

Laws Of The Abyss

*A One World by Night Resource for
Demon: the Fallen*



*The road to Hell is paved with good intentions,
and Darker deeds.*

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Disclaimer

This packet is in no way intended to serve as a replacement for the Demon: the Fallen core material books. For that reason, descriptions of Houses, cannon Factions, and evocations have been omitted. We encourage anyone interested in playing a Fallen to acquire the core rulebook and any extra material they desire.

PC vs NPC

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

Houses

Defiler

Starting Torment: 3

Advantage: All Defilers begin with a free trait of Empathy and one trait of a Craft or Performance of their choice.

Disadvantage: All Defilers receive the negative mental trait Unpredictable. They do not get freebie points for this trait and it cannot be bought off with experience.

Devil

Starting Torment: 4

Advantage: All Devils gain one free trait of Leadership and one trait of influence at character creation.

Disadvantage: Devils are down one trait on all Courage tests, as their foolish bravado is likely to lead them to actions they'll regret later.

Devourer

Starting Torment: 4

Advantage: All Devourers begin play with a free trait of Survival and Animal Ken.

Disadvantage: All Devourers gain the Negative Trait Tactless. They do not receive points for this and it cannot be bought off with experience.

Fiend

Starting Torment: 3

Advantage: All Fiends gain one trait of Academics and one trait of Occult at character creation.

Disadvantage: All Fiends are down one trait on all Conviction challenges, resulting from their nature to question rather than simply have faith.

Malefactor

Starting Torment: 3

Advantage: All Malefactors begin play with two dots in any Crafts of their choosing.

Disadvantage: All Malefactors gain the negative trait Predictable, they do not gain points for this trait and cannot buy it off with experience.

Scourge

Starting Torment: 3

Advantage: All Scourges gain a trait of Empathy and Medicine.

Disadvantage: All Scourges receive the negative trait Empathetic, they do not gain points for this trait and it cannot be bought off with experience.

Slayer

Starting Torment: 4

Advantage: All Slayers gain a trait of Thanatology and Investigation at character creation.

Disadvantage: All Slayers are down one trait on all Conscience challenges, resulting from their detachment.

Major Factions

Faustians

The Faustians seek to enslave humanity and use them to overthrow Heaven.

Cryptics

The Cryptics want to unravel the puzzles and motives of God, and possibly to existence itself.

Luciferans

The Luciferans search for Lucifer, hoping he will once again lead them in the war against Heaven.

Raveners

The Raveners want to end existence in the most violent manner possible.

Reconcilers

The Reconcilers hope for forgiveness which would allow them to rejoin Heaven and restore Earth to where it was before The Fall.

Minor Factions

Charonists

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

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

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

Chasteners

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

Free to forget them.

After eons in the nothingness of the Abyss, love turned to longing. Longing then turned to jealousy, and finally to hate. Mankind, the children that they had sacrificed everything for, had left them behind. Even with the potential power equal to God at their command, the mortal world chose to forget their onetime benefactors rather than lift a single finger to aid them. To the world of men, the war was not even a distant memory, it was simply something that had never happened.

Now free themselves, those demons whom once had cradled humans close to their breast find themselves disgusted at what has been done to Earth. In their absence, the very humans whom had the power to remake paradise have squandered and broken it. It was as if all the lessons and care the rebels once heaped upon them was not only meaningless, but willfully defied. Mankind did not simply turn its back on the angels who fought for them, but have actively ruined everything else they built. There is only one way that this situation can be dealt with.

They must be made to suffer.

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

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

Reclaimers

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

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

After escaping from the Abyss, some demons seek to return to those more innocent times. If God is truly gone, then it is their duty to be the stewards of Creation. Perhaps by helping the world return to its former purity they can shake off the pull of the Abyss and once again resume their glory.

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

perhaps the vileness he brought into this world will die with him, and a more innocent time can be had again.

Character Creation and XP Spending

Attributes: Characters receive 7 attributes to distribute into their primary category, 5 in their secondary, and 3 in their tertiary. Additional attributes can be purchased for one experience point each.

Abilities: Characters receive 5 points to distribute into available abilities. Additional abilities may be purchased for one experience point each.

Backgrounds: Characters receive 5 points to distribute into available backgrounds. Additional backgrounds may be purchased for one experience point each.

Lores: Characters receive 3 levels to distribute among their House's Lores and the Common Lores. Characters must select one of their House Lores to be their Primary Lore, and may not have any other Lore that exceeds their Primary. Additional Lores may be purchase at a cost of 3 experience for the first two levels, 6 for the third and fourth, and 9 experience for the fifth. Learning the Lore of another House cannot be done at character creation, and will cost an additional experience above and beyond the base cost afterwards.

Virtues: Characters receive one free point each in Conscience, Conviction, and Courage, and receive three additional points to distribute among them. Additional Virtues can be purchased at a cost of 2 experience points each.

Faith: Characters begin with a starting Permanent Faith score of 3. Players may raise their permanent Faith score at a cost of 6 experience per point, with a max of 4 starting. Maximum permanent Faith score is 10.

Willpower: Characters begin play with 3 permanent Willpower, and may raise their permanent Willpower at a cost of 3 experience per point. Maximum permanent Willpower score is 10.

Freebies: Characters receive 5 additional points that can be allocated like experience at character creation.

Attributes

Fallen retain little of their cosmic power, and are forced to compact what they have into a frail mortal shell in order to anchor themselves away from the Abyss. The limitations on a mortal form are many, but the inherent power of an individual Fallen can mitigate it somewhat. The Maximum for Fallen Attribute categories is 10 + Permanent Faith Rating.

New Abilities

Intuition

Fallen are intimately tied to the very nature of reality, and that tie occasionally manifests

as an uncanny ability to guess or have a 'gut feeling' about current events. This ability may only be taken by Fallen characters.

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

Research

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

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

New Backgrounds

Eminence

Eminence works similar to Status and often takes the form of a title and can be granted by anyone of higher Rank and Eminence than the recipient. Characters are encouraged to be creative when granting Eminence, but the trait granted should be of suitable description to its level of Eminence. A character may only have one Eminence title at any given time, but that title can encompass multiple levels of Eminence.

For example, an Eminence 3 Lord might grant the 2-trait Eminence title "Bearer of the Sword of Fate" on a favored vassal Fiend. Whereas an Eminence 5 Baron might want his Devourer bodyguard known by the 4-trait Eminence title "Prince of Fangs".

In game terms, characters may add their Eminence rating to their social traits in challenges where their standing in demonic society would apply.

Followers

Same as Retainers Background

Legacy

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

For each level of Legacy a given Fallen possess, the storyteller should allow them one simple test when confronted with something that might trigger a memory. The number of successes determines the detail of the answer (if any) that the storyteller gives.

Pacts

For each level of Pacts, the fallen regains one Faith point at dawn every day. Work with your storyteller to determine the nature and sources of your pacts.

Paragon

Paragon represents a Fallen's skill with their Primary Lore, their mastery of the facet of Creation they were responsible for. Each level taken in this Background confers an additional

retest that may be used each game session when calling upon the character's Primary Lore.

Rank

Rank is not suitable for starting PCs and cannot be purchased at character creation. Each level of rank confers the following title and cumulative bonus. Rank may only be granted by a demon of a higher Rank than the one it is conferring on another. Raising another demon in Rank costs the higher ranked demon 2 *permanent* Faith per Rank granted. For instance, a Lord could spend 2 permanent Faith to raise a Rankless demon to Fell Knight.

- 1- Fell Knight. Increase the Demon's maximum Faith by 2 points
- 2- Lord. Increase the Demon's maximum Faith and Willpower by 2 points.
- 3- Overlord. Increase Demon's maximum Faith by 4 and Abilities by 1 - *Requires Demon Coordinator Approval*
- 4- Baron. Increase the Demon's maximum Faith, and Willpower by 2, Abilities by 1 - *Requires Demon Coordinator Approval*
- 5- Duke. Increase the Demon's maximum Faith, and Willpower by 4, Abilities by 1. In addition, the Demon gains a free retest on all evocations involving its House's Lore - *Requires Demon Coordinator Approval*

Merits and Flaws

Angelic Aura (1 point Merit)

The character gains two bonus traits on all Social challenges with mortals.

Angelic Gaze (1 point Merit)

The character gains two bonus traits on all test involving one of the following abilities, chosen when the merit is taken: Empathy, Intimidation, Leadership.

Atavistic Form (2 point Merit)

You gain two bonus Social Traits when in your apocalyptic form dealing with mortals and mortals are down 2 traits to resist Revelation/Reaping.

Dreams of the Past (2 point Merit)

Storytellers may use this merit to impart knowledge your character may not know. This Merit also allows a single retest on a Legacy challenge once per night.

Famous Liege (2 point Merit)

This Merit grants a phantom level of Eminence that is not tied to a particular title, but rather to the character's past subservience.

Penitent (7 point Merit)

You may begin play with a Torment score of 1 or 2 as desired. Additionally, you gain two bonus traits in all Virtue tests to resist Torment. Most miraculously, you gain a point of Faith each time you perform an act that strongly fulfills your angelic purpose. Characters may not take this flaw if they have Pacts or Thralls, and lose its effects if their Torment rises above 3.

Ancient Animosity (1-3 point Flaw)

Your character still holds to an ancient feud with another demon that dates from the Age of Wrath. Even if the object of her animosity remains in the Abyss, he will make every attempt to even the score through allies and proxies. The amount of points vested in this flaw indicate how far the enemy is willing to go to get back at the character.

Known Name (1, 3, or 5 point Flaw, or 1 point Merit)

For the 1 point Flaw, the person in possession of your Celestial name does not realize their treasure - yet. The name might lie in a forgotten tablet or library, but the owner will certainly make use of it should they find it. For 3 points, the owner knows your Celestial Name and how to use it against you. Add two point to the value of either of these Flaws if the name they have is instead your True Name. As a 1 point Merit, the name is instead held by a neutral party. If the character suffers banishment back to the Abyss, it is possible this party might be curious or foolish enough to summon them back.

True Reflection (1 point Flaw)

It was once believed that mirrors reflected not one's physical appearance, but the true nature of one's soul. Your character's reflection reveals her celestial nature. When she looks in the mirror, she sees her apocalyptic form rather than her mortal guise. Mortals seeing the reflection are not subject to Revelation, but may react with shock and horror.

Infamy (2 point Flaw)

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

War Wound (2 point Flaw)

When your character adopts her apocalyptic form she suffers one unpreventable level of Aggravated damage above and beyond any damage she currently has. This wound cannot be healed by any means.

Cannot Enter Holy Ground (3 point Flaw)

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

Out of Touch (3 point Flaw)

You are two traits down on all interactions with technology and modern society.

Strong Host (4 point Flaw)

When encountering a situation that the host body feels strongly about, the storyteller may require you to make a Willpower test in order to control your actions. The demon gains a free retest on this challenge if they are beating the host soul into submission rather than stoically resisting. Success means the demon can act normally for the rest of the scene. If the host soul was beaten down, the demon must immediately make a Conscience test for Torment.

Faustian Bargains

For Pact and Faith Potential mechanics, see the [Demon: Guide to Infernalism](#) packet.

Note: PC Fallen can only have NPC Thralls, and PC Thralls can only have NPC Fallen masters.

Torment

Gaining Torment

Torment is gained by acting out of character. For every action against the Torment Scale, gain a temporary point of Torment. Once you reach your Faith rating in Temporary Torment, make a Static test against your current Torment rating. If you lose, the Temporary Torment becomes a Permanent Torment. If you win, when you gain enough Temporary Torment equal to your Faith rating, test again. If you meet or exceed 10 Temporary Torment at any particular action, gain 1 Permanent Torment automatically.

Fallen can also gain Torment by choosing to enact their High-Torment versions of their Lores.

Gain Torment equal to the level of the Power being used.

Torment Scale

10 - There is nothing you cannot do. Consequently, you are no longer playable as a PC and your body is quickly annihilated by your corruption.

9 - Wanton violence. This includes random murder and cruelty, particularly savage acts.

8 - Premeditated violence. This includes murder/assassinations, utter ruin of another individual, etc.

7 - Crimes of passion. Enraged violence/murder, willful and grievous harm to another as a result of revenge/jealousy/etc. Willful corruption of another being, causing them to bring harm to themselves.

6 - Cruelty. Intentionally bringing harm to another through destruction of property or livelihood.

5 - Accidental violence. Harm via carelessness or negligence, betrayal.

4 - Theft and outright deception/conning.

3 - Willful Injury. Harming another mortal being outside of self-defense or greater good.

2 - Willful Ignorance. Allowing others to commit greater sins without attempting to stop them.

1 - Selfishness. Any selfish or neglectful act, or allowing such acts in your presence without attempting to stop it.

Losing Torment

Torment may be "bought off" at a rate of 2 experience points per point of Torment lost. This can only be done with Storyteller approval and should come after an appropriate amount of roleplay.

Effects of High Torment

When a character's Torment level is 5 or higher, make a Willpower test whenever they attempt to use their Lore. Testing their current Willpower against their Torment score, on a tie (when comparing scores) or loss they will perform the High Torment version of their Lore instead. Characters whose permanent Willpower is greater than twice their Torment rating are not required to make this test when using their Lore.

If the character's torment exceeds 5, then the fallen's apocalyptic form is tainted by their evil, and anyone witnessing it will see them for the monster they are, instead of an angel.

The High-Torment powers of a Demon's Apocalyptic form are granted on a point for point basis for demons whose Torment exceeds 5. Thus a demon with a Torment score of 7 would possess the first two High Torment attributes listed, whereas a demon with a Torment of 9 would possess all four.

Fallen and Supernaturals

Fallen are a class of being unlike anything else in the World of Darkness, and as such their interactions with the other unnatural denizens of that place can get complicated. Detailed below are but a few effects that the powers of other supernatural beings have on the Fallen..

Sense Wyrms

Fallen whom are High Torment (6 or higher in Torment) will register to usage of this power as being pure emanations of the Wyrms. Their eons in the Abyss has tainted their very being with the stain of entropy and hate.

Soul Stealing

Tearing the demonic spirit from a Fallen is a poor choice of ways to begin a combat. Fallen are entities of pure spiritual essence, and are actually limited by their need to anchor themselves in a mortal host as the finite minds of men cannot contain all that they are. As such, freeing them even temporarily from this prison returns them to their full power. Though they are no longer the mighty gods that once strode across Creation, they are still far more powerful outside of a host body.

Soul Stealing affects Fallen like any other being. However, once their spirit is out of its body the Fallen is unleashed. The exact effects of this are best left to Storyteller discretion, but the Fallen will certainly remember its history and any and all powers it once possessed which will likely greatly exceed what it is capable of channelling through its limited human form. It is still anchored to its host form, and is thus not drawn back into the Abyss, leaving it free to remain and punish the offending creature for daring to try and harm it for the duration of the power.

Shifters and Apocalyptic Form

Any shifter who witnesses a Fallen or Earthbound in its Apocalyptic form must immediately test for frenzy. Kitsune are the only exception, as they were created after the War of Shame.

Innate Powers

Immunity to Mind Control

Demons are immune to any form of mind-control and to supernaturally induced fear. This has no effect on emotion altering powers such as vampiric Presence that do not induce fear. So while a Fallen cannot be Dread Gazed, they have no specific defense against Entrancement.

Immunity to Possession

For obvious reasons, the Fallen cannot be possessed as long as they possess at least 1 point of Faith. If an attempt at possession occurs while the character is devoid of Faith, it is possible to force the demon from its mortal host. In this case, the demon makes a willpower challenge against its assailant. If the demon loses, it is forced out of its host body and must find another anchor immediately or be drawn into the Abyss. See Finding a New Host near the end of this document for rules on a Fallen bereft of its mortal frame.

Resistance to Illusion

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

Healing Physical Damage

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

Invocations

Demons take notice whenever their Celestial Name or True Names are spoken. The feeling manifests differently for each. Some experience a chill that races across their skin or down their spine, while others feel an invisible pull that tugs at their mind. If a character concentrates she can attempt to determine who is using her name and why. By succeeding in a static mental challenge against 7 traits, the demon can gain a mental image of the individual who is invoking

her name. From that point on, for the duration of a single scene or until the demon breaks contact, the demon and the character may converse with each other and be heard by one another regardless of distance or planar barriers. Such conversation must be made aloud, however.

Supernatural Awareness

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

Apocalyptic Form

When in need, the Fallen can temporarily subsume their mortal frame and once again walk the earth in their true form. By spending a Faith point, a Fallen can assume its Apocalyptic Form for the scene. A demon's Apocalyptic Form automatically grants the 4 Basic Form powers listed according to the demon's primary House Lore. High Torment demons manifest the High-Torment powers in ascending order for each point of Torment above 5, one power per point of such Torment. A low Torment demon can manifest one or more High Torment form powers if they wish, but doing so will prompt an immediate test to gain Torment with a difficulty of the number of form powers activated.

Lores

For the sake of Lore usage, all non-Fallen characters and entities are classified as "mortal", and thus are subject to the Fallen's power as dictated below. Even the unliving children of Caine are nothing in comparison to the timeless rebel angels. Mortal is, thus, the generic term for those beings born after the creation of the cosmos.

Note that some creatures like vampires and risen might not normally feel conditions such as nausea or care particularly much about their heart suddenly stopping. However these descriptions are mere flavor text for a supernatural power exerting itself over such lesser beings. It's a roleplaying note denoting any noticeable effect of a metaphysical power. As such, regardless of their state of (un)living, all creature types suffer the full effects of Fallen Lores.

Common Lores

Lore of the Fundament

Lore of the Fundament retests with the Athletics ability.

Manipulate Gravity

Make a static physical challenge against a difficulty determined by the storyteller depending on the effect desired. Possible effects include leaping incredible distances (20+ yards), falling without suffering damage, or temporarily canceling gravity on yourself.

High-Torment – Monstrous demons distort gravity in their immediate vicinity equal to one yard per point of torment. The effects of this are best left to the storyteller.

Manipulate Adhesion

Make a static physical challenge to move along a solid surface. Steep slopes are usually difficulty 6, 7 for vertical surfaces, or 9 for moving along a ceiling. Storyteller may assign increased difficulties for other factors.

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

Manipulate Inertia

You must spend a Willpower to activate Manipulate Inertia for a number of rounds equal to your permanent Faith score. Once activated the demon receives an additional retest against any tangible, physical attacks used against them for the duration.

While this power is active, no other character may receive the benefits of any strength-based powers that confers “win on ties” capabilities, such as Vampiric Advanced Potence, against the demon.

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

Manipulate Acceleration

Spend one Faith point to activate this power. For the remainder of the scene the character moves at double speed and may throw the 'bomb' on all dexterity based challenges.

While this power is active, the no other character may receive the benefits of a speed-based power that confers “win on ties” abilities, such as Vampiric Advanced level Celerity, against the demon.

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

Manipulate Cohesion

Spend one faith point and make a static physical challenge against a difficulty determined by the storyteller. If this power is used to affect inanimate objects, it can change the state (solid, liquid, gas, or non-existent) of any touched object for one round, up to the demon’s Willpower in cubic feet. At the end of the round the object reverts to normal unless the new state is one in which it can currently exist (such as turning water to vapor). If it is used against an animate being, it requires a static physical challenge against their physical traits and inflicts 3 levels of Aggravated damage.

Even if supernatural powers, items, or abilities are used to reduce, redirect, or negate the damage caused by this power, the target will still suffer at least 1 point of Aggravated damage minimum. All the resilience in the universe isn’t enough when your left arm undergoes sublimation.

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

Lore of Humanity

Lore of Humanity retests with the Empathy ability.

Translate

Make a static Mental Challenge against 5 Traits when encountering someone who speaks a different language than you. For the remainder of the scene you can understand, and be understood, by that person as if you were fluent in their language. If you encounter multiple people speaking the same language, you must make one

challenge per person you wish to communicate with.

High-Torment – Demons must make a simple test, requiring an outright win, or else they convey only hatred and despair, and can only understand such things when listening. A sincere greeting may come across as threatening or someone's honesty may sound deceptive.

Insinuate

Make a social challenge against the target. Success indicates that the target trusts you as they would a good friend. Such trust grants you two bonus traits on all further social challenges for the remainder of the scene when dealing with the individual.

High-Torment – Demons instill feelings of revulsion and fear in their targets. They do not gain the standard bonus, but instead put the target down two traits on all challenges for the scene.

Fade

Make a Mental challenge against your target(s), success indicates they can no longer perceive you unless you do something to call attention to yourself or otherwise interact with your environment. Mortal beings may spend a point of Willpower and make a Mental challenge to attempt to pierce this effect.

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

Confess

Spend a faith point and make a social challenge against the target. If successful the target must answer any questions asked with complete honesty. This power lasts for 5 minutes.

High-Torment – Demons are only capable of learning a target's dark secrets, lusts, and ambitions.

Alter Memory

Spend a Faith and make a Mental challenge against the target. Success allows you to alter or erase, or simply have the target describe, thirty minutes of memory. Memory alterations are permanent, but may be discovered and the original memories restored by the use of this power as well. Using it to undo the effects of this power or other, similar abilities (such as the vampiric discipline power Forgetful Mind) requires a mental challenge against the originator of the effect.

High-Torment – The target is plagued by images of horror following such an ordeal. For a number of days equal to the demon's Torment, the target is incapable of regaining willpower.

Devils

Lore of the Celestials

Lore of the Celestials retests with the Expression ability.

Lamp of Faith

This evocation allows the demon to sense all living being within a radius equal to his Faith in yards. Make a Static Mental challenge against 8 traits. Success indicates that the demon is aware of the presence and location of all living beings in the area. If attempting to sense through a solid barrier, such as a wall, a Mental trait must be

expended per barrier. This power does not reveal the presence of undead such as vampires or risen.

High Torment – Monstrous demons see only those individuals whose souls have become so hollowed out by their evil acts that they are literal voids of spiritual energy. They can only sense demons and thralls of 7 or more Torment, or other mortal beings whose morality is slipping away. They are capable of sensing even the undead.

Send Vision

This power allows the demon to send a message or instructions to any being within line of sight at the speed of thought. Unlike an invocation, this vision fills the recipient's mind with an illusion or a waking dream, playing out whatever scene the sender wishes to convey in the blink of an eye. Make a static Social challenge against the target. Success allows you to send them a few minutes worth of visions that will play out like a waking dream in their mind.

High-Torment – Monstrous demons use this power to shock and frighten their foes in combat. The sender can affect a number of enemies equal to their Faith score, as long as they are within line of sight. Make a Social Challenge against your target(s), success inflicts one level of bashing damage, plus an additional for each Social trait you spend.

Pillar of Faith

Spend a Willpower to activate this power. The target of this evocation must be within line of sight. On their next challenge with an evocation, they gain a number of bonus traits equal to your Expression ability.

High-Torment – Monstrous demons use this to block or negate the efforts of another. The demon must spend a Willpower and succeed on a Social challenge against the target. Success subtracts ½ (rounded down) the demons Expression ability from the all the target's challenges that round.

Fire of Heaven

Spend a Faith point and make a Physical challenge against a target within a number of yards equal to your Faith score. Success indicates that the target takes 2 aggravated damage. Flammable objects will be set on fire with this power.

High-Torment – Monstrous demons are unable to focus the fiery power of the Faith into a concentrated bolt. It erupts from them in all directions as a storm of raging energy instead. The demon must make a Physical challenge against all targets within its Faith score in yards. All who are affected by this power take 2 aggravated wounds.

Hand of Faith

Spend on Faith point and make a Social challenge against a target within line of sight. Hand of Faith allows the Devil to usurp another demon's evocation, directing its effects as desired. You must succeed on the Social challenge and know your target's Celestial or True Name. If successful the Devil can alter the evocation's target and its effects as if they were the one using the power. When used in combat, the Devil must be able to act before the demon performing the evocation, Hand of Faith cannot be performed as a reflexive action.

High-Torment – Monstrous Devils are not able to manipulate other demon's evocations, but they can cause evocations targeted at them to rebound and affect their initiators. Again, you must succeed on a Social challenge against your target. If successful, apply the effect of the evocation against the initiator (if the evocation has an area of effect, center it on the initiator. The Devil must still know the initiator's Celestial or True Name to perform this evocation.

Bel, the Visage of the Celestials

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

- *Wings* A pair of eagle's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per turn.
- *Lordly Mien* The character's aura of divine authority grants her two bonus traits on all Social challenges.
- *Enhanced Senses* The character's five senses are heightened to superhuman levels, granting two bonus traits on all Perception related challenges.
- *Increased Awareness* The fallen is especially attuned to the fabric of reality, granting two bonus traits on all Awareness challenges.

Torment

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

- *Claws/Teeth* The character manifests claws and fangs that inflict aggravated damage with Brawling attacks.
- *Scales* The character's skin is covered with dark, lustrous scales that provide two extra Health Levels.
- *Increased Size* The character's body grows to a third again its normal height, granting the following bonus traits: Brawny, Dexterous, Lithe, Steady.
- *Dread Gaze* Any being that meets the demon's gaze and fail a Social Challenge must forfeit their actions for the round.

Lore of Flame

Lore of flame uses the Survival ability for retests.

Fuel

Make a static Physical challenge against a difficulty set by the Storyteller (small fires are typically 5, 9 for large infernos, etc.). Success indicates that the demon can increase the size of the flame by up to a number of square yards equal to their Willpower.

High-Torment – Monstrous Devils fuel the strength of an existing blaze rather than its dimensions. Success on the Physical challenge increases the fire's damage capability by one.

Ignite

You must touch your target for this power to take effect. Once contact has been established, make a static Physical challenge against a difficulty set by the storyteller (very flammable objects might be difficulty 4 whereas a damp rag might be a 10). Success indicated that the target inanimate object is set on fire. This power must be used on flammable object (i.e. This cannot be used to light water or other non-flammable things). If used on an animate being, a physical challenge is required and the target takes 1 Aggravated damage in addition to being set on fire.

High-Torment – Monstrous Devils are too fueled by hatred to perform this evocation with precision. All flammable objects within a radius of yards equal to their Faith score are affected.

Command the Flame

With a Static Mental challenge against a difficulty set by the storyteller, the demon can control the spread of a flame. The demon can cause the flame to grow, shrink, or spread in a specific direction. Once control has been established, it cannot be disrupted unless the demon's concentration is taken elsewhere or other effects come upon the flame (such as sprinkler systems, which would raise the difficulty to control the fire). With a physical challenge, flames may be directed against targets within a number of yards equal to your Faith rating, causing 1 Aggravated damage.

High-Torment – Monstrous Devils have less facility in controlling the fire's movements, but their rage increases its intensity. A monstrous demon adds one half its rating in Survival (round up) as damage inflicted by the flames, but is down 2 traits on challenges to direct it.

Holocaust

Spend one Faith point and touch your target, which may require a Physical challenge. Success inflicts two aggravated damage on the target and ignites any flammable materials in their person (usually clothing), the target also loses one point of Temporary Faith or equivalent (ie. Blood, Gnosis, Quintessence, etc).

High-Torment – Monstrous Devils delight in feeding the cosmos to the flames. This power also consumes one Temporary Faith point from the demon using it as well. In addition, any damage inflicted by this power in excess of the target's Health Levels are inflicted upon the user of this power as well as she loses her focus in the ecstasy of destruction.

Ride the Flames

Spend one Faith Point and two Physical traits. A Devil has two options when employing this power: She can either join her essence with an existing blaze or become a pillar of fire by converting her available Faith. In either case, your demon's body literally transforms into flame, consuming her clothes and any possessions she carried. While becoming a pillar of flame means the flame occupies the same dimensions as the character's physical body, your demon can increase this area by one square foot for each additional Faith point you spend.

Once transformed, your Devil is a formless mass that shifts size and shape according to her will. While in this state, you use your character's Willpower pool rather than her normal Attributes to perform any actions. She may effectively travel anywhere air can go – under doors, through crevices. If she lashes out at an opponent in combat, she inflicts two aggravated damage per strike. The fire of her body is unaffected by water or other fire-suppression technology, as it is fueled by Faith instead of mere chemical reaction. Each turn your character must consume some flammable material to maintain this form or spend a Faith point to remain.

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

Nusku, the Visage of the Flames

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

- *Shroud of Flames* The angel is surrounded in a nimbus of supernatural flame that distracts and confuses her foes. The character gains a bonus trait against all melee and ranged attacks targeting her.
- *Immunity to Fire* The character suffers no damage from heat or fire, be it natural or otherwise
- *Extra Actions* Faith points can be spent to gain extra actions in a turn at a rate of one point per action. These actions occur in order of descending initiative, so if a Devil with initiative 7 gains an extra action, their normal action would happen at 7, and their extra action would happen on 6. The player must decide to take extra actions at the beginning of the round before any actions have been taken.
- *Improved Initiative* Add two to the character's initiative score.

Torment

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

- *Claws/Teeth* The character manifests claws and fangs that inflict aggravated damage with Brawl attacks.
- *Lashing Tail* The character manifests a long, reptilian tail tipped with a curved, bony spike that grants one bonus trait in Brawl challenges.
- *Increased Size* The character's body grows to a third again its normal height, adding the following bonus traits: Brawny, Ferocious, Lithe, Rugged.
- *Fiery Blood* The character's blood burns like magma. Flammable objects hit with more than a few drops burst into flame, and opponents in close combat suffer one Lethal damage each time they successfully inflict Lethal or Aggravated damage on the character.

Lore of Radiance

Lore of Radiance retests with the Leadership ability.

Voice of Heaven

Make a Social Challenge against your target(s), up to a maximum range of 10 times your Faith score in yards. Success allows you to issue a single, non-harmful, command to all those affected. The demon's voice, when using this power, may clearly be heard by those affected regardless of any other noise in the area.

High-Torment – Monstrous demons use this evocation to mouth a furious stream of blasphemy and hatred that is so charged with power that it strikes the minds of mortals and thralls like a physical blow. Success on the Social challenge inflicts two levels of Bashing damage on the target(s).

Exalt

Spend a Social trait. For the remainder of the round, a number of targets equal to your Faith rating receive two bonus traits on a single challenge they are involved in.

High-Torment – The sneering tone of a monstrous Devil has the opposite effect on mortals. Instead of adding traits, each target loses two traits on one challenge that round.

Aura of Legend

Spend a Faith point and make a Social challenge against any number of mortals within line of sight and able to hear your voice. Each mortal defeated in this challenge instinctively defends the demon from attackers, and follows reasonable orders without question. Mortals remain loyal to the demon for the remainder of the scene. A person can only be the target of this power only once per scene.

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

Mark of the Celestials

Spend one Faith point and make a Social Challenge against the target. You must know your target's name (Celestial or True Name in the case of demons) and be able to touch him, which may require a physical challenge. She must then pronounce the nature of her mark so that the target can hear it (e.g., "Let every man give him shelter no matter where he travels") and spends any number of Mental traits. The effects of this mark last for one month. Anyone interacting with the demon must compare their Willpower to the number of Mental traits spent by the demon. If their Willpower is less, they will behave according to the mark. Demons and Thralls granted Immunity to Mind Control can act normally toward the subject.

High-Torment – Monstrous demons can create only marks that promise violence and misfortune for the bearer.

Revelation

Spend on Faith point and make a Mental challenge against your target. Success means you see the target for who he really is – his Nature, attitudes, and beliefs for the remainder of the scene. If questioned, the individual cannot lie or be directly deceitful; his answers are direct and straightforward, sparing no detail. By the same token, the individual himself must face the harsh, unyielding truth about his strengths, weaknesses, virtues and faults. At the end of the scene, the target must make a simple test, retesting with Conscience/Conviction as appropriate. If Successful, the target gains a temporary Willpower, if the challenge fails the target loses a temporary Willpower.

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

High-Torment – Monstrous Devils are not interested in revealing a mortal's personal virtue. They wish only to crush egos to render victims more malleable, or to stoke the fires of dark impulses. When a high-Torment demon performs this evocation, the effect exaggerates a subject's worst qualities, giving them greater emphasis than the rest of the individual's personality.

Qingu, the Visage of Radiance

The Visage of Radiance confers the following Basic Form powers

- *Wings* A pair of eagle's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per round.
- *Inhuman Allure* The character's voice and features are refined to inhuman perfection, adding the following bonus traits: Charismatic, Friendly, Persuasive, Gorgeous.
- *Radiant Aura* The character's body is wreathed in a corona of shifting, multicolored hues that distract and confuse her foes, forcing them to bid an additional trait in ranged attacks against the demon.
- *Sense the Hidden* The character is supernaturally adept at sensing mortals or demons who are attempting to hide from her. The demon gains a free retest against anyone attempting to use Stealth or a supernatural form of concealment within her line of sight.

Torment:

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

- *Voice of the Damned* The demon's voice seethes with inhuman hate and malice. The demon gains two bonus traits to Intimidation challenges.
- *Cast no Reflection* The demon's image does not appear in a mirror. Nor can it be captured in a photograph or by video camera.
- *Corrosive Spit* The demon's spit sears like acid. Biting attacks inflict aggravated damage, or the character can spit at a target up to ten feet away with a successful Physical challenge. The spittle inflicts one aggravated damage.
- *Horns* A pair of curved ram or bull's horns protrude from the character's forehead. If attacked in close combat, the character may make a free counter-attack against his foe that inflicts one aggravated damage. This can only be done once per round.

Scourge

Lore of Awakening

Lore of Awakening retests with the Medicine ability.

Find the Faithful

Make a Mental challenge against the Target. Success allows the Scourge to home in on the individual up to a number of miles away equal to her permanent Faith rating. Demons being actively sought in this manner can use their supernatural awareness to detect the search as a reflexive action. If a demon detects the search, he may avoid detection by spending a Willpower.

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

Cleanse

The Scourge must touch their target, which may require a Physical Challenge. Once contract has been established, the Scourge makes a static Physical Challenge against a difficulty set by the Storyteller. 6 is common for cleansing the body of substances such as alcohol, 7-8 for drugs like Heroin, 9-10 for truly monumental efforts such as cancerous tissue.

High-Torment – Monstrous Scourges use this evocation to *spread* sickness and corruption. Success on the Physical Challenge to touch the victim inflicts one level of bashing damage. The victim continues to take one bashing damage and lose one temporary Willpower for each day the sickness endures. The sickness cannot be cured by medical means and only runs its course after a number of days equal to the demon's Faith rating. This power cannot stack with itself.

Heal

You must touch the target to use this power, which may require a Physical challenge. For each Physical trait you expend after touching the target, they heal one level of Lethal damage, or all levels of Bashing damage. The Scourge can spend a Willpower per Aggravated wound they wish to heal as well.

High-Torment – Monstrous Scourges use this evocation to poison a victim's body. For each physical trait expended after contact (max of 3) the target loses two physical traits. If the target is reduced to zero physical traits, she falls into a coma and suffers one level of aggravated damage. The physical traits return at a rate of one per day.

Animate

The demon must spend a Faith point and touch the object to be animated. The object is not truly given life, but remains an extension of the Scourges will for the remainder of the scene. The Scourge may have animated a number of objects equal to her Faith score at any given time. The demon can control it from a distance as long as they can see it.

High-Torment – A monstrous Scourge is capable of animating an object as easily as her low-torment peers, but the objects she touches are filled with the taint of her anger and pain. Unless she controls them with an iron will, they lash out at the nearest living things they find, friend or foe. The demon must spend a Willpower for each animated object in order to maintain control of them for the scene.

Restore Life

Spend one Faith and make a static Physical challenge against a storyteller, the difficulty is determined by how long the body has been dead and how much damage it has suffered. If successful, the body is returned to life and fully healed, but unless the

Scourge is also able to furnish the body with a soul, the result is a mindless, living zombie that the demon can control. Disembodied fallen (or other beings capable of inhabiting foreign bodies) may possess these animated bodies with the Scourge's permission, or they can try to wrest control from the demon with a Mental Challenge. The effects of this evocation last for a single scene unless the demon spends a Willpower to make the restoration permanent. Your demon may only have a number of bodies equal to their Faith score restored at any given time.

High-Torment – A monstrous Scourge is capable of restoring like as easily as her low-torment peers, but the bodies she raises are filled with the taint of her anger and pain. Unless she controls them with an iron will, they lash out at the nearest living things they find, friend or foe. The demon must spend a Willpower (in addition to the Willpower to make them permanent, if she chooses to do so) to control the bodies for the scene. Note that although the bodies might be made permanent, the demon's control only lasts for one scene per Willpower spent. If the demon wishes to keep such bodies around long-term, some method of containing them must be devised.

Dagan, The Visage of Awakening

The Visage of Awakenings confers the following Basic Form powers.

- *Aura of Vitality* Living beings (plant or animal) within a number of yards equal to your character's Faith are infused with restorative energy. Individuals within this area heal any bashing or Lethal damage at the rate of one health level per turn.
- *Pass Without Trace* The demon gains two bonus traits to all Stealth challenges as her passage does not disturb the surrounding environment in any way. She leaves no footprints and disturbs no foliage.
- *Improved Physical Capabilities* The fallen gains the following Physical traits while in its Apocalyptic form: Wiry, Lithe, Steady.
- *Wings* A pair of owl's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per turn.

Torment:

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

- *Miasma* The demon's breath reeks of gangrenous rot that can have a debilitating effect on her foes in close quarters. The demon can affect victims within a number of feet equal to her Faith score. With a successful Physical challenge, the victim loses their next action. This power has no effect on creatures that do not need to breathe, such as vampires.
- *Extra Health Levels* The demon gains three extra Bruised Health levels.
- *Viscous Flesh* The diseased flesh of the Dagan sloughs away when pinned or trapped, leaving a could be assailant covered in rotting flesh. The demon gains two bonus traits when resisting or escaping a grapple.
- *Extra Limbs* The demon grows a second set of arms. Extra arms allow a character to make an additional attack each round.

Lore of the Firmament

Lore of the Firmament retests with the Awareness ability.

Remote Viewing

Make a Mental challenge against your thrall. For a number of rounds equal to your Willpower, you may see everything your thrall sees.

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

Scry

You must know your target's name, have a possession of theirs, or in the case of a location have spent some time within. Make a Mental challenge against the target, or against 7 traits for a location. Success allows you to see your target and their surroundings out to a distance of one yard per point of Faith you possess. This power lasts a number of turns equal to your Faith rating.

High-Torment – The weight of a monstrous demon's attention causes a severe headache in the subject, as well as feelings of mounting paranoia and aggression. Each turn that the subject is viewed, they must make a simple test. Failure causes them to take a Bashing damage and gain an Impatient mental trait. Locations will slowly begin to decay.

Mouth of the Damned

Make a Mental Challenge against your thrall to establish the link. You may speak through your thrall, the voice, expressions, and mannerisms are those of the demon. You may also control the thrall's actions for the duration. The thrall cannot use more traits than the demon has permanent Willpower on any challenge while this power is in effect. This power lasts for one round per point of permanent Faith the demon possesses.

High-Torment – Monstrous demons have few scruples about a thrall's faculties; an unfortunate mortal risks permanent brain damage when controlled. Each round the thrall makes a simple test with whatever attribute the demon is using (physical for combat or movement, social for speaking, mental otherwise), failure means the thrall's attribute is reduced by one *permanently*.

Touch from Afar

Spend one Faith point and make a Social challenge against the target, which must be within ten miles per point of Faith you possess. You may then use any evocation you possess that only requires line of sight on the target as if you were only a few feet away from them.

High-Torment – The searing focus of a monstrous demon's attention fills a subject with visions of horror and madness. When a high-torment demon uses this evocation, the target must make a simple test, failure causes them to acquire a temporary derangement of the storyteller's choosing.

Many Places at Once

Spend one Faith. This power functions identically to Mouth of the Damned, except that it can be used on a number of thralls equal to the demon's Faith simultaneously. The demon may use any of its Lores through one thrall per round.

High-Torment – Each of the thralls affected by this power suffer the same effects as if they were the subjects of Mouth of the Damned.

Anshar, the Visage of the Firmament

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

- *Enhanced Senses* The character's five senses are heightened to superhuman levels, the demon gains two bonus traits on all perception related challenges.
- *Wings* A pair of owl's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times their running speed per turn.
- *Enhanced Intuition* The character's uncanny insight grants two bonus traits on all Awareness and Intuition challenges.
- *Enhanced Dodge* The demon gains two traits on all Dodge challenges.

Torment

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

- *Cloak of Shadows* The demon is shrouded in a pall of darkness, making her features difficult to see in the best light and rendering her near invisible at night. The character gains two bonus traits on Stealth challenges when standing in shadows. Anyone attacking the Anshar must automatically retest any successful challenges due to the darkness.
- *Multiple Eyes* The demon gains four to six extra eyes, sprouting from her head and/or neck. These extra organs give the demon 360-degree vision and cannot be surprised.
- *Improved Initiative* The character adds two to her initiative.
- *Claws* The character manifests claws that inflict aggravated damage in Brawl attacks.

Lore of the Winds

Lore of the Winds uses the Survival ability for retests.

Summon Wind

Make a static Physical challenge against 7 traits. Success means you can control how the wind moves in the immediate area. This effect grants two bonus trait when defending against ranged attacks or four bonus traits when jumping. This power lasts one turn per point of permanent Faith you possess.

High-Torment – When a monstrous demon summons up a wind, it is tainted with the reek of a charnel house, stinking of death and decay. Victims in the area of the wind must make a simple test or forfeit their actions for one round due to nausea.

Fist of Air

Make a Physical challenge against your target, success inflicts one Bashing damage on the target and knocks them to the ground, causing them to lose their next action.

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

Command the Wind

Spend a Willpower to activate this evocation. Once activated, you have a trait pool equal to twice your rating in Lore of the Winds for manipulating any target within line of sight and a number of yards equal to your Faith rating. The attention required to finely manipulate objects at range requires the demon's full concentration, and thus they can take no other actions in any turn in which they do so. This evocation can also be used to allow the Scourge to fly at a rate of two steps per round. This evocation lasts for one scene.

High-Torment – This winds stirred by a monstrous demon become a foul miasma that chokes the lungs of anyone touched by them. Every living being within the range of the demon's evocation suffers one Bashing damage per turn. Filtration or breathing apparatus such as gas masks provide the only source of protection from this poisonous air.

Wall of Air

Spend one Faith point to summon a screen of whirling winds that stretches 10 feet per point of permanent Faith you possess. You can make the wall any size or shape within that limit and remains in place until the end of the scene or until you will it away. Characters may attempt to pass through the wall physically by making a Physical challenge against the demon's Mental traits. Failure indicates that they are picked up by

the roaring winds and thrown about, losing all their actions until the end of the next round when they are unceremoniously dumped back where they started.

High-Torment – Monstrous demons create walls of air that resemble weaves of writhing gray mist and sear the flesh like acid. Individuals who attempt to force their way through the barrier suffer two Lethal damage in addition to the above effects.

Cyclone

Spend one Faith and make a Physical challenge against all targets within one yard per Faith you possess. Within this radius, light objects are thrown about, doors are blown open, windows are shattered, etc. Each individual that you defeat in the challenge takes three Bashing damage from flying debris. The Storyteller may convert this damage to Lethal at their discretion, to represent a large number of sharp objects that might be about. The storm lasts so long as the demon maintains complete concentration, and moves no more than a walking pace.

Ranged attacks are impossible against those within the radius of a cyclone.

High-Torment – The hungry heart of a monstrous demon's storm sucks the very air from the lungs of the living to add to its strength. This storm automatically does Lethal damage, in addition, all living targets within the radius lose one Physical trait per round to suffocation. Make a simple test when invoking this power, on a loss, the Cyclone affects the demon using it as well.

Ellil, the Visage of the Winds

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

- *Supernatural Vision* The character can see five times as far as a normal human, allowing the Ellil to see objects at 50 yards as clearly as if they were 10 yards away as long as there is even a weak source of light (such as moonlight) present. The demon gains 2 traits on Perception challenges.
- *Wings* A pair of owl's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per turn.
- *Perfect Balance* Gain 2 traits on Athletics challenges.
- *Immune to Falling Damage* The character does not suffer damage of any kind incurred as the result of a fall, regardless of the height.

Torment

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

- *Claws* The demon's fingers and toes are tipped with thick, curved talons that inflict aggravated damage with Brawl attacks
- *Extra Actions* Faith points can be spent to gain extra actions in a turn at the rate of one point per action. These actions occur in order of descending initiative, so if the demon was normally acting on 7, and gains an extra action, her normal action would occur on 7 while the extra one occurs on 6. The player must decide to purchase extra actions at the beginning of a turn, before any other actions have been taken.
- *Quills* The demons shoulders and upper arms are covered with a ruff of sharp quills that pose a hazard to foes in close combat. An attacker that strikes the demon with Brawling attacks takes one level of Lethal damage.
- *Caustic Bile* The demon is capable of vomiting a stream of corrosive bile at her foes, able to strike targets up to a number of feet away equal to her Faith score. This Brawling attack causes one aggravated damage.

Malefactor

Lore of the Earth

Lore of the Earth uses the Survival ability for retests.

Earth Meld

The demon spends a full round sinking into the earth. Once entombed, it cannot be removed unless it wishes to leave that spot.

High-Torment – Monstrous demons can sink into the soil and move beneath the earth in any direction they wish. Each turn the demon must make a static Physical challenge against 6 traits, if successful, they can take their normal movement and remain beneath the ground. Failure causes them to be forced back to the surface.

Roil the Earth

Your character determines what she needs within the earth, and you must make a Physical challenge against a difficulty of the radius of yards (including depth) you wish this power to affect. If the object or material is within that radius, it is forced to the surface.

High-Torment – Monstrous demons can use this lore to create a kind of vortex that sucks objects below the surface. Make a Physical challenge against your target, success buries the target just beneath the earth, requiring the victim to win 3 Physical challenges against the demon's Torment score to free themselves. Victims that require breathing suffer the effects of Drowning until they are freed.

Mold Earth

Make a static Physical challenge against a difficulty determined by the storyteller, composite materials are considerably harder to mold than dirt. Success indicates that you can affect a number of square feet of the material equal to your Faith score. The affected material can be directed to assume any shape or form the demon desires within those parameters.

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

Earth Storm

Spend one Faith and one action concentrating as chunks of earth and rock are ripped from the ground to form a swirling cloud around the demon. The storm has 4 Health level of armor that can be used against incoming attacks. The storm itself is centered on the fallen, and it moves as she moves. If the Malefactor wishes, she can sacrifice one of the Health levels to hurl a fist-sized projectile of earth and stone at a target. Make a Physical challenge against your target, success inflicts 2 Lethal damage. This evocation lasts for one scene.

High-Torment – The barrage invoked by a monstrous demon is more akin to a sandstorm, flaying living beings alive and wearing inanimate objects away in moments. The high-Torment version of this evocation does not provide Health levels, but inflicts one Lethal damage per round on everyone within the demon's Faith rating in yards, except the demon herself.

Earthquake

Spend one Faith and one Willpower to activate this evocation. The demon must then spend a number of physical traits to determine the duration of the earthquake. For each trait expended at the moment of use, the earthquake persists for one round. The radius of the earthquake equals 10 times the demon's Faith rating in yards. All creatures

within that radius are down three traits on all challenges due to the shifting world around them. The exact effects of this power on the environment are best left up to the storyteller, but as a general rule comparing the demon's Faith score to the Richter Scale will determine the severity of the quake. For obvious reasons, the demon must be touching the ground for this power to take effect.

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

Kishar, the Visage of the Earth

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

- *Increased Size* The character's body grows to a third again its own height, adding the following Physical traits: Brawny, Stalwart, Quick, Rugged
- *Immune to Bashing Damage* The character is immune to attacks that inflict bashing damage alone.
- *Irresistible Force* The character may use "the bomb" in challenges involving strength. The character must declare their ability to use the bomb before each challenge is thrown.
- *Night Vision* The character can see in total darkness as though it were daylight. They take no penalties from darkness.

Torment:

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

- *Extra Limbs* The demon grows a second set of arms. Extra arms allow a character to take one extra action at the end of the round.
- *Gaping Maw* The demon's metabolism is like a blast furnace, capable of consuming virtually any material without harm. Metal, stone or flesh is chewed up and digested with ease. The character may now inflict aggravated damage after a successful grapple by biting their victim. The demon can also, given time, chew through almost any substance.
- *Spikes* The demon's body is covered in sharp, stony spikes, giving them the ability to inflict aggravated damage to Brawling attacks.
- *Ichor* A foul black ichor covers the demon's body, making him difficult to grab or restrain. The demon gains two bonus traits to resist or escape grapple.

Lore of Paths

Lore of Paths uses the Awareness ability for retests. With the exception of the first level, all powers of this lore take 10 minutes to use.

Find Path

Your character must set the criteria for the path she seeks, and makes a static Mental challenge set by the storyteller. Difficulties depend on the criteria, destination, and starting location. For example, if your character wants to find a path through a stretch of impenetrable forest or swamp, The difficulty might be 6. If she wants a path across an open field that allows her to move undetected, the difficulty might be 7-8. A path that leads her unharmed through a raging house fire, would be 9-10. If the challenge fails, the path cannot be found. This power only alerts the character to the existence of a path, it does not remove or negate obstacles along it. Note, this power does not create paths, but only allows the Fallen the ability to locate ones **if** they already exist.

High-Torment – Monstrous demons are able to seek paths just as their more human peers can, but the difficulty is increased by one-half the demon's torment. The

more murderous the demon is, the less she is prepared to perform a concentrated search.

Lay Path

The demon must determine the criteria for the path she wishes to lay, and the distance it is to cover, and then make a static Mental Challenge. The difficulty of the challenge increases according to the complexity of the path. A shortcut that reduces travel time between two points, allows the user to pass unobserved, and is wide enough to permit multiple people to walk it at once is very complex, and could have a difficulty as high as 12 or more. Paths created in this way persist for one day per point of Faith you possess. Though the player may make it permanent by expending a temporary Willpower. This power *will* remove obstacles along the path, presuming that the criteria of the path dictate such.

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

Conceal Path

Spend a temporary Willpower on the creation of any path you lay (or at the starting point of any path you have previously lain). This power adds your rating in Lore of Paths to the difficulty of any attempt by another to find the path. This evocation lasts for a day, though it can be made permanent with the expenditure of a permanent Willpower.

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

Close Path

Spend one Faith and make a static Physical challenge against the difficulty of finding the path in question. If successful, the path is closed. If travelers walk the path at the time, they are trapped within until the demon chooses to open it again. You can spend a temporary Willpower for your character to create a keyword that other demons (and thralls) can use to unlock and travel the path.

Paths closed with this power can be forced open by another demon. To do so, the demon must engage in a series of static Mental challenges against the Mental traits of the demon who closed the path. Once they have accumulated a number of successes equal to the closer's Willpower, the path is opened again. The demon may only make one such challenge every 10 minutes and requires uninterrupted concentration for the duration.

High-Torment – Monstrous demons do not close paths – they collapse them. Again, you must engage in a Static Physical challenge against the difficulty of finding the path in question. If successful, the path collapses and is destroyed. Anyone traveling the path at the time must engage in a static Physical challenge against the path as well. Success indicates that they exit the path at a random point along its length. Failure indicates that they are trapped between the physical and spiritual realms and begin to suffocate. The character may make one challenge each minute until they either exit the path or are killed. If the character dies, her body does not return to the physical realm.

Warp Path

Spend one Faith point and engage in a static Physical challenge against the

difficulty of finding the path, the storyteller should increase the difficulty further depending on the effect you desire to inflict upon the path. The Malefactor can alter a path so that it loops on itself, or perhaps even goes to a destination its creator never intended. The duration of the effect is a number of days equal to your Faith score, or it can be made permanent by expending a permanent Willpower.

High-Torment – Monstrous demons create warped paths that prey upon the minds of travelers, as well. In addition to any alterations made to the path itself, travelers crossing it must make a simple test upon reaching their destination. If the test fails, they gain a temporary derangement.

Antu, the Visage of Paths

The Visage of Paths confers the following Basic Form powers.

- *Dead Reckoning* You character is always aware of where she is in relation to known landmarks, no matter how far away those landmarks may be. Unless affected by spatially distorting evocations such as Warp Path, she can never lose her sense of direction.
- *Enhanced Perception* The demon gains two bonus traits on all perception challenges.
- *Improved Initiative* Add two to the demon's initiative.
- *Flashing Fingers* The character is capable of supernatural sleights of hand, seeming to conjure items out of thin air, only to make them vanish again with a flick of the wrist. She can draw an item from a pocket or conceal an item without detection. Observers must engage her in a perception challenge to notice such movements.

Torment:

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

- *Pass Without Trace* The character gains two bonus traits on all Stealth challenges, and her passage does not disturb the surrounding environment in any way.
- *Alter Size* The demon can alter her physical size in order to slip through narrow gaps or crawl into impossibly small spaces. She can reduce her size to as little as a third her original volume if desired. When reduced in this way, the character gains two traits in all Dodge challenges.
- *Mirage* Air warps around the demon, creating an optical illusion that misleads an opponent as to how far away the being really is. The character gains two bonus traits defending against ranged attacks, and one bonus trait against close-combat attacks. Demons may resist this effect like any other illusion.
- *Relentless* The demon can walk or run without need of rest, able to cover superhuman distances without pause. As long as she stays in motion, she is unaffected by fatigue or hunger.

Lore of the Forge

Lore of the Forge uses the Crafts ability for retests.

Enhance object

The demon must spend a Mental trait to gain an understanding of any object touched. Once understanding has been gained, the demon may use the object as though she had a passing familiarity with it (she does not need to spend a Willpower to engage in challenges for its use, though she still may not have an appropriate retest). If an object is damaged, the demon can repair it with a successful Repair challenge. If she wants to improve the way it works, she may spend an additional Mental trait to give anyone using it a bonus trait in its use (as if they had ability specialization relating to the required ability). This effect lasts for one scene, though the demon can make its effects

permanent by spending a temporary Willpower. Granting a bonus trait can only be applied once per object.

High-Torment – Objects repaired or enhanced by a monstrous demon are tainted by the demon's hatred, infusing them with a tendency to inflict misfortune and death. Each time such an object is used, make a simple test. On a loss the item is destroyed and has no effect. If the item is a weapon, it causes damage to the user.

Activate Object

Make a static Mental challenge with the difficulty determined by the complexity of the object. Causing a door to open might be difficulty 5, whereas making a pistol chamber a round and fire might be an 8. This evocation works only on objects that operate by simple, mechanical means. Hinges move, levers operate, but hammers don't pick themselves up and start banging away at nails. An elevator button could depress or a computer's power switch could turn on or off, but the inner workings of the computer's memory aren't affected. The character can affect a single object within a number of yards equal to their Faith.

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

Shape Object

Make a static Physical challenge, the difficulty is set by the storyteller and will depend on the complexity of the object you wish to create as well as the quality of the material used. For truly complex machines, such as combustion engines or computers, several tests may be required. Items created in this fashion are permanent. Depending on the complexity of the object, this power can take quite a while to use as the Malefactor must physically shape the material like clay.

High-Torment – Objects created by a monstrous demon are dangerous and unpredictable, equally capable of inflicting tragedy as they are of functioning as designed. Objects created in this manner have the negative traits Unpredictable and Clumsy.

Enchant Object

Creating an enchanted object is a laborious and expensive process, requiring substantial investments of time and energy. If the Malefactor wishes to modify an existing (as opposed to creating it herself) object, she is two traits down on the challenge. To enchant an item, the demon must first possess a lore path that evokes the investiture in question. For example, if the demon wants to create a magic mirror that shows an illusion of perfect beauty to whomever looks into its depths, she needs to possess at least one dot in the Lore of Light, the path governing illusions. More complex effects could conceivably require a combination of pertinent lore. If the demon wanted to create a mirror to sense a mortal's deepest desire and present an illusion depicting it, he would need some measure of the Lore of Light and the Lore of Humanity. The storyteller is the final arbiter on what lore is needed (and at what level) to create a particular object.

Enchanted items draw upon the wielder's inherent belief to perform their supernatural functions. Mortals (including thralls) must spend a Willpower to activate them, while demons need merely make a simple test. Alternatively, characters can attune an object to them and create a permanent link that keeps the item energized at all times. Attuning an item costs two points of permanent Willpower (in the case of mortals and thralls) or one point of permanent Faith (in the case of demons). Once attuned, the character can activate it at will.

If the demon possesses the required lores to create the item, make a series of static Physical challenges. Both the number of the challenges and their difficulty is determined by the storyteller and should reflect the complexity and power of the item, as

well as the quality of the materials used. A simple creation such as a knife that never loses its edge might be low difficulty and only require a single test, whereas the above mentioned magic mirror will be relatively difficult and require several tests. Once created, the Malefactor must spend a Willpower to complete the creation process (though the Malefactor will know whether or not the creation was successful before spending the Willpower). This evocation cannot be used on high-tech items such as computers or other electronic hardware.

High-Torment – Monstrous demons create cursed objects that consume the souls of their owners and wreak misery on those close to them. Mortals using such items lose a point of temporary Willpower each time the item is activated (in addition to the one required to activate it), while demons must immediately make a Conscience test or gain Torment.

Imbue Object

Your character must prepare a suitable vessel to hold the spirit in question. This vessel must be made of natural materials and be shaped by hand. If the Malefactor did not make the vessel herself, she is down two traits on imbuing it. With the vessel in hand, your character can use this evocation on any disinterred spirit (such as a demon stripped of its host body or a ghost) within a number of yards equal to her Faith rating. Spend one Faith and make a Physical challenge against the target's Mental traits. If successful, the spirit is bound into the vessel. Mortal souls bound this way cannot interact with the physical world. Demons, on the other hand, can still use their inherent powers and their lore paths, provided they have available Faith (any existing pacts with mortals remain in effect), and with a successful Mental Challenge, the Malefactor can force the trapped spirit to use its powers and he directs. The only way to free a soul thus bound is to destroy the vessel that contains it.

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

Mummu, the Visage of the Forge

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

- *Master Artisan* The demon traits all Crafts abilities they possess as if they were two levels higher when determining the quality of items they can create.
- *Increased Size* The character's body grows to a third again its own height, adding the following physical traits: Brawny, Stalwart, Quick, And Tireless
- *Thunderous Voice* The character's shout shatters glass and makes stone tremble. The demon must make a Physical challenge against all Individuals within a number of yards equal to the demon's Faith, those who fail suffer 4 Bashing damage. This ability may be used only once per scene.
- *Immune to Fire* The character is immune to damage from fire.

Torment

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

- *Blades* The fingers of the Mummu end in curved blades of razor-sharp iron, inflicting aggravated damage with Brawling attacks.
- *Extra Limbs* The demon grows a second set of arms. Extra arms confer one extra action at the end of the round.
- *Magnetic Field* The demon is surrounded by a magnetic field intense enough to disrupt electronic devices within a radius equal to the character's Faith in yards.
- *Iron Skin* The character's iron-like skin acts as armor, providing four armor Health levels.

Fiend

Lore of Patterns

Lore the Patterns uses the Enigmas ability for retests.

Sense Congruence

With a successful Mental Challenge against 7 traits, the Fiend gains a single bonus retest, usable on any challenge, to use for that scene. At Storyteller's discretion, the Fiend may also gain visions of *potential* future events.

High-Torment – Monstrous demons are only able to use the retest gained by this power on tests in combat.

Trace Pattern

Your character must be at the location where the event in question occurred to work this evocation. Make a static Mental challenge against the storyteller, difficulty is determined by the significance of the event and how long ago it took place. Success allows the demon to view the few minutes leading up to the event in question.

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

Foresee

Spend a Mental trait to activate this evocation. For the remainder of the scene, your character cannot be surprised. In addition, your character may act first in combat, superseding all other actions including those of other supernatural beings with powers of speed.

High-Torment – Monstrous demons are less interested in viewing the subtle shifts of patterns as they are in inflicting misery on their victims. Spend a Mental trait to activate this evocation. For the remainder of the round, you may spend a Mental trait to gain a retest on any attempt to dodge an incoming attack. This may be done any number of times per round (provided you have enough mental traits) but only once per challenge.

Causal Influence

Spend one Faith point and announce to the storyteller whether you are focusing on a specific person, place, or upcoming event. You will then make a static Mental challenge against the storyteller, the difficulty determined by the significance of events. The Fiend can view one day into the future per point of Willpower she possesses. She may also ask one question per point of Willpower while using this power.

The evocation fills the Fiend's mind with a torrent of images, showing the most likely fate of a specific person, place or event, barring any outside interference. The storyteller should describe the scene as if the demon were an outside observer. She isn't privy to the thoughts of the individuals involved, and she must decide the context and meaning of relationships and actions herself. As the player listens to the storyteller's description, however, she can ask specific questions about why a particular action happens the way it does. This can provide clues to the demon that she can then use to influence the situation.

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

For obvious reasons, this power is open to abuse. Please be kind to your storyteller and fellow players while using it.

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

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

Twist Time

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

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

If the demon spends a Willpower in lieu of traits when activating Twist Time, they can instead completely stop time outside the bubble, thus all actions within it seemingly take place within an instant.

High-Torment – Monstrous demons use this evocation to hurl unsuspecting victims out of phase with the time stream. To the victim, the experience is instantaneous and horrifying, a momentary brush with the void between realms that leaves terrible scars on a person's sanity. The evocation affects every individual within a number of yards equal to the character's Faith score. You must make a Mental challenge against all who are within this radius. Those who fail are knocked out of the time stream and must make a simple test for every round that this power lasts. On a loss, they lose a temporary Willpower. If they are reduced to zero Willpower by this evocation, they gain a permanent derangement. For the duration of this power, the victims simply cease to exist.

Ninsun, the Visage of Patterns

The Visage of Patterns confers the following Basic Form powers.

- *Wings* A pair of swan's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per turn.
- *Improved Initiative* The character adds two to her initiative.
- *Enhanced Intuition* The character's uncanny insight grants two bonus traits on all Enigmas challenges.
- *Enhanced Mental Acuity* The character receives the following bonus traits: Knowledgeable, Wily, Alert, And Observant

Torment

The Visage of Patterns confers the following High Torment powers.

- *Aura of Misfortune* Any individuals caught within a distance in yards equal to the demon's Torment must bid an extra trait on all challenges.
- *Extra Actions* Faith points can be spent to gain extra actions in a turn at the rate of one point per action. These actions occur in order of descending initiative, so if the Ninsun acts on initiative 7 normally and gains an extra action, its normal action would still occur at 7, and its extra action would occur at 6. The player must decide to purchase extra actions at the beginning of the round before any other actions have been taken.
- *Extra Limbs* The demon grows a second set of arms. These extra arms grant the character a bonus action at the end of the round.
- *Sibilant Whispers* The character gains two bonus traits on all Subterfuge challenges.

Lore of Portals

The Lore of Portals uses the Occult ability for retests.

Open/Close Portals

Make a Static Mental Challenge against a number of traits determined by the complexity of the lock on the portal. A simple window would only be 4 traits, whereas something like a prison cell door might be 8. Once the Fallen has succeeded, the portal opens, closes, locks or unlocks as the character wills.

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

Create Ward

The character must be inside the area she wishes to seal with this evocation. By spending a Mental trait, the Fiend wards an area against anyone and everyone outside for a single scene. Clouds of fog obscure entryways and window, and they become solid if anyone attempt to pass through them on any plane of existence. All forms of divination and scrying on the area fail automatically, though Invocations of Fallen within are still possible. Any attempts to overpower the ward must win a static challenge against twice the Fiend's permanent Willpower.

High-Torment – Monstrous demons are capable of creating wards, but their energies do not restrict invaders so much as they inflict pain on those who attempt to enter a protected space. When an intruder crosses a warded portal, he suffers half the demon's Willpower (rounded down) in Bashing damage.

Teleport

Make a static Mental challenge against the storyteller, the difficulty is determined by how familiar your character is with the area to teleport to as well as the distance to be traveled. The demon must have visited her destination at least once before to be able to travel there with this evocation, and there must be a portal there identical to the type she enters. If she steps through a doorway, there must be a doorway at her destination. The Fiend can travel up to 100 miles for each point of Faith she has.

High-Torment – Monstrous demons performing this evocation are severely hampered by their lack of focus. If this evocation is successful, the Fiend must make a Mental challenge against their own Torment, failure transports them to a random (but familiar) location as determined by the storyteller.

Co-Locate

Spend one Faith and make a static Mental challenge against a difficulty determined by the storyteller, again based on familiarity and distance. Success connects the door this evocation is used upon to the location desired. The doorway remains open for one round per Willpower the demon possesses (though the demon may end this power at the end of any round before then), allowing others to follow her through the portal. This power otherwise has the same qualifications and restrictions as Teleport.

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

Doorway into Darkness

Spend one Faith point and make a static Physical challenge against the local Gauntlet. This evocation forms a portal which becomes the threshold between realms, and the opening remains for only one turn. Individuals who pass bodily through find themselves in a bleak, desolate mirror image of the physical world, one wracked by howling winds that wear away at living minds. This realm lies between the mortal world and the Umbra, and is influenced by events in both, though it is home to no native entities itself.

Mortals who cross over into this between-space lose one Willpower point for each turn they are there. Once their Willpower is gone, they gain a temporary derangement and suffer one level of Bashing damage per turn. Demons can remain in this shadowy realm for a number of turns equal to their Faith score without ill effects. After that point, they begin to suffer bashing damage as well. This evocation must be performed again to open a doorway that allows the Fiend or another to return to the physical realm.

Theoretically, a demon could instead step from this shadowy world into any other realm they desired, from the Near Umbra to the Far Horizon so long as they had knowledge of them. Though most demons are extremely reluctant to enter worlds they do not remember creating.

High-Torment – When a monstrous demon opens a portal to the shadow lands, she risks losing focus and allowing some of the energies from beyond to slip into the physical realm. If the evocation succeeds, make a Mental challenge against your own Torment. Failure indicates that the winds of the cosmic storm seep through, causing all mortals in the immediate area to make a Courage test. If they fail, they must flee in terror.

Nedu, the Visage of Portals

The Visage of Portals confers the following Basic Form powers.

- *Pass Without Trace* The character gains two bonus traits on all Stealth challenges, as her passage does not disturb the surrounding environment in any way.
- *Enhanced Perception* The character gains two bonus traits on all perception challenges.
- *Increased Awareness* The fallen is especially attuned to the fabric of reality, granting two bonus traits on Awareness challenges.
- *Wings* A pair of swan's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per turn.

Torment

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

- *Cloak of Shadows* The demon is shrouded in a pall of darkness, making her features difficult to see in the best of light and rendering her near invisible at

night. The character gains two bonus traits on Stealth challenges whenever the demon moves in darkness or stands in a pool of shadows. If the character is attacked, their attacker is treated as being blind.

- *Improved Initiative* Add two to the character's initiative.
- *Enhanced Dodge* Gain two bonus traits on Dodge challenges.
- *Casts no Reflection* The demon's image does not appear in a mirror, nor can it be captured in a photograph or by video camera.

Lore of Light

The Lore of Light uses the Science ability for retests.

Light

Make a Simple Test to illuminate an area of one cubic yard equal per permanent Mental trait you possess. The light persists for one round per point of Faith possessed. When used tactically, the intense flashes of light can be focused in a single direction. Any individuals, friend or foe, who look in that direction at the time of the flash must defeat you in a Physical challenge against your Mental traits or take a Bashing damage and be blinded for a number of turns equal to your Faith. Flashes of light appear only for one turn.

High-Torment – Monstrous demons fill their surroundings with inky, suffocating darkness, affecting an area as above. They can move unhindered through this darkness. Other individuals within the area of effect are effectively blind.

Bend Light

Spend a Willpower to activate this power. For the remainder of the scene, you gain four bonus traits on Stealth challenges as well as defending against ranged attacks.

High-Torment – Monstrous demons do not bend light so much as they distort it into crazed, eye-straining patterns. The demon gains four bonus traits against ranged attacks, but no other effects.

Phantasm

Make a Social challenge against anyone watching the illusion you wish to create. Success indicates that they believe the illusion. Once created, you may have the illusion to act in any way desired. Once the actions are set, they will run in a loop, causing the image(s) to perform the same action repeatedly for a number of days equal to the demon's Faith rating. This power is subject to demonic Resistance to Illusion.

High-Torment – A monstrous demon's phantasms, no matter how simple or apparently benign they are, remain subtly disturbing, even on a subconscious level. Each individual watching must make a Courage check or flee the area.

Illusion

Spend one Faith point and make a Social challenge against all who would be viewing the illusion. Success indicates that they believe the image is real until they have a reason to disbelieve (such as touching it). Illusions created in this way cannot speak and the Fiend must maintain a line of sight with a creation at all times or the illusion disappears, however they can be altered on the fly and can take nearly any action that does not cause them to interact with their surroundings. Such illusions have a number of traits equal to the Fiend's Mental traits for their actions (leaping, dodging, etc) A Fiend can maintain up to one illusion per point of Faith they possess. The effects of this evocation last for a single scene. This power is subject to demonic Resistance to Illusion.

High-Torment – A monstrous demon's illusions are overtly unsettling, reflecting the demon's inner corruption in subtle but frightening ways. Those believing the illusion must make a Courage check or flee the scene.

Coherent Light

Spend one Faith point and make a Social challenge against all who you wish to be affected by the illusion. Illusions created in this way cannot speak, and the Fiend must maintain a line of sight with the image at all times, but they can interact with the physical world as if solid. The construct has a number of physical traits equal to the demon's permanent Faith score where applicable, but has no ability to retest. If the construct suffers one Health level of damage, the image vanishes. A Fiend can maintain a number of illusions equal to her Faith rating at any one time. The effects of this evocation last for a number of rounds equal to the demon's Faith rating, though they may be made permanent by spending a temporary Willpower.

High-Torment – The constructs fashioned by a monstrous demon are shaped in part by her hatred and despair, and unless controlled carefully, the illusions act of their own accord, lashing out destructively at their surroundings. The demon must spend each round doing no other action than concentrating in order to keep them in line. Should they break free, the illusions attack the nearest living being using the Fiend's Social traits in all challenges.

Shamash, the Visage of Light

The Visage of Light confers the following Basic Form powers.

- *Enhanced Mental Acuity* The character receives the following bonus Mental traits: Knowledgeable, Analytical, Wily, And Alert.
- *Night Sight* The character can see clearly in utter darkness.
- *Chimerical Aura* The demon gains two bonus traits when Dodging. Other demons and thralls with the capability are able to resist this effect thanks to their inherent powers.
- *Unearthly Glamour* The character gains two bonus traits on all Social Challenges. Other demons and thralls with the capability are able to resist the effects of this as well.

Torment

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

- *Hypnotic Visions* The aura of light and shadow surrounding the demon distracts and disquiets the mind of her foe. Anyone wishing to attack to demon must make a Mental challenge against her Torment or do nothing that round. Other demons and thralls with the capability may resist this effect as well.
- *Dread Mien* The demon gains two bonus traits on all Leadership and Intimidation challenges.
- *Chimerical Attack* The swirling illusions surrounding the demon attack other already engaged in close combat with the fallen. The chimerical figures act on the demon's initiative and attack a single opponent in close combat. Use the demon's Torment as traits for the attack, which inflicts one aggravated wound if it hits.
- *Cast No Reflection* The demon's image does not appear in a mirror, nor can it be captured in a photograph or by a video camera.

Defiler

Lore of Longing

The Lore of Longing uses the Empathy ability for retests.

Read Emotion

This evocation works on only one mortal at a time. The demon gains a bonus retest on all Social Challenges against the target for the remainder of the scene. The demon may change targets, but doing so requires a full round's concentration.

High-Torment – Monstrous demons are more adept at drawing out a victim's dark nature and fueling it in the process. The subject comes away from an exchange entertaining thoughts she hadn't dared contemplate before. You must win a Social Challenge against the target for this power to succeed. If you win, the target is driven to act on her darkest desires (making her boss pay for all those years of verbal abuse, for example, or entertaining the affair with a co-worker she's resisted for so long). The effect lasts for a number of days equal to the Defiler's Faith rating.

Empathic Response

Make a Social challenge against your target, success means the mortal reacts to your character with complete trust, obeying any reasonable request your character makes. This evocation can be directed at only a single individual at a time. The effects last for the duration of the scene or until the demon turns its attention to a new victim.

High-Torment – Monstrous demons use this evocation to inspire fear instead of affection. The mold their behavior to speak to a victim's worst fears, becoming the type of person that the mortal will dread most. If you are successful in a Social challenge against the target, the mortal is completely intimidated by your character. She takes no action against you, and leaves the area if at all possible. Further Intimidation challenges are two traits up against that target for the remainder of the scene.

Manipulate Senses

The Defiler must be able to touch her target (which may require a Physical challenge). The target gains a free retest on all Perception Challenges for the duration of the power, but must bid two extra trait on all challenges once they have taken any form of Health level damage. Demons can resist this power by expending a temporary Willpower. This evocation lasts for a number of rounds equal to the demon's Faith rating.

After the effects have worn off, the target must make a static Mental challenge against 4 traits, failure means they are forced to retest any successful Perception Challenges for the remainder of the scene.

High-Torment – Monstrous demons use this evocation to inflict searing agony or to warp the awareness of their victims. Targets of this power must always retest successful Perception Challenges.

Obsession

To enact this evocation, the demon must first know one of her victim's long-held interests or desires and be within a number of yards of the subject equal to her Faith rating. Spend one Faith and make a Social challenge against the target. Success indicates that the target's desire becomes a source of obsession. He knows no peace unless he takes reasonable steps to make his desire a reality. He may spend Willpower to undertake actions that run counter to this ideal for a scene, but he is not able to eat or sleep until his desire is fulfilled. This evocation lasts for a number of days equal to the Defiler's Faith rating, or until the mortal succeeds in sating his obsession, whichever comes first.

High-Torment – Monstrous demons use this evocation to make a victim psychotically obsessive, removing all inhibitions and exaggerating the victim's need to the point of physical pain. The victim does *anything* within his power to fulfill his desire, no matter how destructive or dangerous it is. Failing to do so causes the target to lose one Mental trait per day until they make a constructive effort toward their goal.

Inspire

Spend one Faith and a number of Social or Mental traits (max of 5). For each

trait you expend, the target of this evocation gains a trait of the appropriate category which can go beyond their maximum. These bonus traits last for a number of days equal to the Defiler's Faith rating. When the effect wears off, the mortal must make a static Mental challenge against 5 traits or lose a permanent Willpower.

High-Torment – Monstrous demons use this evocation in a similar fashion, but they push the victim over the edge from genius to madness, creating talented but dangerous lunatics. The high-Torment effects of this evocation give the target a temporary derangement in addition to the bonus traits. If the target fails the static Mental challenge at the end of the duration, they lose the permanent Willpower and the derangement becomes permanent.

Ishhara, the Visage of Longing

The Visage of Longing confers the following Basic Form powers.

- *Enhanced Social Traits* The character's physical appearance, poise and grace leave humans in stupefied awe. The demon gains the following bonus traits: Charismatic, Genial, Persuasive, Gorgeous, and Alluring
- *Lyrical Voice* The demon gains two bonus traits on all Leadership and Subterfuge challenges.
- *Enhanced Senses* The character's five senses are heightened to superhuman levels, granting two bonus traits on perception challenges.
- *Enhanced Intuition* The character's uncanny insight grants two bonus traits on Awareness challenges.

Torment

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

- *Claws* The demon manifests claws that deal aggravated damage with Brawling attacks
- *Venom* The claws and saliva of the Ishhara are poisonous. Targets exposed to the venom lose a physical trait on contact.
- *Extra Limbs* The demon grows a second set of arms or a set of tentacles, at the player's discretion. Extra limbs grant the character an extra action at the end of the round.
- *Cast No Reflection* The demon's image does not appear in a mirror, nor can it be captured in a photograph or by video camera.

Lore of Storms

The Lore of Storms uses the Science ability for retests.

Summon Water

Make a static Physical challenge against a storyteller, difficulty is determined by the effect you wish to create, how much water is required, and the quality of the source of water (A toilet will be more difficult than a lake for large quantities). Success indicates that the demon has managed to summon the desired amount of water and its flow remains somewhat under their influence. The effects are up to the storyteller. The effects of this evocation continue for a number of rounds equal to the character's Faith rating.

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

Water Form

Spend a turn in concentration to enter Water Form. Once transformed, the character leaves her clothes and possessions behind. She can travel anywhere water or air can reach while in water or mist form, and she is immune to any physical damage. The Defiler can remain in this form for a number of rounds equal to their Faith rating.

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

Manipulate Weather

The demon must make a static Mental challenge against a storyteller, the difficulty is determined by the severity of the weather she wishes to affect. The demon must also bid a number of extra traits depending on the severity of the weather. Affecting a minor rainstorm would require one, two for a thunderstorm. Major storms require three extra traits, and truly powerful phenomena such as tornadoes or hurricanes require four or more. Alternatively, the Defiler can alter the temperature in her area by 5 degrees per trait bid (max of five traits). This evocation affects an area with a radius in miles equal to the demon's Faith rating. Note that all weather affected must be present, this power cannot spontaneously create new weather effects.

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

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

Command the Storm

Spend one Faith and make a static Mental challenge against the storyteller. The difficulty and number of traits that must be bid are as Manipulate Weather, though they are also affected by the location you wish to call the weather to. Calling up a rainstorm near the ocean would be lower difficulty than calling one in the Arizona desert. This evocation affects an area with a radius in miles equal to the demon's Faith rating. Once summoned, the weather effect runs its natural course unless affected by additional evocations.

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

Invoke the Storm

Spend one Faith and make a static Physical challenge against the storyteller. The difficulty is determined by the location you are summoning the storm to. Conjuring a storm outside, with rain clouds overhead is considerably easier than conjuring one in an air-conditioned office. The storm has a number of traits equal to the demon's Willpower, that can be used to fire one lightning bolt per round at a target within the radius. The lightning inflicts a number of Lethal damage equal to the demon's Conviction. The storm affects an area with a radius in yards equal to the demon's Faith rating and lasts for an equal number of rounds, though if summoned under conditions in which it could normally exist, the storm may persist on its own once called (though the Demon loses the ability to call lightning after the normal duration).

High-Torment – Monstrous Defilers raise storms that lash out indiscriminately at any living being caught in the area, punishing them with fierce winds and lightning. The storm has a number of traits equal to the demon's Torment rating, and attacks all targets within its radius (excluding the Defiler herself) with lightning as described above.

Furthermore, the buffeting winds for all within the storm (including the Defiler) to bid two extra traits on all actions.

Adad, the Visage of Storms

The Visage of Storms confers the following Basic Form powers.

- *Weather Sense* The character can always intuitively sense changes in the weather up to a distance of 10 miles per point of Faith rating.
- *Immune to Electricity* The character is immune to damage inflicted by electricity.
- *Improved Initiative* Add two to the character's initiative.
- *Shocking Touch* The character's touch inflicts one-half her Faith rating in Bashing damage (round down). This special ability may be used once per scene.

Torment

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

- *Teeth* The demon manifests fangs that inflict aggravated damage with a bite attack after a successful grapple.
- *Spines* A long ruff of spines runs down the demon's back and along the backs of her arms. This grants the demon one bonus damage on all Brawling attacks.
- *Shark hide* The demon's shark-like skin acts as armor, providing four armor Health levels.
- *Ink Cloud* The demon can expel a cloud of indigo ink that hangs in the air and blinds her foes. Individuals within a number of feet equal to the demon's Torment are blinded for an equal number of turns unless they succeed on a Simple Test.

Lore of Transfiguration

The Lore of Transfiguration uses the Performance ability for retests.

Mimic

This evocation requires the Defiler to have spent at least an hour in close company with the individual she seeks to mimic. Make a Social challenge against your target's Mental traits. Success indicates that the target believes you are the person you are attempting to mimic. The effects of this evocation last for a number of rounds equal to your Faith rating. There is no illusion at work here – your character's body actually changes – so other demons may be fooled with this power.

High-Torment – Monstrous demons can mimic the voice and mannerisms of others, but their Torment invariably bleeds through the disguise and unsettles any witnesses, inspiring feelings of discomfort and paranoia. Make a challenge against the target using your Torment against their Social traits, success on your part causes them to flee the demon's presence.

Alter Appearance

Make a Social challenge against the target's Physical traits. Success means the changes have taken effect. They will persist for a number of rounds equal to the demon's Faith rating, though you can spend a temporary Willpower to make them permanent. Your character must touch the target to enact this evocation. There is no illusion here – your character's body or that of another actually changes – so other demons may be fooled with this power.

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

challenges while the deformity exists.

Alter Shape

Make a Social challenge against your own Physical traits, if you succeed you must expend a number of Social traits equal to the number of features you wish to alter (Height, weight, width, etc.). Alterations persist for a number of rounds equal to your Faith rating, though they can be made permanent by expending a temporary Willpower. There is no illusion at work here – your character's body actually changes – so other demons may be fooled with this power.

High-Torment – Monstrous demons are capable of performing the same evocation, but the potential exists for deformities to warp their appearance. When your character performs this evocation successfully, make a Mental challenge against your own Torment. Failure causes you to lose a permanent Physical trait and have your maximum Physical traits reduced by one, for the duration of the alteration.

Doppelganger

Spend one Faith and make a Social challenge against your target's Mental traits. If you succeed, your character assumes the physical form, voice and mannerisms of a person whom the victim expects to see within the context of the scene. If you wish, your demon can dig deeper into the victim's memories and assume the form of a specific individual for whom the victim has strong feelings, but doing so grants them 2 bonus traits on the challenge. If your character attempts to perform this on a group of individuals, taking the form of someone they would all expect to see, they each gain two bonus traits to resist. The effects of this evocation last one scene. There is no illusion here – your character's body actually changes – so other demons may be fooled with this power.

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

Shapechange

Spend one Faith and touch your target (which may require a Physical challenge). Once contact has been established, make a Mental challenge against the target's Physical traits. If you succeed, you can alter their appearance to whatever you wish. If you want to alter their appearance to meet your own desires (as opposed to a willing subjects) they gain a bonus trait to resist. You may then add or subtract Appearance related traits to the subject (though they may never possess more than five) by expending an equal number of Social traits to enact the change. You may also assign negative Appearance related traits to the target if you wish by expending your own Social traits. You may also, with storyteller permission, alter the target's form in any other means permitted by the vampiric powers of Vicissitude Fleshcraft and Bonecraft. This power may not allow the target to exceed the maximum traits. The effects of this evocation last for a number of rounds equal to the demon's Faith, though they can be made permanent by expending a temporary Willpower. There is no illusion at work here – the subject's body actually changes – so other demons may be fooled with this power.

High-Torment – Monstrous demons must exercise careful control when performing this evocation, or they risk creating a reflection of their Torment instead. If the evocation is performed successfully, the demon must make a Mental challenge against its own Torment. If the test fails, the subject assumes the form of a hideous monster. Mortals who witness this nightmarish figure must make a Courage check or flee in terror.

Mammetum, the Visage of Transfiguration

The Visage of Transfiguration confers the following Basic Form powers.

- *Enhanced Empathy* The character gains two bonus traits on all Empathy challenges
- *Casts No Reflection* The demon's image does not appear in a mirror, nor can it be captured in a photograph or by video camera.
- *Pass Without Trace* The character gains two bonus traits on all Stealth challenges, and her passage does not disturb the surrounding environment in any way.
- *Improved Dexterity* The character gains the bonus traits Lithe and Graceful

Torment

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

- *Claws/Teeth* The character manifests claws and fangs that allow them to deal aggravated damage with Brawling attacks
- *Improved Initiative* Add two to the character's initiative
- *Venom* The demon's claws and teeth are coated with venom. Every time the Defiler deals damage in combat, the target loses a Physical trait.
- *Extra Actions* Faith points can be spent to gain extra actions in a turn at the rate of one point per action. These actions occur in order of descending initiative, so if the Ninsun acts on initiative 7 normally and gains an extra action, its normal action would still occur at 7, and its extra action would occur at 6. The player must decide to purchase extra actions at the beginning of the round before any other actions have been taken.

Devourer

Lore of the Beast

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

Summon Animals

Make a static Social challenge against the storyteller to detect animals within a mile per point of Faith the Fallen has. Once detected, the Devourer can spend one Social trait per animal of a particular type she wishes to summon. If the Devourer instead wishes to summon a swarm of insects or vermin, the swarm covers one square yard per Social trait expended. These animals flock to the Devourer's side as quickly as possible and circle her protectively, attacking anyone who threatens. The effects of this evocation last for a single scene or until the Devourer frees the animals.

High-Torment – Monstrous demons can summon only carnivorous animals, their Torment driving the creatures into a murderous frenzy. The demon must spend a Mental trait each round to maintain control of the summoned creatures. Failure to do so causes the animals to turn on the nearest living beings, including the Devourer herself.

Command Animals

Make a Social challenge against the animal(s) in question, which must be in the demon's presence for this power to take effect. Success increases the intelligence of the animals slightly, granting them Cunning x2, for the duration and places a command directly into the animals' mind. The Devourer does not need to speak to use this power, the effects of which last for a single day.

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

Possess Animals

Spend a Willpower and make a Social challenge against all the animals you wish to master, which must be in your presence at the time this evocation is used. If the number of animals is greater than your Willpower, your body collapses into a comatose state for the duration of this evocation. Otherwise she can move and act with a two traits penalty on all challenges. Your character can control the animals up to a number of miles equal to her Faith rating. This evocation lasts for a number of turns equal to your character's Faith rating.

High-Torment – Monstrous demons can possess only carnivores, and Devourers must exercise iron will to avoid losing themselves to the feral nature of their hosts. Make a static Mental challenge against 5 traits each round, if you fail your demon succumbs to the animals' instincts. Her mind is completely subsumed into their will, and control of your character passes to the storyteller until the evocation expires.

Animal Form

Spend one Faith and two Mental traits to enact this evocation. Transformation takes a single round. The effects of your animal form are up to the storyteller, and will likely vary from form to form. The effects of this evocation last for a single scene, unless ended prematurely. The animal may be an extinct form at storyteller's discretion, but must be large enough to be easily visible to the naked eye and cannot be more than 10 times the fallen host's body weight.

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

Create Chimera

Spend one Faith and make a Mental challenge against the animal's physical traits. If you succeed, spend one Physical trait per trait you wish to add to the animal or feature you wish to alter. The laws of physics and conservation of mass do not apply, so if the Devourer wants to make a winged tiger, she can. Too much change too fast can put a tremendous strain on the animal's body and psyche, though. Total up the number of trait points and alterations made and make a challenge against your character's Willpower. If you succeed, the animal comes through the process unharmed. If the challenge fails, the animal becomes dangerously unstable. The storyteller determines the specifics of the animal's altered behavior, and in the interests of creating tension can make the Willpower challenge on your behalf, keeping the results secret until the animal's true nature manifests. The effects of this evocation last for a number of days equal to your Faith score, or can be made permanent by the expenditure of a temporary Willpower.

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

Zaltu, the Visage of the Beast

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

- *Increased Size* The character's body grows a third again its own height, adding the following physical traits: Brawny, Ferocious, Quick, Nimble, and Rugged
- *Enhanced Senses* The character's five senses are heightened to superhuman levels, granting two bonus traits on all perception challenges.
- *Claws/Teeth* The character manifests claws and fangs that deal aggravated damage with Brawling attacks.
- *Extra Actions* Faith points can be spent to gain extra actions in a turn at the rate of one point per action. These actions occur in order of descending initiative, so

if the Ninsun acts on initiative 7 normally and gains an extra action, its normal action would still occur at 7, and its extra action would occur at 6. The player must decide to purchase extra actions at the beginning of the round before any other actions have been taken.

Torment

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

- *Thick Hide* The character's iron-like skin provides four Health levels of armor.
- *Gaping Maw* The demon can chew and digest anything it can get its teeth on. Metal, stone or flesh can all be ground up and digested with ease. The character gains two bonus traits on bite attacks after a successful grapple challenge, and can chew through any substance given enough time.
- *Extra Limbs* The demon grows a second set of arms or a prehensile tail, at the player's discretion. These extra appendages grant one extra action at the end of the round.
- *Chameleon Skin* The demon's skin allows it to blend with its surroundings. The demon gains two bonus traits on all Stealth challenges.

Lore of the Wild

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

Wilderness Sense

Make a static Mental challenge against the storyteller, with the difficulty determined by the population of the area and the availability of local wildlife. Success grants your character a detailed mental map of her surroundings to which she can refer as needed, along with the approximate locations of nearby animals and people. The Devourer can gain insight into a given area within a radius of yards equal to her Faith rating x5. The effects of this evocation last for a single scene.

High-Torment – Monstrous demons who perform this evocation transmit their murderous nature to the surrounding area, causing the flora and fauna to react inimically to human trespassers. Any animals in the area react aggressively to trespassers, attacking them if they are able.

Quicken Growth

Make a static Physical challenge against the storyteller, with the difficulty determined by the plant used as well as how hard it is to grow in a particular environment. Success allows the demon to increase the plant's size up to one square yard per point of Faith. Objects caught within the growth radius are swallowed up, and the plant has a number of physical traits equal to the demon's Faith for the purpose of grappling individuals within its new area.

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

Command the Wild

This power is identical to Quicken Growth, except that it can be used simultaneously on one plant per point of Faith the demon possesses.

High-Torment – In addition to directing their growth, monstrous demons cause the affected plants to become inimical to flesh and blood, sprouting needle-like thorns and poisonous sap. The exact manifestations are determined by the storyteller, but anyone moving through the affected area is in danger of taking damage from these circumstances.

Possess Plant

Spend one Faith and make a Mental Challenge against twice the number of plants you wish to possess, the quantity of which may not exceed your Willpower. The plants must remain rooted in place, but they can perform any other action within the limits of their physical composition and size. A rose bush could entangle a victim, or ivy can pull apart the wall to which it's anchored. The effects of this evocation last for a single scene. The plants have a number of physical traits equal to the demon's Willpower, and they deal Bashing damage.

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

Mutate Plant

Spend one Faith and a number of Mental traits for each characteristic you wish to alter. Alterations include, but are not limited to, increased metabolism (heightened speed of growth), thick bark or skin and thorns. The effects of this evocation persist for a number of days equal to your Faith rating, though they can be made permanent by spending a temporary Willpower.

High-Torment – Monstrous demons who use this evocation create plant life with a taste for blood. Make a Mental challenge against your own Torment when using this power (after expenditures have been made). If the test fails, the plant's metabolism mutates spontaneously, developing natural weapons that allow it to kill and feed on living beings – including the demon herself.

Ninurta, the Visage of the Wild

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

- *Enhanced Senses* The character's five senses are heightened to superhuman levels, granting two bonus traits on all perception challenges.
- *Chameleon Skin* The demon's skin allows it to blend with its surroundings, Granting two bonus traits on Stealth challenges.
- *Pass Without Trace* The character gains two additional bonus traits on Stealth challenges, and her passage does not disturb the surrounding environment in any way.
- *Extra Health Levels* The character's vitality provides three extra Bruised Health levels.

Torment

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

- *Thorns* The demon's shoulders, chest and arms are covered with needle-sharp, black thorns that inflict one aggravated damage to any opponent who makes a successful Brawling attack against the demon.
- *Increased Size* The character's body grows to a third again its own height, adding the following bonus traits: Brawny, Quick, Nimble, and Steady
- *Extra Limbs* The demon grows a prehensile tail. This grants the demon one extra action at the end of the round.
- *Venom* The demon's saliva contains an intoxication form of venom that affects a victim's will. Anyone the demon bites loses a temporary Willpower.

Lore of the Flesh

The Lore of the Flesh uses the Medicine ability for retests

Body Control

The demon must be able to touch her target to use this power, which may require a Physical challenge. Once contact has been established, the demon must make a Mental challenge against a storyteller, with the difficulty depending on the severity of the poison or metabolic change. Curing inebriation might be 6 traits, whereas removing deadly substances would be far more.

High-Torment – Monstrous demons use a brute-force approach when performing this evocation, putting a terrible strain on a subject. Subjects of this evocation suffer two Bashing damage.

Manipulate Nerves

You must be able to touch your target for this evocation, which may require a Physical challenge. Once contact has been established, make a Mental challenge against the target's Physical traits, success grants the subject a two-trait bonus on the affected area (physical or mental), or can cause penalties as if the subject was Bruised. The effects of this evocation last for a single scene, and take effect even if the target could normally ignore wound penalties.

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

Manipulate Flesh

You must be able to touch your target for this evocation, which may require a physical challenge. Once contact has been established, spend a number of physical traits equal to the change you wish to affect (max of five). These spent traits are added as bonus Physical or Mental traits to the target for the remainder of the game session. There is a risk, however, compare the traits expended to the target's current Willpower. Any excess traits are suffered as levels of Bashing damage due to system shock.

High-Torment – Monstrous demons alter flesh and bone without regard for their subject's frailty. If performed on another, the subject must make a Mental challenge against the demon's Torment or suffer a temporary derangement.

Restore Flesh

Spend one Faith and make a Mental challenge against the target's Physical traits. If successful, the demon may spend one Mental trait per Health level of damage or other effect she wishes to heal on the subject. Lost limbs or organs can be restored completely, and any illness or poisons can be purged from the body. Aggravated damage cannot be healed by this evocation, nor can this power resurrect someone who is already dead.

High-Torment – Monstrous demons are capable of performing this evocation as well, but their ministrations are invariably tainted by hatred and pain. The subject of this power must make a Mental challenge against the demon's Torment or gain a permanent derangement.

Shape Flesh

Spend one Faith and touch your target. You must succeed on a Physical challenge against the target to alter their flesh. You then engage the storyteller in a series of Physical challenges whose number and difficulty is based on the changes you wish to make. You can alter the target's flesh in any way you wish, taking into account their body mass. This evocation lasts for a number of days equal to your Faith rating, though it can be made permanent by spending a temporary Willpower.

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

body.

Aruru, the Visage of Flesh

The Visage of Flesh confers the following Basic Form powers.

- *Enhanced Social Traits* The refinement of the character's features, mannerisms and voice provides the following bonus traits: Charismatic, Persuasive, Gorgeous, and Alluring.
- *Immune to Poisons* The character is immune to damage or impairment from any toxins.
- *Improved Initiative* Add two to the character's initiative.
- *Casts No Reflection* The demon's image does not appear in a mirror, nor can it be captured in a photograph or by a video camera.

Torment:

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

- *Extra Health Levels* The demon gains three extra Bruised Health levels.
- *Armor* The demon's undulating mass of gristle and flesh provides four levels of armor levels.
- *Gaping Maw* The demon can chew and digest almost anything – metal, stone or flesh. The demon gains two bonus traits on biting attacks after a successful grapple and can chew through any substance given enough time.
- *Regeneration* The demon regenerates one Health level of Bashing or Lethal damage per round, as a reflexive action.

Slayer

Lore of Death

The Lore of Death uses the Thanatology ability for retests.

Read Fate

Make a Mental challenge against the storyteller. Difficulty is determined by how long the body has been dead. Success grants the demon a vision of the circumstances surrounding the mortal's death.

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

Decay

Your Slayer must be able to touch his intended target to perform this evocation. Make a Physical challenge against it once contact has been established. Success inflicts one Health level of aggravated damage. Once the target has taken enough damage to destroy it, it crumbles into dust.

High-Torment – Monstrous demons affect people and objects in an area as opposed to single targets. The demon must engage in a Physical challenge with everyone (friend or foe) within a radius in yards equal to his Faith rating. Those that fail take damage as described above.

Vision of Mortality

Engage your target in a Social Challenge. Success forces your target to flee from your presence for the remainder of the scene and gain a temporary derangement.

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

Extinguish Life

The Slayer must be able to physically touch her intended target to perform this evocation. Spend one Faith point and make a Physical challenge against your target to touch them. If you succeed, the target loses 2 Willpower. Targets reduced to 0 Willpower through use of Extinguish Life are slain immediately. If this evocation is performed on another demon, it inflicts two levels of aggravated damage instead.

High-Torment – Monstrous demons do not need to touch their victims to employ this evocation. Their icy hatred radiates from them in all directions as a wave of entropy and death. The demon must challenge all beings within a radius in yards equal to his Faith, otherwise the power works as described above.

Unlife

Spend one Faith and touch the body in question. The body then animates under the Slayers control. These creatures do not suffer wound penalties in combat, but are mindless automatons, obeying only the simplest of instructions. Each time the Slayer wishes to give them a new set of instructions, she must defeat the creature in a Social challenge.

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

Disembodied fallen (or other entities capable of possessing the dead) may possess animated corpses with the Slayer's permission, or they can try to wrest control of them away with a Social Challenge. Unless transformed by the use of other lore, the demon's host remains a dead body with all due appearances, smell and physical limitations.

High-Torment – Monstrous demons cannot prevent their Torment from infusing creations with an unnatural craving for violence, raising flesh-eating monsters that must be held in check constantly or they attack any living thing they can reach, including the Slayer herself. Each day, the Slayer must make a Social challenge to continue to control these creatures, otherwise they go on a rampage.

Namtar, the Visage of Death

The Visage of Death confers the following Basic Form powers.

- *Wings* A pair of raven's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per round.
- *Improved Initiative* Add two to the character's initiative.
- *Pass Without Trace* The character gains two bonus traits on Stealth challenges, and her passage does not disturb the surrounding environment in any way.
- *Casts no Reflection* The demon's image does not appear in a mirror, nor can it be captured by photograph or by a video camera.

Torment

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

- *Cloak of Shadows* The demon is shrouded in a pall of darkness, making her features difficult to see in the best of light, and rendering her near invisible at night. The character gains two bonus traits on Stealth challenges whenever the demon stands in a pool of shadow or moves in darkness. If the character is attacked in those conditions, her attackers are treated as being Blind.
- *Deathgrip* The demon's spirit can cling to life past the point of human endurance. If the demon's host body suffers enough damage to kill it, the demon can spend a permanent Willpower to cling to life, at which point she falls into a deep coma and rises the following dawn having healed to Incapacitated.

- *Aura of Entropy* Plants wilt in the demon's presence, and living beings are suffused with an icy chill that saps their strength. Mortals and other demons within a number of yards equal to the demon's Faith must bid an extra trait on all challenges.
- *Damage Resistance* The demon is capable of shrugging off damage that would cripple a normal human being. She may ignore Wound Penalties.

Lore of the Spirit

Lore of the Spirit uses the Intimidation ability for retests.

Speak with the Dead

Make a Social challenge against the Wraith you wish to speak with. If this evocation is successful, the wraith must answer the demon's questions truthfully to the best of their ability. The effects of this evocation last for a number of rounds equal to the demon's Faith rating.

High-Torment – Monstrous demons can perform this evocation as well, but the wraiths they contact become warped by the demon's Torment and grow inimical to living beings for days afterward. Wraiths affected by this evocation gain the negative traits Impatient and Violent for a number of days equal to the demon's Torment.

Summon the Dead

Make a Social challenge against any wraiths in the area, which has a radius equal to 10 times your Faith rating. Wraiths affected by this evocation are drawn to the Slayer's presence immediately. They remain until the effects of the evocation expire or until the Slayer dismisses them, whichever comes first. This evocation lasts for one scene.

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

Command the Dead

Make a Social challenge against the wraith, which must be able to hear your voice. Success means the wraith must obey your commands to the best of their ability. This evocation lasts for a single scene. The Slayer can spend a permanent Willpower, however, to bind a commanded wraith to her permanently.

High-Torment – Monstrous demons can command wraiths as well, but they warp any beings by the force of their Torment, causing ghosts to become maddened, violent entities that lash out at the living at the first opportunity. Once the evocation expires, the wraith gains the derangement Crimson Rage when encountering living beings for a number of days equal to the demon's Torment.

Anchor the Soul

Spend one Faith and make a Physical challenge against the target wraith, which gains a number of bonus traits depending on how their soul resonates with the object they are being bound to. Your character must be within a number of yards equal to his Faith rating to the wraith, and he must be touching the object in question. If you succeed, the wraith is trapped within the anchor and cannot interact with the outside world unless the object has been properly attuned (see Lore of the Forge).

Demons bound to an attuned item can still access their inherent powers (including lore) provided they have Faith available. This evocation persists for a number of days equal to your Faith rating, or can be made permanent by spending a permanent Willpower. If the anchor is ever destroyed, the entity is freed immediately.

High-Torment – Monstrous demons bind wraiths with a shroud of suffocating

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

Restore the Dead

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

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

High-Torment – Monstrous demons who perform this evocation invariably taint the entity with their own Torment, leaving the soul twisted by hate and pain. Once the soul has been restored, it makes a Mental challenge against the demon's Torment. If successful, it suffers a temporary derangement. Failure makes the derangement permanent.

If a disembodied demon wraith is put into a body with the high-Torment version of this evocation, it must make the same challenge. If it fails, it gains a point of Torment.

Nergal, the Visage of the Spirit

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

- *Ghost Sight* The angel can see the spirits of the dead that linger in the mortal realm, whether the ghosts wish to reveal themselves or not.
- *Enhanced Social Traits* The angel's beautiful appearance provides the following bonus traits: Charismatic, Genial, Persuasive, and Gorgeous.
- *Pass Without Trace* The demon gains two bonus traits on Stealth challenges, and her passage does not disturb the surrounding environment in any way.
- *Wings* A pair of raven's wings extends from the character's shoulders. At full extension, each wing is a third again as long as the character is tall. The character can glide up to three times her running speed per round.

Torment

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

- *Cloak of Shadows* The demon is shrouded in a pall of darkness, making her features difficult to see in the best of light, and rendering her near invisible at night. The character gains two bonus traits on Stealth challenges whenever the demon stands in a pool of shadow or moves in darkness. If the character is attacked in those conditions, her attackers are treated as being Blind.
- *Howl of the Damned* The character gains two bonus traits on all Intimidation challenges.
- *Aura of Dread* The demon is surrounded by an aura of fear that saps the will of her foes. Targets within a number of yards equal to the demon's Faith must make a Mental challenge against the demon's Torment or have their actions moved to the end of the round. This challenge must be made every round.
- *Damage Resistance* The demon is capable of shrugging off damage that would cripple a normal human being. She may ignore Wound Penalties.

Lore of the Realms

The Lore of the Realms uses the Occult ability for retests.

Sense the Barrier

Make a Mental challenge against the storyteller to gauge the strength of the

Shroud. Your demon can sense an area up to 10 yards in radius per Faith rating.

High-Torment – Monstrous demons can sense only where the barrier is weak, being drawn by the call of the spirit storm raging just beyond.

Step Beyond the Veil

Make a Physical challenge against the rating of the Shroud in the area. Once you have crossed, your character can fly across the landscape seemingly at will, flying at three times its normal movement rate. Once you have reached a destination, make a Physical challenge to cross back into the living realm.

Be mindful that things in the spirit realm are physically real while you are there, and that the Maelstrom may cause problems for your demon.

High-Torment – Monstrous demons that cross into the spirit world create a “seam” in the barrier that draws restless spirits into the physical world, resulting in temporary but intense hauntings. The seam remains for a number of days equal to the demon’s Torment.

Ghostwalk

Make a Physical challenge against the Shroud to enact this evocation. Success means your demon becomes hazy and insubstantial, able to see and be seen by individuals on both sides of the barrier. She passes through objects without harm and vice versa, though may spend a Willpower to interact with either realm for a single round. During that round, she may speak to individuals, handle objects, attack or be attacked in the realm to which she has attuned herself, just as if she were solid. The effects of this evocation last for a number of rounds equal to the demon’s Faith rating.

High-Torment – When a monstrous demon performs this evocation, it causes energies of the spirit storm to leak into the physical world around her, the effects of which are left to the storyteller.

Reach Across the Barrier

Spend one Faith and make a Physical challenge against the Shroud. If successful, your character can see into and “reach” across the barrier between realms – her hand and arm literally vanishes from mortal eyes until she withdraws it again. She can place or remove any item that can be easily lifted with one or two hands. Mortals and demons cannot be forced across the barrier using this evocation. Keep in mind, bringing an item to or from either side of the barrier mean that other that exist on that side might gain access to them.

High-Torment – Monstrous demons who perform this evocation risk allowing traces of the spirit storm to leak through into the physical world, causing surreal and terrifying effects. If the evocation succeeds, make a Mental challenge against your own Torment. Failure means the winds of the storm seep through. The effects of this are best left to the storyteller.

Pierce the Barrier

Spend one Faith and make a Physical challenge against the Shroud. Success creates a portal that other demons may bodily pass through into the shadow realm, allowing them to interact with the spirits of the dead and to travel through the dead lands. One person per point of Willpower you possess may use this portal. .

Demons other than Slayers are two traits down on all challenges in the spirit realm, and are more susceptible to the ravages of the Maelstrom. They also lose one Willpower per day they remain in the spirit realm. When out of willpower, they begin to lose one Physical trait per day. If all Physical traits are exhausted, their body dies.

The doorway exists only for a single round.

High-Torment – Monstrous demons who perform this evocation cause the effects of the spirit storm to rage in the physical world in the immediate vicinity of the doorway,

drawing spirits and causing horrifying manifestations to linger for a number of days equal to their Torment.

Ereshkigal, the Visage of the Realms

- The Visage of the Realms confers the following Basic Form powers.
- *Dead Reckoning* The character always knows where she is in relation to known landmarks, no matter how far away those landmarks may be. Unless affected by spatially distorting evocations such as Warp Path, she can never lose her sense of direction.
- *Pass Without Trace* The demon gains two bonus traits on all Stealth challenges, and her passage does not disturb the surrounding environment in any way.
- *Increased Awareness* The fallen is especially attuned to the fabric of reality, granting two bonus traits on all Awareness challenges.
- *Conjure From Nothing* The character is capable of supernatural sleights of hand, seeming to conjure items out of thin air only to make them vanish again with a flick of the wrist. She can draw an item from a pocket or conceal such an item without detection.

Torment

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

- *Cloak of Shadows* The demon is shrouded in a pall of darkness, making her features difficult to see in the best of light, and rendering her near invisible at night. The character gains two bonus traits on Stealth challenges whenever the demon stands in a pool of shadow or moves in darkness. If the character is attacked in those conditions, her attackers are treated as being Blind.
- *Relentless* The demon can walk or run without need of rest, able to cover superhuman distances without pause. As long as she stays in motion, she is unaffected by fatigue or hunger.
- *Voice of the Grave* The demon gains two bonus traits on all Intimidation challenges.
- *Dread Gaze* Individuals (mortal or demon) who meet the demon's gaze and fail a Social challenge must forfeit their actions for that round.

Life and Death

At the beginning of all things, the celestials knew nothing of death or the dangers of physical existence. They were not beings of the flesh and suffered neither their weaknesses or maladies, and were untouched by the very concept of annihilation. The sins of the Third Mortal changed this fact forever, ushering the idea of unnatural death into the universe in an instant, and both mortal and angel alike felt the shock-wave. The once indestructible host could be erased from existence.

Now bound into the fragile shells of men, the Fallen find that death is all too real of a danger.

Finding a New Host

Death itself, while something of a concern, is still an alien concept to the truly damned. Even if their host bodies die, their spirits will continue on for eternity, right?

Yet it is the death of their mortal frames that the Fallen fear most in this age. It is those fragile shells that give them an anchor to the world of substance and feeling, keeping them from plunging back into the formless void of the Abyss.

When a Fallen's host body is killed, the demon immediately manifests in their apocalyptic form above the body. In this instance, the demon cannot be further harmed or affected (with few exceptions - see *final destruction*). In turn, the demon cannot physically affect the world around them either or evoke the powers of his Lore. In this form he perceives the world in a different fashion, living beings are seen by their souls while inanimate objects are dim and hazy. This form is unaffected by gravity or physical obstructions, and the demon travels at Willpower x2 miles per round.

While the demon suffers no physical restraint, it is hardly an enviable position, as the Fallen feels the constant pull of the Abyss attempting to draw them back in. The Fallen may resist the Abyss's pull by spending one Willpower per round.

In order to survive in this world, the Fallen must find a new host body in the short time it has. Yet doing so is incredibly difficult as the Fallen must find one that is under the same restrictions as its original host form. They must possess a living body, but one whose soul has either already fled or is so diminished that they are only barely human. If a suitable body is nearby, the act of possession requires a Mental Challenge against the host form, retested with Willpower. Success indicates that the demon has a new lease on life... for now.

Alternatively, one of the demon's Thralls *may*, at storyteller discretion, choose to accept the demon into their own body. In this case, the Thrall's soul goes on to whatever reward or punishment awaits such beings and the possession is automatic. Storytellers should take note, however, that many of the people who make bargains with demons do so out of a desperate desire to continue living and thus are not likely to willingly offer their lives, even for their masters.

Final Destruction

Nothing is truly eternal. Even a light that has shined since the Beginning can be snuffed out in an instant. Fallen have existed since the Almighty first spoke, and yet even they can be undone by one another.

When a demon is forced to assume its apocalyptic form as a result of its host body (or reliquary) being destroyed, it is vulnerable to its kin. To consume a Fallen, the aggressor needs to be within arm's reach (about three steps) of where it is manifesting. The victim may attempt to flee, and being unaffected by gravity and obstacles is often successful, so the aggressor must act quickly.

The aggressor must make an opposed Faith challenge against his intended victim. The victim resists with his Faith or Torment, whichever is higher. The victim may also receive a single retest by spending a Willpower, the aggressor has no means of retesting the challenge. If the aggressor wins the challenge, he absorbs the victim and gains one Free Trait per point of Faith the victim possessed, and his victim is permanently destroyed. If the challenge is a tie, then the aggressor gains one temporary Faith point per that possessed by his intended victim, but the target escapes. On a loss, the victim is free to escape as normal. For this reason, final destruction typically only occurs on the turn immediately following death of the mortal host.

It should be noted that consuming another Fallen in this manner will cause the aggressor to *automatically* gain at least one point of Torment. Potentially more depending on how

Tormented the essence of their victim was.

Free Traits gained by consuming a rival Fallen can be spent in the following ways:

-They may be converted to experience points on a one-for-one basis. These experience points may be spent to purchase anything experience points can normally be used for. In addition, they may be used to purchase a single level of the victim's House Lore, up to the Advanced powers, provided the aggressor knows all the powers that come before them already.

-Free Traits may be spent to acquire pieces of knowledge the victim possessed on a one-for-one basis. Things such as the location of a relic, the True Name of a rival, etc. may be learned in this manner.

Free Traits must be spent immediately and cannot be stored for later use.

Apocalyptic Enhancements

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

Four and Four

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

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

Purchasing Apocalyptic Form Powers

Players may spend experience modifying their Apocalyptic Form with Storyteller approval, as such modifications should follow intense roleplay of the character altering their fundamental goals and purposes. Players may purchase Common Form Powers or their House Form Powers at the costs listed below. They may purchase the powers of another House at double the cost listed below, however they should tailor the description of how it manifests on their PC to suit their own House. Characters are not refunded any experience when replacing Form powers with another, the new power simply overwrites the old and any points spent on the previous power are lost.

No Form Power may be selected more than once.

Common Form Powers

Armor (4 points)

The demon gains 4 Health Levels of Armor

Cast No Reflection (2 points)

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

Claws/Teeth (1 point, High Torment)

The demon's natural attacks deal Aggravated damage.

Damage Resistance (3 points)

The demon may ignore wound penalties.

Enhanced Ability (3 points)

The demon gains 2 bonus traits when using one ability that must be chosen when this power is taken.

Enhanced Senses (3 points)

The demon gains 2 bonus traits on all perception challenges.

Enhanced Mental Acuity (4 points)

The player chooses 4 named Mental traits that are added to the demon's total, even above their normal maximum.

Enhanced Social Traits (4 points)

The player chooses 4 named Social Traits that are added to the demon's total, even above their normal maximum.

Extra actions (3 points)

Faith may be spent to gain extra actions in a given round at a rate of one-per-action. These actions occur in descending initiative order. Ie. if the Fallen normally acts on an Initiative of 12, it will take its normal action, then an additional one at 11 (the next at 10, then 9, etc., depending on how many actions the Fallen spent for).

Extra Health Levels (3 points)

The demon gains 3 additional Bruised Health Levels.

Extra Limbs (3 points, High Torment)

The demon gains an extra action at the end of each round, after all other actions have been taken.

Gaping Maw (2 points, High Torment)

The demon is capable of chewing through any substance, given time. Bite attacks will deal Aggravated damage.

Horns (1 point, High Torment)

The demon receives one free counter-attack against a close combat opponent each round. This attack is at -2 traits, but deals Aggravated damage.

Horror (10 points, High Torment)

The demon's form exudes primordial evil. Onlookers must succeed on a Static Willpower challenge or gain a permanent Derangement upon first viewing the demon's true form.

Improved Attribute (3 points)

The demon receives 2 bonus traits to one Attribute category, selected at the time of purchasing.

Improved Initiative (1 point)

The demon adds 2 to its initiative each round.

Incorporeal Form (12 points)

The demon may assume a form relative to its nature that is without solid matter (their body becoming water, shadow, coherent light, etc). In this form the demon may flow around physical obstructions or move through tiny spaces. Purely kinetic attacks will only inflict a single Bashing damage against demons in this form, and the demon may not suffer more than 1 damage from any single source in this form. However, the demon's own attacks are similarly blunted.

Increased Size (3 points)

The demon gains Brawny x2 and Steady and 1 extra Bruised Health Level.

Lashing Tail (1 point, High Torment)

The demon receives one extra attack at the end of the round, after all other actions have been taken. This attack is a Brawl challenge at -2 traits and inflicts Aggravated damage.

Pass Without Trace (2 points)

The demon gains 2 bonus traits on Stealth challenges.

Regeneration (4 points)

The demon heals one Health level of Bashing or Lethal damage each round automatically.

Sense Vitality (2 points)

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

Tentacles (3 points, High Torment)

The demon gains 2 bonus traits on grapple challenges and may grapple opponents up to 10 feet away.

Unyielding (6 points)

The demon halves all Bashing damage.

Wings (3, 7, or 14 points)

The demon may fly at 3x their walking speed. For 3 points they may only glide. For 7 points they may take off from a standing position. For 14 points the demon's wings are just for show and they may fly without regard for gravity or inertia.

Defiler Form Powers

Alter Size (3 points)

The demon may choose to reduce their size to $\frac{1}{3}$ their standard height. They gain 2 bonus traits defending against all physical attacks.

Aura of Want (6 points, High Torment)

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

Cartilaginous Flesh (3 points)

The demon halves all Bashing damage.

Distortion (3 points)

The demon gains 2 bonus traits defending against all attacks. This is an illusory effect and is subject to Fallen's Resistance to Illusion ability.

Enhanced Empathy (1 point)

The demon gains 2 bonus traits on Empathy challenges.

Enhanced Intuition (1 point)

The demon gains 2 bonus traits on Intuition challenges.

Ichor (2 points, High Torment)

The demon gains 2 bonus traits when defending against grapple attempts.

Immune to Electricity (2 points)

The demon cannot be harmed or affected by any electricity based attack or effect.

Improved Dexterity (2 points)

The demon gains Dextrous x2.

Ink Cloud (5 points)

The demon may expel a cloud of ink as an action. Anyone within the demon's Faith score in feet must make a Simple Test or be blinded for a number of rounds equal to the demon's Torment score.

Lyrical Voice (1 point)

The demon gains 2 bonus traits on Leadership and Subterfuge challenges.

Sea's Beauty (3 points)

The demon gains Charismatic x2, Manipulative, and Gorgeous x2.

Shark Hide (3 points, High Torment)

The demon gains 4 Health Levels of armor.

Shocking Touch (2 points)

Once per scene the demon may touch an opponent and inflict their current Faith score in Bashing damage.

Spines (2 points)

The demon inflicts an extra level of damage in unarmed combat.

Soporific Touch (6 points)

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

Soul Glimpse (3 points)

By meeting the gaze of a target, the demon may make a Static Mental challenge against them to determine their Nature and Demeanor.

Venom (3 points, High Torment)

The demon's claws and teeth are coated with venom. Every time the Defiler deals unarmed damage in combat, the target loses a Physical trait.

Weather Sense (1 point)

The demon can sense any and all changes in the weather up to a distance of 10 miles per point of permanent Faith they possess.

Devils

Abyssal Eyes (3 points, High Torment)

Anyone meeting the gaze of the demon must make a Simple Test or be down 3 traits on all challenges for the round.

Affirm (3 points)

With eye contact, the demon may make a Simple Test to restore one point of Willpower to another being. Characters may only receive the effect of this once per scene.

Beckon (2 points)

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

Corrosive Spit (2 points, High Torment)

The demon may bite for Aggravated damage, or alternatively can spit up to 10 feet with a Physical challenge to deal one Aggravated damage.

Dread Gaze (8 points)

Anyone making eye contact with the demon must make a Static Willpower challenge or forfeit their actions for the round.

Fiery Blood (4 points, High Torment)

Opponents in close combat suffer one level of Aggravated damage each time they inflict damage on the demon.

Halo of Majesty (10 points)

No opponent may attack the demon without succeeding on a Static Willpower challenge against them first.

Immune to Fire (3 points)

The demon suffers no damage or negative effects from heat or fire of any kind.

Increased Awareness (2 points)

The demon gains 2 bonus traits on Awareness challenges.

Inhuman Allure (3 points)

The demon gains Charismatic x2, Manipulative and Gorgeous.

Liar's Ear (2 points)

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

Lordly Mien (2 points)

The demon gains 2 bonus traits on all Social challenges.

Radiant Aura (2 points)

The demon's body is wreathed in a corona of multi-colored light and glory. Anyone making ranged attacks against the demon must bid an extra trait.

Razor Wings (6 points, High Torment)

The demon must have Wings as a separate form power to take this. The demon may attack opponents in close combat, or by swooping by in flight, for 2 Aggravated damage.

Scales (3 points, High Torment)

The demon gains 4 Health Levels of armor.

Sense the Hidden (2 points)

The demon gains an automatic retest when attempting to detect hidden individuals or objects around them.

Shroud of Flames (3 points)

The demon is surrounded by a nimbus of supernatural flames that, while it does no damage, grants the demon 1 bonus trait when defending against ranged and melee attacks.

Spark of Faith (3 points)

The demon must touch the target and then makes a Faith challenge against the target's Willpower. Success heals a number of health levels of bashing or lethal damage equal to the demon's highest Virtue. If taken as a High Torment power, Spark of Faith inflicts Lethal damage equal to the demon's highest Virtue instead.

The Host (2 points, High Torment)

The demon inflicts 1 Aggravated damage per round automatically to anyone they have grappled. When no one is grappled, the mouths constantly whisper blasphemous phrases in all languages the demon knows.

Voice of the Damned (1 point)

The demon gains 2 bonus traits on Intimidation challenges.

Devourers

Aura of Vitality (4 points)

Living beings within the demon's Faith score in yards heal one Health Level of Bashing or Lethal damage per round.

Chameleon Skin (1 point)

The demon gains 2 bonus traits on Stealth challenges.

Clinging Flesh (4 points)

Tiny hooks in the demon's skin allow them to cling to nearly any surface. The demon may attempt to climb or hold onto any solid material.

Disperse (3 points, High Torment)

The demon dissolves into a cohesive swarm of spiders, maggots, or other tiny vermin. They may fit into small openings that such miniscule creatures could enter. In combat, this form provides 3 bonus traits on Grapple challenges and inflicts 1 Aggravated damage per round on any grappled opponents.

Enhanced Social Traits (3 points)

The demon gains Charismatic, Manipulative and Gorgeous x2.

Enhanced Survival (1 point)

The demon gains 2 bonus traits on Survival challenges.

Eyes of the Predator (1 point)

The demon gains 2 bonus traits on Intimidation challenges.

Frenzy (2 points, High Torment)

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

Immune to Poisons (3 points)

The demon is immune to damage or impairment by any toxin, natural or otherwise.

Mimic (2 points)

The demon may make a Static Mental challenge to vocally mimic any natural sound. The difficulty of the challenge is determined by the Storyteller.

Natural Weaponry (3 points)

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

Nimble Hunter (3 points)

The demon gains 2 bonus traits on Athletics challenges and doubles their leaping distance.

Primal Mind (3 points, High Torment)

By touching a target, the demon may reduce a mortal to a bestial mindset. Making a challenge of the demon's Torment against the target's Willpower. Success means the target loses access to all knowledges and powers that an animal would not possess for one scene. Against vampires and were-creatures, this power sends them into an immediate and uncontrollable frenzy.

Relentless (1 point)

So long as the demon keeps moving, they do not need to rest and feel no fatigue.

Repellant Musk (4 points)

The demon exudes a disgusting stench. Those within the demon's Faith score in feet must make a Simple Test or be down 2 traits on all challenges for the round.

Sun's Bounty (2 points)

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

Thick Hide (2 points)

The demon gains 4 Health Levels of armor.

Thorns (1 point)

Opponents striking or grappling the demon in unarmed combat take 1 Aggravated damage.

Toxins (3 points, High Torment)

Opponents exposed to the demon's saliva (through biting, kissing, licking a wound, etc) take ½ the demon's Torment score in damage.

Fiends

Aura of Misfortune (3 points, High Torment)

All opponents within the demon's Torment score in yards must bid an extra trait in all challenges.

Cloak of Shadows (6 points)

The demon gains 2 bonus traits on Stealth challenges when in shadow or darkness. Opponents attacking the demon directly are treated as being Blind.

Chimerical Attack (5 points, High Torment)

Each round, one opponent in close combat with the demon is attacked by swirling chimerical figures. This attack has Physical traits equal to the demon's Torment score and inflicts 1 Aggravated Damage.

Chimerical Aura (1 points)

The demon gains 2 bonus traits on all Dodge challenges.

Danger Sense (3 points)

With a Static Mental Challenge, the demon may receive a detailed mental image of any impending threats.

Dread Mien (1 point)

The demon gains 2 bonus traits on Leadership and Intimidation challenges.

Enhanced Dodge (1 point)

The demon gains 2 bonus traits on Dodge challenges.

Enhanced Intuition (1 point)

The demon gains 2 bonus traits on all Intuition challenges.

Enhanced Mental Acuity (3 points)

The demon gains Knowledgeable, Wily and Perceptive x2.

Eyes of Fate (4 points)

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

Hypnotic Visions (3 points)

Anyone attacking the demon must make a Static Mental challenge against the demon's Faith or Torment score (whichever is higher). Failure means the attacker may not act until the very end of the round. This power may be resisted by the demonic Resistance to Illusion.

Increased Awareness (1 point)

The demon gains 2 bonus traits on Awareness challenges.

Infinite Tome (2 points)

The demon gains 2 bonus traits on all Academics and Lore(Ability) challenges.

Invisibility (6 points)

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

Mirage (6 points)

With a Static Mental challenge, the demon may disguise their features however they choose. Observers with supernatural senses may attempt to penetrate this effect with an opposed Mental Challenge. This power is subject to Resistance to Illusion.

Night Sight (2 points)

The demon can see clearly in utter darkness, including supernatural darkness.

Rend the Soul (3 points, High Torment)

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

Sense the Hidden (1 point)

The demon gains 2 bonus traits on Perception challenges to detect hidden individuals or objects around them.

Sibilant Whispers (1 point)

The demon gains 2 bonus traits on Subterfuge challenges.

Unearthly Glamour (1 point)

The demon gains 2 bonus traits on all Social challenges. These bonus traits cannot be used against anyone with demonic Resistance to Illusion.

Malefactors

Absorption (3 points)

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

Alter Size (3 points)

The demon may reduce their size to 1/3 normal, and gains 2 bonus traits against attacks when doing so.

Conjuration (2 points)

The demon may cause any object on their person that has a conceal level of 'pocket' to appear in their hand at will. They may also cause such items to transfer from their hands to a pocket instantly at will.

Creator's Mark (4 points)

By touching an object, the demon may make a Mental Challenge to know who created it and when.

Dead Reckoning (1 point)

The demon is always aware of their spatial location in relation to known landmarks and can never lose their sense of direction.

Flesh of Magma (6 points, High Torment)

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

Ichor (2 points, High Torment)

The demon gains 2 bonus traits defending against or escaping grapple attempts.

Immune to Bashing Damage (4 points)

The demon suffers no damage from any attack or effect that inflicts Bashing damage.

Immune to Fire (3 points)

The demon suffers no damage or ill effect from fire or heat of any kind.

Iron Skin (3 points)

The demon gains 4 Health Levels of armor.

Irresistible Force (2 points)

The demon may use "the bomb" when throwing Strength-related challenges. The Bomb defeats both paper and rock, but is defeated by scissors. The demon's player must declare the ability to use the bomb prior to the challenge taking place.

Magnetic Field (2 points)

Electronic devices within the demon's Faith score in yards fail automatically.

Master Artisan (1 point)

The demon is treated as having all Crafts abilities 2 levels higher. This only functions for Crafts in which the demon has at least 1 level.

Mirage (4 points)

The air itself warps around the demon's body, disorienting foes and causing them to misjudge the distance to their target. The demon gains 2 bonus traits defending against ranged attacks, and 1 bonus trait defending against all other attacks. This power is subject to another demon's Resistance to Illusion.

Night Sight (2 points)

The demon can see clearly in utter darkness, including supernatural darkness.

Relentless (1 point)

As long as the demon keeps moving, they do not need to rest and feel no fatigue.

Shattering Touch (3 points, High Torment)

With a Static challenge of the demon's Faith against a difficulty determined by the Storyteller, based on the hardness and density of the object, the demon may shatter one square yard per point of Torment of any solid material.

Spikes (1 point, High Torment)

The demon's unarmed attacks do an additional Health Level of Aggravated damage.

Thunderous Voice (6 points)

The character's shout shatters glass and makes stone tremble. The demon must make a Physical challenge against all Individuals within a number of yards equal to the demon's Faith, those who fail suffer 4 Bashing damage. This ability may be used only once per scene.

Tremor Sense (3 points)

The demon gains 2 bonus traits to its Initiative in combat. Opponents wishing to surprise the demon must first win a Static Mental challenge against them.

Scourges

Aura of Vitality (4 points)

Living beings within the demon's Faith score in yards automatically heal 1 Health Level of Bashing or Lethal damage each round.

Caustic Bile (2 points, High Torment)

The demon may vomit on an opponent within 10 feet with a Physical challenge, dealing 1 Aggravated damage.

Cloak of Shadows (4 points)

The demon gains 2 bonus traits on Stealth challenges while in darkness or shadows. Opponents attacking the demon must automatically retest successful challenges due to darkness.

Curative Lips (3 points)

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

Dead Reckoning (1 point)

The demon is always aware of their spatial location in relation to known landmarks and can never lose their sense of direction.

Enhanced Dodge (1 point)

The demon gains 2 bonus traits on Dodge challenges.

Enhanced Intuition (1 point)

The demon gains 2 bonus traits on Intuition challenges.

Immune to Falling Damage (2 points)

The demon may fall any distance and land safely, and unharmed, on their feet.

Improved Physical Capabilities (3 points)

The demon gains Brawny, Dextrous, and Tough.

Martyr's Flesh (3 points)

The demon may ignore wound penalties.

Miasma (6 points, High Torment)

The demon may exhale a cloud of rot. Make a Physical Challenge against all within the demon's Faith score in feet. Those the demon defeats forfeit their next action. This power has no effect on entities that do not need to breathe, such as the undead.

Mist (4 points)

The demon may summon a concealing cloud of mist over a 10-foot area, giving everyone within 2 bonus traits on all defensive challenges

Multiple Eyes (2 points)

The demon gains 360-degree vision and 2 bonus traits on Perception-based challenges.

Perfect Balance (1 point)

The demon gains 2 bonus traits on Athletics challenges.

Plague Touch (6 points, High Torment)

By touching a target, the demon inflicts Bashing damage equal to their ½ their Torment score. Furthermore, the target must succeed at a Static Physical challenge each day, for a number of days equal to the demon's Torment, or take a Lethal damage. This second effect does not stack.

Quills (1 point, High Torment)

Anyone striking at the demon in close combat must make a Simple Test to take 1 Lethal damage for each attack.

Spore Cloud (6 points)

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

Supernatural Vision (1 point)

The demon can see up to 5 times farther away and gains 2 bonus traits on vision-based Perception challenges.

Viscous Flesh (2 points, High Torment)

The demon gains 2 bonus traits defending against or escaping grapple attacks.

Slayers

Aura of Darkness (6 points, High Torment)

The demon creates an area of unnatural darkness out to a distance of their Faith score in yards. All within it are treated as being Blind.

Aura of Dread (6 points, High Torment)

Opponents within a number of feet equal to the demon's Faith score must make a Willpower challenge against the demon's Torment. Failure means they act last in combat, after all other actions have been taken.

Aura of Entropy (2 points, High Torment)

Living beings within the demon's Faith score in yards are down 1 trait on all challenges.

Cloak of Shadows (2 points)

The demon gains 2 bonus traits on Stealth challenges while in darkness or shadows. Opponents attacking the demon directly are treated as being Blind.

Conjuration (2 points)

The demon may cause any object on their person that has a conceal level of 'pocket' to appear in their hand at will. They may also cause such items to transfer from their hands to a pocket instantly at will.

Dead Reckoning (1 point)

The demon is always aware of their spatial location in relation to known landmarks and can never lose their sense of direction.

Death Grip (8 points)

If the demon's host body is reduced to 0 Health levels, the demon may spend a permanent Willpower to cling to life. Provided the body remains reasonably intact until the following dawn, the demon will rise with 1 Health level.

Death Sight (2 points)

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

Dread Gaze (8 points)

Anyone making eye contact with the demon must make a Static Willpower challenge or forfeit their actions for the round.

Enhanced Awareness (2 points)

The demon gains 2 bonus traits on Awareness challenges.

Enhanced Social Traits (3 points)

The demon gains Charismatic x2, Manipulative and Gorgeous.

Ghost Sight (2 points)

The demon may see into the Shadowlands at will.

Howl of the Damned (1 point)

The demon gains 2 bonus traits on Intimidation challenges.

Night Sight (1 point)

The demon can see clearly in utter darkness, including supernatural darkness.

Reaper's Breath (3 points, High Torment)

Once per scene the demon may exhale a chilling cloud that affects all within their Torment score in feet. Those within the cloud take $\frac{1}{2}$ the demon's Faith score in Lethal damage. This effect does not affect those who do not need to breathe.

Relentless (1 point)

As long as the demon keeps moving, they do not need to rest and feel no fatigue.

Silent Steps (1 point)

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

Touch of Death (6 points)

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

Voice of the Banshee (4 points, High Torment)

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

Credit

This packet is brought to you by the collective efforts of a large number of people. Originally compiled and written by Brad Klinger, it has been modified over the years by through suggestions by members of the Demon Coordinator's team, and by suggestions by the players of Crusade of Ashes that have made use of these rules and offered feedback.