radius

The Ankida makes a Static Social Challenge (retest Leadership) against 12 Traits. Each Grade of Success affects up to three warriors; these warriors, when at the Bruised or Wounded Health levels, receive a Bonus Trait on all Physical Challenges, instead of suffering Wound Penalties. However, when they reach Incapacitated, all of the damage catches up with them at once; furthermore, each level of lethal damage such troops sustain brings with it an additional level of bashing damage, which cannot be reduced or prevented, which takes effect as soon as the ritual ends.

Torment

The ritual still grants a Bonus Trait, but instead of removing Wound Penalties, causes them to be more severe by one step.

Variations:

Replace Lore of Awakening with Lore of Humanity ••• and increase the Difficulty to 13 Traits. Each time a recipient is wounded, they may take one step back, retreating. If they do so, the effect of the Fade Evocation is immediately activated on them, with all tests resolved as normal. The effects of Fade last for one minute per point of Faith the Ankidu possessed when casting the Ritual.

Part the Waters

Primary Lore: Lore of Storms ••••

Secondary Lore: Lore of the Fundament •••; Lore of Paths ••

Base Cost: 14xp

Restrictions: If the ritual is not cast at high tide, the difficulty to successfully cast it increases by one.

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Physical Challenge (retest Survival) against 14 Traits. Each Grade of success extends the length of the passage by 100 yards. The passage is 10 yards wide, and may last up to 6 hours for each point of the Ankida's temporary Faith at the time of casting, or until dismissed.

Torment

The Ankida cannot control when the effect ends; the Storyteller should secretly make a simple test for each point of Torment, and reduce the maximum duration of the effect by an hour for each success. Additionally, the surface of the passage is likely to present dangers or hazards as determined by the Storyteller.

Variations

Fundament ••••

The passage is only 200 yards long, but centered on the Ankida and moves with them, with the waters closing behind as they pass, and opening ahead. Increase the Difficulty of both the Static Faith Challenge and the Static Physical Challenge to 15.

Fiery Vision

Primary Lore: Lore of Longing •••

Secondary Lore: Lore of Light ••; Lore of Radiance ••; Lore of Humanity •

Base Cost: 16xp

Restrictions: This ritual can be performed only on a clear, cloudless day or night, and a fire must

be kept alight in the center of the sigil.

Minimum Casting Time: 64 minutes

Backlash: 4 Lethal to all Characters in an 18 Yard radius

The Ankida makes a Static Social Challenge (retest Performance) against 18 Traits. Every ally within a radius equal to 100 yards for each point of the Ankida's temporary Faith at the time of casting is affected, gaining a temporary Willpower Trait for each Grade of Success. These Willpower Traits may exceed normal maximums, may be spent just like any other Willpower Traits, and last for a single Scene, at which point they disappear if not already spent.

Torment

The souls of the Ankida's enemies are blasted with visions of despair, stripping them of a number of temporary Willpower Traits equal to the Grades of Success. Any victim reduced to 0 Willpower falls into a catatonic state for the remainder of the scene; mortals suffer a temporary Derangement, as well. Affected Fallen gain 1 temporary Torment.

Variations:

Lore of the Firmament ••

The ritual may be centered on a distant location, instead of the sigil (which must still be within the same chronicle jurisdiction). Increase the Difficulty of both the Static Faith Challenge and the Static Social Challenge to 20.

Create Elemental

Primary Lore: Lore of Storms •••

Secondary Lore: Lore of Awakening ••; Lore of the Celestials ••; Lore of the Fundament ••

Base Cost: 18xp

Restrictions: This ritual must be performed under the light of a full moon, on the shores of an ocean or sea. A small amount of mercury must be placed in the center of the sigil.

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Social Challenge (retest Occult) against 14 Traits. Success creates an Elemental with the following statistics:

Water Elemental

Traits: 3 Physical, 3 Mental

Willpower: 1

Health Levels: 4

Special: The Water Elemental receives a +2 Trait bonus on all Dodge Challenges

The Elemental remains for a single scene, unless the Ankida spends a Trait of temporary Willpower, in which case it lasts until destroyed or released by the Ankida. Each Grade of Success may be spent to increase any of the above statistics, or allocated to levels of Abilities (limited to Abilities already possessed by the Fallen participating in the Ritual).

Torment

The Elemental created is an acidic monster that exists only to hunt and kill the living. It inflicts Lethal Damage in combat, and only Physical Traits and Combat related abilities may be purchased with Grades of Success.

These Elementals Are Too Weak!

As written in the Player's Guide, the Elementals created by the various Create Element Rituals are a bit underwhelming, mechanically. If you wish them to be more powerful, consider allowing each Grade of Success to purchase 2 Traits instead of one.

Storm's Fury

Primary Lore: Lore of Storms ●●●●

Secondary Lore: Lore of the Firmament ●●●; Lore of the Winds ●●; Lore of Humanity ●●

Base Cost: 22xp

Restrictions: This ritual must be performed at the edge of an ocean or sea under an overcast sky. A silver bowl containing salt water must be placed in the center of the sigil.

Minimum Casting Time: 121 minutes

Backlash: 7 Lethal to all Characters in a 16 Yard radius

The Ankida makes a Static Mental Challenge (retest Survival) against 16 Traits. For a single scene, all mortals and Fallen - except for the Ankida's allies - within a radius of a half mile for every point of temporary Faith the Ankida possesses at the time of casting suffer a Trait penalty to all Challenges equal to the Grades of Success gained in casting. This effect lasts for a single Scene.

Torment

Hellish lightning and Acid Rain inflict half the Grades of Success (round up) of Lethal Damage every round on all mortals and Fallen caught within the storm.

Variations:

Winds ●●● and Humanity ●●●

The storm may be centered on a specific individual, provided the Ankida knows their name. Increase the Difficulty of both the Static Faith Challenge and the Static Mental Challenge to 18.

↑ back to top

River of Blood

Primary Lore: Lore of Storms ●●●●

Secondary Lore: Lore of the Flesh ●●●; Lore of Portals ●●●; Lore of Transfiguration ●●

Base Cost: 24xp

Restrictions: The ritual needs to be performed on the bank of a river, and an urn containing five pints of human blood must be placed in the center of the sigil.

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in a 17 Yard radius

The Ankida makes a Static Social Challenge (retest Empathy) against 17 Traits. Each Grade of Success affects a mile of river from the source point; for each point of the Ankida's temporary Faith at the time of casting, the effect lasts for one day. If all participants donate a total of 20 points of Willpower, the effect becomes permanent.

Torment

In addition to transforming the river, the Ritual creates a blood golem which roams the land, killing anyone it can find - beginning with the ritualists. The golem has the following statistics:

Traits: Torment x3 in each category

Abilities: Brawl and Dodge equal to Torment

Profane Touch: Inflicts Lethal Damage equal to Torment

Damage Reduction: Equal to half Torment, rounded up

Health: After suffering 10 Health Levels of Damage, dissolves and reforms back in the river, so long as the blood still flows.

Fiends

Centarnel's Portal

Primary Lore: Lore of Portals ●●●

Secondary Lore: Lore of the Forge ●●●

Base Cost: 6xp

Restrictions: The Fallen contributing Lore of the Forge must construct a small replica of the portal entrance

Minimum Casting Time: 36 minutes

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

The Ankida makes a Static Mental Challenge (retest Crafts) against a difficulty of 11 Traits; if successful, a miniature replica of a portal is created which may be used by the Ankida whenever a portal is needed for the Lore of Portals, up to a maximum number of uses equal to the Grades of

Success. If anyone other than the Ankida attempts to move the miniature replica portal, they find it too heavy to move.

Torment

Travellers using the miniature portal are exposed to Torment; they must win a Static Willpower Challenge (Difficulty 7) or gain a point of temporary Torment (or lose one point of temporary Willpower, if Mortal)

Shooting Star

Primary Lore: Lore of Patterns ●●●●

Secondary Lore: Lore of the Fundament ●●●

Base Cost: 7xp

Restrictions: There must be a suitable orbital object overhead (ST discretion); the ritual works best at night

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Mental Challenge (retest Crafts) against a difficulty of 12 Traits; for each Grade of Success, the target object's course may be changed in one way - curved, bounced, etc. Beginning at four Grades of Success, a letter or sigil may be traced in the night sky with a fiery meteor. This ritual affects both natural and unnatural orbital objects, to a maximum of 1,000 pounds in mass.

Torment

Any mortal witnessing the sign must win a Static Willpower Challenge (difficulty 7) or lose a point of temporary Willpower from terror.

Time Watch

Primary Lore: Lore of Patterns ●●●●

Secondary Lore: Lore of Humanity ●●●

Base Cost: 7xp

Restrictions: This ritual requires a willing participant, who must receive an explanation of the effects and consent. Once consent is given once, it need not be given for repeat uses of the ritual.

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Mental Challenge (retest Intuition) against a difficulty of 12 Traits; for each Grade of Success, the subject remains under the effects of the ritual for one hour, during which time she perceives her surroundings and companions as they will be one minute in the

future. A handler may lead, feed, or even injure the subject, but they will remain unable to comprehend what is done to them. Upon the expiration of the ritual, they remain disoriented, forced to bid an additional trait on all challenges, for an equal duration, though they may make a Static Mental Challenge (retest Alertness) against 7 Traits to halve the time of disorientation. This Difficulty increased by +1, cumulatively, each time the character is subject to this ritual, and failure on the Challenge bestows a temporary Derangement. If the subject ever experiences their own future death, they slip into a catatonic state for the remaining duration of the ritual, and must win a Static Willpower Challenge (Difficulty 7) to recover; failure means they die over a period of two days, without regaining consciousness.

Torment

For a number of days equal to the Ankida's Torment score, the target is subject to random and unpredictable fluctuations of time.

Variations

Add Firmament •• and increase the Difficulty to 14 to link the mind of the Ankida with the subject of the ritual; the Ankida remains aware of her real-time surroundings and may communicate, but is otherwise unable to move or act for the duration of the ritual.

Prophetic Dream

Primary Lore: Lore of Patterns ••••

Secondary Lore: Lore of the Firmament ••, Lore of the Spirit •

Base Cost: 11xp

Restrictions: The subject of the ritual must sit or lie in the center of the sigil.

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Mental Challenge (retest Intuition) against a difficulty of 12 Traits; for each Grade of Success, the subject may look one day into the future, and ask one question, as per the effects of the Causal Influence evocation.

Torment

The Ritual shows only where the target is at risk of accident or misfortune, and shows the best way to manipulate events so as to cause a tragedy.

Tapestry of Light

Primary Lore: Lore of Light ●●●●

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

Base Cost: 12xp

Restrictions: The ritual must be conducted within a area defined by reflected light, such as by mirrors or lasers

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Mental Challenge (retest Crafts) against a difficulty of 13 Traits; if successful, a strong material is created from light itself, of any color desired, or completely invisible. This material is unaffected by heat and all known acids, and may be used to create nearly any non-mechanical, simple object that does not have sharp edges. For each Grade of Success, the object has one health level. The object must fit within a spherical diameter equal to the Ankida's Faith score in yards.

Torment

The object emits a subtle strobing effect that causes headaches and dizziness; Mortals must win a Static Willpower Challenge (Difficulty 7) or be forced to bid an additional trait on all Mental Challenges so long as the object is in their field of vision.

Variations

Add the Lore of Patterns ●● and increase the difficulty to 15 to make the object material only with respect to a single, specified substance - up to and including human flesh. For instance, a mace created in this way could be made to pass through armor completely, or an invisible wall that bars the passage of humans, but not Apocalyptic Forms.

Replicate

Primary Lore: Lore of Portals ●●●●

Secondary Lore: Lore of Light ●●●, Lore of the Firmament ●

Base Cost: 12xp

Restrictions: The ritual must be unobserved by anyone but the participants; furthermore, the Ankida must possess a personal token from each person to be evacuated, and a name (mortal, Celestial or True) for each Fallen to be affected.

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Physical Challenge (retest Melee) against a difficulty of 13 Traits; each Grade of Success evacuates four individuals from their current location, regardless of range, either to the center of the sigil or to a specified doorway at a remote location. They are replaced by illusions that continue to perform defensive actions for a number of turns equal to the Ankida's permanent Faith score; they cannot injure their opponents, and disappear if anyone touches them, but otherwise remain for the duration of the scene.

Torment

Those evacuated are exposed to Torment; Fallen must win a Static Willpower Challenge (Difficulty 7) or gain a point of temporary Torment; Mortals lose one point of temporary Willpower

Variations

Add Lore of the Firmament ••, increase the Lore of Light to •••••, and increase the difficulty to 17 to evacuate the subjects to a location within line of sight of their illusions, who possess solidity and the full Character Sheets of the originals, though only one illusion may be created per Grade of Success with this variation, and the originals must maintain line of sight and perform no other action but to control the illusion.

Darkness Eternal

Primary Lore: Lore of Light •••••

Secondary Lore: Lore of the Fundament ••••, Lore of Death ••

Base Cost: 17xp

Restrictions: The ritual must be performed on the night of the new moon, in a cave where even starlight cannot reach

Minimum Casting Time: 121 minutes

Backlash: 7 Lethal to all Characters in a 16 Yard radius

The Ankida makes a Static Physical Challenge (retest Science) against a difficulty of 16 Traits; the area affected has a radius of 100 yards per Grade of Success, and lasts for a number of days equal to the Akida's permanent Faith Score. Within the area, light does not exist, and sound is dampened within a few feet of its origin. The area is permeated with aching cold, and any water that does not freeze achieves the consistency of syrup. No electronics or combustion engines operate, and any living creature which is not adapted to live in such an environment (using Lore of the Flesh or Lore of the Beast) suffers a level of Lethal Damage each day it remains in the area, which may not be prevented or healed until it escapes. Attempting to find one's way in the area of effect requires a Static Mental Challenge (retest Survival), against a Difficulty of 8 not to wander aimlessly. Those attempting combat in the region suffer a forced retest due to the darkness (which may be cancelled with the Blindfighting ability) and are two traits down.

Torment

The Torment version of this ritual induces madness and terror, stripping one permanent Willpower per day from Mortals, and giving Fallen one temporary Torment per day.

Ritual of Eternal Imprisonment

Primary Lore: Lore of Portals ●●●●

Secondary Lore: Lore of Patterns ●●●●

Base Cost: 18xp

Restrictions: The subject is placed in a metal rectangular container, which is then placed in the center of the sigil. This ritual requires at least seven Fallen who possess Lore of Patterns ●●●●.

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in a 15 Yard radius

The Ankida makes an opposed Mental Challenge (retest Science) against the victim; if they are successful, the victim disappears from view, never to be seen again. If the Ankida fails, they must begin the ritual again; however, they must first win or tie a simple test to avert catastrophe. If the simple test is failed, every person involved in the ritual must win a Static Willpower Challenge against a Difficulty of 8 or disappear to return to a time and location of the Storyteller's choosing.

Torment

None

Variations

Add seven Fallen with Lore of Portals ●●●● to permit the prisoner to return to reality after a specific length of time, or when a set of conditions has been met.

Devourers

Beast Tongue

Primary Lore: Lore of the Beast ●●

Secondary Lore: Lore of Humanity ●

Base Cost: 3xp

Restrictions: The sigil must be drawn using a solution of woodbine and robin

Minimum Casting Time: 9 minutes

Backlash: 1 Lethal to all Characters in an 8 Yard radius

The Ankida makes a Static Social Challenge (retest Empathy) against 8 Traits; if successful, a number of Mortals or Fallen are affected equal to the Ankida's permanent Faith Score multiplied by

the Grades of Success. For a number of hours equal to the Ankida's permanent Faith score, those affected may converse with any kind of natural animal capable of communicating with others of its kind.

Torment

All attempts by the turrets to communicate come across as hostile and aggressive; a Static Social Challenge (retest Animal Ken) against a Difficulty of the Ankida's Torment is needed to overcome this effect.

Variations

Increase the Lore of Humanity to •• and raise the Difficulty to 9 to cause all animals to be naturally predisposed to targets of this ritual.

Fruit of Perfection

Primary Lore: Lore of the Wild ••

Secondary Lore: Lore of Radiance ••

Base Cost: 4xp

Restrictions: The sigil must be drawn around a mature fruit tree, and a smaller version inscribed onto its bark

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Social Challenge (retest Empathy) against 9 Traits; if successful a number of fruits grow from the tree equal to the amount of Faith the Ankida has at the time of casting. Each person may consume a single fruit; the effects do not stack. Furthermore, the fruits lose their effectiveness within one hour after being picked.

Grades of Success	Effect
1	Immunity to fear and supernatural mind control
2	Gain Knowledgeable x1
3	Gain Alert x1, Insightful x1, Cunning x1
4	Gain one bonus Trait on all Challenges

All effects last only for a single scene, at which point the benefits gained fade.

Torment

Tormented fruits remove traits instead of adding them, or impose penalties.

Variations

Add Lore of the Realms • and increase the Difficulty to 10 to make the recipient more sensitive to the realm of the dead; they may act as if they had the Medium merit for a single scene.

Heart of Stone

Primary Lore: Lore of Flesh ●●●

Secondary Lore: Lore of the Earth ●●

Base Cost: 5xp

Restrictions: The sigil must be inscribed with powdered granite

Minimum Casting Time: 25 minutes

Backlash: 2 Lethal to all Characters in a 10 Yard radius

The Ankida makes a Static Physical Challenge (retest Leadership) against 10 Traits; if successful, one human (or demi-human, such as a hedge mage, kinfolk, ghoul, thrall, etc) is affected per Grade of Success. Each recipient reduces any damage they suffer by up to three levels. This effect lasts for a single scene.

Torment

The Torment version of this ritual literally hardens the muscles and skin of those affected, forcing them to bid an additional trait on physical challenges in combat.

Variations

Add Lore of the Fundament ●●● and increase the Difficulty to 13 to affect the inertia of any metal weapons used to strike the recipients; on successive attacks, wielders of such weapons must bid an additional trait for every level of damage prevented by this ritual, to a maximum of three additional traits bid on Challenges.

Bountiful Harvest

Primary Lore: Lore of the Wild ●●

Secondary Lore: Lore of the Earth ●, Lore of Storms ●

Base Cost: 6xp

Restrictions: A small amount of loam must be placed in the center of the sigil

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Physical Challenge (retest Survival) against 9 Traits; if successful, a radius equal to 100 yards per Grade of Success is affected by the ritual. Within this area, a lush garden blooms, with thick grass, small streams, healthy vegetables, and fruit-bearing trees; this happens even in areas which could not normally support such growth, such as deserts, arctic tundra, or parking lots. The water, vegetables, and fruits are nutritious and filling as normal food. At the end of the scene, the water dries up and the plants wither into dust, unless the Ankida spends a point of Willpower, in which case it is permanent, though it must be tended like any other garden to survive thereafter.

Torment

The Torment version of this ritual instead creates lifeless wasteland, destroying all water and vegetation until the next blooming season; with the expenditure of a point of Willpower, the blight is permanent, and nothing will ever grow there again.

Wild Path

Primary Lore: Lore of the Wild ●●●●

Secondary Lore: Lore of Paths ●●

Base Cost: 6xp

Restrictions: The subject must stand within the sigil, which must be located in a natural clearing in a forest.

Minimum Casting Time: 36 minutes

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

The Ankida makes a Static Physical Challenge (retest Survival) against 11 Traits; if successful, a number of subjects are affected equal to the Grades of Success. For a twelve hour duration, all affected subjects may make a Static Mental Challenge (retest Survival) against a Difficulty of 7 to step into one tree and emerge from another (likely granting Fair Escape); this ability functions in a radius of miles from the sigil equal to the Ankida's permanent Faith Score. Trying to emerge from a tree outside this area diverts a subject to the nearest tree within the affected area, instead. If the Challenge is failed, the subject emerges from a tree randomly determined by the Storyteller.

Torment

To overcome the resistance of the tainted trees requires an additional Willpower Challenge against the Ankida's Torment.

Defeat Path

Primary Lore: Lore of the Wild ●●●●

Secondary Lore: Lore of the Celestials ●●●

Base Cost: 7xp

Restrictions: The sigil must encompass the entire area to be affected; all participants must still be able to see each other clearly during casting

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Mental Challenge (retest Survival) against 12 Traits; if successful, any use of the Lore of Paths Evocation (or Ritual using the Lore of Paths as the Primary Lore) has its Difficulty increased by the Grades of Success. The Lore of Paths may not be used to create a Path

that attempts to circumvent this penalty; if the Fallen using that Lore knows the location and perimeter of this effect, they may avoid it entirely, but that may not get them into the warded area. This effect lasts for one month per point of Faith the Aknida possesses at the time of the Ritual; five points of Willpower may be donated, in any combination, by the participants in order to make the effect permanent.

Torment

Individuals travelling through the region, by any means, become disoriented and lost unless they win a Static Willpower Challenge against a Difficulty of 6 each turn.

Variations

Add the Lore of Longing ●●● and increase the Difficulty to 15 to cause any use of the Lore of Paths to appear to have been successful, but to actually end by placing the traveller right back where they began.

Animated Plant

Primary Lore: Lore of the Wild ●●●●●

Secondary Lore: Lore of the Beast ●●●●

Base Cost: 9xp

Restrictions: The plants targeted by this ritual must be placed within the sigil when they are seedlings

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Mental Challenge (retest Survival) against 14 Traits; if successful, the targeted plants gain rudimentary intelligence, much like an animal, in the form of a single Mental Trait. As they grow, they will continue to develop, much like a growing animal. The plants also develop natural weapons, which inflict a number of levels of Lethal Damage equal to half the Ankida's permanent Faith Score. The Command the Wild Evocation is required to command these sentient plants; otherwise, they behave like wild and feral animals.

Torment

Commanding these bloodthirsty plants required an additional Willpower Challenge against the Ankida's Torment score; furthermore, whenever these plants inflict damage, they inflict an additional level of lethal damage from caustic or toxic sap.

Variations

Add the Lore of Humanity ● and increase the Difficulty to 15 to allow the sentient plants to speak human tongues.

Forest Ward

Primary Lore: Lore of the Wild ●●●

Secondary Lore: Lore of Awakening ●●, Lore of Paths ●●

Base Cost: 11xp

Restrictions: The ritual must be performed within a forest or area of dense vegetation

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Mental Challenge (retest Survival) against 12 Traits; if successful, a radius equal to 100 yards per Grade of Success is affected by the ritual. Within this area, paths appear and disappear from moment to moment. Enemies of the Ankida must win a Static Mental Challenge (retest Survival) against a Difficulty of 9, or end up back where they began. The effects of this ritual last for a Scene.

Torment

The vegetation in the area is infused with malevolent life, lashing out at all of the Ankida's enemies for an amount of Bashing Damage equal to half the Grades of Success on each turn.

Beast of Babel

Primary Lore: Lore of the Beast ●●●

Secondary Lore: Lore of the Flesh ●●, Lore of the Firmament ●●, Lore of Humanity ●●

Base Cost: 18xp

Restrictions: The ritual must be performed under the light of the full moon; the freshly skinned hide of an animal roughly the same size as a human must be placed in the center of the sigil.

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 12 Yard radius

The Ankida makes a contested Physical Challenge (retest Survival) against the target or targets; if successful, each mortal or Fallen within a radius equal to 10 yards per point of Faith the Ankida possesses at the time of casting is affected by the ritual. They are transformed both mentally and physically into the form of the animal whose hide was used (See Lore of the Beast for suggested mechanics) The effects of this ritual last for a Scene, though the Ankida may spend a point of Willpower for each victim they wish to change permanently.

Torment

The transformed animals are overcome with bloodlust, attacking the nearest Mortal and attempting to eat them. If Willpower is spent to make the ritual permanent, the victims transform back at the end of the scene, but revert to animal form each succeeding full moon and remain in animal form until they have killed and eaten human flesh.

Wind of Years

Primary Lore: Lore of the Flesh ●●●●

Secondary Lore: Lore of the Wind ●●●, Lore of Death ●●, Lore of the Fundament ●●

Base Cost: 22xp

Restrictions: The ritual must be performed during fall or winter, during the waning phase of the moon.

Minimum Casting Time: 121 minutes

Backlash: 7 Lethal to all Characters in a 16 Yard radius

The Ankida makes a Static Physical Challenge (retest Medicine) against a difficulty of 16 Traits; if successful, the ritual affects a radius equal to 10 yards per point of the Ankida's permanent Faith Score. Every individual in the area, except for the Ankida and their friends or allies, loses a number of Physical or Mental Traits equal to the Grades of Success (the Ankida chooses the number, but the victim's may choose the individual traits). If any character is reduced to zero traits in any category, they fall unconscious. The aging effects of this ritual last for the duration of the scene, after which victims return to their normal age and recover their lost traits.

Torment

The Torment version of this ritual affects life force directly, removing health levels instead of traits. This is not damage, and so may not be prevented by any means that prevent damage; it is losing the actual health levels from the sheet.

Variations

Add Lore of the Firmament ●●● and Lore of Humanity ●●, and increase the Difficulty to 21, to allow this ritual to target any individual whose name is known by the Ankida, regardless of how far from the ritual they are.

Slayers

Shadow Dark

Primary Lore: Lore of the Realms ●●

Secondary Lore: Lore of Light ●●

Base Cost: 4xp

Restrictions: The difficulty is one higher if the ritual is not cast at dawn or twilight

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Static Mental Challenge (retest Awareness) against a difficulty of 9; if successful, an area in radius up to three yards for each point of permanent Faith the Ankida has is

plunged into a shadowy reflection of the spirit realm. Light source lack the strength to illuminate objects; distances are distorted, there is a faint moaning, and strange shapes seem to move in the darkness. All actions that involve interacting with physical objects are down 3 Traits, and suffer a forced retest (which may be cancelled with Blindfighting). This effect lasts for three minutes per point of the Ankida's permanent Faith Score, unless a total of three points of temporary Willpower are donated during the ritual, in which case it is permanent.

Torment

Those within the darkness must succeed a Static Willpower Challenge against a difficulty of 6 traits or gain a temporary derangement.

Variations

Add the Lore of Transfiguration •• and increase the difficulty to 11 Traits, those inside lose awareness of their bodily form as it seems to shift and distort; the trait penalty increases to five, though a successful Static Willpower Challenge against 8 Traits halves the penalty.

Spirit Garden

Primary Lore: Lore of the Spirit ••

Secondary Lore: Lore of Wild ••

Base Cost: 4xp

Restrictions: This Ritual requires a recently dead body, a garden in which the flower can grow, and must be cast at night

Minimum Casting Time: 16 minutes

Backlash: 1 Lethal to all Characters in a 9 Yard radius

The Ankida makes a Contested Social Challenge (retest Survival) against the target character's spirit; if successful, it is caught within the garden, blooming as a flower. If the flower is plucked or if it wilts, the soul is lost. Each point of Faith spent during the ritual gives the flower an extra day of life, but even the Lore of Spirit •••• cannot make this effect permanent.

Torment

The flower is black and poisonous, leeching all life from the soul and wilting other plants within a radius in yards equal to the Ankida's permanent Faith Score.

Variations

Add the Lore of Death •; if the flower is eaten by a Fallen, destroying the spirit, they may view the last hours of the spirit's life, up to one hour per point of the Ankida's permanent Faith Score.

Visit Soul Prison

Primary Lore: Lore of the Realms ••

Secondary Lore: Lore of Paths ••, Lore of Portals ••

Base Cost: 9xp

Restrictions: The Ankida must have a personal possession of the trapped soul, and access to the physical object in which the soul is trapped

Minimum Casting Time: 36 minutes

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

The Ankida makes a Contested Mental Challenge (retest Awareness) against the target character's spirit; if successful, the ritual creates a virtual room in which the Ankida and trapped soul may interact with all five senses. The room may be designed and altered in any way the Ankida wishes, from a comfortable lounge to a tortuous hellscape.

Torment

The spirit suffers great pain and must resist the Mental Challenge with every advantage at their disposal; furthermore, inflict the Ankida's Torment Score as damage on the object in which the soul is imprisoned.

Variations

Add the Lore of Longing •• to craft the virtual meeting room from the trapped souls memories, making it a place of comfort and familiarity.

The Veil of Cerberus

Primary Lore: Lore of the Realms •••••

Secondary Lore: Lore of Portals ••••

Base Cost: 9xp

Restrictions: The ritual cannot be cast in the presence of any observers, only participants; it also requires a scrap of dried skin, and fresh blood

Minimum Casting Time: 81 minutes

Backlash: 5 Lethal to all Characters in a 14 Yard radius

The Ankida makes a Static Physical Challenge (retest Awareness) against a difficulty of 14; if successful, a base radius of three yards, plus an additional two yards per Grade of Success, is enclosed in mists, and then swapped into the Shadowlands. This means that any Characters, objects, buildings and the like enter the Shadowlands, to be replaced by whatever is across the Shroud - including Wraiths, if any are present. Over the period of several hours, the swap will gradually reverse.

Torment

Any human subject to the ritual's effects is immediately killed, leaving their bodies behind while their souls become Wraiths in the Shadowlands. Furthermore, the landscape never recovers, remaining forever barren, and avoided by animal life.

Variations

Add the Lore of Flame ●●●● and increase the difficulty to 18 to cause the swapped shadowlands terrain to burst into flames, blocking pursuers and erasing traces of the escaped Fallen.

Add the Lore of Patterns ●●●●● and increase the difficulty by an additional five to set this ritual as a 'time bomb,' which will go off after a predetermined time passes.

Incarnate Spirit

Primary Lore: Lore of the Spirit ●●●

Secondary Lore: Lore of the Flesh ●●, Lore of Realms ●●

Base Cost: 11xp

Restrictions: The ritual may be performed only on the night of the new moon

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Mental Challenge (retest Occult) against a difficulty of 12; a number of Grades of Success must be gained equal to the Shroud for the ritual to succeed. If successful, a number of wraiths or deceased souls up to the Ankida's permanent Faith Score are incarnated for a single Scene: they may be seen, communicated with, and interacted with as if they were flesh and blood. These incarnations have only 3 Physical Traits and a single Health Level, and may not use any supernatural powers, but otherwise retain the character sheet they had when alive.

Torment

The incarnated spirits are infused with hate and malevolence toward those in their presence, making their behavior hurtful and deceitful, and even cause them to attempt to injure or kill those in their vicinity.

Prison of Flesh

Primary Lore: Lore of the Spirit ●●●

Secondary Lore: Lore of the Flesh ●●●, Lore of Death ●●

Base Cost: 12xp

Restrictions: The blood of the recipient must be mixed into the sigil

Minimum Casting Time: 64 minutes

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

The Ankida makes a Contested Physical Challenge (retest Awareness) against the recipient; if successful, the ritual binds the deceased soul within its own flesh, preventing rot or decay, for a month per Grade of Success. Three points of Willpower may be collectively donated by those casting the Ritual to make it permanent. The soul cannot interact with the outside world, but a use of the Restore the Dead evocation on such a preserved spirit and body is automatically permanent.

Torment

The soul is bound, but the decay of the body is accelerated to three times faster than normal, and resists any means of preservation.

Variations

Add Lore of Flames ●●● to make a tortuous prison, engulfing the body in flames that torment the spirit; only subsuming the body in water provides a measure of relief.

Reborn in New Skin

Primary Lore: Lore of the Spirit ●●●●●

Secondary Lore: Lore of Death ●●●●, Lore of the Winds ●●

Base Cost: 17xp

Restrictions: The ritual may be performed only in an underground chamber, such as a cave or cellar; it requires a living human and a ghostly soul bound into an object.

Minimum Casting Time: 121 minutes

Backlash: 7 Lethal to all Characters in a 16 Yard radius

The Ankida makes a Static Physical Challenge (retest Awareness) against a difficulty of 16; a number of Grades of Success must be earned greater than the living human's Willpower. If successful, the ritual swaps the two souls. Should the reborn soul ever be killed, or removed from their new physical body, the original, bound soul immediately snaps into the body, returning the other soul to its anchor.

The soul housed in a new body uses the Physical Traits of the new body; all other parts of the character sheet remain are that of the soul. This ritual does not work on demon souls, nor does it work on any full-supernatural creature (Shifter, Vampire, Changeling, Mummy, Mage, Kuei-Jin, etc)

Torment

The pain of this ritual strips each soul of half their Permanent Willpower, and gives each a permanent Derangement.

Variations

Add the Lore of Transfiguration ●●● and increase the difficulty to 19 to allow the features of the new body to melt like wax, reforming into the face of the original spirit.

Haven's Peace

Primary Lore: Lore of Storms ●●●●

Secondary Lore: Lore of the Spirit ●●●, Lore of the Earth ●●●●

Base Cost: 17xp

Restrictions: The ritual may be performed only in the Shadowlands

Minimum Casting Time: 121 minutes

Backlash: 7 Lethal to all Characters in a 16 Yard radius

The Ankida makes a Static Mental Challenge (retest Science) against a difficulty of 16; for one Grade of Success, the area affected is a 100 yard radius; for each additional Grade, this radius is increased by 50 yards. Within this area, the Maelstrom does not penetrate, and wraiths may shelter in the calm.

Torment

Instead of gently forming an area of peace, the ritual drives all spiritual matter out into the Tempest; any soul caught in the area is immediately dropped into the Tempest, suffering 3 Lethal Damage per turn until destroyed or rescued.

Variations

Add the Lore of Portals ●● and increase the Difficulty to 18 to create a fortress in the shadowlands, erecting barriers around the affected radius impervious to demons and wraiths, as well as the Maelstrom, as per the Create Ward Evocation.

Create Specter

Primary Lore: Lore of Death ●●●●●

Secondary Lore: Lore of the Flesh ●●●, Lore of the Spirit ●●, Lore of the Winds ●●

Base Cost: 24xp

Restrictions: The ritual requires the heart of a man who died by violence

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in a 17 Yard radius

The Ankida makes a Static Physical Challenge (retest Medicine) against a difficulty of 17; success creates an undead creature with the following base statistics:

Specter

Traits: 3 Physical

Health: 10 Levels

Special: Immune to attack by mundane physical weapons; suffers half damage from fire, silver, blessed, and magical weapons of any type.

Decay Flesh: The touch of a Specter functions as the Decay Evocation in combat

Each Grade of success can be used to add a Physical Trait to the Specter. Spectres are mindless automatons, and must be commanded with a Static Willpower Challenge against 7 traits. If the Ankida wishes to give them a rote set of instructions, they may spend a point of Willpower after winning this Challenge to 'program' up to five orders in sequence; such a programmed Specter may never again be given new commands, however.

Torment

If not programmed, the Specter enters a violent frenzy unless the Ankida wins a Static Willpower Challenge against 8 Traits each turn.

Variations

Add the Lore of Flames ●●● and increase the difficulty to 20 to give the spectres an aura of flame, rendering them immune to fire and adding an additional level of aggravated fire damage to their touch.

These Specters Are Too Weak!

As written in the Player's Guide, the Specters created by this Ritual are a bit underwhelming, mechanically. If you wish them to be more powerful, consider allowing each Grade of Success to purchase 2 Traits instead of one.

Fate of the Firstborn

Primary Lore: Lore of Death ●●●●

Secondary Lore: Lore of the Celestials ●●●, Lore of Patterns ●●●, Lore of Radiance ●●

Base Cost: 24xp

Restrictions: An urn containing lamb's blood must be placed in the center of the sigil; if cast any time but during a lunar or solar eclipse, the difficulty is increased to 19

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in a 17 Yard radius

[↑ back to top](#)

The Ankida makes a Static Physical Challenge (retest Awareness) against a difficulty of 17; each Grade of Success kills up to 10 firstborn sons within the targeted city.

Torment

The same number of living creatures are killed, but beginning with the closest and following no criteria - even the participants of the ritual are not immune. Fallen with either Faith or Torment greater than the Grades of Success gained are immune to this death; other demons must find new bodies.

Bastion Rituals

Citadel

Primary Lore: Lore of the Forge ●●●

Secondary Lore: Lore of the Earth ●●, Lore of Portals ●●

Base Cost: 11xp

Restrictions: The extent of the sigil determines the area of the Citadel created; this sigil must be inscribed in the rock around the base of the Citadel

Minimum Casting Time: 49 minutes

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

The Ankida makes a Static Physical Challenge (retest Crafts) against a difficulty of 12; success creates a citadel within an existing cliff-face or hilltop, with a layout determined by the Ankida. The Citadel has 10 Building Health Levels, as outlined in the OWbN Hunter Packet. The commander may shut any of the structure's doors with a thought, but furnishings are not provided. The volume of the Citadel is equal to 500 cubic yards per point of Permanent Faith the Ankida possesses; each Grade of success beyond the first may purchase an additional 100 cubic yards, or an additional Health Level.

Torment

Each surface is rough; if brushed against, it inflicts 1 Bashing Damage.

Refuge

Primary Lore: Lore of the Forge ●●●

Secondary Lore: Lore of Portals ●●●, Lore of the Realms ●●

Base Cost: 12xp

Restrictions: An area must be found where the Shroud is already weak (5 or lower)

Minimum Casting Time: 64 minutes

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

The Ankida makes a Static Mental Challenge (retest Awareness) against a difficulty of 13; success creates a refuge within a dimension separate from physical reality. The door can be any pre-existing portal, and a word or gesture may be defined as a password that permits the portal to be used. The Ankida may choose a second portal, within 300 yards, which may only be used as an exit. The volume of the Citadel is equal to 50 cubic yards per point of Permanent Faith the Ankida possesses; each Grade of success beyond the first may purchase an additional 10 cubic yards. Furthermore, Grades of success grant the Ankida more control over the space:

One Grade	A spherical void
Three Grades	Visible walls and right angles
Five Grades	Internal walls of various substances & ornamentation
Six Grades+	Still more detail

Torment

The refuge is a beacon for harmful spirits, who haunt the inhabitants and those in the nearby material world.

Bastion

Primary Lore: Lore of the Forge ●●●●

Secondary Lore: Lore of the Earth ●●●, Lore of the Realms ●●●, Lore of Portals ●●

Base Cost: 24xp

Restrictions: This ritual can only be enacted during a large earthquake

Minimum Casting Time: 144 minutes

Backlash: 8 Lethal to all Characters in a 17 Yard radius

The Ankida makes a Static Physical Challenge (retest Crafts) against a difficulty of 17; success creates a Bastion, pulling the walls up from the bedrock, with a layout determined by the Ankida, and even simple furnishings extruded from the walls, ceilings and floors. The Citadel has 20 Building Health Levels, as outlined in the OWbN Hunter Packet. The commander may open or shut any of the structure's doors with a thought, and the doors only open to those sworn to follow the commander. The volume of the Citadel, which is not bounded by the physical dimensions of the outside world, is equal to 1,000 cubic yards per point of Permanent Faith the Ankida possesses; each Grade of success beyond the first may purchase an additional 100 cubic yards, or an additional two Health Levels.

Torment

Each surface is rough; if brushed against, it inflicts 1 Lethal Damage.

CHAPTER SIX: DARK CHEST OF WONDERS

Infernal Relics

All Houses created Infernal Relics during the Age of Atrocities, though the Malefactors were predominant. This Chapter provides conversions for items which were printed for Demon: The Fallen in the tabletop books, as well as full rules for using the Lore of the Forge to create all three general types of infernal items.

Baseline Restrictions

This packet recommends the following guiding principles be used regarding items creating using the Lore of the Forge:

No Weapon should provide more than a total of +7 Bonus traits, under any circumstances.

No Weapon should provide more than four base damage, under any circumstances

No Armor should provide more than six levels of armor.

Any given item may only be improved in a single way; an Enhanced Item cannot then be made into a Relic, nor may a Relic be enhanced, as explained on page 144 of the Demon Player's Guide.

Custom Items

There are 65 Infernal Relics converted from printed material in this packet; that is more than enough for a genre to draw from. Storytellers are well within their rights to simply refuse to allow custom Relics created with the Lore of the Forge, and restrict Fallen players to creating items from the lists included herein.

Relics and Alternate Forms

In the fiction, many relics are capable of being stored as innocuous, alternate forms, such as pieces of jewelry. At Storyteller discretion, each relic may have a single such alternate form, permitting it to be carried without causing a fuss in mortal society.

Enhanced Items

These printed items are somewhat more potent than the rules outlined under the Enhance Object Evocation. They may be created, as printed here, with a base use of that Evocation; the enhancement of any items not listed here follows the rules listed under Enhance Object.

Puissant Blade

Bonus Traits: +4

Damage: 2 Levels of Lethal Damage

Negative Traits: -

Grades of Success: Each Grade of Success may be used to add an additional Bonus Trait, or an additional Level of Damage, to an absolute maximum of 7 Bonus Traits and 4 Damage.

What about a Puissant spear? Bow? Axe?

You can use the Puissant Blade as a model for any weapon. It's +1 Trait over a normal longsword, with no negative traits, and gets better with grades of success.

Consecrated Armor

Armor Levels: 4

Negative Traits: -

Grades of Success: Each Grade of Success may be used to add an additional Armor Level, to an absolute maximum of six levels of Armor.

Lenses of Clear Sight

These binoculars allow the user to view far off objects as if they were fifteen times closer, and provide +2 Traits on any challenges required to spot or notice something using them.

Grades of Success: A single Grade of success may be used to add a retest on perception related challenges, usable once per session, to Lenses of Clear Sight.

Uniform of Authority

While wearing this uniform, military personnel and civilians alike snap to attention and are inclined to obey your authority, granting +3 Traits on Leadership Challenges.

Grades of Success: A single Grade of success may be used to add a retest on Leadership challenges, usable once per session, to a Uniform of Authority.

Precision Tools

This set of tools, including a variety of items kept in a single, locked toolbox, grants +3 Traits on appropriate Crafts or Repair Challenges.

Grades of Success: A single Grade of success may be used to add a retest on Repair challenges, usable once per session, to a set of Precision Tools.

Hellfire Explosives

This metal briefcase contains a bomb with a bewildering array of wires and devices. The difficulty to defuse the bomb is 16 Traits, and it inflicts 4 levels of Lethal Damage to everything within a ten yard radius when it explodes.

Grades of Success: Grades of Success may be spent to increase the damage dealt, the difficulty of the challenge to disarm the explosives, or the blast radius on a one for one basis.

Music of the Spheres

A heavy metal guitar fit for a rock off against the Devil himself, this instrument grants an additional level of Performance: Guitar to anyone who plays it. Additional levels granted by the guitar may exceed a character's normal maximums.

Grades of Success: Each grade of success grants an additional level of Performance: Guitar to the user.

Ironclad Security

The cameras, motion sensors, heat detectors, and biometric scanners of this security system seem to respond to intrusion attempts with near-sentience. The difficulty of any Stealth or Security challenge to break into a building or complex protected by Ironclad Security is +2 Traits.

Grades of Success: Grades of Success may be spent to create a pool of retests, to be used in any given Scene as ability retests, or for cancelling the retests of would-be intruders.

Stealth Suit

This black outfit provides +3 Traits on Stealth challenges made by the wearer, and also functions as two levels of Armor.

Grades of Success: Grades of Success may be spent on a one for one basis to add additional bonus traits or additional levels of Armor.



Enchanted Relics

Creating Enchanted Relics

Enchanted Relics are created using Lore of the Forge 4: Enchant Object, to infuse a crafted item with a single Evocation (or Apocalyptic Form feature - see below), which may then be used, in a limited scope, by anyone who successfully activates the Relic. Such Relics may never have more than one power, and in order to create them, the Fallen using Enchant Object must possess the requisite Lore. The creation process is detailed below.

Step 1: Choose Evocation & Item

The player proposes a combination of Evocation and object, which must be approved by the Storyteller. If the Fallen Character does not know the Evocation needed, they must collaborate with someone who does. The collaborator must possess at least Lore of the Forge 1 to help, and compensating in this way increases the difficulty of the task.

It is also possible to enchant an item with an effect based on an Apocalyptic Form feature; in order to do this, the Fallen must possess at least the first level of the Lore that matches that Visage. If the feature is a Torment feature, the Fallen gains an automatic point of Torment when creating the Enchanted Relic.

Rule: Enchanted Relics may not do more than one 'thing.'

“Just to make it perfectly clear - an enchanted relic can evoke only one, limited, predefined effect or evocation. It can't produce a complex, flexible evocation, and it can't be enchanted twice to produce two different effects. It was possible to create relics with multiple enchantments back in the Time of Babel and before, but Creation is too thin now to allow such power, and only rare surviving artifacts from that time can overcome such restrictions.” - Player's Guide, page 148

The power of the Evocation to be infused is limited by the item or material involved, as described below. If the Difficulty of the Challenge to create the Enchanted Relic exceeds the maximum difficulty listed below, the item or material is unsuitable, and cannot contain the Evocation, ever.

The 'Background Expenditure' column indicates what level of Background must be expended, for the month, to acquire the materials. The Storyteller chooses which particular backgrounds

are suitable: Resources are fine for acquiring gold and gems, but stranger items may require Eminence, Contacts, Legacy, or Influence. Storytellers are encouraged to only give players a start when they attempt to acquire Superb or Legendary items, and then run a series of scenes or adventures for the actual acquisition.

Step 2: Craft the Item

An item crafted by the same Fallen who will enchant it is the most suitable object for Enchantment, and the difficulty of the Evocation Challenge will be lower. This step is run according to the crafting rules of the Character's home chronicle.



Item/Material	Background Expenditure	Examples	Maximum Difficulty
Shoddy (Crafts x1)	1	Driftwood Rocks Broken toys Low-grade steel Quartz Skateboard Pocket knife	9
Adequate (Crafts x2)	2	Quality wood Semi-precious stones Strong steel Car Motorcycle Priest's vestments	12
Good (Crafts x3)	3	Small amounts of precious metal Small precious stones Armani suit (Real) Toledo sword Alchemical equipment	15
Exceptional (Crafts x4)	4	Gold ingot Large rubies and sapphires Rare antique Meteoric iron Hand of a hanged murderer	18
Superb (Crafts x5)	5	One of a kind antique Diamond the size of your fist Chest full of gold Supply of syir metal or kiatum from the Time of Atrocities	21
Legendary (Crafts x6+)	-	A Demon who begins with Exceptional or Superb materials, and then successfully crafts those materials into an item with an effective Crafts level of 6 or higher, may use this row to determine maximum difficulty.	24

Step 3: Evocation

The Character makes a Static Mental Challenge (retest Crafts) against a Difficulty as set out below:

Base Difficulty	13+ (Level of Evocation required x2)
Conjunctural Effect	13+ (Level of Highest Evocation x2)
Item Crafted by someone else	+2 Difficulty
Working with Collaborators	+2 Difficulty/Collaborator
Uses per Scene	+1 Difficulty/use per scene
Unlimited Uses	+5 Difficulty
Additional Sacrifices	-1 or -2 Difficulty
Limitations	-1 or -2 Difficulty
Faith	Spend a maximum of 1 additional Faith: -1 Difficulty
Resonance	-1 or -2 Difficulty

Uses per Scene

Each Enchanted Relic may be used once per Scene, unless the Fallen creating the Relic chooses to increase the Difficulty of their Evocation in order to increase this number. By increasing the Difficulty by a total of 5, the item may be used an unlimited number of times; most printed Enchanted Relics have unlimited uses.

Additional Sacrifices

If the Enchanted Relic requires an additional sacrifice, beyond the standard Challenge to activate it, the Difficulty of the Evocation to create the Relic is reduced. Any mechanically defined sacrifice, such as cutting yourself with the blade of an Enchanted sword for a level of Lethal Damage provides a -1 Difficulty. An emotionally significant sacrifice, such as hurting those you love or giving up something you care about, is worth a -2 Difficulty.



An emotionally significant sacrifice, such as hurting those you love or giving up something you care about, is worth a -2 Difficulty.

Limitations

If the scope of the Evocation effect is significantly more limited than the base Evocation, the Storyteller may choose to reduce the Difficulty of enchanting the Relic by up to -2.

Faith

The Fallen may spend one, and only one, Faith point, in addition to the usual cost of Enchant Object, to reduce the difficulty by -1. This reduction never applies more than once, no matter how much Faith is spent.

Resonance

If the relic material resonates with the Lore it is being imbued with - such as a scythe with a bone handle being imbued with the Lore of Death - reduce the Difficulty by one. If the effects of the Evocation resonate with obviously noticeable narrative elements every time used, such as rampant plant growth in the scene when using an Evocation of the Lore of the Wild, reduce the Difficulty by -2.

Step 4: Cement the Evocation

Cementing the Evocation costs the Fallen a number of points of Faith equal to the level of the Evocation required; this cost must be paid immediately, or the creation of the Relic fails.

Example

Rahael, the Malefactor, wishes to create a Flaming Sword as a gift for her Tyrant. Flaming Swords require Lore of Flame 3, so her base difficulty is $13+(3 \times 2) = 19$. She doesn't want to deal with a limited number of uses, so increases the Difficulty to 24. Thankfully, she knows enough Lore of Flame to not need to find collaborators.

She uses her Resources 4 to purchase the finest steel she can find, and uses her Crafts x5: Swordsmithing, in addition to the Master Artisan feature of her Visage, to forge a blade of Crafts x7 quality. Items of Legendary quality can have a maximum Difficulty of 24, so she doesn't need to use any additional sacrifices or limitations to reduce the Difficulty of her Evocation.

She wins her Static Mental Challenge, and spends 3 Faith to cement the effect in the sword; her work is complete.

Activating an Enchanted Relic

Mortals may activate an Enchanted Relic with a Static Willpower Challenge against a Difficulty of 8, or may spend a point of Willpower to forgo the Challenge.

Fallen must instead make a Static Faith Challenge against a Difficulty of 6, or spend a point of Faith to forgo the Challenge.

Attunement

If a character has an Enchanted Relic in their physical possession for a scene, they may instead choose to attune it to themselves permanently. For a mortal, this costs a point of permanent Willpower, while for a Fallen this costs a point of permanent Faith. In either case, the lost Temper may be bought back with XP, as normal.

Reminder: Mortals

As detailed earlier in the packet, remember that the term 'Mortal' encompasses all characters who are not Fallen or Angels - even if we would otherwise tend to consider, say, vampires as immortal.

Attuned Relics no longer require a Static Willpower or Faith Challenge to activate, though they still require any other challenges detailed under the relic itself.

Enchanted Relics: Demon Player's Guide & Houses of the Fallen

Any conflict between the sample relics printed, and the process outlined above for making new, custom items, is due to either lack of clarity on white wolf's part, or an attempt to provide direct, concise, and balanced translations of the printed items listed below. Don't take any such conflicts as implying, altering, or creating exceptions to the rules process outlined above.

The Warlock's Abacus

With a Static Mental Challenge against 7 Traits (retest Intuition), the abacus may be used to calculate whether a summoning ritual will be enacted within the user's city during the next few days.

Evocation: Lore of Patterns 1



Compass Rose

When the bearer whispers the name of a person into this compass, they make a Static Mental Challenge against a difficulty as laid out under the base Evocation (retest Medicine). If successful, the compass begins to rotate, pointing toward the quarry if they are within three miles.

Evocation: Lore of Awakening 1

Vermin Flute

When these wooden pipes are played, requiring a static Social Challenge (retest Performance) against 7 Traits, the bearer summons any rat within three miles, creating a swarm of rats covering three square yards.

Evocation: Lore of the Beast 1

Empathy Glasses

These glasses allow the wearer to read the emotions of anyone she looks at by making a Social Challenge (retest Empathy) against their target. Success reveals emotions by showing the colors of the target's aura, as listed below, but will not reveal creature type, the presence of magic, or other miscellaneous things which appear to vampiric Aura Perception.

Blue Contentment

Purple Sexual Desires

Red Anger

Evocation: Lore of Longing 1

Book of the Dead

By writing the name of a deceased mortal or demon in this book of blank pages and winning a Static Mental Challenge against 7 Traits (retest Medicine), the user may then read of the events that led to the target's death, as text will mystically appear on the opposite page. When the book is closed, all writing vanishes, leaving blank pages again.

Evocation: Lore of Death 1

Flare Gun

This gun - usually a Heavy Pistol - can fire a bullet of condensed light, which, if the wielder's Firearms Challenge to hit is successful, blinds the target for the remainder of the round: they suffer a forced retest on any challenge depending on sight, and are two traits down.

Evocation: Lore of Light 1

Eyepatch of Angra Mainyu

By wearing this leather eyepatch and closing their other eye, and winning a Static Mental Challenge against 12 Traits (retest Awareness), the wearer is able to see a glittering pathway which allows them to escape nearly any prison or bypass nearly any obstacle (so long as there a gap or hole large enough for a mouse to pass through). To an outside observer, the user appears to walk through a wall or barrier when they follow this path, which lasts for only a single turn.

Evocation: Lore of Paths 2

The Titan's Net

If the wielder is able to hit their opponent with this metal net (requiring a Physical Challenge, retest Athletics), the target finds that the earth beneath their feet becomes like water, then solidifies again, burying them. This is identical to the Torment effect of Roil the Earth.

Evocation: Lore of Earth 2

Eye of the Seer

By staring into the depths of this crystal orb, and winning a Mental Challenge (retest Awareness) against the target, the user may see a single chosen subject - though they must possess a personal item of effect, or breathe the subject's name onto the orb. This view extends three yards from the target, and persists for three turns.

Evocation: Lore of the Firmament 2

Banner of Inspiration

When this banner is raised or waved, the bearer makes a Static Social Challenge against 7 Traits (retest Leadership). If successful, all allies of the bearer are filled with courage and hope. At Storyteller discretion, the effects of the banner will counteract supernaturally induced fear effects.

Evocation: Lore of Radiance 2

Porcelain Mask

The wearer first sketches the facial features they desire onto the mask with a pen or paintbrush; then, they put the mask on, and make a Static Social Challenge against 7 Traits (retested with an appropriate Crafts or Expression ability for using the pen or paintbrush). If successful, the mask merges with their face and alters their facial features as desired. To use the mask again, the previous markings must be washed off and the porcelain repainted.

Evocation: Lore of Transfiguration 2

Mirror of Souls

By touching the mirror and making a Static Physical Challenge (retest Occult) against a Difficulty of the local Shroud, the user - and only the user - is able to step through the mirror into the Shadowlands. A manifestation of the mirror remains in the world of the dead, and the user must return to this and activate it again in order to return, if they possess no other means of crossing realms.

Evocation: Lore of the Realms 2

Dagger of Venom

This dagger, which otherwise possesses normal traits for a knife, poisons anyone cut by the blade, immediately removing three Physical Traits from the victim, in addition to inflicting normal damage. Multiple strikes from the dagger stack, and any victim losing all of their Physical Traits immediately falls into a coma and suffers a level of aggravated damage.

Evocation: Lore of Awakening 3 (Torment)

Cat's Eye Collars

This relic is actually two matching leather collars, studded with crystals; one sized for a human, and the other mystically resizing to fit any animal it is placed on. When both collars are worn, the user makes a Static Mental Challenge against 7 Traits (retest Animal Ken). If successful, they can

see and hear all the animal sees and hears, though their own body is insensate while doing so. If the animal is damaged, the effect ends suddenly, and the user must bid an additional Trait on all Challenges for the remainder of the scene from the disorientation.

Evocation: Lore of the Beast 3

Flaming Sword

This relic may be any type of sword, with the appropriate printed statistics for that type. When activated, the blade is wreathed in fire which does not harm the wielder, but converts all damage inflicted by the blade to Aggravated fire damage, and deals an additional level of damage to anyone struck by the sword.

Evocation: Lore of Flame 3 (Torment)

Bracer of Black Defense

Once activated - requiring a Static Physical Challenge against 7 Traits (retest Athletics) - this bracer of blackened steel and cold iron provides a free Manipulate Inertia retest to Dodge Challenges made to avoid physical projectiles, such as bullets, thrown daggers, or arrows, for the remainder of the scene, as the bracer leaps to intercept and deflect such attacks of its own volition.

Evocation: Lore of the Fundament 3

Spirit Cutting Sword

This relic may be any type of sword, with the appropriate printed statistics for that type. When activated, the silver and steel sword allows the wielder to not only sense Wraiths as a hazy outline, but also to physically attack them, through the Shroud, with this weapon, inflicting damage directly to their Corpus.

Evocation: Requires both the Ghost Sight feature of the Nergal Visage and Lore of the Spirit 3

Mourning Coat

By donning this elegant black coat and making a Static Physical Challenge against the local Shroud (retest Occult), the wearer stands in both the land of the living and the world of the dead, a shadowy figure who can move through solid objects, for the remainder of the scene. They may attempt to interact with either world for a round at a time, as described under Ghostwalk.

Evocation: Lore of Realms 3

Wand of Holy Fire

When this carved wand of black stone, burnished copper, silver, and crystal is pointed at a target, it may be used to shoot white fire. A normal Physical Challenge (retest Occult) is required to hit the target with this ranged attack, which inflicts two levels of Aggravated Damage.

Evocation: Lore of the Celestials 4

Sprinter's Shoes

When the user activates these expensive sports shoes - the soles modified by copper, steel, and platinum wires - with a Static Physical Challenge against 7 Traits (retest Athletics), they may take an additional step as part of their movement each round, and even run up the sides of walls. At the end of the scene, the wearer must win a Static Physical Challenge against 14 Traits or suffer a level of lethal damage from muscle tears.

Evocation: Requires both the Lore of Fundament 2 and 4

Brazier of Distant Sendings

This copper brazier, on a tripod of blackened steel, may be activated only when filled with hot coals, burning incense, and a lock of hair, fingernail clipping, or other personal effect of the target, which must be thrown onto the coals to burn. The user must win a Social Challenge (retest Awareness) against their target, wherever they may be, and may then use a single Evocation against that target, subject to the limitations of Touch from Afar.

Evocation: Lore of the Firmament 4

Slayer's Scythe

This weapon functions as a polearm, mechanically, though it is far more potent when activated. With this blade of thin, blackened metal, atop an ancient length or blackened wood, the user may make a Physical Challenge (retest Melee) to reap the soul of their target, as per the effects of Extinguish Life.

Token of Appreciation

The token may be anything from an ornate medal to an elegant tie-pin; regardless, when given to another as a reward, with the name of the bearer inscribed on the back, it allows the gifting character to make a Static Social Challenge against 7 Traits (retest Leadership) to make the wearer a person viewed with respect and admiration. Any mortal interacting with the wearer of the Token must win a Static Willpower Challenge against 7 traits or treat them with respect, welcome them into their home, et cetera.

Evocation: Lore of Radiance 4

Drums of Cataclysm

These kettle drums of blessed copper and volcanic stone are activated with a Static Physical Challenge (retest Performance) and a level of Bashing Damage, which may not be prevented in any way, which represents ringing ears and aching muscles. As long as the user does nothing else but play the drums, the effects of Earthquake devastate the surrounding area.

Evocation: Lore of Earth 5

Soul Trap

These crystal and gold amulets are commonly used by Fallen who trade in souls. An empty trap may be activated to suck in a Wraith, Soul, or incorporeal Fallen with a ranged Physical Challenge (retest Occult). Once inside the soul trap, Fallen are incapable of using Evocations.

Evocation: A combination of Lore of the Forge 5 and Lore of the Celestials 3 (Torment)

The Black Shroud

This ancient, ragged shroud, once of the finest materials, may be placed over a body no more than one day deceased, and activated with a Static Physical Challenge against 7 Traits (retest Medicine). If successful, the body is animated as a zombie, as detailed under Unlife.

Evocation: Lore of Death 5

Arrow of Chronos

Made from the finest wood and metal, this arrow may be fired from any bow, and inflicts normal damage for that weapon. However, if the arrow hits its target (Physical Challenge, retest Archery), they are propelled forward in time three full combat rounds. During this time, they are completely absent from the scene, and may neither act, nor be acted upon.

Evocation: Lore of Patterns 5

Staff of the Sky's Fury

This staff must be carved from the wood of a lightning struck tree and finished with copper, platinum, and crystals. It functions as a staff, mechanically, if used in melee; furthermore, it may be used to launch lightning bolts at a target with a Physical Challenge (retest Occult), inflicting four levels of Lethal Damage at range if successful.

Evocation: Lore of Storms 5

Devils

Subtle Knife

A subtle knife looks like an innocuous object - a pen, ruler, umbrella, walking stick, or the like - but has the soul of a weapon. No high tech item may be a subtle knife, nor may the object be more than a few feet long or a few pounds in weight. Furthermore, the weapon soul must be that of a named melee weapon, and when activated the subtle knife has the bonus traits, damage, negative traits, and special abilities of that specific weapon as printed.

The weapon soul is visible only to Fallen with Ghost Sight through their visage; if the wielder cannot see their own weapon, they must bid an additional trait on all Challenges to use it. All attempts to block or Dodge the Subtle Knife suffer a forced retest, which may be cancelled with the Blindfighting ability. Furthermore, wounds from the knife do not injure flesh, but spirit. As

a result, Armor is completely inapplicable, as are any powers that physically reduce or prevent damage. Even the wounds inflicted are invisible, though a Demon's Supernatural Awareness may reveal such injuries, at Storyteller discretion.

Evocation: Lore of Spirit 4, Lore of Radiance 4

Armor of Mercy

Armors of Mercy must be made from normal garments; no item that gives Armor Levels, or any other kind of protection, may be turned into this Relic. Once the Armor of Mercy is activated for the Scene, each time a Mortal Character wishes to attack the wearer, they must win a Static Willpower Challenge against 9 Traits before they may do so, as they are confronted by the horror of the damage their attack will do to another living being. Any Fallen who chooses to strike a person wearing Armor of Mercy gains a point of temporary Torment, instead. In either case, any character who strikes someone wearing this Relic must bid an additional Trait on all Challenges for the remainder of the scene due to the sympathetic pain they feel.

Evocation: Lore of Humanity 2, Lore of Celestials 3, Lore of Longing 3

Frozen Flames aka Pyrestone

This relic is made from a diamond or clear crystal, but once completed, looks more like a ruby or red crystal, due to the raging fire placed in stasis inside the relic. A Pyrestone can be activated from any distance by its creator, because they are invested with a piece of the creator's True Name. They can either be used in combat as grenades, given as 'gifts,' or used to trap areas, all with equally devastating results: a raging inferno explodes out of the stone when activated, inflicting three levels of Aggravated Damage on anyone and anything in the area, and setting alight anything flammable.

Pyrestones are subtle, but risky: they are difficult to detect, requiring an appropriate Challenge against 18 Traits to detect with supernatural powers. A mundane examination requires an appropriate Challenge against a difficulty of only 16, but will only reveal the color inside the stone



dancing life flames, not the exact nature of the Relic. If another Character realizes what the stone is, they may make a Static Mental Challenge (retest Occult) against 18 Traits to learn one fragment of the creator's True Name.

Evocation: Lore of Flames 2, Lore of the Earth 3

Scourges

Cordial of Dagon

This flask, canteen, carafe, or other device for storing liquids imbues any water or other drink placed into it with restorative properties. A minimum of half a pint of liquid must be placed into the Cordial to function, at which point the user makes a Static Physical Challenge against 12 Traits (retest Medicine). After a minute of time, the Cordial has done its work, and whoever consumes it (all of it, no partial doses) is affected by both Cleanse and Heal.

Evocation: Lore of Awakening 3

Crystal Ball

A round, heavy sphere of dense crystal, three to four inches in diameter, and weighing several pounds, a Crystal Ball is transparent, but reflects and refracts light at strange angles. The user must rest this Relic over one of a target's possessions to activate it, or write the target's name in angelic script and then rest the Ball over the writing. The user then makes a Mental Challenge (retest Awareness) against their target; if successful, the Crystal Ball functions as the Scry Evocation.

Evocation: Lore of the Firmament 2

Eagle Eyes

These crystal lenses fit over the eyes like modern contact lenses; once activated, the lenses affect the wearer until they are next removed, granting two Bonus Traits on all Perception related challenges. Mortal eyes are not designed for extended use of these relics; after wearing the lenses for a week, Mortals must make a Static Physical Challenge against 14 Traits, each day, or take a level of Bashing Damage as their eyes become irritated. The irritation only subsides when the lenses are removed for an entire day, to rest the eyes.

Evocation: Enhanced Senses Visage Feature

Jar of Winds

The clay jars, strengthened with willow, have tightly fitted lids. When opened, a gust of wind strong enough to knock people down rushes out, blowing for a full scene. To knock over an opponent requires a ranged Physical Challenge (retest Survival), while opening a door or breaking/knocking over an object requires a Static Physical Challenge against 7 Traits. The jar can also be used to clear noxious gasses or fumes from an area, clearing a cubic foot each round.

Evocation: Lore of the Winds 3

Need's Beacon

The relics are often small glass tubes with ornaments inside, spun crystal balloons as pendants, delicate baubles, or other fragile body ornaments. The relic is activated by breaking the object, sending a cry of distress to the demon who created it. As a result, these relics can only be used

once, but when it is, the Fallen immediately senses that a mortal is trying to attract their attention, precisely as if their Celestial or True Name had been spoken. Instead of the normal challenge, however, the Fallen makes a Static Mental Challenge (retest Awareness) against a variable difficulty:

12 Traits: The Demon knows who has called their attention, and their appearance.

14 Traits: Also shows the surroundings, including physical threats and other people.

16 Traits: Also tells the Demon how far away the mortal is.

18 Traits: Also tells the Demon what direction the mortal is.

This effect is not blocked by distance, or by the barrier between dimensions. The creator of this relic may, at the time of creation, name a different Fallen it is linked to; the replacement demon must be present for this to occur.

Evocation: Lore of the Firmament 2

Plague Knife

These vicious, black-bladed weapons often have hooks and ridges that hint of torture, with a blade no more than a foot long. They possess the base statistics of a knife/dagger out of Dark Epics, but it may also be activated up to three times per scene, with each activation enhancing a single attack. Against any living target - not vampires, zombies, wraiths, etc - such an attack inflicts an additional 3 Bashing Damage. Furthermore, the victim suffers an additional level of Bashing Damage each day after the attack, and loses a point of Willpower each day, for a number of days equal to the welder's permanent Faith Score. This disease cannot be cured by any mundane means, and any supernatural means of treating it - such as the Cleanse Evocation - test against a Difficulty of 18 Traits. Note that use of this weapon constitutes a sin for Fallen with a Torment Score of 6 or less.

Evocation: Lore of Awakenings 2



Malefactors

Philosopher's Stone

Sometimes an actual stone, this relic can also be made from a pot, rod, or other suitable item, which is touched to a supply of metal or stone, and activated with a Static X Challenge against a variable difficulty:

- 12 Convert the substance into steel or glass.
- 14 Convert the substance into silver or gold.
- 16 Convert the substance into diamond, ruby, etc.
- 18 Convert the substance into plutonium, uranium, etc.

This relic converts up to three cubic yards of material, once per scene.

Evocation: Lore of Earth 3, Lore of the Fundament 5

Warriors of the Broken Ground

This relic is a metal cube, six inches on each side, composed of dozens of wires and rods. When placed on - or buried beneath - soil or natural stone (not concrete), it may be activated with the expenditure of any number of Faith Points. Each Faith spent generates a statue warrior: crude, rough hewn, with stones and metal protruding. These warriors have the following statistics:

Traits: Physical 9, Social -, Mental 3

Abilities: Brawl 3

Health: 9

Stony Fists: 2 Lethal Damage

If an individual warrior suffers enough damage to destroy it, it falls apart into component earth and stone. If every single warrior created with a single activation of the relic is destroyed, the relic is ruined and may never be used again. The cube may only be activated once per scene, and at the end of the scene the warriors will collapse back into the ground.

Evocation: Lore of the Fundament 5, Lore of Awakening 4, Lore of the Earth 3

Tesseract Generator

These generators, when activated, break and scramble the space within an area, disconnecting space from the other space surrounding it and rendering any attempt to move through the area like a puzzle. When activated, this relic warps space out to a radius in yards equal to the user's permanent Faith Score. Characters within that space may only move a single step per turn, unless they win a Static Mental Challenge (retest Enigmas) against 18 Traits. Furthermore, every Physical Action (though not Evocations) performed within the area suffers a forced Retest; if a physical action fails, a simple test must be made. If that test is failed, the action turns back on the Character who attempted it or otherwise goes seriously wrong: a bullet's trajectory curves back and hits

the one who shot it, for example. The Find Path Evocation, if performed successfully, will allow a Fallen to escape this trap; others must either slowly work their way out, or wait for the relic's effect to end, which takes about three minutes.

Evocation: Lore of Paths 5, Lore of the Fundament 4

Stone Scripture

These relics must be created from crystals and gemstones, and the creator must have Linguistics: Stonespeech to do so. The Malefactor makes a Static Faith Challenge (retest Linguistics) against a variable Difficulty:

- 6 A simple sentence.
- 7 Up to a single paragraph.
- 8 A series of paragraphs.
- 9 A nearly unlimited amount of raw text.
- 10 Pictorial information, such as photos or schematics.

Any Malefactor who comes across an encoded stone may recognize it with a Static Mental Challenge (retest Awareness) against a Difficulty of 6. Fallen of other Houses may make the same challenge against 18 Traits, but will only notice something odd if successful, not understand what the Stone Scripture is. A Malefactor may decode the message with a touch and a Faith Challenge against 6 Traits (retest Linguistics). Other Houses may never encode or read these messages, lacking the Malefactor's intrinsic connection to stone.

Evocation: Lore of Earth 3

Fiends

Duality Scrolls

These scrolls, journals, notepads, or the like, are always made in pairs, and must always be made of paper, parchment or vellum (no iPads). Whatever is written on the 'master' scroll appears, simultaneously, on the 'slave' scroll, wherever it may be. Within a few moments, the writing on the master scroll disappears, making these relics ideal for the use of spies. The 'slave' scroll may also be erased, with a separate activation, to make room for later uses.

Evocation: Lore of Portals 4. A variant uses Lore of Portals 2, in addition, to ward the scrolls so that only designated people can use them, or people with a set password. No way to circumvent this ward has yet been found.

Bottomless Satchels

Unlike most relics, these may only be activated with Faith, not Willpower, making them useless to anyone who is not one of the Fallen. They may be created as any sturdy container, but using flimsy materials is dangerous: any structural damage, such as a tear or hole, in the Satchel de-

stroys the relic, and everything inside is lost. That aside, anything that can fit through the opening of a Bottomless Satchel (no more than three feet a cross, at most) may be stored inside it in an extradimensional space. The weight of such objects is immaterial, as they are not actually in the bag.

Evocation: Lore of Portals 5; a variation adding Lore of Portals 2 wards them, as with Duality Scrolls, such that only specific people, or people with the correct password, may open them.

Armor of Portals

These sets of armor resemble plate mail, at first glance, but are actually constructed of plates of mirror-like portals. It provides no mechanical benefit until activated, which requires two points of Faith (or two Willpower, for a Mortal). Once activated, attacks that strike the wearer inflict no damage whatsoever, as they pass through a portal into elsewhere. The only way around this effect is to bid four additional Traits to attack the settings of the portals, where they are secured together into a suit of armor. If such a strike is successful, it will create a gap which may be exploited with successive attacks. To hit a gap, an attacker must bid an additional two traits, which allows them to inflict damage as normal.

Spider Golems

These relics appear to be semi-precious gemstones; when activated, they sprout eight legs that allow them to climb on any surface. Whoever activates them, which requires speaking a code word in the First Tongue and investing a point of Faith (or Willpower, for Mortals), may see through their eyes, including in the infrared and ultraviolet spectrums, and direct them as desired, so long as they do not venture more than a mile away; they are not sentient, and possess four health levels. If the spiders are viewed from the Shadowlands, the code word appears to be carved on them, and may be discovered in this way.

Evocation: Lore of Portals 4, Lore of Awakenings 4

Warded Relics

Two types of relics made by the Fiends list variants in which Lore of Portals 2 is used to allow only specific users, or users with a set password, to wield the relic. It would be a reasonable interpretation for Storyteller's to allow this variant to be added to most other printed infernal relics, with Lore of Portals 2 used during the creation of the relic.

Defilers

The Chant of Life Long Passing

A series of verses in Enochian, the chant evolved and expanded over the course of the War against Heaven. Singing a portion of the Chant requires a Faith point (Mortals may not use it) and a Social Challenge (retest Performance: Singing) against a Difficulty of 8. If successful, all mortals within earshot are immune to the effects of any mind control for the duration of the scene.

Certain verses are able to heal the mind of a mortal, easing trauma. Performing these verses requires two Faith instead of one, and may only affect a single Mortal at a time. If the chant is successful, the Mortal targeted may make a Static Willpower Challenge against a difficulty of 7 to remove a temporary or permanent Derangement.

Evocation: To compose a new verse of the Chant requires Lore of Longing 5

The Manacles of Ashmael

These manacles, when activated, create a bond between captor and prisoner, allowing the captor to share every thought and emotion of their captive. The manacles will not lock in place without the expenditure of a point of Faith (and may not be used by Mortals). Once this is done, the captor is aware of how far away the captive is, and in what direction; further, by making a Mental Challenge (retest Awareness) against the target, the captor may read all of their thoughts for a single turn. The manacles may not be picked, or forced, but they may be broken with sufficient damage. They reduce all damage dealt to them by five levels, and possess six health levels. However, all damage reduced by the Manacles is inflicted directly on the captive as Aggravated Damage, which may end up killing the captive before the manacles are broken. The only safe way to open the manacles is for the captor to willingly release them with a touch.

Evocation: Lore of Longing 2, Lore of the Firmament 2

Devourers

Caul of Rest

These tough, transparent membranes are large enough to slip over a human body. When activated, they slow the body processes to the point of a deathlike trance. Anyone placed in a Caul against their will may attempt an opposed Willpower Challenge against the user to resist its effects, but if they fail, they may not be roused by any means short of suffering damage - at which point they may make a Static Willpower Challenge against 8 Traits to wake. Otherwise, the trance lasts until the Caul is removed, at which point the subject returns to the exact state they were in when it was applied. Once removed, a Caul may not be used again for a full 24 hours.

Evocation: Lore of the Flesh 1

Mask of Zaktu

This mask, in the form of a specific animal's features and often made of real animal fur, allows the wearer to take that animal's form by putting it on and activating it. Activation requires both an expenditure of a Faith point, and either a Static Faith Challenge, or a second Faith point; Mortals may not use this relic. The animal form in question functions identically to one granted by the Animal Form Evocation.

Evocation: Lore of the Beast 4

Panacea

A Panacea is often a talisman, charm, amulet, or piece of jewelry. Once activated, the wearer suffers no wound penalties for the remainder of the Scene.

Evocation: Lore of the Flesh 2

Sinews of Speed

These yellowish-white strips, made from the tendons, ligaments, and sinews of an agile predator, are worn around the hands and feet. When activated (which may not be done by Mortals), they allow the user to spend Faith Points to gain extra actions on a one for one basis.

Evocation: Extra Actions Apocalyptic Form feature

Thicket Dust

This relic takes the form of fine sand with gold and pale green grains; when activated and spread across an area, it causes foliage to rapidly grow, blocking passage by anyone who does not possess the Lore of the Wild. This growth affects structures in the same way as the Quicken Growth Evocation, but the growth is temporary, lasting only a scene unless the wielder spends a point of Willpower to make it permanent.



Evocation: Lore of the Wild 2

Unerring Map

These maps are made from papyrus or tanned hide; when activated, they show a detailed map of the surrounding area, in a radius of three miles. Natural and geographic features are marked in brown, people in gold, animals in green, Fallen in red, and Angels in silver, though the two latter may attempt to conceal their presence with an opposed Willpower Challenge against the user. These maps remain active for a scene, and may be used up to three times in a day.

Evocation: Lore of the Beast 1, Lore of the Wild 1

[↑ back to top](#)

Slayers

Death's Promise

The amulets are made of amber, suspended in a circlet of silver, on a platinum chain, and are activated when the Fallen places them around the neck of a favored mortal. Thereafter, the amber changes color when it is likely the mortal will be killed in the near future; if the wearer dies, the soul is immediately bound to the amulet, at which point a hole in reality opens, dropping the amulet into a pre-specified location.

Evocation: Lore of Death 1, Lore of Spirit 4, Lore of Realms 5

Soul Anchor

These large blocks of rock are only vaguely portable and not concealable at all, carved in the shape of a dead human with hands crossed over their chest and eyes closed. They are activated with between one and three points of Faith (and may not be used by Mortals), creating an effect over a radius in miles equal to the Faith spent, which draws in the nearest fifteen wraiths, trapping them in the stone until the demon who activated it chooses to release them. NPC Wraiths do not receive a Challenge, unless the Storyteller rules they are suitably powerful; PC Wraiths, on the other hand, may resist this effect with an opposed Willpower Challenge against the wielder of the Soul Anchor.

Evocation: Lore of the Spirit 4

Haven's Light

These relics take the form of lanterns of black iron, with shutters and a candle. When activated, the path to the nearest island in the Sea of Death is revealed, calm and clear, illuminated by the lantern's light. If the shutter is closed or the lantern put down or covered, the path disappears. A party of ten or less may accompany the Fallen; any party in excess of that number will lose members unless the Fallen can win a Static Social Challenge (retest Leadership) against 16 Traits for each hour of travel.

Evocation: The Dead Reckoning Apocalyptic Form feature

Where are the missing Relics?

You may notice that some relics from the Player's Guide and Houses of the Fallen are missing. The items listed here are things which existed in multiples, or for which designs were commonly known, and so were easily replicated. Unique Relics, however, are not listed here, and are regulated under the Bylaws as "specific unique objects mentioned in the White Wolf books." These include, but are not limited to, Siklos, the scythe of Charon; Haven's Gate; Jacincati's Trident, the Tears of Tiamat, the Dawnrunner, and the like.

Demonic Relics

Two Evocations

Anchor the Soul, from the Lore of the Spirit, and Imbue Object, from the Lore of the Forge - permit Fallen to bind souls into items, including the souls of other Fallen. Demonic Relics come in two types: simple, and complex.

Simple Demonic Relics

Step 1: Choosing the Vessel

It is easier to bind a soul into an object with which it had a close personal connection, as detailed in the difficulties listed below:

- 12 Object with a personal connection.
- 14 Object made of crystals, gems or precious metals.
- 16 Object made of non-precious natural materials.
- 18 Artificial, non-meaningful item.

Step 2: The Evocation

The target soul must be within a number of yards equal to the Fallen's permanent Faith Score, and the Fallen must be holding the reliquary they have chosen: they may then use either Anchor the Soul or Imbue Object. If the Fallen wins a Static Physical Challenge (against the Difficulty listed above), the Evocation takes effect, and the target must make an opposed Willpower Challenge against the Fallen. If the Fallen using the Evocation wins, the soul is bound into the Reliquary; if the target wins, it may escape.

The bound soul may be commanded with an opposed Willpower Challenge, thereafter, by the person holding the item.

Grades of Success: For one grade of success, the bound spirit must obey any commands that do not violate its Nature. Only if a command violates its Nature does it receive the chance to resist with an opposed Willpower Challenge.

For a second grade of success, the spirit is so thoroughly bound that it must obey any and all commands without a challenge. Grades of Success may also be spent as detailed below.

Step 3: Empowerment

Grades of Success may also be spent to purchase the abilities listed below, with each Grade of Success acquiring a single ability. If no abilities are purchased, the bound spirit has only a vague sense of the outside world, no ability to communicate, and no control over its reliquary.

Keen Senses: The Spirit possesses the full range of human sensory abilities, and may even sense other spirits with an Awareness Challenge.

Communication: The Spirit can communicate (usually telepathically) with any being holding or interacting with its reliquary.

Vessel Control: The Spirit can move and animate the reliquary, in ways that make sense, such as a car that drives itself. As a result, it may use its own Traits and Abilities for appropriate tasks, if those are better than the wielder.

Enhanced Durability: The item gains a number of additional Health Levels equal to the Spirit's Willpower, and reduces all damage inflicted on it by the number of Stamina related Traits the Spirit possesses. These are health levels to prevent the item from being destroyed, and are not Armor levels. Enhanced Durability may not benefit a character wearing Empowered Armor.

Spiritual Infusion: Only Fallen souls may be given this ability. They may channel their innate powers and lore, to a limited extent:

They retain their immunity to possession and mind control, as well as their resistance to illusions. The Demon may use a single Evocation from each of their Lores; once chosen, these Evocations may not be changed.

The item is charged with the purpose of the Demon's House, and grants the wielder benefits when used in an appropriate way:

Defilers grant +2 Traits to Challenges enthrall others, or any tasks involving travel through water.

Devils grant +2 Traits to lie or deceive others, or to inspire or command.

Devourers grant +2 Traits to attack Challenges.

Fiends grant +2 Traits to Research, Lore, Investigation, Occult, or divination Challenges.

Malefactors grant +2 Traits to Crafts, Repair, and Technology Challenges.

Scourges grant +2 Traits to Dodge, Medicine, and any Challenges made to directly protect another person.

Slayers grant +1 Damage in combat.

Can I play a Simple Relic?

Yes, you can. This may come up because your PC has been bound, and you aren't quite ready to give it up yet, or because you're telling a story involving your eventual freedom and escape from your binding. The disadvantages are substantial, but there's nothing inherently unbalanced about such a character.

Complex Demonic Items

Creating a Complex Demonic Item requires both Anchor the Soul/Imbue Object and Enchant Object. The spirit is used as a component in the creation of a new Relic; such souls may never be added to a pre-existing relic. It may be convenient to store such a soul in a reliquary using Anchor the Soul, while preparing for the creation of the relic, so as to have it close at hand.

Step 1: Perform the Anchor the Soul/Imbue Object Evocation

This functions as detailed above, under Simple Demonic Relics.

Step 2: Empowerment

Divide Grades of success as detailed above, under Simple Demonic Relics.

Step 3: Enchant Object

Make a Challenge to enchant the relic, as detailed under Enchanted Relics, but at a Difficulty of one higher than normal.

Benefits

Complex Demonic Items have several benefits over normal Enchanted Relics:

The bound soul may pay the costs for Evocations, or accept Torment for them.

The bound soul may use the Evocation in question with the same flexibility a Fallen could, though all such Challenges are at +1 Difficulty.



CHAPTER SEVEN: MORE THINGS IN HEAVEN AND EARTH; SYSTEMS AND CROSS GENRE

Matters of Faith

Reaping Faith:

The Fallen must act in a way that convinces a human that they are actually an angel from heaven or a demon from hell. This may include the use of Lores or the Apocalyptic Form, but either on their own is insufficient. Merely looking like a demon isn't enough; looking like a demon while flaying someone alive might be. Once this condition has been met, the Fallen may attempt a contested Willpower Challenge against the targeted human; if the Fallen succeeds, that moment of belief grants them a single point of Faith.



Disbelief:

In the presence of a particularly strong-willed human who rejects heaven and hell with skepticism, Fallen suffer a +1 difficulty on all challenges to assume Apocalyptic Form or to use Lores or Rituals. A group of such skeptical observers increases difficulties by an additional +1 for every five observers.

Holy Ground:

Fallen of Torment 4+ who enter holy ground suffer a number of levels of Lethal Damage each turn equal to the site's Faith rating; furthermore, they must win a Static Willpower Challenge against 7 Traits each turn to resist the urge to flee. Fallen of Torment 3 or lower are on the path to redemption, and are unaffected by Holy Ground.

Sacred Relics:

Each time a sacred relic is held against (not simply struck a glancing blow) the skin of a Fallen of Torment 4+, the fallen suffers an amount of lethal damage equal to the Faith rating of the item.

Prayers:

Prayers may be used by humans with Faith Potential, or by Mortals (including supernatural creatures) who possess True Faith. Each of the four types of prayers requires a Challenge of the faithful's Willpower plus Faith Potential (or True Faith) against the Willpower of the Fallen; such prayers may benefit from being performed on Holy Ground or in combination with a relic, in which case the Faith level of those things is added as bonus traits by the faithful character employing them in the prayer. Prayers require line of sight to function.

Prayer of Banishment: If the Faith Challenge is successful, the Fallen is forced to flee the Scene, and may not return for a number of hours equal to their Torment Score. The rules for this prayer, when used against PCs and Demons of surpassing power (Archdukes, etc) supersede the rules for repelling demons in of Laws of the Hunt: Revised.

Prayer of Abjuration: If successful, the Fallen is prevented from entering an area in yards equal to the total traits called in the Faith Challenge, for a number of hours equal to their Torment Score. For obvious reasons, line of sight is not required for this prayer.

Prayer of Binding: If successful, the Fallen is rooted to the ground, unable to move by any physical or supernatural means, so long as the prayer continues. The Fallen is not prevented from shooting a gun, lobbing fire with Evocations, or the like.

Prayer of Exorcism: Each hour of the Exorcism, one challenge may be attempted; a number of Challenges must be won equal to the Fallen's permanent Faith Score. If successful, the Fallen is forced from their mortal host, immediately losing one permanent Faith and gaining one Permanent Torment, and is forced to seek a new host.



The Fallen

True Names:

To know a Fallen's True Name is to hold power over it; the True Name provides substantial benefits when used for Summoning and Binding. Speaking a Fallen's True Name instantly gains their attention, from anywhere in the world. Furthermore, a Character wielding a Fallen's True Name against them gains the target Fallen's permanent Faith Score as Bonus Traits on Mental and Social Challenges.

There are a number of ways to research or gain insight into a Fallen's True Name, each requiring a Challenge, generally at a difficulty of 16-18:

Scouring Occult Texts with a Static Mental Challenge (retest Occult).

Investigating a Crime Scene with a Static Mental Challenge (retest Investigation).

Interrogating the Demon's Followers with a Social Challenge (retest Intimidation).

Ransacking the Demon's Sanctum or places of Worship with a Static Mental Challenge (retest Empathy).

Examining the Traces of a Demon's Evocation with a Static Mental Challenge (retest Occult).

Only one fragment of a True Name may be gleaned from each instance; if multiple characters examine a single evocation, they all gain the same fragment. Fragments and incomplete True Names provide no benefit, and there is no way to know whether one has a complete True Name except to try to use it.

Length of True Name: To determine how many fragments, or syllables, make up a Fallen's True Name, use the chart below.

Fallen's Rank	Base number of Fragments/Syllables
None/Fell Knight	10
Lord	15
Overlord	20
Baron	30
Duke	40
Archduke	50

Modifiers: When the Fallen first performs any of the conditions named below, they may add a single syllable to their True Name to represent the fundamental change to their being that has been wrought.

The Fallen learns a Lore from another House for the first time.

The Fallen changes a feature of their Apocalyptic Form for the first time.

The Fallen consumes the soul of another Fallen each time.

How many fragments/syllables may a PC Fallen's True Name Have?

It is clearly an advantage to have a longer True Name, as opposed to a shorter. To prevent a player from simply declaring they have a 1,000 syllable True Name, the maximum number of Syllables/Fragments allowed for a PC Fallen in OWbN shall be 20.

Summoning and Binding

In order to summon a Fallen, the summoner needs the correct ritual; this should require months of research, and the prospective summoner needs to know at least the Celestial Name and House of the Demon they wish to summon before they are able to begin their research. The storyteller may require Static Mental Challenges (retest Demonology, Occult or Research) for this research; the Demon: The Fallen Core Book suggests 20 successes as a guideline for success. Creating a Summoning Ritual from scratch is even more difficulty, requiring 25 successes.

Enacting the ritual requires a Static Mental Challenge (retest Demonology) against a base difficulty of 12, which may be raised if the ritual is inadequate or incomplete in some way. Note that, as per the OWbN Infernal Packet, the Rank of the Fallen that may be summoned is limited by the level of the Demonology ability possessed by the summoner, and that higher levels of this ability are regulated in the Character Bylaws.

Demonology	Ranks Summoned
1	Demons of no Rank
2	Fell Knights
3	Lords, Overlords and Barons
4	Dukes and Archdukes
5	Yet greater demonic entities, if such exist

If the Challenge is successful, the Demon's spirit is transported instantly to the summoning circle, where they exist, incorporeal, in their Apocalyptic Form. This leaves any mortal hosts comatose for the duration. Earthbound are pulled from their reliquaries, and Demons in the Abyss are pulled from it.

The summoning circle protects the Demon from the pull of the Abyss, so long as they remain in it, but does not actually limit them in any way or prevent them from enacting revenge upon their summoner. The demon may leave it at any time, but is then subject to the pull of the Abyss.

To Bind the Demon, the summoner engages it in a Contested, extended Willpower Challenge. If the summoner knows only the Demon's Celestial Name, the Demon receives Bonus Traits equal to their Permanent Faith Score. However, if the summoner knows the Demon's True Name, the summoner receives Bonus Traits equal to the Demon's Torment Score.

For each Challenge won, the Binder may give the demon a single, specific command which must be obeyed, such as "Kill the vampire Prince of Dallas" or "grant me my youth again." The Demon may not attack the Binder until all commands have been fulfilled, but may attempt to subvert their wishes and act indirectly against them. "Return to the Abyss" is an acceptable command, but "protect me from all of my enemies" is not.

If the Binder attempts to summon and bind the same Demon a second time, they must achieve more successes than they did before to get any benefit at all; failure to do so leaves the Demon free to exact vengeance, flee, or do as they wish.

Death and Life

Unlike most Characters in the World of Darkness, Fallen are, at their core, spiritual entities. The death of the body they are possessing does not destroy them: Fallen Character death occurs only if the spirit itself is destroyed, most commonly when it is consumed by another Fallen.

Losing a body is, however, traumatic. When a Fallen's body is killed, at the beginning of the next round, the Fallen manifests above the body in Apocalyptic Form; lacking a body, they are insubstantial and cannot be affected by most means. On their Initiative, they may fly at a speed of 5+their Permanent Willpower Score in miles as a movement action, seeking a new host. In the meantime, at the end of each round they must win a Willpower Challenge against 6 Traits or immediately be sucked back to the Abyss.

A new host must have a suitably damaged soul (comatose, drug addict in despair, the victim of Obliterate the Soul or Blissful Unity, etc.) The act of possession requires a Static Willpower Challenge against a difficulty of 8 (or 6, if the host is a Thrall). A Thrall may also choose to willingly accept their master's soul, in which case no Challenge is required.

In an emergency, the fleeing soul may also attempt to bind themselves to an object, though in this case the difficulty of the Willpower Challenge is 9, unless a specific object has been prepared for them in advance (difficulty 6). This renders the character an Earthbound, and thus no longer a PC. As Earthbound are Demon Coordinator approval, the office should immediately be contacted by staff.

If any attempt at possession fails, the Fallen must seek a different vessel; there are no second chances at possession.

Finally, any time a Demon leaves their body for a new host, they lose a Permanent Faith and gain a permanent Torment due to the harrowing nature of the experience. Furthermore, while their XP total remains the same, Storytellers are encouraged to modify their sheet - particularly Merits, Flaws, Backgrounds, Abilities and Negative Traits - to reflect the life of the new vessel. A Fallen who formerly possessed an ex-military host with PTSD may now find themselves in the body of a teenage drug addict, and their Character Sheet should change to reflect that.

Final Destruction

One of the only ways to actually destroy a demon is to consume it. Once a Fallen manifests in their Apocalyptic Form (usually upon the death of their Host), any other Fallen present within arm's reach may attempt to breathe in their essence and consume it. Doing so requires a Contested Faith Challenge against the target's Faith or Torment - whichever is higher. If the consumer knows their victim's True Name, they add the victim's permanent Faith Score as Bonus Traits on this Challenge.

If the victim wins, they steal a Faith point from their attacker. On their Initiative, they may flee as normal.

If the consumer wins, they consume their victim, permanently destroying them. The consumer gains a number of benefits, based on the victim's permanent Faith Score at the time of destruction. Each Faith point may be used to:

Allow the consumer to count this experience as a teacher for an ability they do not possess
Steal a memory or specific piece of knowledge - the hiding place of a relic, the True Name of an enemy, etc.

Allow the consumer to count this experience as a teacher for one of the victim's House Lore.

Allow the consumer to change one of their Apocalyptic Form features to one of those possessed by their victim, at the appropriate experience cost.

Abilities or Lores gained in this way must be purchased with experience; they are not free. Staff are encouraged to allow such purchases to be made over a period of three months after the consumption, as the consumer comes to grips with the knowledge they have gained, but not any longer.

Finally, consuming a fellow Fallen carries with it a price in Torment - and the more Tormented the victim, the heavier the cost. The consumer immediately gains all of their victim's Permanent Torment, adding it to their own. If this brings the consumer to Torment 10, they immediately become an NPC.

The Demon trilogy of novels indicates that Fallen may work together to consume a soul, splitting both the benefits and the Torment gained evenly: this is a key plot point, as any single Fallen consuming the soul of the series' antagonist would have been lost to Torment. Storytellers may allow this, at their discretion: it encourages cooperation among PCs, particularly against monstrous enemies.

Fallen and Power Level

In *One World by Night*, different games and regions play at different power levels. This Packet attempts to target a mid-range of power level, but you may find that trait calls, damage, or similar effects are higher than what your local game is used to. If that is the case, Staff should consider the following basic modifications.

Lower powered Fallen PCs

Grades of Success: The first thing you should do to reduce the power level of Fallen is to remove the Grades of Success rules from Lores. This is also a good first step to take if Staff is not yet comfortable or confident with Fallen powers.

Tempers and Traits: Fallen may have higher base Traits and Willpower than other creature types in your game. It is perfectly reasonable and acceptable to reduce them to the maximums for your genre; see the specific notes under each genre's crossover considerations.

You may also wish to make the following adjustments to Lores:

Ride the Flames: Reduce the Traits called to Willpower.

Animate: Reduce the Traits called to 1/2 Mentals.

Roil the Earth: Reduce the difficulty listed under the Torment section to 8.

Quicken Growth: Reduce the Traits called to Willpower.

Damage Caps/Action Caps: If your chronicle sets a maximum amount of damage dealt by any one attack, or maximum number of actions which may be taken in a round, these rules should apply to Fallen PCs as well.

One Shot Lore: If your game House Rules printed one-shot powers (Soul Steal, for example), you should also consider House Ruling the following Evocations:

Body Control: Specifically, the ability to place PCs into a coma.

Extinguish Life: Using Grades of Success should convert the damage dealt to Aggravated, if this does not function as a one shot.

Cross Genre Rules

Changing Breeds

Tempers and Traits: You probably don't need to adjust Fallen PCs Traits or Willpower down in CBC Chronicles; the Elder trait cap of 18 is quite close to the Fallen Trait cap of 20, and Shifters are much better at stacking traits, overall, with Totems, Fetishes, Talens and Gifts. If anything, Fallen PCs are likely to be the ones with low trait bids.

Apocalyptic Form and Traits: Trait calls - especially Physical Trait calls - tend to be quite high in Changing Breed Games. All Apocalyptic Forms should grant the following additional Physical Traits in Changing Breed Chronicles: Brutal x2, Dextrous x2, Tough x2. Once Fallen assume Apocalyptic form, they become a fusion of Faith and form; they are no longer, strictly speaking, Mortal. Powers and items which have specific or enhanced effects against mortals only apply those benefits against Fallen when they are not in Apocalyptic Form.

Immune to Electricity/Fire: These Form Features will indeed protect from elemental type Blast Charms, as well as Gifts that attack with the appropriate element.

Improved Initiative: In a CBC game, this Apocalyptic Form Feature should function mechanically the same as Spirit of the Fray.

The Delerium: Fallen are immune to the Delerium, but Thralls are not.

Ties: If your game uses Rank Benefits which give Elder Shifters the ability to Win on Ties, Fallen should be considered to win ties on Physical Challenges while in their Apocalyptic Form. If they are forced out of that form they would no longer win ties on Physical Challenges.

Lores: As a general rule, assume that Shifters may indeed Rage On if killed or incapacitated by the effects of offensive Lores - this includes against things such as being placed into a coma, suffocated, etc.

Doorway Into Darkness: Though it is not stated in printed material, it is possible to come to the conclusion that this power might allow Fallen to step into the Umbra, as well as the Shadowlands. If you find that Fallen PCs are crippled by an inability to reach the Umbra in your CBC game, or that you wish Fallen Antagonists to be able to do so, use this Evocation at +2 Difficulty.

Earth Meld: This Evocation prevents the Fallen from being affected by Falling Touch or similar Gifts.

Extinguish Life: Shifters' Gnosis offers them limited protection from having their souls ripped from their bodies; any time their soul would be removed, they instead lose a Gnosis trait. When they have no Gnosis left in their pool, their souls may be stolen as normal.

Gifts

Command Spirit, etc: Does not affect incorporeal Fallen, as they are not Umbral Spirits. Other Gifts that target Spirits fail to function for the same reason.

Exorcism: This Gift may be used to free souls trapped by the Imbue Object and Anchor the Soul Evocations.

Fangs of Judgement: All Fallen with so much as 1 Torment are affected by this Gift.

Howl of the Banshee: This Gift is subject to a Fallen's innate Immunity to Mind Control.

Obedience: This Gift is subject to a Fallen's innate Immunity to Mind Control.

Paralyzing Stare: This Gift is subject to a Fallen's innate Immunity to Mind Control.

Phantasm: This Gift is subject to a Fallen's innate Resistance to Illusion.

Snarl of the Predator: This Gift is subject to a Fallen's innate Immunity to Mind Control.

True Fear: This Gift is subject to a Fallen's innate Immunity to Mind Control.

Wrath of Gaia: Affects Fallen of Torment of Moderate Torment (see below).

Fetishes & Talens

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

Wyrms Taint

Most Fallen detect as Wyrms Tainted, though the precise strength of that taint depends on two factors: their Torment, and their Willpower.

Consult the following scale when Sense Wyrms is used on one of the Fallen. Use the most severe Taint a Fallen Character qualifies for, if there is a discrepancy:

Torment 10: The Fallen detects as utterly and forever lost to the Wyrms, an active servant of the Garou's greatest enemy, similar to a Maeljin Incarna or other active manifestation of the Wyrms.

Torment 7-9: The Fallen detects as thoroughly corrupted by the Wyrms, though not beyond possible redemption, similar to a Corrupted Totem

High Torment (greater than Willpower): The Fallen detects as corrupted by the Wyrms, similar to a Black Spiral Dancer

Moderate Torment (equal to or greater than 1/2 Willpower): The Fallen detects as tainted by the Wyrms, similar to a Bane or Fomori

Low Torment (less than 1/2 Willpower): So long as the Fallen has a Torment of 1 or higher, they still bear the slightest hint of Wyrms Taint, similar to a person who has passed through a place of corruption.

Torment 0: The Fallen has achieved redemption, and no longer detects as of the Wyrms, even in the slightest. Torment 0 is Demon Coordinator Approval.

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 above, and that the Frenzy Test only be made when first encountering a given Fallen Character.

The Rite of Cleansing and similar effects can be used to remove a single point of Temporary Torment from a Fallen; given sufficient story, it may even be part of justification for a Fallen PC buying off a point of permanent Torment with experience.

Vampire

Traits: Vampire Trait Maximums are significantly lower than Fallen, and Trait calls in vampire tend to be lower than in many other genres (CBC, Changeling, etc), with games enforcing a maximum bid somewhere between 30 or 40, on the high end, 28 in the mid-range, and as low as 20 for 12th generation vampires on the low end, depending on interpretations of Path of Blood. It would be reasonable to reduce Fallen PCs to a maximum of 14 Traits in each category when visiting a Vampire genre chronicle, and 12 Willpower.

Apocalyptic Form: Once Fallen assume Apocalyptic form, they become a fusion of Faith and form; they are no longer, strictly speaking, Mortal. Powers and items which have specific or enhanced effects against mortals - Blood to Water, for instance, kills humans outright - only apply those benefits against Fallen when they are not in Apocalyptic Form.

Immune to Electricity/Fire: These Form Features will indeed protect from elemental type damage, including Lure of the Flames, The Path of Levinbolt, Elementals summoned by Spirit Manipulation attacking with those elements, etc.

Improved Initiative: In a Vampire game, this Form Feature should function as Alacrity, equivalent to a level of Celerity equal to 1/2 the Fallen PC's Permanent Faith, rounded up.

Ties: The Vampire genre has perhaps the easiest access to the 'Win on Ties' mechanic of any genre in the World of Darkness. In crossover with vampire, Fallen should be considered to win ties on Physical Challenges while in their Apocalyptic Form. If they are forced out of that form - say, with Protean Curse - they would no longer win ties on Physical Challenges.

Lores

Alter Memory: This Evocation and Forgetful Mind may be used to discover each other, restore and delete memories, and the like.

Fade: Vampires with Heightened Senses should treat this Evocation as identical to Obfuscate, with the Fallen using their levels of Lore of Humanity for comparisons, if needed.

Manipulate Senses/Manipulate Nerves: The sharpened senses bestowed by these Lores should be considered to function identically to Heightened Senses; if an equivalent level of Auspex is needed for comparisons, use the level of the Lore in question.

The Mark of the Celestials: Is plainly visible to Aura Perception, and identifiable by any vampire with both Aura Perception and Fallen Lore x3.

Disciplines

Animalism: Fallen in animal forms, or possessing animals, are immune to the Basic levels of Animalism. If a Fallen is out of Faith, Subsume may be used to eject them from an animal they are possessing, taking control of the body instead.

Auspex: Heightened Senses may be used to pierce Fade and other Evocations of concealment, as if they were Obfuscate; Aura Perception will reveal a Fallen's Creature Type.

Chimerstry: Resistance to Illusion applies to all levels of Chimerstry.

Dominate: Immunity to Mind Control applies to all levels of Dominate.

Daimoinon:

Fear of the Void Below: So long as the Fallen possesses at least one point of Faith, they are immune to this power.

Conflagration: Any Fallen struck by this power must win a Courage Test or gain a point of Temporary Torment.

Psychomachia: If the Fallen is affected by this power, they gain a point of Temporary Torment; the conjured illusion wears the demon's own Apocalyptic Form, and calls a number of Traits equal to three times the Fallen's permanent Torment Score for all actions. If the phantasm kills the Fallen, they gain another point of Temporary Torment.

Curse: The Dark Ages version of Daimoinon 5 printed in Faith and Fire may be used to tear a Fallen from their host and send them back to the Abyss for the expenditure of five Mental Traits. Earth-bound are not affected by this power. At Storyteller option, the modern-day level 5, Condemnation, may also grant this additional benefit, if an opposed Willpower Challenge is won, instead of a Static Willpower Challenge.

Necromancy: If Soul Steal is used successfully on a Fallen, they lose a point of Faith from their pool instead of being pulled from their body. When they are out of Faith, they may be Soul Stolen normally, and are immediately subject to the rules regulating Fallen whose physical bodies have been killed, including needing to seek a new vessel, losing 1 Permanent Faith, and gaining 1 Permanent Torment.

Obfuscate: Resistance to Illusion applies to all levels of Obfuscate.

Presence: Immunity to Mind Control applies to Dread Gaze and any other supernaturally induced Fear effects.

Thanatosis: Withering a Fallen's head, if they are not in Apocalyptic Form, will kill the host; if they are in Apocalyptic Form, it will not. Either way, limbs may be disabled normally.

Thaumaturgy & Other Blood Magic: Fallen are neither Wraiths, nor Umbral Spirits, nor Abyssal Spirits, and so none of the Paths or Rituals that affect those creatures function on them (Spirit Thaumaturgy, Spirit Manipulation, etc).

Severing Sands: As per Soul Steal.

Stone of the True Form: The Apocalyptic Form is the Fallen's True Form.

Warding Cippus: Though this ritual uses the phrases 'demons of duat' and 'spirits of duat' interchangeably, Duat is the Dark Kingdom of Sand, and spirits of Duat are modelled with Wraith Sheets; there is no textual indication this ritual has any effect on Fallen/Earthbound.

See notes on elemental immunities, above, for certain Paths.

Fallen are affected by **Ward vs Demons and Circle Ward vs Demons.**

Countermagic no more counters Lores than it does Potence.

Blood to Water will kill a Fallen's mortal host, if they are not in Apocalyptic Form; if they are in Apocalyptic Form, it will inflict an amount of Lethal Damage equal to the blood traits turned to water.

Vicente de las Navas de Tolosa's Holy Shield: 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.

Vicissitude: Vicissitude and the Lores of Transfiguration and Flesh are able to repair each other's effects, given time.

Changeling

Tempers and Traits: Changing Trait Maximums are significantly lower than Fallen, though Kith Advantages, Merits and Oaths make up for this, to an extent. What is more significant is a Willpower Maximum of 15 for Fallen, since the Difficulty of Cantrips is based on a target Character's Willpower+Banality. Fallen, on the other hand, have few defenses against Changeling Magic, with no real ability to 'Counter' with their own Lores, or set conditional effects to Trigger without an action; pay careful attention to how these factors balance out, and make adjustments as needed. A few limited 'Counters' are described below.

Apocalyptic Form: Immune to Electricity/Fire: These Form Features will indeed protect from Pyretics, Skycraft, and Primal damage for the appropriate element types.

Ties: Changeling genre has limited access to the 'Win on Ties' mechanic through Tripping the Ire. In crossover with Changeling, Fallen should be considered to win ties on Physical Challenges while in their Apocalyptic Form. If they are forced out of that form - say, with Metamorphosis - they would no longer win ties on Physical Challenges.

Arts:

Chicanery: Subject to Fallen's Innate Resistance to Illusions.

Naming: May indeed be used to discover a Fallen's True Name.

Soothsay: Tattletale: Is subject to the Defeat Scry Ritual.

Realms:

Actor: Fallen are covered by the Actor Realm.

Banality: There is no direct correlation between Torment and Banality, just as there is no correlation between Seelie and 'good,' or Unseelie and 'evil.' A Fallen's Banality score is largely shaped by the human body they are possessing, and the life they lead in that vessel.

7 The average Fallen.

4 Disembodied Fallen in 'spirit' form.

Mage

Tempers and Traits: Mage Trait Maximums are somewhat lower than Fallen, though the Legendary Attribute Merit makes up for this, to an extent. Fallen, on the other hand, have few defenses against Sphere Magic, with no real ability to 'Counterspell' using their own Lores, or set conditional effects to Trigger without an action; pay careful attention to how these factors balance out, and make adjustments as needed.

Spheres

Forces: The Immunity to Fire/Electricity Apocalyptic Form features will provide immunity to attacks made using those elements. The use of Forces to manipulate Light to conceal or create illusions is subject to the Fallen's Innate Resistance to Illusion.

Mind: Invasive or controlling uses of the Mind Sphere are subject to a Fallen's Innate Immunity to Mind Control.

Counterspelling: Lores are not 'magic,' per se, and should be subject to the same limitations a game would place on Counterspelling Garou Gifts or Vampiric Potence.

Hunter

Traits: Hunter Trait Maximums are significantly lower than Fallen - that said, Hunters are supposed to be the underdogs, so the Staff of a Hunter chronicle might be ok with the discrepancy. If not, it would be reasonable to reduce Fallen PCs to a maximum of 12 Traits in each category when visiting a Hunter genre chronicle, and 10 Willpower.

Hunters and Possession: Any Fallen with the ability to measure Faith Potential (such as Eyes of Fate or Lamp of Faith) will recognize that the Imbued would make particularly good vessels, if they could be possessed.

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.

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 influence but does 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 Lores 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.

See the Hunter Packet for further details on Corrupt Edges.

Wraith

Tempers and Traits: Wraith Trait maximums are significantly lower than Fallen; it would be reasonable to reduce Fallen PCs visiting a Wraith Chronicle to no more than 15 Traits in each category.

Arcanoi

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

Enshroud: This Arcanos is subject to a Fallen's innate Resistance to Illusion.

Requiem: May be used to evoke any emotion but fear in Fallen.

Shellride: Any infernal relic which already contains a soul (Mortal or Fallen) may not be Inhabited with this Arcanos.

Skinride, etc: These Arcanoi are subject to a Fallen's innate Immunity to Possession.

Soul Pact: Any mortal who has promised their soul to a Soul Pact may not become a Thrall, and vice versa.

Mummy

Tempers and Traits: Mummy Trait maximums are significantly lower than Fallen; it would be reasonable to reduce Fallen PCs visiting a Mummy Chronicle to no more than 13 Traits in each category.

True Names: Like Fallen and Changelings, Mummies have the ability to discern True Names, making them in some ways a particular threat to the Fallen.

Kuei-jin

Traits: Kuei-jin Trait Maximums are significantly lower than Fallen, but they are also quite good at calling very high numbers of Physical Traits, especially when using the Martial Arts ability. Fallen probably do not need a Trait adjustment in a Kuei-jin Chronicle; you may even consider enhancing their Apocalyptic Form as laid out under the Changing Breeds guidelines.

Apocalyptic Form

Immune to Electricity/Fire: These Form Features will indeed protect from Ghost Flame Shintai, Storm Shintai, and damage for the appropriate element types.

Improved Initiative: In a Kuei-jin game, this Form Feature should function as Principle of Motion, equivalent to a level of Yang Prana equal to 1/2 the Fallen PC's Permanent Faith, rounded up.

Disciplines

Blood Shintai: Blood Awakening: May be used to imprison incorporeal Demons as statues of jade.

Chi'iu Muh: Spirit Eating: 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.



[↑ back to top](#)

BIBLIOGRAPHY

Peter W. (2000) - Changing Breeds: Volume 1 - Clarkston, GA: White Wolf Publishing

Jackie C., Christopher H. and Nicky R. (2001) - Changing Breeds: Volume 2 - Clarkston, GA: White Wolf Publishing

Randi-Jo B. and Jesse R. (2002) - Changing Breeds: Volume 3 - Clarkston, GA: White Wolf Publishing

Jackie C., Nicky R. and Jesse R. (2003) - Changing Breeds: Volume 4 - Stone Mountain, GA: White Wolf Publishing

Bruce B., Heather G., Alan K. and Ellen K. (2001) - Laws of the Wild: Revised - Stone Mountain, GA: White Wolf Publishing

William B, David C., Steve K., Michael L., Joshua MA., Patrick O., Lucien S., Greg S. and Adam T. (2002) - Demon the Fallen - Stone Mountain, GA: White Wolf Publishing

Michael L., Greg S. and Kyla W. (2002) - Demon the Fallen, Storyteller's Companion - Stone Mountain, GA: White Wolf Publishing

Peter W. (2002) - Laws of the Reckoning - Stone Mountain, GA: White Wolf Publishing

David C., Jacob D., Matt M., Patrick O., Kyla W. and Chuck W. (2003) - Demon the Fallen, Player's Guide - Stone Mountain, GA: White Wolf Publishing

David C., Jacob D., Eleanor H., Patrick O., Adam T. and Kyla W. (2003) - Houses of the Fallen - Stone Mountain, GA: White Wolf Publishing

Jacob D., Steve K., Michael L., Patrick O. and Chuck W. (2003) - City of Angels - Stone Mountain, GA: White Wolf Publishing

Matthew M., Patrick O., Kyla W. and Chuck W. (2003) - Earthbound - Stone Mountain, GA: White Wolf Publishing

Michael A., Morgan M. and Patrick O. (2004) - Devil's Due - Stone Mountain, GA: White Wolf Publishing

2021

Writer: David Niemitz

Edited by: 2021 OWbN Team Documents

Layout Design: Marion Birdsell

Artwork: Royalty Free Photographs



[↑ back to top](#)