





# DARK PACK

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2018. Written by the Demon Coordinator's office for One World by Night.



# *A Practitioner's Guide to Infernalism and Diabolism*

Good intentions and Darkest Roads

## *A Sourcebook for One World by Night*

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# Views on infernalism and diabolism by genres

## Fae

Fae are creatures of the wyld and see the world very differently than all the rest. To the fae, the demonic is just a part of the seasons. A force of creation and nightmare that can inspire glamour in even the most banal. Classically, most of the fae will shy away from the infernal as it is not a noble pursuit, with most fae more than willing to quest to suppress the creatures of true nightmare, while there are those who are drawn to the nightmares or motivated by passion or sacrifice. In stories of folklore and fables there are legends of fae who dared the dance of fate and married the darkness taking their place as lords, and ladies of the damned, escaping the banal touch of the mortal realm. Of course, these are but stories, and in no way related to the mastery a number of the great houses of the sidhe hold over diabolism or how they are no stranger to the art of the deal.

## Wraith

Wraith is a realm of waiting for the inevitable, fading into oblivion; losing oneself piece by piece. Even the realms of the dead are pale shadows of what they once were ravaged by storms and the creeping ruinous decay. Yet in the crumbling corners of Haven, there are lost and hidden secrets that have not been consumed. It is in some of these forgotten corners and the rare soul that managed to avoid damnation that the arts of trafficking with the demonic are found. All while lords of damnation from the east and other distant realms, covet the kingdoms of the dead, forever with eyes looking for a soul with nothing left to lose.

For wraith deals with the devil normally come from chance encounters, but sometimes those who have learned the right Lores die before their soul was damned to another realm, and when faced with oblivion, damnation can start to look attractive.

## Vampire

Vampires are creatures of passion and desire, forever seeking power, revenge, or salvation from their own damned fate. The stories are countless among the ancient ageless race of Caine, of clans or bloodlines falling to the profane. They are damned, and they feel the judgment of God more keenly than nearly every other creature in creation save the fallen. They are cursed to live in darkness, and in darkness, they find so much more if only they are willing.

Vampires have a few methods and forms of magic that can call on the legions of the damned, but research and study will always be there for the power-hungry seeking more. Of course for immortal creatures, chance meetings are bound to happen sooner or later.

## Changing Breeds

Many banes do not play well with the primal corruptive nature of hell. The structure, the creative cunning, and anger; these are things that conflict with the nature of the wyrm and resonate with the changing breeds as they wage their endless war. The attractive thought of siding with an enemy of your enemy, making a dent in an unwinnable war, or sacrificing yourself to save something you have sworn to protect.

Each of these are the temptations that draw the changing breeds to the allure of infernalism. In many cases when the snake finds its way into the gardens the cult-like fanaticism of the shifters allows them to resist the offers of the demonic. Yet there are cubs, kinfolk and even those who lead the nation that fall from time to time. The true horror for those that survive such betrayals; is when they realize the end might have justified the means... but for how long.

In many cases, the connection of the Demon genre to CBC genre is found in antagonist avenues. With Baali or demons having alliances of the moment with a hive, or despite the conflicts between their natures demons and banes will rarely side forces for a cause. Traditionally Garou genre does not meld well with the most common of the demon genre the Fallen, as they trigger a primal rage when seen in their true form in Gaia's chosen warriors. As few shifters practice the bits of knowledge needed to summon the demonic, the most common ways they are exposed is chance encounters, with the rare exception of a kinfolk or shifter being skilled in the knowledge and arts needed to call forth the infernal host.

## Kue-jin

The Kuei-jin say they were once the servants of heaven, but have fallen from grace. Throughout their history the works of the Yama Kings, and other demonic entities have shown just how much farther they can still fall. The Red and Green courts influenced China at the beginning of its history, with many mortal souls falling to the machinations of the two before demon hunters brought that conflict to a close. Outside of those two courts, many hidden cults of the scarlet legion of Belial, and even a few rogue powers of hell have found their way to influence the history of the region, and with so many conflicting Dharmas competing; the temptation to rise above one's rivals has seduced more than a few.

Within the Kue-jin genre there are a number of powers that can give them insight if they are exposed to the demonic, but like every other in the world of darkness research and knowledge will always reward the patient soul. For those lacking the patience for centuries of contemplation and study, the infernal awaits as a shortcut to power and wisdom offered by the slow road back to enlightenment.

## Mage

Power is at the core of what Mages are; with a history stained with more infernal cults than any other group of supernaturals, the traditions are no stranger to the dark allure of hell. Nearly every tradition has at one point in its history given rise to an infernal tyrant or a mage that glimpsed into the abyss for too long and came back heavy with the entropy of hell. The primal raw power of the damned can lead many a mage to fall prey to the dangers found in diabolism, and then all it often takes is but a single taste for some to sell their soul for more.

Like everything else within the mortal realm, mages can summon the demonic with skill and research using Demonology, but there are those who are more skilled with aspects of the spheres to do more. Below are a few examples of routes and options practiced by different traditions.

Demonology, in reference to the summoning and command of demons, is a specialization of the Spirit Sphere (or of the Path of Summoning, Binding & Warding if using Sorcerer). The ability to bind demons (Spirit 4, Prime 3) is a requirement for most demonological magic, although the ability to harm spirits (Spirit • » [2] in conjunction with other effects) may allow less powerful Demonologists to bully and threaten lesser demons into submission.

Technocrats use Extra Dimensional Entities as a specialization of Dimensional Science. The ability to create barrier wards (Correspondence 3 in conjunction with other spheres) is another important tool. Basic Mind magic (to prevent distractions) is also a simple but useful ability. The ability to control one's dreams (Mind 3 or the Path of Oneiromancy) can be vital if often overlooked, tool in the Demonologist's arsenal, as demons, frequently invade the dreamscapes of those mortals they seek to corrupt or harm.

## Summoning a Demon

To summon a demon a character must possess Lore: Demonology. This ability along with magic or rituals from various genres, allows the user to summon a demon with rank no higher than twice their lore level. Demon NPCs are scaled and sorted by Rank 1-10. Rank 1-4 Demons are imps, fiends and common demon types that seldom have names that have a real impact. Demons of rank 5 and 6 often are the go-getters and the powerhouses lower ranking demons report to when active in the mortal realm. For many these are the higher end demons many characters will ever interact with while your average infernalist will summon or be in service to an imp or fiend. The Demons of ranks 7-10 are the dukes, archdukes, and princes of hell. While there are infernalists in direct service to demons of this rank, they are few and far between, having earned their way up through the ranks to "earn" the attentions of a creature of this rank. For most, the only option to gain the attention of hell is research and knowledge earned can do just as much as powers gained when it comes to summoning. However, there are always stories of fools that get lucky or who are in the right/wrong place at the right/wrong time. Powerful High Rank demons are rarely found wandering the world of mortals, but weaker demons eager to advance in the ranks and prove themselves useful to their masters are more frequent. Legions of Hell

Ruling over the legions are the undisputed Princes of Hell. Among these masters of hell are Abaddon of the Ebon Legion, Asmodeus of the Silver legion, Azrael of the Alabaster legion, Baal of the Black Legion, Belial of the Crimson Legion, Dagon of the Iron Legion and Namataru of the Festering legion. The ranks of these legion's are filled with devoted followers, enslaved servants or allies of the moment. While some demons and fallen have fractured and broken ranks forming their own smaller societies and factions. It is among these societies and legions that the Fallen, Earthbound, Demonic spirits, corrupted Djinn, Decani and so much more are found serving as the rank and file, fell knights, lords and ladies, Barons, Dukes, Archdukes and the very Princes of Hell.

### Types of Demons

Demons are a bit of a catch-all term used for creatures that have things in common but are not always mechanically built the same way. Despite this, demons of various types can call the same legion home.

**Fallen:** These are the souls of the Angels that rebelled against heaven and were cast down locked away till the world shifted closer to the end and they started to spill out into the world once again taking hosts of the soul dead or recently departed. To create a Fallen we use Laws of the Abyss.

**Earthbound:** These are the category that includes the princes of hell, and some of the less known fallen that have become bound to objects. They all crave the worship and faith of followers to feed them, and some have become so twisted and warped over the eons that they are scarcely any traces of the angel they once were within. To create an Earthbound, we use Laws of the Abyss.

**Demonic Spirit:** The demonic spirits are not all that different than your typical wyld weaver, and banes. Most closely tied to the Banes of the wyrm, these demonic spirits often have the same abilities as their

other demonic cousins, but are fueled by essence and use charms. It's important to remember that spirit can be made as things of concept, and too often in the real world, one man's God is another's Devil. The world of darkness this is very true, with many spirits that were once worshiped as gods have fallen from grace and aligned with the demonic legions. Creation of spirit based demons: use the spirit creation rules in the Laws of the Wyld with additions of common traits found on other demons.

**Outer Realms:** In the world of darkness there are things that do not seem to fit or follow any logic or rules that seem to guide the other supernaturals within the world. There are things not of this world that are from the far distant outer realms that hunger for all of creation to feed their appetites. Among these citizens of hell are the Decani, Succubi, Incubi and many other alien bizarre demonic creatures that would shatter the minds of a lesser creature. As these demons often lack any defined mechanics system we encourage storytellers that use these types of demons to modify them as they need to use rules systems that they are comfortable with.

Use the chart below to determine the power level of the Demon:

Rank	Eminence	Traits	Abil.	WP	Starting Faith	Powers
1	Lesser War Demons or Imps	6	2	1	1	2 Basic
2	Greater War Demons or Fiends	10	3	2	3	4 Basic
3	Lesser Servitors	15	5	4	4	6 Basic & Int.
4	Greater Servitors, Tempters, or Fell Knights	21	8	6	6	8 Basic & Int.
5	Lords and Ladies	28	13	8	8	10 Basic to Adv.
6	Barons*	36	21	10	10	16 Basic to Elder
7	Duke*	45	35	12	15	24 Basic to Master
8	Arch-Dukes *	55	55	15	???	36 Basic to Asc.
9	Princes of Hell*	70+	70+	20+	???	50+ Basic to Meth.
10	Gods of the World*	??	??	??	???	70+Basic-Meth+

Demons of Rank 5+ Required Demon Coordinator approval for use.<sup>1</sup>

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<sup>1</sup> Character bylaws 10.H. ii. 2



# Pacts Deals and Bargains

## *Dancing With the Devil in the Pale Moonlight* - *Rites of the Blood p116*

These are the path that leads character down the darkest roads to hell. Where young and old characters consort with the devils and demons of the world; each striving to manipulate the other in the unending grinding world of darkness.

Forming Pacts requires Demon Coordinator Approval for PCs.<sup>2</sup>

Forming Deals or Diabolism requires Demon Coordinator approval.<sup>3</sup>

## Bargains

This is how it starts for some, a task a favor; quid pro quo, but for many, the temptations are just too real. Bargains are favors, services. Demons can enter into bargains with characters and do things for them if they are so inclined to do so. To those not well versed in the demonic waltz, these types of deals could easily be mistaken for diabolism. Bargaining favors and services with demons for their services. Services that many of the demonic are often eager to offer if it gets a possible thrall on the hook. The key difference between deals and pacts is that no power is given or exchanged between the parties, just services. Of course, those that hunt the demonic and their servants will often never see the intricate differences in the arts of the deal.

STs are free to use demons as they see fit in their chronicles to handle bargains as they determine they would function within their chronicle; so long as they are purely favors and actions taken in exchange for other favors and actions performed by the character.

## Deals

This is the realm of Diabolism. Where characters can summon demons and try and deal with the infernal for powers by offering sacrifices to the dark gods; or for the more daring and bold taking the power giving nothing in return making vengeful enemies of the denizens of those below. However, negotiations and trading wits with hell are seldom simple. To reflect this any time a character tries to enter into a deal with a demon it becomes a series of four contested challenges based on the nature of the scenes roleplay.

MET system: Four contested challenges of either one nature or a mixture of; Willpower, Social, or Mental. Retests are made with the appropriate retest based on the RP.

If the demon wins the majority of the contested tests, the character seeking a deal has been tricked into forming a pact and continues as a thrall. Handle all future actions as if the character has formed a pact using the system outlined further in this packet.

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<sup>2</sup> Owbn Character Bylaws 10.H.V.2.A

<sup>3</sup> Owbn Character Bylaws 10.H.V.2.A

If both characters tie, each winning two; the deal is stalemated and the demon leaves no one gains any power or is enslaved. Thralls who engage in diabolism have no soul to risk, thus they need to win all four challenges to succeed in convincing a demon to give them power, otherwise it is treated as a tie.

If the character wins the majority of the tests; they have managed to strike a deal with the wily demon, and can continue with the process of diabolism. If they have succeeded they may gain investments equal in cost to the rank of the demon or magic as outlined within the dark arts packet. They may offer to perform a sacrifice for each investment gained through this manner. If the Diabolist fails to ever perform the sacrifice agreed on they gain the flaw Enemy equal to the rank of the demon they have spurred, and the full weight of the investment is thrust upon the Diabolist which may cause them to lose access to other investments they have gained or stolen. A Diabolist may never have more points in investments than their soul is worth.

Promises of blood or sacrifices are used to reduce the cost of a investment by 1-3 points to a minimum 1, as outlined under Prices and Sacrifices.

Storytellers are encouraged to handle these scenes with their players with infernal entities they have within their chronicle. If they believe a character has done exceptional role play they may award them 1 additional retest for the scene.

## Pacts

It doesn't matter if the character stumbled upon the demonic, or summoned them. The character has made a pact and has sold their soul; be it by free will, being tricked, or forced into service. They now serve their masters' will and are bound for eternity. To the ambitious and greedy the value of their souls can quickly be spent. However, there are those that will temper their dark hunger with equal desires for more. These thralls find ways to gain their masters' favor and prove their worth rising to become heralds of hell. These thralls are rewarded for their patience by their dark masters granting them access to greater power rewarding them for their devotion and faith to their dark gods. However every dark gift carries a price; each one lingering with the dark masters' corruption, as their bans are carried by their servants, Every thrall must take one of the thirteen prices each time they take an investment and may never take the same price twice. They may also offer to perform sacrifices similar to a diabolist. However if a thrall does not perform the sacrifice they do not gain the enemy flaw, instead, they lose access to the connected investment till they appease their master and may suffer their master's displeasure and be ravaged for their failure.

All Thralls must have a Binding agreement with the office of the Demon Coordinator, commonly referred to as a BA. A Binding Agreement; a contract between a player, their staff and the Demon Coordinator representing the nature of their pact and enabling limits to be placed on a character that would be within the bounds of the Demon genre, befitting a thrall and patron relationship.

## The mechanical requirement of infernalism

White wolf books have started to shift moving away from investments having an experience cost, as they are paying for them with their character's soul. While the system outlined in this packet support this change, we believe that there needs to methods that storytellers can track the infernal growth of a character that is still measurable with experience points. This is reflected in the form of two backgrounds.

For Thralls, we have Infernal rank and Altar. These two backgrounds are requirements that all thralls must purchase to serve their dark masters.

The experience requirement for Diabolists is more organic in the format that they are strongly encouraged to buy lore's, and find ways to gain access to an assortment of mechanics outlined in this packet otherwise they find themselves enslaved by the machinations of hell.

Both Thrall's, and Diabolists will also be required to sign a Binding Agreement to help the coordinators office and storytellers with personalized genre guide's while outlining the gains and expectations those characters will be facing as they walk the darkest road.

## Akuma

Akuma and characters entering into contracts or pacts with Yama kings are handled by the Kue-jin coordinator using the outlines put forth in this packet. In such events replace all instances of Demon Coordinator with Kue-Jin Coordinator.

Pact Creation with a Yama King PC/NPC Coordinator approval Kue-Jin Coordinator.<sup>4</sup>

## Thralls

The relationship between Demon and Thrall is similar to that between Vampires and Ghouls. Thralls are the Demons' connection to the mortal world and Thralls help those Demons amass temporal power, in addition to the power of Faith, gained by the reverence the Thrall holds for his or her "Master" (also known as Patron).

Once a Pact is agreed on, the Patron will invest its new Thrall with the power(s) bargained for, or gifted by their master. The Patron places his hand on the Infernalists' head and pours power into the Thrall's body, altering and tainting it forever. This alteration allows the character to use the granted powers of Hell. These powers are represented as Investments.

The Patron, sometimes unbeknownst to the Thrall, then gains power every time the Thrall performs his or her sacrifices in their patron's name. This power feeds, replenishes, and keeps the Patron powerful... and in times of war, Thralls serve as powerful weapons. Each time a Thrall fulfills their Pact sacrifices, their master immediately regains a Trait of Faith.

Infernal Pacts may never be removed without the permission of the Demon Coordinator.<sup>5</sup> Such redemption stories are the rare exception within the world of darkness, as the few occasions where a thrall seeks freedom end in more the thralls death, at the hands of their own desperate actions or their patron's merciless temper.

## Life as a Thrall

As a Thrall, your Patron now owns your eternal soul! Once a character has entered into service as a Demonic Thrall, that Demon may then do many, many things to that character including, but not limited to:

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

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<sup>4</sup> Owbn Character Bylaws 10.H.V.7

<sup>5</sup> OWbN R&U Bylaws, Section 10.H.v.5.

After establishing a Pact, a Demon touches the subject (who must be willing) and reshapes his or her soul to receive a gift of infernal power. This is how a Demon grants power and powers to their Thralls including Arcana, Gifts, Investments (including Dark Thaumaturgy) and other powers - subject to the limitations of Soul Points. A Demon may not have more Thralls than their Rank x3. This means that Thralls who fall out of favor may soon find themselves “replaced” by better, more successful Thralls in the future if they are not careful! If a Demon reaches this limit and desires to take on a new Thrall, it must either destroy one of its current Thralls or consider granting the Thrall freedom... which most Demons would find a laughable option.

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

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

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

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

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

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

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

A Demon may leach the soul of its Thrall to replenish its power or to simply punish the Thrall. In order to Ravage a Thrall, the Demon spends one round in unbroken concentration. Each round spent this way replenishes one Trait of Faith and saps willpower from the Thrall. The Demon may also punish a thrall by ravaging its traits, willpower, and health levels. :

1. *Willpower* - The Thrall's Willpower will be temporarily spent, one-by-one
2. *Named Traits* - The Thrall's Physical, Social, or Mental Traits will be temporarily spent, one-by-one
3. *Health Levels* - The Thrall's Health levels will fill up with Aggravated Damage; nothing can stop this loss. Damage done in this fashion cannot be soaked, or ignored.

The thrall need not be present, nearby or even on the same plane of existence - the chains of Thralldom extend across the entirety of Creation. Wounds inflicted by Ravaging manifest as lacerations, burns, mangled bones, withered flesh and the like. A Thrall who is drained of all Willpower and Health Levels is immediately killed and perishes dramatically, consumed from within by fire, crumbling to dust or torn to bloody ribbons as if by an invisible beast. This can happen to thralls for a number of reasons, be it the

patrons' whims, failure to perform sacrifices and praise to their master in the agreed upon times, or failure to perform services demanded by their master, or if their altar to their master is lost or destroyed.

### **Master's Due**

A thrall has sold their soul and in the end, they are living on borrowed time. How much time all depends on how well they serve their master and make them worth the investment. As demons can only retain so many thralls at any given time, the danger of them pulling the investment is always lingering in the shadows. If a demon believes that their thrall is not worth their effort, or has better prospects they may just collect their trophy. This is done when the Demon rips the soul from the thrall straight to hell. The force of this action causes the body to crumble to dust as the character meets its brutal final and sudden death. When a Demon does this they can only gain faith/resolve equal to half the destroyed character's willpower.

### **Storyteller Discretion**

Whatever Storytellers can think of to torment characters should also be considered. For example, if the Storyteller determines a Demon is dissatisfied with its Thrall, he or she could simply Ravage the character, or the Storyteller could rule that the Demon curses the Thrall for his or her failures, causing the Thrall to suffer from the Flaw: Cursed for a number of months equal to the Demon's Rank, the level of which could be determined based on the severity of the failure or infraction. The Flaw: Nightmares would also be an appropriate punishment. Demons are creatures who are completely alien to many other denizens of the world of darkness, and many of the curses they can lay on their victims can vary in form and structure. It is this reason we encourage storytellers to use flaws outlined within this packet or from the Laws books that they feel is fitting given the material, and the characters involved. These punishments are often temporary until an infernalist or victim can find a way to appease their dark master or gain salvation from the dark curse.

### **Thralldom is Harsh!**

Though the mechanics above make it seem like Thralldom is a one-way ticket to the death of a character, Thralldom is actually the "default" Infernalism that characters in game-play *should* have. In fact, though this document seems to focus on Thralls being punished for mistakes and failures, truly dedicated, subservient or successful Thralls are rewarded by their masters for their successes with fame, and powers that most normal people could never achieve. Additionally, since Demons fight each other via proxies when they do fight, it is conceivable that other Demons might attempt to compete over a prized Thrall with the winner claiming the prize and the Thrall receiving even more power and influence as he or she "upgrades" to a more powerful Patron.

### **Breaking the bonds**

There are rare stories in the world of thralls being freed from their masters will, or taking their place. They seldom end with happy endings, and as the world is filled with more darkness, those few occasions of everyone living happily, after all, grow fewer in number. Should a thrall's bonds be broken from their patron by the rare effects that can do so. Escaping bondage as a thrall will always be a journey of a story that is a rarity even for acolytes to the infamous champions of hell, or demons that find themselves equally trapped. To reflect the severity of thralldom it requires Demon coordinator approval to break these bonds.

Below is a list of a few examples of thralls escaping the bondage of their master without joining them in hell.<sup>6</sup>

- 1) Released from service: Even demonic masters have been known to reward valued servants, and releasing them from their charge, though in many cases this is often a ploy that serves the master's will.
- 2) Change in management: This happens when your patron is bested by a rival or fails to stop a more powerful demon from claiming you pact as their own. This results in you gaining a new Patron.
- 3) Ascension: This is not very common and often shakes the pillars of the world when it does, but cunning thralls have been known to take their masters place.
- 4) Salvation: Some way somehow your soul is once again your own.

Regardless these rare examples are handled with care to reflect the uniqueness of each story and each character that pursues them that no single pattern can force another to follow the same mold. To meet these exceptionally rare stories the coordinator's office will work with the storytellers and players that embark on such risky ventures.

## Diabolists

Diabolists steal or con their power from the forces of Hell.<sup>7</sup> Once successfully summoned, the Demon will be expecting the summoner to form a Pact. At this point, the potential-Diabolist must somehow convince the Demon to Invest him or her with power(s) while ensuring that the Demon will never be able to collect on future debts or be satiated with offerings the character may present. They can do this by offering the demon sacrifices, or outright force the demon to grant them power.

Stealing power from Demons is a dangerous business and means that you have either tricked, bullied, cajoled, cheated, or otherwise outmaneuvered a Demon in order to gain the benefits of Pacts without having to pay the Consequences of being enslaved to the demons will. Those diabolists that do not make any offerings to their guests, or fail to meet them; walk a fine line, as far as the Demon is concerned, you owe it your eternal soul and that is a debt that the Demon, and Hell itself, will never forget. In the event a character does this they gain the flaw Enemy equal to the Demons rank. This flaw may be acquired multiple times.

There are limits to stealing or conning power from hell. While a Thrall in service to a lesser demon may channel its master's power to bestow gifts beyond its means, Diabolists take from only those that they have summoned. To reflect this, Diabolists are restricted to selecting investments equal to the rank of the demon they have summoning when stealing or conning power from hell. Diabolists cannot reduce investments cost by taking prices. They may only offer sacrifices per investment to reduce the price and are restricted the same as thralls for determining their soul's value. For example Dark Thaumaturgy as an investment can only be gained from a Demon of Rank 5 or higher.

## Diabolism and Dark Arts

Those who wheel and deal for dark magic or who steal it, must steal or deal for each path separately risking enslavement or destruction each time; unless otherwise specified. As such, rarity 1 paths and

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<sup>6</sup> Requires Demon Coord Approval, Character Bylaw 10.h.v.5

<sup>7</sup> Diabolism at any level requires Coord-Approval [OWbN R&U Bylaws, Section 10.H.v.3.]

rituals can be taken from demons of Rank 5 or higher. Rarity 2 paths and rituals require a demon of rank 6 or higher. Rarity 3 paths and rituals require dealing with demons of Rank 7 or higher. As a note, a Diabolist that steals magic is not required to worship the dark gods for their power, and as such is not restricted from following other faith-based systems.

## Value of a Soul:

No matter what creature type something might be, its soul has the same value. It is often wondered why the demons of hell might care for the souls of those who are damned by the nature of what they are, or what they have done. The answer to this is simple. A soul may be bound for hell, but who has a claim to it can be determined by who the soul has a pact with.

Every character NPC or PC is worth 10 soul points. Soul points are the only way to purchase investments, and may not be used to purchase anything else. Characters may reduce the costs of investments by offering to perform a sacrifice per investment, and thralls must accept one of the thirteen prices for each investment they take.

Mechanics: Souls are worth 10 points when purchasing investments, before modifications. Common Thralls called acolytes only have access to R1 investments. If they corrupt their soul with simple power they will have no room to gain greater investments, as thralls and diabolists cannot substitute investments later on as they advance. All thralls must undergo a quest or undertaking worked out between their staff and the Demon coordinators office for a thrall to advance beyond Rank 3 in infernal rank; making them eligible for R3 investments.

Example: Thrall Bob wishes to have the following investments. Let's see how this would look using just Prices.

Attribute Physical 2: Never Harm servants of your demon (1) 1 soul point

Attribute Social 2 Never Harm demons that are in the same faction as your demon (1) 1 Soul point

Attribute Mental 2 (Pray for five minutes every witching hour (1) 1 Soul point.

Immunity Fire 5 Never enter a private residence without being invited (3) 2 Soul points

Luciferian Charm 4 Repelled by holy symbols (3) 1 Soul point

Counter Magic 3 Bob hates magic so this is a must have. Cannot enter holy ground. (2) 1 Soul Point

Thrall Bob now has 3 points of their soul left to choose investments later on when they prove themselves worthy of their patron's further investment.

## Power of a Soul:

Thralls can often get the most for the price of their soul and freedom, but demons are slow to reward the average Infernalist with such power. As such most demons will only grant enough power that would corrupt a thralls soul and tempt them to strive for more. Thralls must prove themselves to their patron over

the course of play to earn access to the rarity two and three investments. All thralls must undergo a quest worked out with the coordinator's office and their storytellers to gain access to rarity three investments. This advancement and growth are reflected in the character being rewarded with the ability to purchase higher levels of the Background: Infernal Rank.

Diabolists have traded expediency and potential for keeping their freedom. Diabolists can only reduce the costs of investments with sacrifices, which will cause those ten points to go quickly, further they must take greater risks bartering and dealing with more potent demons if they wish access to the rarity two or three investments.

## Inactivity and Disfavor

Infernalists that fall out of favor or become inactive, can fall far from their patron's grace. While it is possible that a Patron may remove power from such Thralls, many of those methods to punish a thrall are outlined elsewhere. This special cases of inactive and disfavor focus on special examples.

1: The character has been inactive for six months without notice to their storytellers and the Coordinators office.

2: The characters altar has been destroyed.

Mechanics: Thralls who fall into disfavor may have to prove themselves again, as the background Infernal rank is not static and the character can be reduced to only one dot. It is the storytellers choice if they will return spent experience points or not. Each time one of these two examples has been met the Thrall loses a dot of infernal rank to a minimum of 1, along with any corresponding benefits that were unlocked.

## Prices and Sacrifices

Prices and Sacrifices reduce the cost of investments for Thralls and Diabolists. Prices are valued between 1 and 3 points, while Sacrifices are valued between 0 and 3 points.

A Thrall must take a Price for each investment, which can reduce the cost to a minimum of 1 point. They may not take the same Price more than once to reduce costs, nor may they take a price if they already have it as a flaw. Diabolists cannot take prices to reduce the cost of investments gained.

Breaking a Price willingly or unwillingly causes a Thrall to be ravaged.

Thralls and Diabolists may take a sacrifice once per each investment. If a Thrall does not perform a sacrifice they lose the investment it is attached to till they appease their patron. If a Diabolist does not perform the sacrifice they promised they gain the enemy flaw as outlined above.

## Thirteen Marks of the Devil

### Prices

Every Thrall bears the marks of their masters as the powers vested in them carry the dark corruptions that herald their true natures. These bans or infernal taints are the prices that every thrall must endure and take one for each and every investment they have. Some prices are more common or restricted to demons of different legions, but in every case, they manifest as flaws that are added to a character that



they receive no points for and may not be bought off or removed so long as the investment that bore that price remains on the character. In literary terms, these are the marks of the devil and hallmarks that to the wary and informed are the signs of the witch and warlock. They are also at times the same flaws that can cling to the mortal and other supernaturals within the world of darkness. The difference between the average creature in the world of darkness and a thrall in service to hell is that the greater a servant they are the more investments they will have and the more prices they will be forced to endure.

- Can not personally harm demons of x legion 1-3
- Can not harm those who serve your master 1-3
- Can not break away from prayer every x time of the month. 1-3
- Can not make sacrifices with any other item other than your master symbol used or displayed for the sacrifice 1
- Can not enter Holy ground 2
- Deformity 2
- Touch of the Old Gods (Stigmata) 2/4
- Can not enter a private residence without being invited 3
- Repelled by Crosses/symbols of faith 3
- Infernal Aura 3
- Disease Carrier 4.
- Crossroad deal 5 (dark fate flaw, you will pay the price sooner rather than later for your power)
- Master Mark: Select a price tied directly with your masters legion if eligible.

#### *Demon/legion specific Prices*

- Namataru - Decay of the Master (Necrophile 3)
- Abbadon - Beasts of War (Cannibalism 4)
- Asmodeus - Shattered by Truth ( Maddening touch 3)
- Belial - Oni's curse (Obvious Predator 2)
- Baal - Eternal Upstart (Thirst for innocence 2)
- Dagon - Alien Mind of the Dark Gods (Deranged 3)
- Azrael - Touch of the Other Side ( Specter Meat 3)

## Promises of Blood

### Determining Value of the Sacrifice

Sacrifices may never exceed a value of 3. Unlike prices they are more flexible as they are items and terms characters can negotiate when becoming thralls or engaging in Diabolism. Below is a chart to give a guideline when determining the value of a sacrifice.

- Sacrifice an item off a player character sheet (0-3) Cost in XP -1 Example a willpower once a month is 2 point sacrifice.
- Sacrifice Items (0-3)
- Sacrifice a creature (0-3)
- Sacrifice A personal tie (loved one, family member, Friend) +1
- Sacrifice a symbol of virtue +1
- Is the Sacrifice a rival legions infernalist +1
- Is the sacrifice a high ranking infernal of a rival legion +2

- Does the sacrifice have True faith +2
- Number of people sacrificed +1 per dozen
- Frequency Yearly -1 Monthly 0 Daily +1

## OWBN Infernal Packet Investments

Any unlisted investment may be taken as a Rarity 2 investment.

Anything not printed as an investment in a white wolf book or covered within the investments below can be taken as a custom investment, treated as a Rarity 3 investment subject to out of genre restrictions per the character bylaws. .

A Soul's value is equivalent to 10 Soul Points

Characters with the merit Demonic Heritage: Laham and or Demonic Tutor start off with access to Rarity 2 investments as their tainted nature advances them past the common thrall putting them in their masters favor more quickly than others who sell their souls. These merits do not stack.

### *Active and Passive investments:*

If a character has to activate the investment by expending a willpower and or genre trait it is considered an active power. If it does not it is considered passive.

### **How to read the Listings**

The following layout explains the Investment chart's format. Use this as the reference.

*Investment Name* - Rarity - Soul Point Cost -Book/ page Reference- *Prerequisites (if any)* - Short Description (if applicable)

## Rarity 1

**Apocalyptic Form:** Cost 4; (Reference: Devil's Due, pg 104) MET. Conceal up to your Infernal Rank in investments. Their prices are hidden away until Apocalyptic form is used, but you can be forced to reveal your unholy nature while being interrogated. Investments contained within the form are activated for the cost of the highest cost investment.

**Aquatic:** Cost 2; (Reference: Earthbound pg 101) MET. With the infernal blessings of the dark gods of the deep the infernalist moves freely within water. They may take a extra step during any movement phase and breath underwater..

**Arsenal of the Beast:** Cost 5; (Reference: Devil's Due, pg 108, Rites of the Blood, pg 118). Spend a genre trait and grow a natural weapon, claws, horns, tail tentacle, etc. +2 traits to physical challenges, and intimidation challenges when using the weapon as intended and +1 damage with the natural weapons.

**Armor:** Cost 1-6; (Reference: Earthbound, pg 96) MET. 1 Armor, per point for each additional armor up to 6

**Aura of Malice:** Cost 5; (Reference: Earthbound pg 94/95 ) Spend a trait and pick a Trait category. Dread (social), Entropy Physical, Misfortune (Mental) Engage in a mass challenge with any character within six steps from the infernalist. The infernalist may retest this challenge with occult and the defenders with Willpower. Any character that fails the challenge gains three Negative traits from the same category as the nature of the challenge for the scene. (Sickly Physical) (Predictable Mental) (Meek Social)

**Beast form:** Cost 4; (Reference: Infernalism: Path of Screams, pg 73-74) MET. Functions as Protean 4 shape of the Beast

**Blessings of the Dark Gods:** Cost Varies; (Reference: Infernalism Path of Screams and Blood pg 17) MET. Any merit can be taken as an investment at cost minus 1, to a minimum of 1. Merits taken as investments are still subject to OwbN Character bylaw restrictions.

**Bond Breaking:** Cost 2; (Reference: Infernalism: Path of Screams, pg 74) MET. When the character encounters a lock, knot, binding, door, window, or another such point of entry or restraint, the Infernalist may spend one genre-appropriate Trait and then perform a Static Social Challenge, retest Occult against a difficulty determined by the Storyteller. A success indicates the object unlocks or releases, and opens. This Investment may not be used on magically locked portals or restraints. Other names for this Investment include: *Bond Breaking and Portal Mastery*

**Cause Insanity:** Cost 2; (Reference: pg 100) MET. Spend a temporary Willpower and enter into a Social Challenge, retest Empathy, with a character who is within line of sight. On a win, you may inflict on the character with a chosen Derangement which lasts until the end of the scene.

**Unseen Reflection:** Cost 4; (Reference: Demon the Fallen player's guide, pg 98 ) MET. The Infernalist gains the 1 Trait Flaw: Cast No Reflection This counts as the sacrifice for this investment. [*LotN:R, p.121*] and will not appear in photographs, video cameras, or remote viewings like scry and other such powers.

**Chimerical Attack:** Cost 3; (Reference: Earthbound, pg 95 ) MET. Mechanically Functions as Obtenebration 4 Black Metamorphosis

**Conjuration:** Cost 2; (Reference: Demon the Fallen Players Guide, pg 106) MET. This power costs one genre-appropriate Trait to enact and may create items as if the character had Path of Conjuring 3: Magic of the Smith [*LotN: R, p.183*]. Items created with this power disappear at the end of the scene if not dismissed before then.

**Counter Magic:** Cost 3; (Reference: Book of Madness, pg 97) MET. A character is plus 3 traits defense against all use of magic

**Dark Attunement:** Cost 2/4/6 Varies; (Reference: Infernalism Path of Screams and Blood pg 18 ) MET. Infernal packet. The infernalist can gain investment that mimics the effects of a ritual out of the dark arts packet, at equal cost

**Dead Reckoning:** - Cost 3 (Reference: DTF: PG pg 104 [*Demon: the Fallen - Player's Guide, p.104*]) Functions as the Merit Direction sense, in addition, the character is immune to powers that disorientate a character. (Hearth path, Lore of paths, etc.)

**Deadly Humors:** Cost 2/ 3 ;(Reference: Earthbound, pg 94-101) MET. Ichor or Viscous Flesh: 2 pt - +2 to defend against grapple; Ink Cloud: 3 pt - Blind foes up to 10 feet away, Static Physical test vs. Physicals to resist; Vomit Acid or Tainted Bile: 2 pt - Deal 1 aggravated damage if projected vomiting succeeds in contact with the target; Toxins: 3pt - Claws and Saliva are poisonous, add 2 lethal to bite and claw attacks; Deadly Blood: 3pt - Blood is deadly to the touch. When damage is dealt, the dealer takes 1 lethal damage

**Deranged restraint:** Cost 4; (Reference: Rites of the Blood, pg 118). Spend a willpower and physical touch this may require a physical challenge. Remove a self-control/instinct or willpower from the target if they do not have virtues. Duration of the scene.

**Devil's Eyes:** Cost 2 - R1 (Reference: PoS pg 74; *Infernalism: Path of Screams, p.74*). No conversion necessary, use as printed.

**Distortion:** Cost 3 (Reference: Earthbound, pg 95) MET. With the expenditure of a genre-appropriate Trait, for the scene or hour, the Infernalist's body seems to shift and shimmer causing all ranged attackers to be considered 3 Traits down on any attempt to attack the Infernalist; melee combatants only suffer a penalty of 1 Trait. This Investment does not function against Demons.

**Enmity Purge:** Cost 3 (Reference: Rites of the blood, pg 118). Spend a genre trait and with a touch which may require a physical challenge, the infernal character forces their victim to engage in a virtue test against self-control/instinct or willpower if they do not possess a virtue. The challenge is difficulty 4. If they fail they are forced to give in to their darkest impulses and desires for the remainder of the next 12 hours.

**Extra Appendages:** Cost 4; (Reference: Earthbound, pg 94) MET. Offhand action.

**Extra Health levels:** Cost 2 per 2-6 (Reference: Demon: the Fallen - Earthbound, p.98 & 100; Demon: the Fallen - Player's Guide, p.98; Devil's Due, p.110) MET. The character gains two additional Bruised Health Levels. This investment may be purchased multiple times, to a maximum of 3 total.

**Fast Healing:** Cost 4; (Reference: Demon: the Fallen - Earthbound, p.100) MET. No conversion necessary, use as printed.

**Flight/wings:** Cost 3/5 (Reference: Dark Ages Companion, pg 177) MET. Functions as Flight in MET Guide to the Camarilla levels 2 or 4

**Grim Jaws/The Host of Hades** Cost 2 or 6 (Earthbound pg 94, 95, Storytellers Handbook to the Sabbat. Pg 59) MET Functions as the Red Cap kith advantage, You can eat anything that can fit inside your mouth, your bite does aggravated damage and you may unhinge your jaw to consume a small children whole. At 6 points The infernal may also spend a genre-appropriate trait and form several mouths over their body with lips that hold an intense heat, and gain +2 damage when performing bite attacks that inflict Aggravated wounds. The mouths whisper blasphemies in unknown languages while they are not otherwise occupied.

**Ghost/spirit sight:** Cost 2/ 3 /4; (Reference: Devil's Due, pg 116) MET. For 2 points, able to see ghosts. For 3 points, able to see Spirits. With the expenditure of a genre-appropriate Trait, this investment allows the Infernalist to see into either the Umbra (*Spirit Sight*) or the Shadowlands (*Ghost Sight*) for the rest of

the scene or hour. Four 4 points they infernalist may see both wraiths and spirits. While active, the Infernalist may also notice Spirits or Wraiths in possession of an individual.

**Hardened Flesh:** Cost 5; (Reference: Earthbound, pg 100) MET. May test down one damage a source including aggravated to one type less. Reduce Agg to Lethal, Lethal to Bashing and Bashing to nothing

**Hellfire:** Cost 3,5, 7; (Reference: Infernalism path of screams pg 74) MET. Spend a Genre trait per each use of this power. This ranged attack requires a physical challenge retest occult for the infernalist and may be dodged or soaked like any other attack. This attack does 3 damage with the special feature spray. You add an additional 1 damage at cost 5 and another at cost 7.

**Improved Abilities, or Backgrounds:** Cost 1 for every 2 dots gained in a single ability or background, maximum of three points per each time this investment is taken. (Reference Revised Book of Madness pg 96) MET It may only increase an ability or background by one over the characters limit. Lores, and abilities are still subject to Character Bylaws restrictions.

**Improved Traits or Initiative:** Cost 2; (Reference: Devil's Due, pg 112) MET. +3 traits. Each time this investment is taken. It may only be taken once per category.

**Immunity to Bashing, Electricity, Falling Damage, and Poison:** Cost 5; (Reference: Earthbound, pg 94, 97 and 102) MET. The character is immune to damage from Bashing, Electricity, Falling, and Poisons. They are also immune to the effects of Poisons.

**Immunity to Fear, and Mind control:** Cost 5; (Reference Earthbound pg 100) MET Character is immune to fear effects and mind control powers.

**Immunity to Fire:** Cost 5; (Reference: Earthbound, pg 96) MET. The character is immune to any mundane fire and does not suffer any damage from the environmental effect. However, if they are beaten with torches by an angry mob, they will suffer damage from the clubbing.

**Inviolate Soul:** Cost 7; (Reference: Devil's Due ph 106) MET. The character is immune to all forms of possession and powers that would remove their soul from their body. With the exception of being ravaged or their master collecting their due.

**Lordly Dread Mien:** Cost 3; (Reference: Demon the fallen Players guide pg 101, 103) MET The Infernalist gains 2 Traits on a comparison of ties in challenges which utilize Leadership, or Intimidation.

**Magnetic field:** Cost 2 (Reference: Earthbound, pg 95) MET. Spend a genre-appropriate Trait. For the scene or hour, electronic devices are disrupted around the Infernalist out to a radius of the character's permanent Willpower, in yards.

**Master of the Domain** Cost 2 (Reference Storytellers Handbook to the Sabbat pg 61) MET No conversion necessary, use as printed

**Mammon's Gift:** Cost 2; (Reference: Infernalism: Path of Screams, p.74). No conversion necessary, use as printed.

**Pass Without a Trace:** Cost 5 (Reference: Demon Player's Guide, pg 98) MET. While active, anyone who attempts to track the Infernalist will lose on ties in any challenge to track the infernalist. Beyond the line of sight. This operates against both mundane and magical methods of tracking (such as the Basic Ritual: *Illuminate the Trail of Prey* and other such powers)

**Raise the Dead:** Cost 5 (Reference: Devil's Due pg 105) Prerequisite: Spirit Sight Use the Ritual Create Demon-Bound for rules Mechanically, this Investment is almost identical to Bone Path Necromancy 3: *Shambling Hordes* [LotN: R, p.156]. Though the dead raised via this Investment will obey their maker to the best of their ability, they seek only to kill and devour the flesh of the living and are only useful for fulfilling violent tasks. Left to their own devices, they will shamle off in search of living prey. Undead raised with this Investment suffer one level of aggravated damage each day from decomposition and may not heal in any way.

**Resistance to Illusion:** Cost 2 (Reference: Earthbound, pg 101) MET. add 5 traits versus ALL illusion based powers when defending against illusion based powers

**Sharpened senses:** Cost 2; (Reference: Devil's Due, pg 118) MET .+2 traits on perception-based challenges, and gain a might retest against surprise attacks.

**Shield of spite** Cost 3 (Reference: Devil's Due pg 115) Requires Inviolate Soul MET. Whenever anyone attempts to open any kind of telepathic contact or mind-affecting magic with the Infernalist, they are automatically dealt 3 Bashing damage and lose a temporary Willpower (regardless if the actual challenge is won or lost). The exception to this is a Demon's Invocation of Name.

**Shortened Path:** Cost 5; (Reference: Devil's Due, pg 119) *Prerequisite: Dead Reckoning* MET. Spend a willpower to double distance traveled per willpower spent 1-3, or Gain six steps in combat per willpower spent.

**Spirit strike:** Cost 4; (Reference: Devil's Due, pg 115) *Prereqs: Ghost Sight or Spirit Sight* MET. Spend a temporary Willpower; for the remainder of the scene or hour, the Infernalist may strike immaterial spirits.

**Tremor sense:** Cost 4; (Reference: Earthbound, pg 96) MET. Spend a genre-appropriate Trait. For the scene or hour, the character can sense any movement or vibration in a small to a medium-sized area and even though an individual may be supernaturally hidden and not yet discovered, the Infernalist will still know that *something* is moving.

**Walk the Walls** Cost 3 (Reference: Infernalism, Path of Screams and Blood. ) MET This power costs a genre-appropriate Trait to enact and lasts for the scene or hour. Allowing the infernal to walk on any wall or ceiling, moving quickly with unnatural speed. Character may take an additional step whenever walking on such surfaces.

**Youth/Longevity:** Cost 1-5 (Reference: Devil's Due, pg 112) MET. 1-200 years for every level taken

## Rarity 2

**Blasphemous pact:** Cost 6; (Reference: Tome of Secrets, pg 108) MET. Removal of a creature type/tribe/clan flaw.

**Contagion:** Cost 6; (Reference: Rites of the blood, pg 118) Prerequisite Deadly Humors. MET Spend a willpower and touch a character to give them the flaw disease carrier or remove a disease you gave them. This disease does 4 bashing a day till it kills its host or forces them to torpor.

**Command the Dead:** Cost 6; (Reference: Devil's Due, pg. 113) *Prerequisite Spirit sight* MET: Contested Willpower Challenge retest intimidation for the aggressor and Willpower for the defender Functions as Dominate 2: Mesmerism without the generational restriction and works only against, animated dead, risen, vampires, drones, and wraiths

**Dark Deals:** Disciplines/Gifts/Thaumaturgy/Combination disciplines etc Cost 2/4/6/8 \*(Reference: Dark ages companion pg 177) MET This investment will allow a infernalist to gain any power as a investment. This power may only grant a character powers from Demon genre and their own parent genre. Basic powers cost 2, Int 4, Adv 6, Combination powers 8, Elder or greater powers 8. Elder and above powers are restricted to NPCs only.

**Demonic Servants:** Cost 1-5; (Reference Infernalism, Path of Screams, pg 75) MET For every point in this power a character gains a demonic servant. At five points they may have 5 imps or three hounds of hell or one Fiend. IE 5 Rank 1 demons 3 Rank 2 or 1 Rank 3. They are treated as retainers of the characters that are built using the systems outlined in insert packet material here.

**Emotional Projection:** Cost 6; (Reference: Book of Madness, pg 141). MET The Infernalist spends a temporary Willpower and then engages the target in a Mental Challenge, retest Empathy. On a success, the Infernalist may adjust the victim's Demeanor for the rest of the scene or hour according to the emotion that he or she wishes the victim to feel. Demons are immune to this power.

The victim will rationalize this emotional change, and will not suspect outside influence. The player of the Infernalist should work with the Storyteller to determine the exact Demeanor which fits the emotion; a few suggestions are as follows:

- Bon Vivant or Celebrant (Enjoyment/Elation)
- Caregiver (Sympathy)
- Child (Fear/Terror)
- Curmudgeon or Deviant (Shame/Humiliation)
- Gallant or Martyr (Pride/Confidence)
- Loner (Indifference/Boredom)
- Monster (Anger/Rage)
- Pedagogue (Gratitude)
- Penitent (Sorrow/Grief)
- Sadist (Cruelty)
- Scientist (Interest/Curiosity)

**Essence of Ash:** Cost 5; (Reference: Rites of Blood, pg 118) MET. Spend a perm willpower to heal up to 3 aggravated wounds

**Excise soul:** Cost 6; (Reference: Devil's Due, pg 114). *Prerequisite:* *Spirit Strike*, MET. This power functions as Bone Path Necromancy 4: *Soul Stealing* [LotN: R, p.156], with the additional restriction that physical contact must first be made (which may require a Physical Challenge).

**Extra action:** Cost 6; (Reference: Book of Madness (WW4251), p.141; Demon: the Fallen - Earthbound, p.100; Devil's Due, p.111) *MET* The Infernalist may spend a temporary Willpower to gain one extra action, which is taken after normal actions (handled in the same manner as Celerity/Rage/Etc. follow-up actions). Player Characters can only gain extra action once and the action gained must be devoted to violence. Other names for this Investment include *Lightning Speed* and *Speed of Thought*.

**Golden Cycle** Cost 2-10 (reference: Infernalism Path of Screams and Blood pg. 23)  
MET: For every two points taken in this investment a character may increase their (Dharma, Arete, Rank, Generation, Willpower, Rage, Glamour, extra) by one. This investment must always take a sacrifice, if a infernalist fails to meet the requirements of this sacrifice they revert back to their original temper losing any gains they made after the investment was taken. This investment is subject to restrictions found within the Glass ceiling and respective controlled items character bylaws.

**Incorporeal Form:** Cost 7; (Reference: Book of Madness (Revised), p.97-98; Demon: the Fallen - Earthbound, p.95; Devil's Due, p.110)

The Infernalist's body (along with carried or worn items, but not other characters or bodies) becomes incorporeal as he or she liquefies, explodes into a flame-like wisp, splits into a swarm of insects, evaporates into a cloud, fades into living shadow or dissolves into some other similar form (chosen when this Investment is purchased). While Incorporeal the Infernalist - whether liquid, gaseous or swarm - can flow around physical obstructions and pour through the tiniest of openings and cracks. Purely kinetic attacks only inflict bashing damage to the Infernalist's body, and the Infernalist cannot suffer more than one level of damage from any single attack. The reverse also holds true; an Infernalist striking with a watery fist or a barrage of wasp stings (or whatever physical force he can exert) naturally inflicts bashing damage for a maximum of one level per attack.

Creative uses of this power can circumvent this limitation, such as assuming the form of water and drowning someone. Fire, magic and other effects that do not rely solely on force may harm a character's Incorporeal Form normally, and the Infernalist may, in turn, use other powers to interact with the world.

To enact this Investment, the Infernalist must spend a genre-appropriate Trait at the beginning of the round and the change is instant, allowing the Infernalist to utilize Incorporeal Form for the round. When the round ends, so does Incorporeal Form and another genre-appropriate Trait must be spent to "continue" the form into the next round if desired. Alternately, the Infernalist may spend a genre-appropriate Trait and a temporary Willpower in order to enter Incorporeal Form for the entire scene or hour.

This investment is also known as *Disperse* or *Plasmatic Form*



**Infernal Magic:** Cost 5; (Reference: Book of Madness, pg 98) MET. The character gains access to magic from the Dark Arts packet. Magic is determined by the characters parent genre. If the character loses access to this investment they do not lose access to the powers gained from it that they spent xp on.

**Insidious Whisper:** Cost 4; (Reference: Rites of the Blood, pg 118). MET Spend two genre appropriate traits and physical contact which may require a challenge. If the infernalist succeeds the victim suffers from paranoid delusions derangement for as many days as the permanent willpower of the infernalist.

**Lash of Languish:** Cost 4; (Reference: Devil's Due, pg 114) *Prereq: Shield of Spite* - MET Victims who lose Willpower must check for Humanity/Willpower loss

**Luciferian Charm:** Cost 4; (Reference: Infernalism Path of Screams, pg 74) *Prerequisite Devil's eyes* MET. Expand a willpower defenders are forced to compare traits if they have a power that gives them win on ties on social challenges. If they do not the infernalist may cancel one of their ability retests. Demons. Other names for this Investment include *Sea's Beauty and Uearthly Glamor*.

**Masque of Innocence:** Cost 8; (Reference: Revised Book of Madness pg 98-99) MET. Functions as printed and Character may not use Prices to reduce the cost of investments. This may result in the character losing access to investments that they had before. The character is also down one on all tests of willpower.

**Mind Eater:** Cost 5; (Reference: Earthbound, pg 100). MET The Infernalist touches his or her target (which may require a Physical Challenge), spends a temporary Willpower, bids a number of Mental Traits (to a maximum of 3) and initiates a contested Mental Challenge, retest Occult. On a success, the Infernalist "steals" a number of Mental Traits determined by the number of Traits he or she bid on the initial challenge. These stolen Mental Traits may be used to replace Traits the Infernalist has lost or spent earlier in the night, divided into any category, up to the normal maximum(s) for the character. Further for a additional temporary willpower, the Infernalist may extract Lores or other pieces of knowledge from their victim. One per trait risked. The character is still expected to follow the character bylaws for controlled items that they could gain through this method.

**Soul Burn:** Cost 2 or 4; (Reference: Devil's Due, pg 115) MET. The Infernalist gains the ability to spend a permanent Willpower in order to refresh his or her pools of temporary Traits, including Attribute Traits, Ability Traits, Willpower Traits. For two points, the Infernalist may refresh one single pool to maximum (Traits, Abilities, Willpower, Blood, etc) with the expenditure of a Permanent Willpower. For four Points, the Infernalist refreshes all pools with the expenditure of a Permanent Willpower. This bypasses powers that suppress the ability to spend will akin to how Aegis is not stopped by Quell. May be used only once per game session.

**Resilience:** Cost 4; (Reference: Devil's Due, pg 111) *Prereqs: Harden Flesh* MET. Each time this Investment is purchased, the character gains an additional (Healthy) Health Level which provides the character additional resistance to injury. The first time the Infernalist is injured in a round, the Health Level(s) gained by Resilience is used to negate the damage until depleted. When the new round begins, these Health Levels are considered "healed" and can once again be marked off when the Infernalist takes damage. The Health levels gained by this Investment do not count as actual Health levels for any power which affects, changes, or identifies Health Levels. This investment may be purchased a total of two times.

**Rejuvenation** Cost 8 (Player's Guide to the Sabbat, pg 36) MET: Turns the character human when granted to the character as a investment as a thrall or diabolist.

**Shroud soul:** Cost 5; (Reference: Devil's Due, pg 115) MET. Spend a willpower at the start or end of a scene and gain the benefits of the background Arcane 2 as printed.

**Teleportation:** Cost 6; (Reference: Player's Guide to the Sabbat, p.36) Prerequisite Tremor sense. MET The Infernalist spends a genre-appropriate Trait and a temporary Willpower in order to immediately pop from one location into another, to a maximum range of 100 feet. The Infernalist does not need line of sight on his or her target location.

## Rarity 3

**Berserk:** Cost 8; (Reference: Revised Book of Madness, pg 96) Prerequisite Beast Form. MET Spend a willpower and genre trait gain an extra normal action, immunity to being stunned or dazed, and ignore wound penalties until crippled. -1 on all social challenges that are not intimidation based. Further, the character must engage in a willpower dif 8 test when provoked or enter a Berserk frenzy.

**Demonic Form:** Cost 10, (Reference: Dark ages Storytellers companion, pg 40) Prerequisite Apocalyptic Form. MET. Spend 2 willpower and a Genre appropriate trait. Gain Flight Level 2 from MET Camarilla Guide, add 1 level of damage to Brawl, Bite attacks, and gain +6 named physical traits

**Ebon Fountain:** Cost 8, (Reference: Revised Book of Madness, pg 98) Prerequisite Soul Burn. MET. Once a game gain 10 Willpower or genre appropriate traits. (Blood, Gnosis, extra) These traits gained can be shared with other characters within a distance equal to the characters permanent willpower in steps away. Note this will undo an effect that currently prevents you from gaining and using said genre trait and the user of this power may only gain five of the traits gained.

**Journey to the Spirit Realms:** Cost 7; (Reference: Storytellers Handbook to the Sabbat, pg 61) Prerequisite Shortened Path. MET. The Infernalist's body and anything carried (aside from people or corpses) becomes incorporeal (as a Spirit) and enters into a different Realm as chosen by the infernalist (Umbra/Shadowlands/Astral/Hell). The character must spend a round concentrating and one genre-appropriate Trait must be spent when the character enters, and one must be spent for each additional hour the character resides in or travels through the realm.

**Relentless**<sup>8</sup> Cost 1\* (Reference: Revised Book of Madness pg 100) This investment a unique price that the character will be hunted (Enemy 5) by the rivals of their master or of their allies in hell and only 13 characters may have this investment at any time in the world of darkness. MET Each time this power is invoked the character loses 2 permanent health levels, gain neg Social Trait Scarred x1, and a derangement. These cannot be removed off a character When this power is invoked the character does not die, they are consumed in hellfire the moment before death and trapped in Hell for 72 hours, after which they find a way to crawl out the horrible experience scaring their body and blissfully suppressed in their mind. Investments and powers that add permanent health levels do not count when determining if a

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<sup>8</sup> Each use of this investment is a notification to the Demon coordinator 10.iv.3,.

character can not lose any more health levels due to uses of this power. Once a character cannot lose any more health levels the hellfire that consumes them on death obliterates their ties to the mortal world and rips them into the darkest depths of hell. A character that is killed a well of sacrifice or over a infernal altar as a sacrifice may not invoke this power.

**Right hand of Doom** Cost 8 (Reference: Revised Book of Madness pg 100) Prerequisite Arsenal of the Beast MET Spend a willpower to add +2 Damage to Brawling attack. May spend an additional willpower to do aggravated damage and gain armor piercing, and the ability to melt mundane items.

**Talons of the plague crow** Cost 8 (Reference: Infernalism Path of Screams pg 74) Prerequisite Contagion. MET Talons give Sharp x2, Destroy Shield, and deal 1 additional Agg on Brawl. Successful attacks inflict Scarred x2, and all the infernalists diseases, and a plague that deals 3 Lethal per day until Torpor / Incapacitated. Can only be cured through magical or divine means

**Telepathic worm** Cost 8 (Reference: Rites of the blood pg 118) Prerequisite Lash of Languish MET Spend 1-3 genre traits and engage a victim in a contested mental challenge retest intimidation Defender can only retest willpower. Place a name and or image buried in the victim's mind that every time they see, speak their name or attempt to communicate with them; they suffer mental pain. Whenever this occurs and the Victim suffers pain they lose as many willpower as genre traits were spent. This pain and suffering may not be ignored with any mundane or supernatural power. Once activated this power lasts in a victims mind for one month

Mortal Infernalists gain this investment in order to extend their lives or to regain their youth. For each point spent on this Investment, the Infernalist can add 5 years to his or her lifespan, or take 10 years off of his or her actual age. This pact may possibly cure terminal diseases or heal wounds.

## MORALITY

For Infernalists the question of morality becomes an issue. Many Infernalists retain their Humanity, albeit at low ratings. For those who wish to pursue other morality, the following options may be available:

### **Road of Sin** - *Road of Sins, the entire book*

Personal gain and desire are all that matters. No sin is forbidden, no vice anathema. What your heart desires is all that matters, regardless of others. No one matters as much as you do.

Whether it be the sins of Pleasure or the sins of Greed or any of the other Sins, you will do them all.

### **Path of Pleasure** [*Dark Ages: Road of Sin, p.66*]

The Sinners of this Path are the most hedonistic of all Infernalists. To them, pleasure is everything as far as their existence is concerned, and absolutely nothing is taboo.

### **Path of Screams** [*Dark Ages: Road of Sin, p.69*]

The maddest of the Sinners and the opposites of Path of the Devil, the followers of this Path believe that as they are already damned; they are also already prey to the Beast, and therefore

allow themselves to be manipulated by it and do its bidding. They are essentially walking examples of Hell-on-Earth; even other Sinners are loathed to associate with these madmen.

**Path of Cruelty** [*Dark Ages: Road of Sin, p.67*]

The followers of this Path are most cynical and hateful of the Sinners. Very much stemming from a "hurt them before they hurt you" philosophy, these individuals do not believe in mercy, compassion, or pity. Rather, the only pleasure they take is from hurting others.

**Path of the Devil** [*Dark Ages: Road of Sin, p.68*]

Individuals on this Path work to keep themselves from being manipulated. The ultimate control freaks, they will go to any end to protect their free will and, unusually, the free will of others. Many consider them the most "pleasant" of the Sinners.

**Path of Revelations** [*Chaining the Beast p. 92*]

Being "good" does not mean redemption, but assimilation. Being good means behaving. By being "evil" one pushes the boundaries of morality and philosophy, exploring, living, and doing. By being "evil" a vampire transgresses, transcends and discovers what the universe really has to offer.

**Path of Evil Revelations** [*MET Sabbat Guide, pgs.83-85*]

Those who follow the Path of Evil Revelations truly believe in their role as a servant of greater evil. They believe in the place of Demons and Infernal entities as some of the greatest harbingers of corruption.

## Backgrounds

### Altars:

Your altar<sup>9</sup> is a source of power for you and your demonic patron. The favor and design of altars greatly vary based on the type of demonic patron a character is in service to. The effects, however, are static, to reflect the game balance.

1. *Concealed Dark Faith: Pocket Sized. This can be an effigy or Idol you can carry in your pocket as you travel following the whims of your master.*
2. *Empowered servitude: Closet altar: This altar has become more involved and is now not as simple to conceal. You are considered to be +1 soul value when buying investments.*
3. *Consuming service: Your faith grows and as does the needs of your dark god. Small room-sized area for the altar or shrine to your dark god.*

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<sup>9</sup> Altar 4 and 5 are restricted per Owbn Character bylaws 10.H.vi.5 and 10.H.vi.6

4. *Demonic Demands: The complicity of the altar has grown now You service to your masters will are rewarded +1 soul point when buying investments. \**
5. *Demonic Following: Small building / Small Church. : You are a rising avatar of your master and may have +1 soul points when buying investments \*\**

*Should an Altar be destroyed an infernalist will lose a level of infernal rank if they have it and lose any benefits gained from their Altar, as well as any investments gained with these phantom soul points.*

## Diabolist Circles

Diabolist Circles<sup>10</sup>, come in many shapes and forms practices by diabolists, seekers and the profane. In each case, they are locations that are not easily moved. The wards and enchantments placed on such chambers that are hidden away are painstakingly engraved by the practitioner or those that perished before them after making an error.

Mechanics: Diabolist circles are stationary locations that take an extended downtime action to move its location. To use a summoning circle the character must have the skill Demonology equal to the level of the circle.

1. Diabolist circle 1: +1 Trait when comparing ties while engaged in a Deal challenge while using the circle.
2. Diabolist circle 2: +1 Trait when comparing ties while engaged in a Deal challenge while using the circle. This is cumulative with previous increases.
3. Diabolist Circle 3: Gain one free retest per scene when engaged making a Deal while using the circle. This is cumulative with previous gains.
4. Diabolist circle 4:+1 Trait when comparing ties while engaged in a Deal challenge while using the circle. This is cumulative with previous gains.
5. Diabolist Circle 5: Can attempt to gain an investment that is one point higher than the demon the character is engaged in. This is cumulative with previous gains.

## Cult [*Dark Ages - Devil's Due, p.90-91*]

You have followers. They will do what they can to make your dreams for the world come to fruition. They come from all walks of life and typically their only unifying feature is their belief in your (or rather your Patron's) power. This Background can be used in multiple ways. It can be used to substitute for Influences or Backgrounds on a level for level basis. Thus it can be used as a Herd, Military Force, or Police of the same level or some combination thereof, not to exceed your level in this Background. Your cult can even be used as assistants in rituals involving your Patron.

1. You have a very small following, no more than five or six people of little to no skill.
2. Your followers are larger in number, as many as fifteen people of mediocre skill.
3. Your congregation now numbers twenty-five or thirty people of moderate skill.
4. As many as fifty people now do your bidding. They are collectively of good training.
5. You now have a true cult following. One hundred people work toward your (and thus your Master's) goals. They are well trained and highly skilled.

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<sup>10</sup> Diabolist circles are restricted per Owbn Character Bylaws 10.H.vi.7 and 10.H.vi.8

## Infernal Rank [*Player's Guide to the Sabbat, p.36*]

There are Thralls, and then there are those who are truly the servants of Hell. When an Infernalist has proven their devotion to his or her Demonic Patron and allies, the Patron or demonic allies may then grant the character a gift to show its pleasure, in addition to some level of actual authority over the Patron's other servants, and Lesser Demons.

Infernalists with Infernal Rank are must be constantly engaged in political maneuvering with Demons in order to maintain their rank. Hell does not tolerate lazy or inept leaders and the slightest mistake could mean not only the loss of rank but also of the character's existence. It should also be noted that the enemies of your Demonic Patron and or allies will be your enemies; by achieving rank in hell, you place yourself at risks from its denizens. Characters who achieve Infernal Rank may as well be demons themselves, as they command such authority in Hell that those seeking a Patron might mistakenly stumble across their name.

Infernalists gain a bonus to social traits when dealing with demons in challenges that do not relate to powers, equal to the levels they have in this background. Thralls are required to advance within this background to gain access to the different rarity investments, while Diabolists must wheel and deal for every scrap they get.

Player Characters may request a story; worked out between their storytellers and the Demon coordinator office to advance to infernal rank 3, and 5.<sup>11</sup>

1. Acolyte: You have very little authority within the realms of the damned, having just begun your own journey just scratching the surface of the labyrinth politics and machinations of hell.  
Thrall: Acolytes, only have access to R1 investments.

2. Disciple: You now have Authority over the lowest ranks that serve your patron or demonic allies.. These cultists and mortal pawns will do your bidding as if you were their master. You have proven yourself to be a rising star of your patron or savant diabolist.

Disciple: Character gains a free R1 investment that costs 1-2 that does not count towards their soul's value chosen by their patron, or gifted by a demonic servant or ally. The investment gained this way does not carry a price.

3. Dominus: You now have earned the respect and envy of others that traffic in the realms of damnation. Cultist and mortal pawns that knowingly serve even other legions may bend to your will if it does not oppose their master's desire. While the lowest demons that serve your master or allies will start to follow your commands. You have become a luminary among the hells or master diabolist adept at navigating the infernal politics.

Thrall: Dominus rank has access to R2 investments.

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<sup>11</sup> Each level of this Background requires Coord-Approval [OWbn Character Bylaws, 10.H.V.9.]

4. Herald: As you rise; the machinations of your patron's enemies and your own rise with your you. Demons of hell that rival your patron will seek your undoing as will those below you as they seek to take your place and your master's praise. However, there are rewards for this risk, as Heralds have gained access to the some of the greatest gifts of hell.

Thrall: Heralds have access to tier 3/R3 investments.

5. LORD/LADY: The highest rank able to be earned by one who has not spent millennia in hell. Demons of note even will show you a measure of respect, you earned for obtaining this rank. Low ranking Demons (1-4)in service to the same legion as your master may even follow your commands. The politics of hell are ever fluid as even the slightest grievances can be levied against even the lords of hell and help you fall out of favor with your demonic patron or allies. Those masters of the profane have managed to grasp from the ether greater power aiding them in holding this precarious position.

Lords and Ladies: Gain a free rank 2 investment that costs 1-5. This investment does not count towards their soul's value chosen by their patron or gifted to them by a servant or demonic ally. The investment gained in this method does not carry a price.

## Infernal Relics

Dark relics of the damned can come in many shapes and forms. Many of them are simple tools that have been anointed with the blood of innocents in ritual sacrifice, or the skin of saints, and sinners woven together to give unnatural durability to an armor.

Mechanics: Each level of this background<sup>12</sup>, an item will gain a series of bonus traits, health/damage levels, basic powers or a merit that experience cost may never exceed the value of the points in the background each time it is purchased. A item may only receive a bonus to damage once. They will also carry steep prices as all damned relics are cursed. For every bonus, a relic possesses it will also have an equal drawback, flaw or curse that the unfortunate soul that wields it can never avoid.

Example: A infernal Blade: The weapon is; +2 more trait, +1 Damage. Gives the wielder a eerie unsettling presence and the smell of death and the grave lingering around them. Background Cost 3

While a infernal relic of greater power might carry a dark fate that taints any who pick it up.

Infernal Relic 1-5

## Abilities

### Demonology Rites of the Blood pg 117 and Devil's Due pg 89

This is the study of the angelic, demonic, devas, devils, and otherworldly beings. You are familiar with the traditional western schools of thought. (diabolism, black magic, witchcraft) and possess insights into the practices of other cultures that fall outside the western schools of thought and how they pertain to the beings from beyond. With enough training in this knowledge you can be prepared to deal with the

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<sup>12</sup> Owb Character Bylaws 10.H.vi.10. Infernal Relic 4-5 PC: Coordinator approval. NPC: Notify

denizens of the other worlds, as unlike common dabblers of the occult or hearth wisdoms what you know is found in the true secrets hidden in the shadows of the world.(though only fools believe everything they read or hear from demons) You can only summon a denizens equal in rank to twice the level you have in this ability; unless other powers or effects are in play. **Note: Demon lore is the same thing as Demonology, with the exception that Demonology can be used to attempt to summon demons or celestial entities equal in rank to double the Characters knowledge level.**<sup>13</sup>

1. Dabblers: Your knowledge consists largely of speculation and hearsay. Much of your insights have come from second-hand stores or diving into cryptic corners on the internet.
2. Student: Although you have a hard time separating truth from rumor you know a few relevant facts, and might be able to even pull off a summoning.
3. Learned: Your knowledge pertaining to various incarnations of the celestial and infernal you thought you knew so much, but have come to realize how you have just scratched the surface and how dangerous the demonic really is.
4. Scholar: The very manner in which you perceive reality has been altered by your eldritch understanding. The breadth and depth of your knowledge rival ancient mystics of the hidden arts.
5. Master: Your mastery of the great secrets is beyond the ken of mere mortals. You are known to many of the greater powers who dwell Outside, and in turn, they know you. Perhaps with this much knowledge, you yourself are a Demon of the pits.

## Lore: Fallen

### *[OWbN Infernalism: Guide to the Infernal]*

This is a specialized knowledge about the demons known as the Fallen and the War of Wrath.<sup>14</sup> This ability should in no way be used to simulate the Background: Legacy *[Demon: the Fallen - Core Rulebook, p.156]* Fallen are able to have this lore equal to their value in Legacy, but every time they teach someone the lore they must engage in a static mental challenge difficulty of 10 with the student. If the student wins or ties they gain an insight that grants them a piece of the fallens true name. After having 5 pieces of a fallens true name they are considered to have the whole thing. While the knowledge of the demons of hell is often dangerous knowledge, the knowledge gained by fallen lore is even more so, the War of Wrath having been wiped from creation by God and the heavenly host, with even the briefest glimpse of this forbidden knowledge spurring the princes of hell to acts of genocide. Characters with this lore are asked to sign a BA that should they be exposed as to having this lore, that heaven and hell will seek their end.

1. Novice: Bible class. The angels did rebel against God's will. No, no really they did. There are fallen angels in the world hiding, and they are divided into groups and subgroups, like many of the supernatural groups. Simply put the bible and the fall from grace does likely have a grain of truth to it. If you paid attention in Sunday school you likely can figure out the different houses of the fallen.

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<sup>13</sup> Demonology 4 and 5 are restricted per. OWbN Character Bylaws, 10.H.i.3/4

<sup>14</sup> Each level of this Ability requires Demon Coordinator Approval [Character Bylaws, 10.H.i.2.]



2. *Student: Not much survived the heavenly purge, and if any of the stories of the creation of the Nephilim are true God willing the Almighty or Lucifer got them all. Perhaps you do not know everything, but you can help figure out the highlights of the fall.*
3. *Scholar: Humanity the great project was heading for a precipice. That there was no turning back from, one that would lead the world into darkness, and from the creators light. Scholars among the fallen and rare insightful mortal question if it is this action or the horrors that followed that caused the creator to turn from this world abandoning it to its despair.*
4. *Savant The war of wrath is not a thing of speculation but fact. Within that war is the horrors committed by the legions of the Fallen and those of Heaven. Having grasped this much insight from the ether the cosmos starts to reshape before your eyes as you see how the realms and world fit, or perhaps that is just your mind breaking under the gravity of the sin of knowledge it is weighed down by; with this forbidden fruit.*
5. *Oracle The fallen may have numbered many, but among them are now a few of the angels that dishonored heaven and those that turned their back on the world. Among those angels are those that heaven could not lay its hands on at the end of the war of wrath it is secrets lost to creation you have gleaned insights into Perhaps you were at Lucifer or Michaels side during the great battles of the war, or are just cursed with the memories of one who was.*

## Torture

*[MET Sabbat Guide, p.69; MET Laws of Ascension Companion, p.58]*

## Lore: Infernal

This is the study and understanding of the powers demons can grant their thralls. As well as the common signs of the infernal. Some of which are old wise tales, but sometimes there is truth in the myths.<sup>15</sup>

1. Infernalists are often cruel and inhumane, and unless powered by a potent demon cannot enter holy ground.
2. Knowledge of R1 investments.
3. Infernalists are believed to be immune to fire, they often carry the corruption of their soul in their body, scars, disease, parasites and other maladies.
4. Knowledge of R2 Investments.
5. Knowledge of R3 investments.

### *Lore: Baali 1-5*

*Baali Lore 1-3 is Notify for Baali/Baali Apostate/ Angellis PCs and NPCs.<sup>16</sup>*

*Baali Lore 1-2 Notify for Jocastians, Clan Tzimisce clan advantage laws of the night, Loremasters of the Occult underground, Sabbat inquisition, Assamite Loyalists, Josians and clan Nosferatu loremasters.*

*Baali Lore 1-5 For all others is Demon coordinator approval<sup>17</sup>*

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<sup>15</sup> Lore infernal 4 and 5 are restricted per [OWbN Character Bylaws, 10.H.i.5/6]

<sup>16</sup> OWbN Character Bylaws, 10.H.i.1.a

<sup>17</sup> OWbN Character Bylaws, 10.H.i.1 & OWbN R&U Bylaws, 10.H.i.1.b

## Merits

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

Use as printed in the source.

### **Blessed**<sup>18</sup> [7 Trait Merit; Sins of the Blood, p.102]

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

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

Use as printed.

### **Demonic Heritage: Laham**<sup>19</sup> [7 Trait Merit; Infernalism: Path of Screams, pgs.78-80]

Perhaps you have a Demon for a parent, or as an ancestor or perhaps your family has long dabbled in the demonic that it stained your very soul before you were born.. This comes with benefits and drawbacks. Each Laham is a unique being and their creation as characters should be equally unique. Feel free to contact the Demon Coordinator's team for further information. Laham start game with 7 points worth of investments that must be selected from the rarity one investments..

This is a mechanical representation of the natural abilities that the individual was born with and the powers gained by this cannot be taken away, nor does the character need to pay sacrifices or able to take prices to reduce the costs. Dark Thaumaturgy cannot be purchased with this merit. Laham age slowly, as noted in by the source, and are considered up 3 Traits on all favorable dealings and interactions with Demons, Infernalists, and devil-worshippers. Most Laham eventually becomes Infernal themselves and this "free Pact" still counts against the value of the character's Soul counting four points of their Souls value. When a character with Demonic heritage becomes a thrall they are favored thralls and may purchase infernal rank 2 right away. Further, the darkness in their soul carries stains that can not be ignored. All Laham must take 4 points in flaws, chosen from those listed in this packet. They do not receive points for those flaws taken and cannot buy them off. This merit may only be taken at character creation.

### **Demonic Patron**<sup>20</sup> [3 Trait Merit; Tome of secrets p. 108]

You attracted the attention of a demonic spirit and it acts as your guide. One day it will ask a price and you will not be able to refuse. Counts 3 dots in background investments. Can not take generation background, the merit also comes with one of its own prices, The character must select two points in flaws from this packet that they do not gain points for, and cannot buy off. If the character ever makes a pact this investment counts as one point of their soul's value.

### **Demonic Tutor**<sup>21</sup> [5 pt. Merit; Infernalism: Path of Screams, pgs.78-80]

Infernalists with this Merit gain the equivalent of a minor investment on their soul awarding them to purchase the investment Infernal magic. They may not reduce the cost with sacrifices or prices. The investments still count against the value of the character's Soul in relation to the maximum amount of

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<sup>18</sup> This Merit requires Demon Coordinator Approval [OWbN Character Bylaws, 10.h.iii.5.]

<sup>19</sup> This Merit requires Demon Coordinator Approval [OWbN Character Bylaws, 10.h.iii.1.]

<sup>20</sup> This Merit requires Demon Coordinator Approval [OWbN Character Bylaws, 10.h.iii.3.]

<sup>21</sup> This Merit requires Demon Coordinator Approval [OWbN Character Bylaws, 10.h.iii.2.]

investments possible. Characters with this path gain access to Two R1 One R2. No path may go over level 5. Rituals gained must all be R1. All additional paths/spheres must be earned by following the rules outlined in Diabolism or as gifted by their dark master, aka Thralldom. This merit counts as three points of the soul of the character for determining how many investments they may gain. Whenever this merit is taken the character must select from one of several flaws that add up to three traits, from flaws selected from this packet.

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

You defile everything you touch and lay claim to. It permeates everything you control spreading your taint to even those who serve you and twisting the land. Any discipline or power you use is considered infernal. So long as you are using the power on lands you control, servants you control, or objects you possess you are up +3 traits on ties

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

MET conversion provided by the source

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

Used as printed

**True Faith**<sup>22</sup> [7 pt. per level 1-5]

Use as printed Laws of the Hunt (red book) rules provided below under True Faith.

**Unbound Diabolist**<sup>23</sup> [1-4 Trait Merit; Devil's Due, pgs.98-100]

This Merit operates differently, depending on the type of Infernalism character practices. This Merit may only be purchased once and the effects of the Merit do not “stack” in the case that a character happens to fall into both categories.

- For Thralls, your Patron currently is not an issue. You do not have to perform sacrifices for investments equal to double the Traits in this Merit. You cannot gain more Investments without a new Pact, however, or until your master returns.
- For Diabolists, you have found yourself with a permanent solution to your “problem” and, for the purposes of calculating the value of the Enemy Flaw, deduct the Traits in this Merit from the total amount of the rank of the demon you made an enemy of.

**Unholy Aura**<sup>24</sup> [7 Trait Merit; Infernalism: Path of Screams, pgs.78-80]

Holy objects crumble, plants die and untrained animals cower in fear. Those with True Faith (in the Holy not the Unholy) must win a Willpower challenge (static difficulty of the Infernalists current Willpower) or flee the area. Even if the faithful character succeeds in this test they are uncomfortable in the presence of this Unholy Aura. For every True Faith Trait they have, they will lose one Blood Trait as they develop stigmata. The Storyteller should work to make such an occurrence truly vivid for the onlookers and horrific for the faithful.

**Unshockable** [3 Trait Merit Path of screams p. 78]

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<sup>22</sup> OWbN Character Bylaws [10.E.v and 10.E.vi]

<sup>23</sup> This Merit requires Demon Coordinator Approval [OWbN Character Bylaws, 10.h.iii.4.]

<sup>24</sup> This Merit requires Demon Coordinator Approval [OWbN Character Bylaws, 10.h.iii.7.]

The character is not required to test to consume or do any horrific act asked of them by their demon, as outlined by the source material.

## Flaws

### **Beacon of the Unholy** [2 Trait Flaw; *Laws of the Night: Camarilla Guide p. 26*]

MET source; those with True Faith are instantly aware that you are a dark supernatural creature. You suffer the effects of True Faith when on holy ground or a place of worship.

### **Bedeveled** [6 Trait Flaw; *Laws of Ascension Companion p. 101*]

MET source; Once per game a Storyteller may intervene and negate one success you make completely, no test required.

### **Bitter Tongue** [3 Trait Flaw; *Path of Screams p. 80*]

Use as printed

### **Cannibal** [4 Trait Flaw; *Path of Screams p. 80*]

MET You must consume human flesh, living or dead, to sustain yourself and cannot eat anything else. You must consume three pounds of flesh a day/night. If you eat anything other than human flesh you violently throw it up within minutes of eating the substance.

### **Compulsion** [1-4 Trait Flaw; *Laws of Ascension Companion p. 77*]

MET source; You have a supernatural compulsion that forces you to do (or not do) a specific thing or class of thing.

### **Cruel Master** [2 or 5 Trait Flaw; *Devil's Due, p. 99*]

Your Patron hates you. It will use and abuse you more so than normal. MET For 2 Traits your Patron won't send you on a suicide mission unless there's no one else. For 5 Traits it makes use of you and your form for no reason other than its own amusement. It may also decide to ravage you for no reason. Storytellers should make the Character's life a living Hell.

### **Decrepitude** [3 Trait Flaw; *Laws of the Night Anarch Guide p. 114*]

MET source; Healing aggravated damage doesn't always work well for you, leaving you with the negative social trait Repugnant from the scars. At Storyteller discretion you may lose permanent Physical and Social traits as well.

### **Degeneration** [3, 6, or 9 Trait Flaw; *Laws of Ascension Companion p. 70*]

MET source; 3 - you do not heal naturally, 6 - you suffer the most severe wound penalties for a single level of damage, 9 - all damage is aggravated damage for you.

### **Deranged** [2 Trait Flaw; *Mage the Ascension, Revised p. 293*]

Use as printed; You are insane, select a derangement.

### **Devil's Mark** [1 or 7 Trait Flaw; *Sins of the Blood, p. 102-103*]

*Use as Printed*; One point is a mark on your skin, seven points is an obvious diabolical looking disfigurement.

**Disease Carrier** [4 Trait Flaw; *Laws of the Night, Revised p. 115*]

MET source, see *Laws of the Hunt, Revised p. 253-255* for MET effects of diseases for non-vampires and vampires not suppressing the effects of the disease or diseases.

**Echos** [1-5 Trait Flaw; *Sorcerers Crusade p. 105*]

Folklore harms you. From the earliest human societies, people have feared mages — and have developed ways of dealing with your kind! For some reason (probably related to the power of belief), the traditional superstitions apply to you wherever you go. Deep inside, you may believe that you are some unclean thing, or perhaps that pact with outside powers came with certain strings attached. The cost of the Flaw determines the severity and frequency of the "echoes." Low-cost Flaws cause minor inconveniences, while more "worthwhile" ones leave you open to a host of problems.

- 1-4 Trait — Use as printed

- 5 Traits — Severe: Reality Use as printed with the following MET conversion system. (Contested Mental versus your Willpower Challenge; if you lose, you take one Health Level in unsoakable lethal damage for each mental trait expended by your attacker to a maximum of three.)

**Glowing Eyes** [2 Trait Flaw; *Laws of the Night: Camarilla Guide p. 25*]

Use as printed.

**Horrific** [5 Trait Flaw; *Path of Screams p. 80*]

You are unspeakably evil looking and trigger nightmares in all that behold you.

MET (Nosferatu, Harbingers of skulls cannot take this flaw.) You can only engage in aggressive social challenges that invoke fear or intimidation. You cannot take appearance-related social traits and have the negative traits Repugnant x3 and Bestial x3.

**Hunted** [4 Trait Flaw; *Laws of the Night p. 119*]

MET source; You are being actively hunted, whether by the Inquisition, the Josians, fellow Infernalists or all of them; you are a danger to everyone around you.

**Infernal Aura** [3 Trait Flaw; *Path of Screams p. 80*]

Your aura radiates black and toxic, you may even exude the smell of sulfur and leave ashen footprints wherever you walk. Those with True Faith, Awareness, or a way to read auras can see the darkness that stains your soul with a static mental challenge (difficulty 10) retested with Awareness.

**Jaded** [3 Trait Flaw; *Dark Ages - Road of Sin, p.73-74*]

Use as printed.

**Lord of Flies** [2 Trait Flaw; *Clanbook Baali p. 44*]

MET You are constantly surrounded by carrion insects and can never be rid of them completely. They are drawn to you without fail and make you stand out even when among other people. Due to this, you suffer socially when interacting with mortals and other supernaturals.

- +1 Trait for Baali social circles for avatars of the swarm cults
- 1 Trait down on social interaction with none avatars of the swarm for social challenges that are not discipline based.
- 2 Traits on stealth test
- 1 Trait on making range attacks and up 1 on defending against range attacks

**Mayfly Curse** [5 or 10 Trait Flaw; *Laws of the Ascension Companion* p. 72]

MET source; Your physical body ages at an accelerated rate, see *Laws of the Hunt*, Revised p. 115-116 for MET rules on physical body age. Otherwise use as printed in the source.

**Maddening Touch** [3 Trait Flaw: Infernalism Path of Screams and Blood p. 37]

MET: Anytime a character drinks from a vessel you have already drunk from. They gain one of your derangements till the end of the night.

**Ravaging Years** [2 Trait Flaw; *Laws of the Night: Anarch Guide* p. 114]

MET source; The Curse of Caine does not grant you immortality, you age differently, but you will die eventually. See *Laws of the Hunt*, Revised p. 115-116 for MET rules on physical body age.

**Repulsive to Animals** [1 Trait Flaw; *Path of Screams* p. 79]

Use as printed

**Spoiled Beast** [3 Trait Flaw; *Sins of the Blood*, p. 103]

MET When you attempt to resist consuming or indulging in an action your character enjoys you must make a Willpower challenge, retested by expending a temporary Willpower trait. All challenges to resist desires are tested using temporary Willpower, not permanent Willpower.

**Stigmata** [2 or 4 Trait Flaw; *Clanbook: Malkavian*, p 66]

MET source; 1 trait social penalty or 2 trait social penalty and 1 trait mental penalty on perception challenges.

**Touched From Beyond** [1-4 Trait Flaw; *Clanbook Baali* pg. 45]

MET: Marks appear on the body from dealings with Demons. At 1 point, these are minor and easily disregardable (a mole on the cheek, a birthmark on the leg). At 4 points, these are obvious and easily noticeable (a pus-filled sore that never heals, sharpened or misshapen teeth, extra limbs or wings)

**Touch of Death** [4 Trait Flaw; *Laws of the Resurrection* p. 108]

MET source; natural plants and insects die at your touch, hardier natural creatures suffer one health level of damage per hour they remain in contact with you.

**Unholy Stain** [3 Trait Flaw; *Tome of Secrets*, p. 108]

MET: Whether by your own foul deeds, a stain you were born with, a side effect of embrace, or some other event in your life, your soul is marked. Any social interaction with mortals suffers a one-trait penalty due to them feeling uneasy around you. Those with True Faith will recognize you for what you are immediately upon seeing you and will often attack.

## **Unrepentant Beast**

*[4 Trait Flaw; Sins of the Blood, p 103]*

When you lose the initial chop and also lose the Willpower retest chop (not tie and lose on ties) on Self-control/Instinct test to resist/control Frenzy you gain a compulsion derangement. The Storyteller should determine the nature of each particular compulsion, as you may gain a large and wide assortment of compulsions.

## **Vulnerability** *[1-7 Trait Flaw; Laws of Ascension Companion p. 100]*

MET source; Some item or common substance causes Aggravated damage to you or possibly kills you instantly.

## **Wolf Years** *[5 Trait Flaw; Laws of the Wild, Revised p. 93]*

MET source; you live 20 years at most.

## **Combination Disciplines**

### **Daimonion combination disciplines**<sup>25</sup>

The complete list of Baali combis [See the Baali clan Packet Here](#)<sup>26</sup>

Dark thaumaturgy combination disciplines<sup>27</sup>

Custom Combination Disciplines using Daimonion

Custom Combination Disciplines using Dark Thaumaturgy

### **True Faith**<sup>28</sup>

Laws of the Hunt 267

True Faith must be purchased as a merit which affords the character one faith point or also known as resolve. True faith should be restricted to the pure, selfless, caring, compassionate, and or courageous. With St permission and exceptional growth and roleplay, the character can advance their faith by purchasing an additional faith trait for 3xp. True faith is rated 1-10. The abilities of faith are rated 1-5. A character can only perform a miracle of faith equal to the level of faith points the character has purchased with xp. Characters with high levels of faith often can seem unbalanced or insane as they are tightly bound by their set of ethics and principles.

### **Crisis of Faith**

Any time a character loses a challenge where they used true faith, they enter a crisis of faith as noted on page 268 Laws of the Hunt (red book).

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<sup>25</sup>Character bylaws 7.B.ii.9

<sup>26</sup> Character bylaws 10.H.iv.1

<sup>27</sup> Character bylaws 7.B.i and 10.H.vi.2

<sup>28</sup> True faith above 5 per Character Bylaws 10.E.V.1, Standard True Faith per Character Bylaws 10.E.V, Unusual True Faith per Character Bylaws 10.E.Vi

### **Blessed symbols and items.**

Blessed items do aggravated damage to supernatural creatures and the infernal or demonic. Items blessed by a wielder of true faith gain a named trait as noted in Laws of the Hunt (page 268). If the challenge is lost they lose the trait and the blessing as well as its benefits.

### **Relics**

Relics are like blessed items able to inflict aggravated damage to supernaturals and the infernal or demonic, they are rated 1-5. Granting a number of bonus traits equal to the rating level. A character with True faith may use the relic to fuel their abilities with True faith. It does not grant them bonus levels of faith. Note a relic at 5 is a sliver of the true cross, holy grail, and other such items.

### **Holy ground**

Holy ground is rated 1-5. Many locations holding low ratings, while areas the Vatican, Wailing walls, Mecca are examples of a 5. Any user of True faith can invoke holy ground where an uninvited vampire, demons, BSDs cannot cross the boundary unless they spend as many willpower or mental traits equal to the rating of holy ground. Where they may remain for 10 minutes, or 50 feet into the area. If the holy ground is invoked while such creatures are within the area they must immediately make the expenditures or leave the area. Further areas with faith ratings 4 and 5 often can ban supernaturals from their presence on their own without being invoked, such areas are the web of faith found in parts of the old world, commonly strongest in areas held by the Ashirra.

### **Detecting Infernalism, and Demons**

While in the world of darkness, there are many societies and groups that have hunted the damned and their followers over the eons. Many have done it by simple force of will, and luck; a few have found alternate techniques that have made the hunt easier. Among these societies is the Inquisition, Josians, Ashirra, Sabbat inquisition. There have been other societies that have struggled to gain glory and fame as skilled hunters. Many hunters have lost the nerve when faced with the gravity of damnation; while others have met cruel and violent ends before they could make any mark. Below are some methods such groups have developed to aid them in the never-ending crusade.

Infernalism is a subtle genre, one meant to be insidious and hard to ferret out. It is almost impossible to determine who is or is not in league with Demons outside of direct observation - actually seeing the Infernalist utilize an invested power, or perform their dark sacrifices. There are no items or powers that, in and of themselves, detect Infernalists with any certainty. There is no such thing as a "Ward vs. Infernalist" as "Infernalist" is not a creature type. Diabolists are often more difficult to detect as they are not marked the same way thralls are by their patrons. Even Demons when they are riding in a vessel or obfuscating their presence can be equally difficult to ferret out. Seeing the Demon in their true form, or an Infernalist in the act of worship are clear signs of detection.

### **Methods of detection among the creature of the world of darkness.**

#### **Common detection.**

Rites of the Blood page 117: Any character with a supernatural active sense ability (Sense wrym, unnatural aura perception etc.), awareness merits can engage in a static mental challenge; difficulty 10 retest awareness to tell if an active infernal investment was used, in a scene that their character is



physically present for. In no way does this pinpoint the source of the corruption. This is noticed as a sudden chill in the air, a faint scent of sulfur, or the sudden increase in temperature and humidity.

## Vampire

**Aura Perception** [LotN: R, p.137-138] will perceive the Auras of Demons as a translucent outline of the Demon's Apocalyptic Form. This holds true whether the Demon is possessing a creature, resides in its Reliquary, or simply exists as an incorporeal spirit in the Shadowlands (or another such realm). Unless the demon is using any powers to conceal its presence. In which case its a contested mental challenge, retest investigation vs defenders subterfuge. Storytellers should advise players to interpret this information based on the character's understanding of Demons (i.e. Lore: Demonology/Demon).

**Kharmic sight:** This elder power can find many truths about a creature that are hidden to the naked eye, masque of innocence will escape this notice, however any other infernal dark deals and pacts will become known under close and continued scrutiny.

**Ex Infernis** Custom content Assamite sorcery packet

**Vincente de las Navas de Tolosa's Holy Shield** Obtenebration 2 Fortitude 2 combination discipline V20 Dark ages pg 317

**Coherence the Profane** Dur an Ki ritual int DA: PGttLC, p.183

## Changing Breeds

Gifts like **sense wyrm**, **unnatural** will reveal that Infernalists are tainted unless they have powers that conceal their true nature. Concealment powers will not hide their creature type unless they state so. (vampires are still unnatural and likely smell of the wyrm. While most other supernaturals will trigger unnatural as any others of their creature type would.)

**Scent of True form** will reveal a creatures creature type as outlined in the power.

## Mage

**See the tainted soul** Celestial chorus rote. Will pick up on the entropy of investments or the demonic nature of a creature, but will also read the same from those who are close to a Nephani, vampires,

## Kue-jin

**Chi'uh muh Chi sight** and **Feng Shui: Wind Water Eye:** Will see the flaws that mark a infernals soul the same way they would pick up such burdens that poison any other characters' chi

**Cultivation** 4 allows the user to detect demons, KJ, vampires, werewolves, and psychopaths, though it won't tell them which is which.

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

## Changeling

**Naming:** To remove a thrall's infernal nature requires coordinator sign off from the Demon coordinator.<sup>29</sup>

**Fairie circles:** Function the same way as printed, with the exception of innate powers cannot be stripped. In the case of Demons, and Demonic heritage.

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

## Custom detection

*\*Creating such a custom power or item requires Demon Coordinator Approval<sup>30</sup>*

### Items

Detection items There are a number of items that have been blessed or cursed by the gods. Each custom item will always have a price a character must pay or suffer to use it and comes with a BA to enable it being tracked. Each item will always have a contested challenge and system that is printed on the item

Examples:

Quran that has passages from when the Prophet spoke the message to the djinn

### Rituals:

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

**Profane Passing** Advanced ritual.

Mechanics Engage in a difficulty 10 mental challenge retest Theology.

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

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

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

**Pyre of the Profane.** Advanced ritual

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<sup>29</sup> OWbn character bylaws 10.H.v.5

<sup>30</sup> OWbN Character Bylaws, 7.b.4

**Mechanics:** This ritual requires wood cut down and harvested under the full moon from holy ground. Then covered in the ashes of a character that possessed true faith. Once finished a pyre is erected and the suspected infernalist is tied to the pyre. The caster then chants religious text. While the suspected infernalist and pyre are dosed with holy oil, The chanting and anointing with the oil takes an hour of none stop observance.

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

### **Merit:**

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

Example:

#### **Divine sight** (7pt Merit)

**Challenge:** Character must focus on their target for a minute and engage in a contested Perception based mental challenge. Retest Investigation aggressor, subterfuge, and willpower for the defender. If you succeed you see if the target is marked by the faith of some form. However, you can not discern the type of faith that may have marked them. Discerning the nature of the marks of faith can take time and observation, as the creature may reveal its true nature to a patient observer. It will take a number of knowledges to see the subtle differences between the types of devotion.

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